DARK BLOOD

RULEBOOK

Moros Diary Entry 1: I Am Moros

1647 AD, Akrasion Village

I go by the name of Moros and I reside in the little village of Akrasion. We live in dark times, and it feels like the world is getting darker every day. As a witness to the odd and sinister happenings that have started to haunt our previously tranquil home, I take up this diary, not as a scholar or an educated man.

Akrasion has always been a peaceful area hidden between the craggy mountains and the shadowy forest. Hard labor, field maintenance, and family care occupy our days. The seasons' cycles and the will of the skies bind us as a primitive people. But lately there has been a strange chill about our community, a nagging suspicion that something strange is rising.

As the seasons have changed, we have started to notice changes in this year of our Lord 1647. The nights are darker and more ominous, the air thicker. The elders tell of signs and omens that nobody dares to speak out aloud, and whispers of odd happenings spread through the community like autumn leaves.

I have made the decision to document these events since I worry that they will be lost to the darkness that is closing in on us if I don't. Maybe others may discover the truth about what is happening to our hamlet and what lies ahead in these pages.

Five sites in Akrasion have always held special meaning for us. Our ancestors are buried at the Cemetery; our religion is nourished by the Church; we fear the Hell Pit; our livelihood comes from the Mines; and we are reminded of our mortality by the Ossuary. Once a part of our daily lives, these locations now seem to conceal dangers and secrets that were never there before.

I shall report what I see and hear even though I have no idea what lies ahead. Something dreadful is about to happen. May every one of us be safe with God.

Moros

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Box Shaped as a Book with magnetic lock
Inner: 296 x 296 x100 mm

1 x Rulebook
32 pages, 280 x 280 mm

1 x Board custom shaped
560 mm (folded 280 x 280 mm)
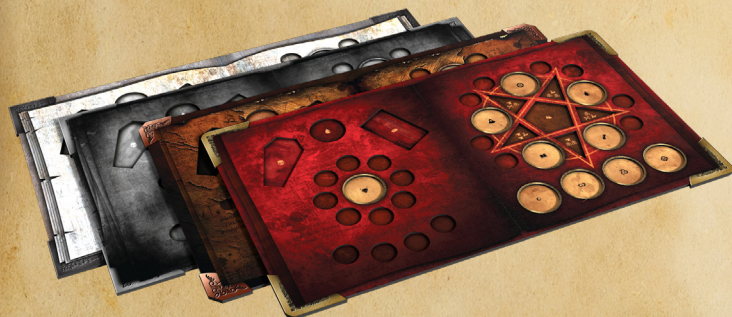
4 x Player Boards dual layer
500 x 280 mm

40 x Ritual Tokens
40 x 2 mm

4 x Priority Tokens
30 x 28.5 mm

4 x Starting Points Tokens
20 x 14 mm

5 x Defiled Tokens
61 x 44.5 mm

3 x Spellbook Tokens
61 x 44.5 mm

32 x Hex Wooden Disks
38 x 2 mm

4 x Position Tokens
30 x 28.5 mm

6 x Location Cards
44 x 67 mm

3 x Cult Tokens
61 x 44.5 mm

3 x Blood Tokens
61 x 44.5 mm

3 x Unholy Favor Tokens
30 x 30 mm

4 x Player Aid Cards
146 x 89 mm

8 x Objective Cards
44 x 67 mm

COMPONENT LIST

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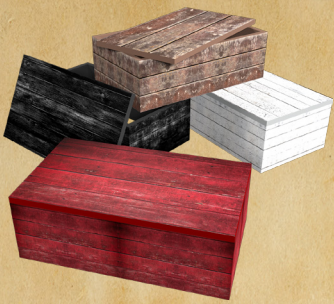
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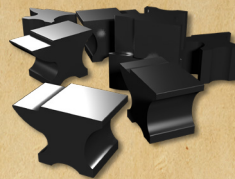
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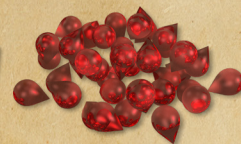
40 x Acrylic
Blood Drops
10 mm

20 x Bones
20 x 6 mm

20 x Sulfur Plastic
Gems 10 mm

32 x Skull Miniatures 10 mm

8 x Peasands Miniatures 32 mm

4 x Player Pouch
40 x 40 mm

1 x Game Pouch
90 x 90 mm

20 x Silver Bars
20 x 9 x 6 mm

1 x Thanatos Miniature 64 mm

1 x Lagneia Miniature 64 mm

8 x Demonologist Miniatures
32 mm

8 x Necromancer Miniatures
32 mm

1 x Strigla Miniature
64 mm

8 x Warlock Miniatures
32 mm

8 x Doomsayer Miniatures
32 mm
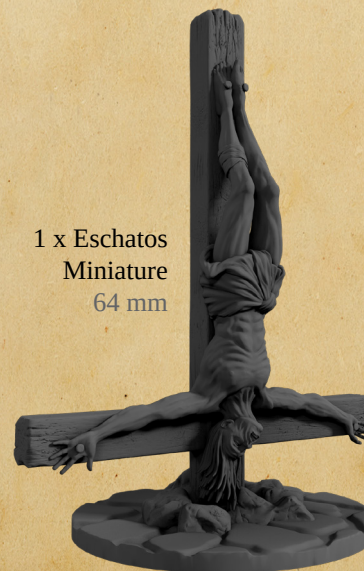
1 x Eschatos
Miniature
64 mm

MAIN BOARD SETUP

Place the board at the center of the table so all players can easily reach it.

1 Space for the three Spellbook Tokens

2 Spaces for the three Blood Tokens

3 Spaces for the 3 Cult Tokens

4 Space for the 5 Defiled Tokens, on their Location as indicated by the printed Token in Grayscale on the board

5 Space for the Two Peasants Hex Wooden Disks under each one of the first three Defiled Tokens. If playing with the Inquisitor Module place on top of them the three Shield Hex Wooden Disks of the Inquisitor in any order

6 Printed Area for the Tree of the Damned. If you have the Tree of the Damned Miniature please place it here

7 Three Spaces for placing your Cultits when you want to increase your

8 position in the Unholly Favor Order

Space for one Sigil from each Cult forming the Unholy Favor

9 Spaces for the 3 Unholy Favor Tokens

10 Space for the area of a Location: Miniatures, such as Cultists, Peasants, or Monstrosities, are placed in or around this area

11 Spaces for the Priority Tokens

12 Spaces for the Location Cards. Shuffle the Location Cards into a deck and randomly place one in each Location.

13 Space for the Hex Wooden Components to be placed

14 Printed Icon of the Resource the Location produces

PLAYER AREA SETUP

Take your Cult's Ritual Book and open it in front of you.

