



**CULT OF THE DEEP**

**TOME OF RULES**

HUNTED

*Kobayashi*



# THANK YOU.

*It's because of your help and belief in us that this game is possible.*

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“I am Glory, Elizabeth Tyrantula, an Emperor of the Superstar realm.”



# GAME OVERVIEW

Cult of the Deep is a hidden role dice game for 4-8 players where you are cultists trying to establish your faction's rise to power. Fight over rituals and monsters as you seek victory and control of the cult.

Your actions are driven by your role, your dice, and special powers.

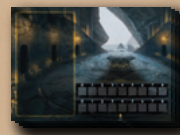
## Components



9 Role Cards



10 Siren Coins



4 Altar Boards



19 Character Cards



18 Chant Coins



68 Life Tokens



6 Wraith Cards



8 Necromancer Coins



6 Shadow Tokens



14 Sigil Cards



12 Cultist Dice



1 Faceless Token



11 Ritual Cards



18 Wraith Dice



8 Ritual Markers



8 Reference Cards



7 Kraken Dice



# SETUP

## 5 Players

High Priest  
Faithful  
2x Cabalist  
Vengeful Heretic  
3x Altar Boards

## 6 Players

High Priest  
Faithful  
3x Cabalist  
Repentant Heretic  
3x Altar Boards

## 7 Players

High Priest  
2x Faithful  
3x Cabalist  
Vengeful Heretic  
4x Altar Boards

## 8 Players

High Priest  
2x Faithful  
4x Cabalist  
Repentant Heretic  
4x Altar Boards

1. Gather the Role cards determined by the number of players (for 4 players, see page 13).

*Shuffle these roles and deal one face-down to each player. Look at your role but DO NOT reveal it to the other players.*

2. Shuffle all Sigil cards and deal one face-down to each player. Look at your Sigil but DO NOT reveal it to the other players.
3. Set aside the Necromancer Character card (unless you wish to use the Necromancer variant; see page 12). Shuffle all other Character cards and deal one face-down to each player. These will be revealed later.
4. Return all unused Role, Sigil, and Character cards to the box.
5. Stack all Wraith cards off to the side.

6. Set out the Altar Boards in numerical order depending on the number of players (for 4 players, see page 13).

7. Shuffle the Ritual cards to form a deck and set this beside the Altar. Place a Ritual card face-up on each Altar Board. Line up the tracks on the board with its ritual, and set Ritual Markers on the spaces matching the number of players.

8. Create a supply of tokens, coins, and Kraken dice.

9. The High Priest reveals their role now - everyone else keeps theirs hidden!

10. Reveal your Character card and read their name and ability out loud. Take a number of life tokens as shown on your Character card and place them next to it. The High Priest receives extra life tokens as outlined on their Role card.

*Now you're ready to play!*



## Table Setup



## Ritual Anatomy



1. Altar Board – *Setup.* (page 2) *Play.* (page 6)
2. Ritual Trackers – Tracks symbols used to complete rituals. (page 8)
3. Ritual Requirements – Required symbols/actions in order to contribute to a ritual. (page 7)
4. Ritual Effects – Rituals have special effects or abilities. (page 8)



# Card Anatomy

## Character



1. Starting life at beginning of game.  
*When a player gains life from any source, they can go above their starting life as much as they want.*
2. Power Symbol – When rolled on your dice, can be used to gain life. (page 7)
3. Special ability rule for the character. (page 6)

## Wraith



4. Number of dice you roll when it is your turn. (page 10)
5. Starting dice symbols when you gain the Wraith card. (page 10)
6. Rules for how the Wraith plays. (page 10)

## Sigil



7. Special ability that may be used once per game. (page 9)

## Role



8. Win Condition. (page 5)



# HOW TO WIN

Your victory condition depends on the hidden role you were dealt. Try to deduce who the other players are to achieve your victory and deny them theirs.



## High Priest

You win if all Cabalists, and Heretic, die, while you remain alive.



## Faithful

You win if the High Priest is alive and all Cabalists, and Heretic, die.



## Cabalist

You win if the High Priest dies and at least one Cabalist is alive.

### GRAVE VENGEANCE:

*If every Cabalist, including you, is dead, you win if a Heretic is the last player alive, or everyone dies, or if the High Priest dies before anyone else wins.*



## Repentant Heretic

You win if you are the last player alive or everyone dies.