1. Space to place your Player Pouch

2. Place to set your coffin that contains your Sigils

3. Place to set your crate that contains your Silver. You start the game with 1 Silver

4. Place for your Monstrosity Ritual and place your Monstrosity on top of it.

5. Places for your Active Cultists. You start with 4 Active Cultists. You can use only active cultists.

6. Places for your Inactive Cultists. You start with 4 Inactive Cultists and can never have more than this number

7. Places to activate your Cultists when performing Rituals

8. Places for the Rituals. Place each Ritual so that it matches the icon printed on the player board, positioning each ritual from the side that does not have a black brush stroke behind the title.

9. Place for the Resources used in upgrading an adjacent Ritual

10. This is the Resource Area where all gathered Resources are placed to be consumed by Rituals or used for upgrading Rituals

11. Places for the Passive Rituals. Place each Passive Ritual so it matches the icon printed on the player board. On top of each one, place the Hex Wooden Disk with your Cult's symbol

SETUP

PLAYER POUCHES

Each cult has a Player Pouch on their Player Board where they secretly store the blood accumulated from rituals, mainly through sacrificing Peasants. Although players can try to estimate the blood received by others, they can never know the exact amount since the initial blood each cult starts with is kept secret. Here's how it works:

All Player Pouches look identical on the outside and are prepared as follows:

✝ One pouch contains 5 Blood and a Starting Points Token indicating 0 Taint (Victory Points).

✝ Another pouch contains 4 Blood and a Starting Points Token indicating 1 Taint (Victory Points).

✝ Another pouch contains 3 Blood and a Starting Points Token indicating 2 Taint (Victory Points).

✝ Another pouch contains 2 Blood and a Starting Points Token indicating 3 Taint (Victory Points).

Additionally, each pouch receives one random Position Token, regardless of which one it is.

The four pouches are then shuffled and distributed randomly to each cult.

Each player secretly counts the blood they start with, and their opponents cannot know this amount. Each player also keeps their Starting Points Token secret. This serves two purposes: it balances the different starting amounts of blood and acts as hidden victory points, maintaining tension until the end of the game.

Players then take the Position Token from their pouch. This token, visible to everyone, indicates their cult's position in the Unholy Favor Order. Players place one of their sigils on the corresponding position on the Unholy Favor Order printed on the board. These tokens are kept as they also serve as Taint (Victory Points) at the end of the game, offsetting any disadvantage of starting in a lower position on the Unholy Favor Order.

Even in games with fewer players (two or three), it is best to assemble four player pouches and use only the required number, leaving one or two unused. This way, it remains harder for players to guess their opponents' hidden points and starting blood amounts.

THE TREE OF THE DAMNED

Please follow the steps in the photos to assemble the Tree of the Damned.

OBJECTIVE CARDS

At the game setup, shuffle 2 Objective cards to each player. Each player keeps one and returns the other unseen. These cards outline secret goals to achieve by the game's end. If met, they earn Taint (victory points). After the fifth round, all Objective cards are revealed and Taint is awarded. If players tie in meeting objectives, the one higher in the Unholy Favor order wins.

For example, if a player ties with another player on having the largest or smaller cult, then the player higher at the Unholly Favor is the winner in either case.

The Chosen

If you are first in Dark Favor Gain 2 Taint.

① Take one end of the cord and turn it into a u-shape

② Make another u-shape right after the first one, making an S-shape

③ Take the lower end of the S-shape and cross it under the first U-shape

④ Loop the lower end around the first U-shape

⑤ Keep looping for about 4-6 times

⑥ Take the lower end and put it through the upper loop that has been created

⑦ Hold the lower loop and pull the lower end to tighten

⑧ Hangman's Knot created

⑨ Put the Hangman's Knot around the peasant's neck

⑩ Tighten the knot

⑪ Peasants can now hang from the Tree of the Damned

GAME STRUCTURE

Each game has five Rounds. Each Round has four Phases.

Upkeep Phase

During the Upkeep Phase, do these steps in order:

1. Randomly place the 4 Priority Tokens.
2. Randomly draw and place 2 Hex Wooden Disks in each Location from the Game Pouch.
3. Immediately resolve Hex tiles as Cult Hexes, Peasant Hexes, or Inquisitor Hexes.
4. Place any available Peasants.

Placement Phase

† During the Placement Phase, all players take Turns.

† The Turn order is based on the Unholy Favor Order.

† On their Turn, each player places some of their Cultists in any one available Location.

Resolve Phase

† Each Location is Resolved in Priority Token Order.

† In each Location, players take Turns in Majority Order,

† assigning one Cultist to an action and resolving that action.

Defile Phase

(Skip this step in Round 1)

† The Location with the most Sigils is being defiled.

† All players secretly Bid Blood. Each Sigil in this Location counts as 2 Blood.

† The player with the highest Bid defiles the Location.

† The players who lost the Bid get some Blood back.

† All Cult miniatures return to each player's board.

† All Hex Wooden Disks are placed in the Game Pouch.

† All 4 Priority Tokens are removed from the Locations.

(If this is Round 5, also defile the Location with Priority 5, the Church immediately after the defile of Location with Priority 4).

GOAL OF THE GAME

At the end of the game, the Cult with the most Taint (Victory Points) wins.
You earn Taint from different Tokens gained during or at the end of the game.
You can find details about Tokens and how to earn them on
Page 29, Chapter "End of Game: Total Taint."
Most Taint comes from defiling Locations, which you do by winning a Bid when a Location is being defiled. To win a Bid, add the hidden Blood you Bid and the Sigils you have in that Location.
You Gain Blood through the Sacrifice Ritual and increase your chances of Corrupting Locations through the Corrupt Ritual. To perform actions like these, you need Cultists. The more Cultists you have, the more Rituals you can perform. Increase your Cultists with the Proselytize Ritual. Remember, your Rituals get stronger as you upgrade them, so allocate your Cultists to gather Resources.

GAME END

The game ends after the fifth Round, with the last two Locations being defiled. The Church, with priority 5, is the last one to be defiled. Once all Locations are defiled, players are awarded any remaining Tokens and reveal their hidden objective cards and hidden taint. They add up their taint and compare the totals. The player with the highest taint wins.

Priority Token 3 is placed in a Location. This Location will be the third to be resolved.

Two Hex Wooden Disks are placed in the Location with Priority Token 2. The Hex Wooden Disk indicating two Peasants is placed where the Graveyard Dirt icon is, and the Hex Wooden Disk with the number 2 is placed where the Silver Bar icon is.

PRIORITY TOKENS

At the beginning of each Upkeep Phase, randomly place the four Priority Tokens, which are numbered 1 through 4. Start by placing them face down, shuffling them, and then assigning them randomly to specific Locations. Each Location indicates where a Token should be placed. Once placed, reveal the Token and put it face up. During the Resolve Phase, the order of resolving Locations follows the order of these Tokens. The Church is always resolved last because it has a permanent Priority Token 5 printed on the board, so you cannot place a Priority Order Token on the Church.