### DEATHBED CONFESSION:

*While dead, you win if all Cabalists die or everyone dies. (However, you won't win if the High Priest wins due to your death.)*



## Vengeful Heretic

You win if you are the last player alive or everyone dies.

### WRATHFUL RETRIBUTION:

*While dead, you win if the High Priest dies and at least one Cabalist is alive, or everyone dies.*



# GAMEPLAY

Starting with the High Priest and moving clockwise around the table, players take their turns until someone achieves their victory condition.

Your turn is split into four phases:

1. Roll
2. Commit
3. Response
4. Resolve

After your turn, play passes to the player on your left.

## ABILITIES

Abilities from Character cards, Rituals, Sigils or other effects may conflict with the rules. In these cases, the abilities from Character cards, Rituals, Sigils or other effects take precedence.












## Phases

### Roll Phase

The player rolls 5 Cultist dice. Some abilities, rituals, or other effects may change this number.

You have two opportunities to re-roll any amount of dice of your choice. You must accept the results of the second re-roll.

### Re-rolling Dice



*Example: Kim rolls 5 Cultist dice and gets 3 , 1 , and 1 . They decide to keep 2  and 1 , re-rolling the rest. This re-roll yields 2 . Based on this outcome, Kim decides to get aggressive, and re-rolls the 2 dice showing ; resulting in 2 . Kim must now accept this outcome: 2 , 1 , and 2 .*






## Commit Phase

Commit your dice to players and rituals in order to carry out actions. You must commit all of your dice, if able, and there are no limits to how many you can commit to a player or ritual.

,  - Can be committed to any other player to have them lose life. You cannot willingly target yourself with daggers unless you have that power symbol.

 - Can be committed to any player, including yourself, in order to gain life. You can gain more life than your starting total.

Your character card shows a power symbol. You, and only you, can commit dice showing that symbol to yourself. You cannot commit any dice to Wraiths.

Each ritual specifies which symbol allows you to perform that ritual, and you may only commit dice to rituals matching that symbol.











You may over-commit the number of dice it takes to complete a ritual as long as the symbol being used is not at 0. If a symbol shows 0 on the ritual, no dice of that symbol can be committed to it.

## Response Phase

Everyone else now has an opportunity to use their abilities to respond to your committed dice before you resolve them. Ask the table “Does anyone have any responses?” There is no set player order for responses, but everyone must be given a chance to respond.

If an ability changes or replaces the result of one of your committed dice, you may re-commit that die to another player or ritual.

## Committing Dice

*Example: Jon's Roll phase yielded , , , and 2 . Jon commits one  to Kim, 1  to a ritual, 1  to Kevin, and 1  and the  to himself (his Power Symbol is ).*






## Power Symbols

*Each player has a specific power symbol found on their character card. You, and only you, can commit dice with this face to your own character, and when you resolve it you gain 1 life instead of that die's usual effect.*



## Response Phase

Example: Jon has committed a  to himself, but during his Response phase Kevin uses an ability changing it to a . Jon may re-commit that  to another player if he wishes, and he chooses to re-commit it to Kim.









If an ability provides you new dice during this phase, you must commit them as usual. Re-rolling and re-committing modified dice can only happen in the Response phase, unless otherwise noted.

This phase ends when no other player wishes to respond. We recommend a simple countdown to make sure everyone has a chance to respond: “Going once...twice...done!”

## Resolve Phase

Now you resolve your committed dice. You choose the order in which your dice resolve, and all dice are resolved one at a time.

### RESOLVING ON PLAYERS

-  - The player loses 1 life.
-  - The player loses 2 life.
-  - The player gains 1 life.
- , , and  symbols have no effect on players, unless they are their Power Symbol or character ability.

You can gain more life than your starting life total.

### RESOLVING ON RITUALS

When you resolve a die on a ritual, move the ritual marker on the matching track 1 space to the left towards 0 and gain its Altar benefit. When all markers on a ritual read 0 on the tracks, you have completed the ritual. If there is a Keeper effect, you become its Keeper. If there is no Keeper effect, discard the ritual.

When you become the Keeper of a ritual, place it next to your Character card and gain any immediate benefit it may have. If it








has a Keeper ability, you can use it as long as you remain that ritual's Keeper.

Whenever a ritual is completed or discarded, draw a new ritual from the deck and place it face-up on the empty Altar Board. Line up the tracks on the board with the ritual on that altar, and set ritual markers on the spaces matching the number of players. If the deck is empty, shuffle the discard pile to form a new deck and draw from there.