HEX WOODEN DISKS

Continuing the Upkeep Phase, randomly draw and place 2 Hex Wooden Disks in each Location from the Game Pouch. You first place on the left of the large circle and then on the right circle. Each Location produces two Resources. For example, the Mine produces Anvil Dust and Silver. The type of Resource each Location produces is indicated by a small circle with a Resource Icon.

The amount of these Resources available to players is determined by the Hex Wooden Disks placed in the large circle adjacent to the Resource Icon. These Hex Wooden Disks have numbers ranging from 1 to 4, indicating the quantity of Resources available each Round.

The Game Pouch initially contains only Hex Wooden Disks with numbers on them. Later in the game, more Wooden Hexes will be added. When the first Location is defiled, the Wooden Disk indicating two Peasants, which is located below the Token awarded to the Cult that defiled this Location, is placed in the Game Pouch. If you are playing with the Inquisitor module, one of the three Hex Wooden Disks indicating a cross will also be added to the Game Pouch. Additionally, during the game, Cults will use their Rituals to corrupt the land, placing their Hex Wooden Disks from their player boards into the Game Pouch.

RESOLVING THE HEX

Once all Hex Wooden Disks are placed on the board, then they are resolved as follows:

✝ Numbered Hex Wooden Disks: These remain on the board and indicate the amount of Resources a Location will provide for this Round.

✝ Peasant Hex Wooden Disk: If a Hex Wooden Disk indicating two Peasants appears, immediately place two Peasant miniatures at this Location. If there aren't enough available Peasants, place as many as possible or none. Once resolved, return this disk to the Game Pouch.

✝ Inquisitor Module: If playing with this module and the Inquisitor Hex Wooden Disk appears, place the Inquisitor Miniature in this Location and return the Hex Wooden Disk to the Game Pouch.

✝ Cult's Hex Wooden Disk: If a Cult's Hex Wooden Disk appears, the Cult places one of their Sigils in that Location, corrupting it. The Hex Wooden Disk is then returned to the Cult's player board at the right-most available position.

✝ After resolving these disks, the spaces they occupied are now empty. Each of these spaces has a printed number 1, meaning the Location will still produce 1 Resource even without a Hex Wooden Disk there.

DARKFLOW

Eventually, each corrupted area will become defiled, indicated by flipping the Location Card face down. In defiled Locations only numbered or Peasant Hex Wooden Disks can be placed. Special rules apply when placing the Inquisitor Hex Wooden Disk or a Cult's Hex Wooden Disk in a defiled Location:

✝ If you are about to place an Inquisitor or Cult's Hex Wooden Disk in a defiled Location, skip that Location.

✝ Place the Hex on the next Location according to the Priority Token order.

✝ If the next Location is also defiled, continue to the next one until you find a Location that is not defiled and has an available space for the Hex.

✝ After placing the Hex Wooden Disk, continue placing Hex Wooden Disks as usual in the originally intended defiled Location.

The Church, with the printed Priority Token 5, is always the last Location to be defiled. If the Church already has Hexes due to Darkflow and there is no space for an Inquisitor or Cult's Hex, these Hexes are removed from the game. If a Cult's Hex is removed, the Cult does not place a Sigil but receives 1 Blood to their Player Pouch as compensation. This Cult is now more powerful with permanently more passive abilities available. In the above image, Hex Wooden Disks have already been placed in the Location with Priority Token 1 and are now being placed in the Location with Priority Token 2, which is already defiled.

Placing Numbered Hex Wooden Disk
The Hex Wooden Disk with the number 2 is placed first. Since it is a numbered disk, it can be placed normally in the defiled Location.

Placing Non-Numbered Hex Wooden Disk

✝ When the Demonologist Hex appears, it cannot be placed in the defiled Location.

✝ Instead, it is placed in the first available Location, which is the left large circle of the Location with Priority Token 3.

Continuing Placement

✝ After placing the Demonologist Hex, continue placing Hex Wooden Disks in the Location with Priority Token 2.

✝ The next disk goes to the right circle of the defiled Location (Priority Token 2), which is still empty.

✝ If this disk is a number or Peasants, it will be placed there.

✝ If it is an Inquisitor or Cultist Hex, it will Darkflow to the next Location, which is the right circle of the Location with Priority Token 3.

The last available Cultist is placed on Location with Priority Order Token 4

PLACING PEASANTS

The last step of the Upkeep Phase involves placing any available Peasants represented by their miniatures. There are a total of eight Peasants available in the game, initially all placed on the board. Some may be removed due to Cultists sacrificing them, while others may be returned in previous steps due to the appearance of Hex Wooden Disks placing two Peasants in a Location.

The remaining Peasants are placed as follows: Starting from the Location with Priority Token 5 and going to 4, and so on, one Peasant Miniature is placed in each Location.

However, there is an exception for Peasants hanged at the Tree of the Damned. Peasants there are dicarded from the game, reducing the number of available Peasants to less than eight.

Example

All 8 Peasants are initially placed on the board. During a Round, four Peasants are sacrificed and are left by the board.

In the next Round's Setup Phase, the Hex Wooden Disk with two Peasants appears in a Location. This Location receives two of the four available Peasants.

In the last step of the Setup Phase, where you place Peasants, you have 2 available Peasants. The first will be placed on the Location with Priority Token 5 (always the Church), and the last one on the Location that will have Priority Token 4. If there were a third available Peasant, it would be placed on the Location with Priority Token 3, and so on.

A Demonologist is already placed on the Cemetery Location.

In your Turn, you can place 2 of your Doomsayer Cultists there.

Following you, the Necromancer places 3 of their Cultists. No one can now place more Cultists on the Cemetery.

PLACING CULTISTS

In the placement Phase, players take Turns placing one or more of their Cultists in a Location. The order of Turns is determined by the Unholy Favor Order, with the player whose Sigil is in the higher position going first, followed by the next player, and so on.

The rules for placing Cultists are as follows:

✝ First Placement: If a Location has no Cultists, you can only place one Cultist there.

✝ Second Placement: If there is already one Cultist, you can place up to two Cultists.

✝ Third Placement: If there are already three Cultists, you can place up to three Cultists.

✝ No Location can have more than six Cultists in total.

These rules apply to all Cults, regardless of whose Cultists are already present. This means you can place more Cultists in a Location where you previously have placed Cultists, always following the above rules for placement. This means, if you have placed your first Cultist in a Location, you can place two more Cultists in your next Turn, effectively having three in that Location.

If a player has no Cultists to play, they skip their Turn, and the next player in line places their Cultists. This process continues until all players have no more Cultists to place.

As an example let's say you're a Doomsayer aiming to collect Graveyard Dirt from the Cemetery. If a Demonologist is already present there, you must place two of your Doomsayer Cultists, gaining temporary Majority. However, the Necromancer, playing next, could place three Cultists and take the Majority. With six Cultists now in the Cemetery, no one else can place there. More on the importance of Majority can be found on page 17.

THE CHURCH

Placing Cultists in the Church follows different rules.

During your Turn, you can only place one Cultist at this Location, regardless of how many Cultists are already present there.

There is no limit to how many Cultists can be placed in this Location. You can continue to place Cultists, exceeding the limit of 6 Cultists that all other Locations have.

A Doomsayer is already placed on the Church Location.

In your Turn, you can place one of your Warlock Cultists there.

Following you, the Doomsayer places one more of their Cultists.
There is no limit to how many Cultists can be placed here

RESOLVE PHASE

In this Round, the Cemetery happens to be the Location with priority order Token 1. This will be the first to be resolved. As it has no Cultists, you can continue with the Location that has the Priority Token 2.
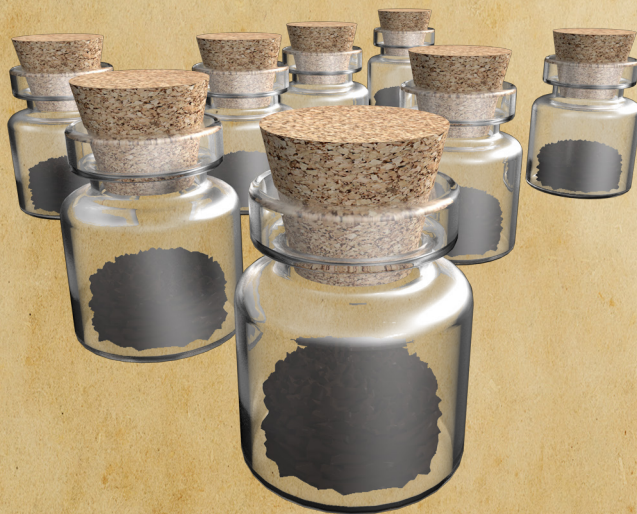
PRIORITY ORDER

In the Resolve Phase, all players assign an action to their Cultists. This is done at one Location at a time. The first Location is selected, all the Cultists at that Location are activated, and then you move on to the second Location and so on.

The resolution order is as follows:

✝ The first Location to be resolved is the one with Priority Token 1.

✝ Then the Location with Priority Token 2, and so on, in ascending order of priority.

✝ The last Location to be resolved is always the Church.

RESOLVE PHASE

The Cult of the Necromancers has Majority in this Location.

MAJORITY ORDER

In each Location, the Cultists activate in Majority order. This means that the first Cultist to be activated will be the one whose number of Cultists is the highest. The second Cultist to be activated will be the one whose number is second highest, and so on. Once a Cultist from each player is activated, then the second Cultist whose number of Cultists is the highest will be activated, and so on.

In our example, in the cemetery, there are three Necromancers, two Doomsayers, and one Demonologist. The Necromancers have the majority, followed by the Doomsayers, and lastly the Demonologist.

This means that the first Cultist to be activated is a Necromancer, then a Doomsayer, and lastly the Demonologist. After these activations, there are now 3 remaining Cultists: two Necromancers and one Doomsayer. The order continues, and the next Necromancer is activated, followed by the Doomsayer. Lastly, the last remaining Necromancer is activated.

In cases where an equal number of Cultists exist in a Location, the Cult that is higher on the Unholy Favor is considered to have Majority.

For example, let's consider the Mine where initially the Doomsayer places one Cultist. Later, on their Turn, the Doomsayer places two more Cultists, totaling three Doomsayers in the Mine. When it is the Warlock's Turn, they place three Warlock Cultists, following the placement rules, resulting in a total of six Cultists in this Location, with 3 Doomsayers and 3 Warlocks.

In this case, since the Doomsayers are higher on the Unholy Favor track, they are considered to have Majority in the Mine.

In some situations, the number of Cultists can change when they are activated because some might be taken out or Killed. However, this doesn't change the order in which they are activated based on the majority rule.

For example, le's assume there are 3 Doomsayers and 3 Warlocks, the Doomsayer activates first, then a Warlock performs a Ritual to eliminate one of the remaining Doomsayers, leaving 1 Doomsayer and 2 Warlocks to be activated. Even though there are more Warlocks now, the next to be activated should still be the Doomsayer, following the initial majority order.

LOCATION CARDS

One important reason for having the majority of Cultists in a Location is because of Location cards. These cards give an extra ability that only the Cult with the most members in that Location can use once per Round. This ability can only be used before the first Cultist in that Location is activated.

IMPORTANCE OF MAJORITY

Gather More Resources: If you have the Majority in a Location, your Cultist can gather the area's Resources first. All Cultists can collect Resources, but the first to gather will collect more.

Use Peasants in that Location: Peasants are a rare "Resource" for Cults, useful for Proselytizing or even Sacrificing. Activating your Cultist first lets you use a Peasant, denying them to other Cults.

Perform Rituals on Other Cultists: Instead of gathering Resources or interacting with Peasants, you can perform Rituals on other Cultists in the Location. This mechanic, "Take That," is a dark and ruthless feature of the game.

Location Card: Each Location has a special card offering an instant ability, available only to the Cult with the Majority there. This ability changes each game, as different cards are assigned during setup. Modularity enhances replayability.

The Doomsayer was initially leading in Unholy Favor, followed by the Demonologist in second, and the Necromancer in third. First, the Demonologist claimed the top position, pushing the Doomsayer down to second place. Then, the Necromancer ascended to second place, pushing the Doomsayer further down to third place.

UNHOLY FAVOR

Not all Cults are equally favored by the dark powers they worship. Their vile deeds can raise their status in the eyes of these powers. Each Cult's status on the Unholy Favor track is shown by its Sigil on the track. During the placement Phase, Cultists are placed according to their Cult's position on this track, known as the Unholy Favor order.

Having a higher position on the Unholy Favor track gives a Cult a significant advantage, as it breaks all ties against Cults lower on the track. This advantage applies when determining the Majority Order, when calculating Taint (Victory Points) or in any situation where a tie needs to be resolved. If playing with the Inquisitor Module, the Cult at the bottom of the Unholy Favor track is considered the most unlucky and will have its symbol removed by the Inquisitor if they visit a Location with a Sigil.

Additionally, the order on the Unholy Favor track offers additional Taint (Victory Points) earned at the end of the game, with the highest Cult gaining 6 Taint, the second gaining 4 Taint, and the third gaining 2 Taint.

To ascend on the Unholy Favor track, you must make an offering to the dark powers. When activating a Cultist, you may move them to any one of the three unoccupied positions next to the Tree of the Damned. If all positions are occupied, you cannot increase your position on the Unholy Favor track this Round.

There are three positions with specific requirements:

Top Position: Sacrifice a Peasant and offer one Resource (Anvil Dust, Sulfur, Powdered Bones, or Graveyard Dirt).

Middle Position: Sacrifice a Peasant and offer one silver.

Lower Position: Sacrifice a Peasant and offer one blood.

To sacrifice a Peasant, the Location where your Cultist was activated must have a Peasant. Remove the Peasant from that Location and place them in the circle where the Tree of the Damned is illustrated. To offer a Resource, you must have it on your player board (in the Resource area for materials, in your crate for silver, or in your player pouch for blood).