If you had dice on that ritual that were not resolved (because the ritual was already completed) and those dice match the requirements of the new ritual, leave them on that ritual and resolve them. If your dice don't match the new ritual, remove them with no effect.

If you are killed, whoever killed you becomes the new Keeper of your rituals. If you manage to kill yourself, or are killed by a ritual independently of another player's influence (such as the effect of Ancient Shadow), discard all of your rituals.

### *Keeper of the Ritual*

*Example: It is time to resolve Jon's dice. He first resolves the  on himself, gaining 1 life as it is his Power Symbol. Next, he resolves the  and  dice on Kim, causing him to lose 3 life. After that, he resolves the  committed to Kevin, who then gains 1 life. Finally, Jon resolves the  assigned to the ritual, gaining that ritual's Altar benefit. If that moved the ritual's markers to the last spaces of their tracks, Jon would become the Keeper of that ritual and gain its Keeper ability as well.*

## *Ritual Coins and Dice*

Some rituals will place coins or dice on your character card, and each has a different effect.




**KRAKEN DICE:** Before your Roll phase, roll each Kraken die on your character and lose that much life. However, you may re-roll each Kraken die as many times as you wish, but you will roll one less Cultist die in your next Roll phase for each re-roll (you cannot re-roll more times than you have Cultist dice, and the dice are only lost on your next Roll phase; after that, you'll use your normal amount). Kraken dice remain on your Character card after rolling as long as the Kraken Ritual is in play.



**SIREN COINS:** During any living player's Response phase, you may spend 1 Siren coin to re-commit one of their dice to a player or ritual of your choice (max. 1 coin per turn). This includes committing dice showing their power symbol that were committed to them.



**CHANT COINS:** During your Commit phase, you may spend any number of Chant coins to change the face of that many dice, but you cannot change any to .

## *Sigils*

Once per game you may use your Sigil ability. These abilities apply immediately, unless otherwise noted.

Do what the card says, and then remove it from the game. Many Sigil abilities can change the results of committed dice during the Resolve phase; if this happens, those dice cannot be re-committed except by another Sigil ability.



# Death & Wraiths

If you reach 0 life at the end of any Resolve phase, or before any Roll phase, you die. However, you are not out of the game and can still win. You immediately return as a Wraith to haunt or help the other players.

After death, check the victory conditions to see if anyone has won the game. If not, you proceed to become a Wraith.

Show your Role card to all players and then choose a Wraith card to place on top of your character card. You lose your character's ability for the rest of the game, but you gain the ability of your chosen Wraith.

When you become a Wraith, do not lose your Sigil card, coins, or tokens. You will retain these upon death and will still be able to use them.

- Wraiths cannot gain life: you remain at 0 life and ignore all abilities that give you life.
- You cannot commit dice to a Wraith.
- Wraiths cannot be Keepers of rituals.

The Wraith card will tell you how many Wraith dice you gain. Take those dice in exchange for your Cultist dice. Some cards also tell you to gain certain die faces on your Wraith dice; set your dice to these faces. You can use your Wraith ability once during each living player's Response phase as long as you have unused dice. During your turn, you will get your dice back and be able to re-roll them as normal. Your Wraith dice cannot be changed or affected by any other players.

## WRAITH PHASES

As a Wraith, you will have a turn with all 4 phases just like any other player (Roll, Commit, Response, and Resolve).

During your Roll phase, roll a number of Wraith dice as noted on your Wraith card. You have two opportunities to re-roll any amount of dice of your choice. You must accept the results of the second re-roll.

The Commit, Response, and Resolve phases for a Wraith are reserved for tokens and card specific actions.

*Example 1: Alicia has died, and is now playing as a Wraith. After rolling her Wraith dice 3 times, she has 1 ✂, 1 ♠, and 1 ♣. While she can't commit these dice during her Commit phase, she can still use a Chant coin to change the ♠ into a ✂. (She still has a Commit phase even though she cannot commit dice during it.)*

*Example 2: Alicia is still a Wraith. After going through the Roll, Commit, and Response phases, it is now time for her Resolve phase. She could resolve a Sigil during this phase if she so chooses but decides to hold it for later. However, Kim decides to resolve a Sigil during this Resolve phase.*

After the Resolve phase, keep your dice. You may use your Wraith ability on a living player's turn during their Response phase. You may do this as long as you have dice remaining.



# GAME END

**THE GAME ENDS IMMEDIATELY AT THE END OF A PLAYER'S TURN IF:**

- All Cabalists and Heretic are dead: the High Priest and Faithful win together.