Peasants sacrificed at the Tree of the Damned remain there and do not respawn during the setup Phase, permanently reducing the number of available Peasants from eight each time a sacrifice is made.

If you possess the Tree of the Damned Miniature, you can physically hang the Peasant miniatures.

When you ascend the Unholy Favor track, swap your Sigil with the one above you, placing the previously higher Cult below you. You cannot move beyond the highest position on the track, but you may continue to make offerings to please the dark powers, denying your enemies potential positions and preventing them from lowering your rank.

The Warlock, placed in the Cemetery will be activated to gather two Graveyard Dirt.

GATHERING RESOURCES

Upgrading and performing Rituals require Resources, making Resource collection a crucial aspect not to be underestimated or neglected.

The four main Resources are:

- ⚒ Anvil Dust: Collected from the Mine.
- ♨ Sulfur: Collected from the Hell Pit.
- ✕ Powdered Bones: Collected from the Ossuary.
- ⚰ Graveyard Dirt: Collected from the Cemetery.

Additionally, the Church allows you to collect any combination of Resources. All these Locations also provide Silver, though it is not considered a Resource.

While some Cultists view Peasants or their blood as Resources, these are not officially classified as such.

When activating a Cultist to collect a Resource, you can only gather one of the two Resources available at that Location. Move your Cultist from the Location area to the position atop one of the Hex Wooden Disks. You then collect the Resource in the amount displayed on the Hex.

For example, if you activate your Warlock in the Cemetery and move them to the top of a Hex Wooden Disk marked with "2," you collect two Graveyard Dirt Resources. Place the collected Resources in the Resource Area of your player board, located in the center area on the right page of your Ritual Book.

Other Cultists, including your own, can attempt to gather more Resources from the same area. If the Hex Wooden Disk is occupied, move your Cultist outside the Location area near the Hex Wooden Disk and gather only one Resource. You can always gather one Resource regardless of how many Cultists have gathered the same Resource.

If no Hex Wooden Disk is present in a Location, the printed value on the board defaults to 1, meaning you can still gather the Resource but will only gain one unit.

When performing Rituals or sacrificing Peasants for Vile Darkness at the Tree of the Damned, your Cultists are removed from the Location placed wither at the Tree of the Damned or your Player board. However, when gathering Resources, Cultists remain in the Location, making them valid targets for Cultists activated afterward since you can only target Cultists and Cults that share a Location with you.

Note

During your turn, you can trade any two resources for one resource as many times as you want.

The Necromancer activates their Cultist to perform the Ritual: Call of the Abyss. They take the leftmost Hex Wooden Disk from their Player Board and place it in the Game Pouch. This action reveals the Vampiric Revenge passive Ritual. The Necromancer reads both sides of the passive Ritual Token and decides which side to use.

HINT

Corrupting the land will lead you to victory. Placing a Sigil counts as two blood during the Defile Phase and helps you gain Taint (Victory Points) needed to win the game. Most importantly, the sooner you reveal your Passive Rituals, the more benefit you will derive from them. Start corrupting as much as you can from the first Round.

CORRUPT ⛤

The most important Ritual for all Cults and the only one same to all Cults is the Corrupt Ritual.

When activating your Cultists place them on your Ritual Book in one of the two positions adjacent to the Corrupt Ritual.

Corrupt Rituals

Demonologist — Sacrilege, Place a

Warlock — Witchcraft, Place a

Necromancer — Lure of the Night, Place a

Doomsayer — Omens, Place a

By performing the Corrupt Ritual, you take one of the four Hex Wooden Disks with your Cult icon, from the leftmost position and place it inside the Game Pouch.

This has three important effects:

✝ Corrupting Locations: In the next setup Phase, when you draw and place two Hex Wooden Disks in each Location from the Game Pouch, there is now a chance that your Hex will be drawn. If this happens, you will corrupt the land at that Location, allowing you to place your Sigil there and return the Hex to your player board.

✝ Revealing Passive Rituals: By placing a Hex in the Game Pouch, you reveal the Passive Ritual under your Hex. This passive ability is now available for you to use. The Token has two sides, and you can immediately read both sides and select the one that is most convenient for you. Place the Token with the chosen side face up. For the current Round, you cannot change the side of the Token. However, at the beginning of each Round, during the start of the setup Phase, you can look at both sides of your Passive Rituals and select which side will be face up.

✝ By upgrading your Corrupt Ritual, you may summon your Monstrosity as described on Page 21.

MONSTROSITY

Each Cult has a unique Monstrosity that can be summoned by performing an upgraded Corrupt Ritual. Here's how it works:

† When you perform an upgraded Corrupt Ritual, take your Monstrosity from the center of the left side of your player board and place it in the Location where your Cultist was activated.

† If you perform your Corrupt Ritual again, you may (or may not) move your Monstrosity to the new Location.

† Your Monstrosity remains on the board for the remainder of the Round and will be returned to your player board at the end of the Round, along with all of your Cultists.

When your Monstrosity is summoned, your Monstrosity Ritual is revealed. You can read both sides of this Ritual and decide which side will be face up. This remains until your Monstrosity is summoned again.

HINT

Your Monstrosity Ritual is very powerful and should be used as often as possible. In most cases, it is worth upgrading the Corrupt Ritual as soon as possible to gain the most of your Monstrosity.

Doomsayer Cultists summon their Monstrosity in the Hell Pit.

THE INQUISITOR MODULE

We recommend you don't use this module until you are very familiar with the game. The Inquisitor module adds more difficulty by "restricting" locations and increases the randomness for those who want extra fun and surprises in the game.

The Inquisitor module includes three Hex Wooden Disks called Inquisitor Shields. These are placed under the Two Peasant Hex Wooden Disks on the board, and the order doesn't matter.

When a location is Defiled, the first Two Peasant Hex Wooden Disks and the Inquisitor Shield are placed in the Game Pouch (page 28).

If the Inquisitor Shield is drawn from the Pouch into a location and Resolved, move the Inquisitor Miniature to that location (page 12).

The Inquisitor has two functions:

1. When the Inquisitor moves to a location, it immediately destroys one Sigil there. Choose the Sigil of the Cult that is lower on the Unholy Favor track. The Sigil is returned to the owner's player board. If multiple Shields are drawn in different or the same location, the Inquisitor repeats this action for each Shield.

2. The Inquisitor will kill the last Cultist in each location after they perform their Action. For example, if there are six Cultists in a location, the sixth Cultist is returned to the Cult's Player Board in the Inactive Cultist Area, as long as there is free space after having gathered resources or performed a Ritual.

Using the Inquisitor module makes Dark Favor more important. Cults will not only strive to be higher on the track but also try not to be last. Additionally, it introduces a "vile heroic" element to the game, where Cultists may sometimes sacrifice themselves to the Inquisitor to gain an important resource or perform a crucial Ritual in a key area.

A new Warlock is gained and will be available at the next Round.

HINT

Proselytizing is crucial as it allows you to perform more actions in the following Round than your opponents. Additionally, at the end of the game, having the largest Cult will grant you more Taint (victory points).

PROSELYTIZE

Each Cult has a unique method of bolstering its ranks, primarily by converting Peasants into Cultists.

When activating one of your Cultists in a Location, move them to your Ritual Book in one of the two positions adjacent to the Proselytize Ritual.

Then you perform the Proselytize Ritual and gain a Cultist. This means you move a Cultist from one of the lower four positions on the left side of your Player board to one of the upper positions. This Cultist will be available in the next Round.

Proselytize Rituals

Demonologist

Consume one of your silver and remove a Peasant from your Location to gain a Cultist.

Remove a Peasant from your Location to gain a Cultist.

Warlock

Remove a Peasant from your Location to gain a Cultist.

Remove up to two Peasants from your Location to gain up to two Cultists.

Necromancer

Consume one of your silver and one of your Powdered Bones to gain a Cultist.

Consume one of your silver to gain a Cultist.

Doomsayer

Consume the Resource produced in this Location in the amount indicated by the Hex and remove a Peasant from your Location to gain a Cultist.

Consume exactly one Resource produced in this Location and remove a Peasant from your Location to gain a Cultist.

SACRIFICE 🩸

In the Defile Phase, you secretly Bid the blood you have acquired to be the one to Defile a corrupted Location. To gain blood, you sacrifice Peasants available at your Location.

Activate one of your Cultists in a Location and move them to your Ritual Book in one of the two positions adjacent to the Sacrifice Ritual.

Remove a Peasant from that Location. If there are no Peasants at your Location, you cannot perform a sacrifice. Execute the Sacrifice Ritual to gain blood.

By following these steps, you can accumulate the blood needed to Bid for defiling corrupted Locations, thereby advancing your path to victory.

Warlocks sacrifice themselves, not Peasants. Here's how it works:

Activate one of your Warlock Cultists in a Location and move them to your Ritual Book in one of the two positions adjacent to the Sacrifice Ritual.

Instead of sacrificing a Peasant, you sacrifice the Warlock. At the end of the Round, return the sacrificed Warlock to one of the lower four positions on the right side of your player board.

If there are not enough empty spaces in the lower four positions, you cannot sacrifice a Warlock, as you can never have more than four inactive Cultists.

Necromancers do not receive Powdered Bones as they animate them into Cultists. If a Necromancer performs this Ritual and does not have an inactive Cultist

A hapless Peasant is about to be sacrificed.

Sacrifice Rituals

Demonologist

Fiendish Rage — Consume ⚡ Consume 🔥 Gain 🩸 ✂ Consume one Consume one of your silver and remove a Peasant from your Location to gain one blood and one Powdered Bone. of your silver and remove a Peasant from your Location to gain a Cultist.

Fiendish Wrath — Consume 🔥 Gain 🩸🩸 ✂ Consume one of your silver and remove a Peasant from your Location to gain two blood and one Powdered Bone.

Warlock

My blood to Thee — Consume 🔥 △ Gain 🩸 ✂ Consume one of your silver and remove a Cultist to gain one blood and one Powdered Bone.

Mass Suicide — Consume 🔥 △ Gain 🩸🩸 ✂ Consume one of your silver and remove a Cultist to gain two blood and one Powdered Bone.

Necromancer

Chill of Death — Consume 🔥🔥 Gain 🩸 △ Consume two of your silver and remove a Peasant from your Location to gain one blood and one Cultist.

Finger of Death — Consume 🔥🔥 Gain 🩸🩸 △ Consume two of your silver and remove a Peasant from your Location to gain two blood and one Cultist.

Doomsayer
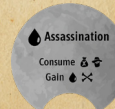
Assassination — Consume 🩸 🔥 Gain 🩸 ✂ Consume the Resource produced in this Location in the amount indicated by the Hex and remove a Peasant from your Location to gain one blood and one powdered Bone.

Ceremonial Murder — Consume 🩸 🔥 Gain 🩸🩸 ✂ Consume exactly one Resource produced in this Location and remove a Peasant from your Location to gain two blood and one powdered Bone.

HINT

Blood wins the game. Enough said.

SPELL 📖

Spells are unique Rituals available to each Cult. There is only one position adjacent to a Spell and therefore you can perform only one spell every Round.

Killing Cultists
Remove the enemy Cultist and return it to the enemy player's board. Its position is now free for another Cultist to be used.
If there are available spaces in the inactive Cultist area, move the Cultist there. If not, move them to the active Cultists area.

Returning Cultits
Remove the enemy Cultist and return it to the enemy player's board. Its position is now free for another Cultist to be used. Place the returned Cultist in the active Cultists area.

HINT

Killing or Returning enemy Cultists will not only deny your opponent actions but can also ruin their strategy. Do not hesitate to destroy their plans and control the flow of the game.

A warlock performing a Voodoo Ritual to Kill enemy Cultists

Spell Rituals

Demonologist

Demonic Possession — Consume ♦ Kill ♟ Gain ♦
Consume one of your blood and Kill an enemy Cultist from your Location. You gain one Cultist.

Satanic Possession — Consume ♦ Kill ♟ Gain ♦
Consume one of your Sulfur and Kill an enemy Cultist from your Location. You gain one Cultist.

Warlock

Voodoo — Consume ♟ Kill ♟
Consume one of your Anvil Dust and Kill an enemy Cultist from your Location.

Kufwa — Consume ♟ Kill ♟♟
Consume one of your Anvil Dust and Kill two enemy Cultists from your Location.

Necromancer
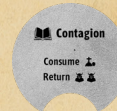
Contagion — Consume ♟ Return ♟♟
Consume one of your Graveyard Dirt and Return two enemy Cultists from your Location.
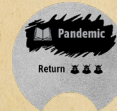
Pandemic — Return ♟♟♟
Return three enemy Cultists from your Location.

Doomsayer

Words of Terror — Move ♟ Gain ♦
Move a Peasant from your Location to any other Location or from any other Location to your Location. Gain one Resource from either of the two Locations.

Agony of the Soul — Move ♟♟ Gain ♦♦
Move up to two Peasants from your Location to any other Location or from any other Location to your Location. Gain any two Resources from either of the two Locations.

A Demonologist performing an Atrocity Ritual placing their Sigil on their Location.

HINT

You should always try to perform an Incantation Ritual as they are the most powerful utility Rituals.

INCANTATION

Similar to Spells, Incantations are unique Rituals for each Cult. Incantations emphasize each Cult's unique powers and offer valuable utility.

Incantation Rituals

Demonologist

Consume one of your blood to place one of your Sigils in this Location.

Consume one of your Sulfur to place one of your Sigils in this Location.

Warlock

Select one enemy Cultist in your Location and destroy any three Resources from their player's board Resource area.

Select one enemy Cultist in your Location and steal any three Resources from their player's board Resource area, moving them to yours.