OR

- The High Priest is dead:
  - If at least one Cabalist is alive, they win.
  - If the Faithful is alive but all Cabalists are dead, all Cabalists win.
  - If the Heretic is the only living player remaining, they win.
  - If everyone is dead, the Heretic wins.
  - Otherwise, all Cabalists win.

*Note on the Repentant Heretic: If the High Priest wins by killing the Repentant Heretic, that Heretic's victory condition does not apply (normally this Heretic would win because they, and all Cabalists, would be dead, but the High Priest's victory condition takes priority).*

*There are some roles that change their win conditions when they die. Double check to make sure you know the different ways you can win.*



# NECROMANCER VARIANT

The Necromancer variant introduces a new character that impacts how you win the game. There are two ways to set-up the Necromancer variant:

1. During setup, shuffle the Necromancer character card along with the other character cards before dealing one to each player.

OR

2. Leave the Necromancer role off to the side, then give it to the High Priest after they reveal their role.

If the Necromancer dies, they do not lose their ability when they become a Wraith. Place the Wraith card beside the Necromancer card, not on top of it. They will continue playing as a Wraith; however, the Necromancer has the ability to revive themselves during the course of the game. If they do, return their Wraith card to the Wraith deck and resume playing as a living player.

## *High Priest and the Faithful*

If the High Priest is the Necromancer, their lose condition, and that of the Faithful, changes. The High Priest and the Faithful now only lose when both the High Priest Necromancer and all Faithful are dead. As long as one Faithful, or the High Priest themselves, are still alive while all Cabalists and the Heretic are dead, the High Priest and the Faithful all win.

If a Faithful is the Necromancer, their win condition remains the same.

## *Heretic and Cabalists*

The victory conditions of the Cabalists and the Heretic remain the same, but note that they depend on whether you are alive or dead. As the Necromancer, you will have to decide whether or not to remain as a Wraith and strive for that win condition, or return to life and try to achieve your original win condition.

### *Heretics and the Cabalists Example*

*The Vengeful Heretic, while alive, wants all of the other players to die, with the High Priest dying last. This means they want all of the Cabalists to die before the High Priest dies. While dead, this Heretic instead wants to keep at least one Cabalist alive. As the Vengeful Heretic Necromancer, you'll need to decide whether or not to resurrect yourself, and that will depend on whether or not you want to aid the Cabalists...*



# FOUR PLAYER VARIANT


Set-up the game as usual with the following set of roles and Altar Boards:

## 4 Players


Faithful    Repentant Heretic    2x Cabalist    3x Altar Boards

The High Priest will be played by an automated player. Set the High Priest card where a player would normally sit, and deal them a character card but not a Sigil card. They will also be rolling 6 dice instead of 5 during their turn.



When it is their turn, choose a player to roll the High Priest's dice, only re-rolling dice that can't be committed (still re-rolling up to 2 more times). Then follow these priorities when committing those dice as long as they have more than 15 life:

1. Players lose life. Commit dice one at a time, each time prioritizing the player with the highest potential life total, counting the life being lost from previously committed dice. If there is a tie, commit to the closest tied player to the High Priest's left.
2. Commit to rituals. Prioritize Altar Board 1, then 2, and finally Altar Board 3; prioritizing having other players lose life by the ritual, if possible.
3. Gain life from  and Power Symbols.

However, if the High Priest is ever at 15 life or less, they will change their priorities:

1. Gain life from  and Power Symbols.

2. Commit to rituals. Prioritize Altar Board 1, then 2, and finally Altar Board 3; prioritizing gaining life for themselves if there is a choice in the ritual, if possible.
3. Players lose life. Commit dice one at a time, each time prioritizing the player with the highest potential life total, counting the life being lost from the committed dice. If there is a tie, commit to the closest tied player to the High Priest's left.

The High Priest can gain the effects of Altar abilities and Kraken dice (but they cannot re-roll them) but not Chant coins. They will use Siren coins to redirect  or  to whomever committed those dice to them. If there is a situation that is ambiguous on how to resolve the Siren coins, choose the option that provides the most benefit to the High Priest.

If the High Priest completes a ritual, discard it with no effect. If the Kraken ritual is discarded this way, all Kraken dice are removed from all living players.

## POSSESSION

Whoever dies first between the Faithful and the Heretic will possess the High Priest instead of becoming a Wraith. They will take the Role and Character card of the High Priest and their place in the turn order, and transfer their Sigil (if it hasn't been used), as well as any coins they have accumulated. The High Priest will still keep rolling their 6 dice even if possessed. Play continues as normal.