Necromancer

Consume one of your Silver and Powdered Bones. You gain one Blood.

Consume one of your Silver. You gain two Blood.

Doomsayer

Draw two Hex Wooden Disks from the Game Pouch. Select one of them to be activated. Receive that many Resources from the Resource that your Location produces in the amount displayed on the Hex activated.

Draw four Hex Wooden Disks from the Game Pouch. Select one of them to be activated. Receive that many Resources from the Resource that your Location produces in the amount displayed on the Hex activated. You may select to activate any other Hex as your Cults Hex to place a Sigil or the Two Peasants Hex to place more Peasants or any other.

The Warlock has enough Resources in their Resource area to upgrade either the Witchcraft Ritual or the Path of Eve Ritual.

They move the required Resources to the triangle adjacent to the two Rituals and decide to upgrade the Path of Eve Ritual to the Eidolon Ritual.

UPGRADING RITUALS

Each Ritual can be upgraded into a more powerful version. To upgrade your Rituals, follow these steps:

Gather Resources: Collect the required Resources in the middle Resource area on the right part of your player board. Adjacent to this area, there are five triangle spaces with three icons each, indicating the Resources needed to upgrade one of the two adjacent Rituals.

Upgrade Process:
During your Turn, you can upgrade any number of Rituals, provided you have enough Resources.

✝ Move the required Resources indicated by the icons printed on the triangle to the triangle space.

✝ Choose one of the two adjacent Rituals to upgrade by flipping it and revealing its backside.

✝ If you have additional Resources, you can repeat this process in the same triangle to upgrade the other adjacent Ritual.

✝ Once Resources are placed in a triangle, they cannot be removed or used for other purposes, including performing Rituals, upgrading different Rituals, or being destroyed or stolen.

HINT

Rituals are the core of the game. Upgrading Rituals adds value to the actions of your Cultists, as they will perform more powerful versions of each Ritual. Additionally, the more you upgrade your Ritual book, the more Taint (Victory Points) you will receive.

The Necromancer has corrupted the Cemetery with 3 Sigils, while the Warlock has 2 Sigils. This is equivalent to 6 blood versus 4 blood.

The Necromancer Bids 4 blood for a total of 10 blood. The Warlock Bids 5 blood for a total of 9 blood. The Necromancer will defile this Location.

BIDING ON LOCATION

The Defile Phase occurs in Rounds 2, 3, 4, and 5, where Cults Bid blood to determine who will defile a Location. In the 5th Round, both of the last two Locations will be defiled. One Bidding will occur for the 4th Location, followed immediately by another Bidding for defiling the Church.

Determining the Location:
Identify the most corrupted Location, which has the most Sigils.
In case of a tie or no Sigils, the Location among the tied ones with the lowest priority Token will be defiled.

Bidding Process:
✝ Players secretly gather the blood they accumulated in their player pouch.
✝ Players secretly decide how much blood to Bid, placing the Bid amount in a closed palm and Returning the rest to their pouch.
✝ All players simultaneously reveal their Bids by stretching their arms and opening their palms.
✝ For each Sigil a player owns in the Location, calculate 2 blood to their total Bid.

Determining the Winner:
✝ Compare the total blood Bid, including the bonus for Sigils.
✝ The Cult of the player with the highest total defiles the Location.
✝ In case of a tie, the Unholy Favor order resolves the winner.

HINT

Strategically plan where to Bid and where to fake a Bid. Try to outsmart your opponent by gaining Bids with the minimum blood possible. While the last two Locations offer more points, do not hesitate to try to get the Tokens from the first Locations, as you might need much less blood to exceed your opponent's Bid.

Unholy Favor will sort out the tie.

Returning some blood back is an easy catch-up mechanism.

DEFILED LOCATION

Once it has been determined which Cult will defile the Location, follow these steps:

Flip the Location Card

✝ Turn the Location card face down. This disables the Location's ability, making it less attractive for Cultists.

✝ Hex Wooden Disks in this Location now follow the Rule of Darkflow (see page 12).

Receive Defiled Token

✝ The Cult that defiled the Location receives the next available Defiled Token.

✝ Defiled Tokens offer increasing taint (victory points): the first defiled Location grants 2 taint, the next 3 taint, and so on.

Place Hex in Game Pouch

✝ Place the available hex underneath the Token (Two Peasant Hex, and if using the Inquisitor Module, one of the Inquisitor's Shields) into the Game Pouch.

Lose Committed Blood

✝ The Cult that defiled the Location loses all the blood they committed and returns their Sigils to their player board.

Other Cults Gain Blood

✝ Cults that lost the Bid regain half of their committed blood (Rounded up). For example, if you Bid one blood and lose, you get that blood back.

✝ They also gain one blood for each of their Sigils, which are removed and returned to their player board.

Example:

✝ The Necromancer Bids 4 blood and has 2 Sigils, totaling 8 blood.

✝ The Doomsayer Bids 6 blood and has 1 Sigil, also totaling 8 blood.

✝ The Cult higher in Unholy Favor will defile the Location.

Assuming the Doomsayer is higher in Unholy Favor and wins the Bid:

✝ The Doomsayer loses all committed blood and returns their Sigil to their player board.

✝ The Necromancer receives back half of their committed blood (2) plus 1 blood for each of their Sigils (2), for a total of 4 blood returned.

HINT

Do not forget that blood remaining in your Player Pouch after the last Bidding will also award taint (victory points). Sometimes luring your opponent to over-commit to a Bid is the best strategy.

2 Taint from Defiled Token

+

4 Taint from Defiled Token

+

1 Taint from Cult Token

+

3 Taint from Spellbook Token

+

2 Taint from Blood Token

+

4 Taint from Unholly Favor Token

+

1 Taint from Position Token

+

3 Taint from Starting Points Token

+

2 Taint from Objective Card

---

22 Taint

TOTAL TAINT

At the end of the game, tally your accumulated taint (victory points) to determine the winner. Here's how you gain taint:

Defiled Locations
Each Location you defile awards you a Defiled Token with taint ranging from 2 to 5.

Cultists Count
Count the number of Cultists each Cult possesses. The Cult with the highest number receives the Cult Token awarding 3 taint, the next receives 2 taint, and the third receives 1 taint. Unholy Favor breaks ties.

Spellbook Tokens
The first Cult to upgrade all five Rituals on their Ritual book receives the Spellbook Token awarding 3 taint. The second receives 2 taint, and so on. If Tokens remain, they're awarded to the Cult with the highest number of upgraded Rituals at the end of the game. Unholy Favor breaks ties.

Blood Tokens
Compare the remaining blood in each Cult's player pouch. The Cult with the most remaining blood receives the Blood Token awarding 3 taint, and so on. Unholy Favor breaks ties.

Unholy Favor Tokens
Your position in the Unholy Favor grants significant taint. The Cult at the highest position receives the Unholy Favor Token awarding 6 taint, and so on.

Position Tokens
As Cults are randomly placed on the Unholy Favor track, this is now evened out by calculating the taint indicated on their Token.

Starting Points Tokens
Randomly distributed starting points Tokens balance out Cults that began with less blood, offering additional taint.

Objective Cards
Hidden objective cards offer additional taint if the goals described on them are successfully achieved.

Total up these taint points to determine the winner.

You never know who the winner will be until the end of the game. Thanks to catch-up mechanisms, the eventual winner usually only prevails by a narrow margin. Therefore, never give up and fight for every last point. Victory might be closer than you think.

SOLO MODE

In a solo game, you face off against all enemy Cults who don't use the normal rules for placing Cultists and corrupting a Location. This solo mode is designed to be played with any of the four Cults and consists of 3 Victory Conditions you must meet, and a scoring system centered around the Defiled Tokens. Keep in mind that every Cult has its own playstyle, that creates a unique experience while playing with each different Cult.

The Goal of The Game:

To win the solo of Dark Blood you will need to fulfil all 3 Victory Conditions at the end of the game.

1. Fully upgrade all of your Rituals
2. End the game with all 8 of your Cultists Active
3. Reach the highest position on the Unholy Favor track

Then you count your score by adding the Taint of the Defiled Tokens you managed to win during the Defile Phase. The maximum score in this game mode is 17. If you fail to meet any one of those conditions, you are considered to have lost the game and should not count your score.

Difficulty

The solo mode can be played on 4 difficulties:
Easy: Place only 1 enemy Hex under each Defiled Token.
Medium: Place 2 enemy Hexes under each Defiled Token.
Hard: Place 3 enemy Hexes under each Defiled Token.
Nightmare: Place all 4 enemy Hexes under each Defiled Token.

Set Up

✝ Select a Difficulty.
✝ Select a Cult of your choice, take their Ritual Book, their Cultists and the Monstrosity, assemble them as normal.
✝ Start with 2 Blood and 1 Silver.
✝ Remove the following Hex Wooden Discs from the Game Pouch: 1, 2, 3, and 4.
✝ Shuffle those Discs and place them face down on top of the second, third, fourth, and fifth Defiled Tokens. These will be used later during the Defile Phase. The first Defiled Token has no Wooden Hex Disc assigned to it.
✝ Place the enemy Hexes under each Defiled Token depending on the difficulty. If any are left unplaced, remove them from the game.
✝ Place all other Hex Wooden Discs inside the Game Pouch.
✝ Remove your leftmost Hex and place it into the Game Pouch.
✝ The Game Pouch should now have a total of 10 Hex Wooden Discs: the 3 Two-Peasant Hexes, all remaining Hex Wooden Discs with Numbers, and 1 of your Hexes.
✝ Place one of your Sigils at the bottom of the Unholy Favor Track.
✝ Place an enemy Sigil in the second from the top position on the Unholy Favor

Track. As long as this Sigil is higher than yours, you lose all ties.
✝ Place all Location Cards as normal.
✝ Place all Peasants as normal.

Special Rules

✝ The Hex Wooden Discs that are placed on top of the Defiled Tokens represent a hidden value that is added to the Bidding Difficulty, so you will have to calculate and bid with some risk during the Defiled Phase. Flip them face up to reveal their value after the player bids during the Defile Phase. Their number is added to the Bidding Difficulty of the Location. When you reveal these Hex Wooden Discs add them inside the pouch together with the enemy Hexes under that Defile Token.

✝ The Bidding Difficulty of the Location is calculated as follows, add the number on the Hex Wooden Disc + the amount of Blood from enemy Sigils + the Taint Score written on top of the Defiled Token. If your Bid value exceeds the Bidding Difficulty, you win the Defiled Token. Ties are resolved as normal based on the Unholy Favor positions.

✝ When a Two-Peasant Hex appears, place 2 enemy Cultists instead of the 2 Peasants you would normally place in that Location.

✝ Special Solo Rules for Cultist Placement: Only up to 6 Cultists can occupy a single Location, if there is 1 enemy Cultist you may place 2 Cultists as normal. If there are 2 enemy Cultists you may either place 1 or 3 Cultists. To place in a Location with 3 or more enemy Cultists, you must place enough Cultists to bring the total number of Cultists at the Location to 6. Example: If there are 4 enemy Cultists in the Lava Pit, you can place 2 Cultists in that Location, as 4 enemy Cultists + 2 of your Cultists = 6 total Cultists.

✝ You have Majority if you have placed more Cultists in a Location than enemy Cultists. Although you always play first as the enemy Cultists do not collect resources or perform other actions, majority is still important for allowing you to activate the Location card.

✝ The main role of the enemy Cultists is to restrict the number of Cultists you can place in each Location and make you vie for Majority.

✝ At the end of each round, remove all but 1 enemy Cultist from each Location, assuming that there is at least 1 enemy Cultist in that Location.

✝ For the rest of the rules, follow the same rules as you would in a normal game.

Upkeep Phase

During the Upkeep Phase, do these steps in order, as normal:

1. Randomly place the 4 Priority Tokens.
2. Randomly draw and place 2 Hex Wooden Disks in each Location from the Game Pouch.
3. Immediately resolve the Hex Wooden Discs, the Cult Hexes, and the Two-Peasant Hexes
4. Place any available Peasants.

Placement Phase

After you have completed the Setup, and the Upkeep Phase; you can start placing your Cultists in each Location according to the Special Solo Rules for Cultist Placement. Like in a normal game, you may place 1 of your Cultists in an empty Location, and then place 2 more, and so on. This even works if there are 2 enemy Cultists corrupting a Location, as you can place 1 Cultist and then 3 Cultists, for a total of 6 Cultist. The maximum number of Cultists in each Location is limited to 6.

Resolve Phase

Collect Resources, perform Rituals, and interact with enemy Cultists and Peasants from each Location in the order that the Priority Tokens dictate, as you normally would in a game.

Defile Phase

Like in a normal game, the first round has no Defile Phase.

After the First Round

When the first round ends, shuffle all available Hex Wooden Discs back into the Game Pouch, except for your Hex that was placed in the Game Pouch at the beginning of the game; that Hex returns to your Ritual Book after it has been resolved in the Upkeep Phase, as normal. Then follow the special solo rules for removing Cultists and continue to the Upkeep Phase of round two as normal by reshuffling the Priority Tokens and Hex Wooden Discs.

Defile Phase

When you reach the Defile Phase, secretly bid any amount of Blood and add it to your Bidding Power as you would in a normal game. Then reveal the face-down Hex Wooden Disc and calculate the Bidding Difficulty. If you win the bid, you take the Defiled Token and its respective Taint. Ties are resolved as normal based on the Unholy Favor positions.

End of the Game and Scoring

The game ends at round five after bidding for the final Location, the Church.
 If you didn't manage to complete all 3 Victory Conditions, you lose the game. Adjust your strategy and try again next time!

INDEX GLOSSARY