Possession only happens once per game.



## SMALL VARIANTS/OPTIONAL RULES

In later games of *Cult of the Deep*, you may want to make some small changes to add or slightly change gameplay. We encourage people to experiment with the game and we would love to hear about it. Here are some changes that we have tested if you are looking to bring some flavor to a game.

### *Truly a High Priest*

Before gameplay starts, the High Priest may choose to replace one of the rituals on the Altar Boards with a random one from the ritual deck. Shuffle the old ritual into the ritual deck and continue the game as normal.

### *Don't Be So Selfish*

If all of the Faithful in a game are killed, the High Priest will immediately lose 3 life as their power wanes with the lack of faith in the cult. This only happens once per game.

### *Merchant of Death*

Instead of adding 3 life to the High Priest for every Cabalist at the beginning of the game, add 2 life for every Cabalist and every time any player becomes a Wraith add 2 life to the High Priest.

### *Heresy!*

For 6-8 player games, you can use an optional set-up that uses both Heretics instead of one. Here is the role set-up for these variants:

#### 6 Players

High Priest  
1x Faithful  
2x Cabalist  
Repentant Heretic  
Vengeful Heretic

#### 7 Players

High Priest  
1x Faithful  
3x Cabalist  
Repentant Heretic  
Vengeful Heretic

#### 8 Players

High Priest  
2x Faithful  
3x Cabalist  
Repentant Heretic  
Vengeful Heretic

The win and lose conditions remain the same except for this: if everyone dies, both Heretics win. If both Heretics are the last ones alive, they both win.



# FAQS

## Questions

Can I use a Siren coin or another ability to re-commit Wraith dice during a Wraith's response phase?

*No. Wraiths may never have their dice changed or affected by other players during their turn.*

Can I use a Siren coin or another ability to re-commit another die re-committed by another Siren coin or added by a Wraith?

*Yes.*

If I over-commit a symbol to a ritual and a new ritual comes out, can I apply the leftover symbols to the new ritual?

*Yes. In the Resolve phase, you will resolve the dice one at a time. The leftover dice have not been resolved yet so they can still be resolved on the new ritual. Also, remember that you must complete all of the effects of a ritual before you can reveal a new ritual.*

Wait...I get to keep my stuff when I die and become a Wraith?

*Yes, you get to keep your Sigil card if you haven't used it yet and any coins or tokens you have gained. However, you will remove any Kraken dice you have when you die and give your rituals to the player who killed you.*

## Cards

### Rituals

#### Kraken

When revealed or before the High Priest's Roll phase, whoever has the least number of Kraken dice gains 1 Kraken die. If tied, it goes to the player with the most life. If still tied, all tied players gain 1 Kraken die.

Keeper - At any time, remove any number of Kraken dice in play. At the beginning of your Roll phase, give 1 Kraken die to any living player.

*If the Kraken begins the game on the board it will give out its die before the High Priest begins their turn. If the Kraken is revealed during the game it will immediately give out one die, including if it is revealed on the High Priest's turn. If it is revealed on the turn before the High Priest, it will give out a die and will then give out another die before the High Priest's roll phase.*

*Wraiths will never gain or keep Kraken dice.*

*If the Kraken ritual is discarded, all Kraken dice will be discarded as well.*




## Ancient Shadow


After the High Priest's Resolve phase, but before the next player's turn, add 1 Shadow Token to this ritual. Every player then loses life equal to the number of Shadow Tokens on this ritual.


When this ritual is completed, discard it.

*This ritual occurs outside of any player's turn. Attempts to prevent damage or deal additional damage with abilities during a Resolve phase or a turn will not work.*

## Ancient Chant

ALTAR – Gain 1 Chant coin. 

KEEPER – During your Commit phase, you may change  to any other symbol, except .

*Remember, you may spend any number of Chant coins during your Commit phase to change the face of the same number of dice, but you cannot change any to .*

## Altar Sacrifice

Start the Ritual Marker at 1.

Advance the Ritual Marker and gain the Altar ability anytime you kill another player.

Altar – Choose any living players to gain life equal to the total number of players.


When this ritual is completed, discard it.

*Advancing the Ritual Marker in this case means moving it from 1 to 0. This will complete the ritual, and the player who dealt the last blow that “killed” the victim will decide who gains life.*

*As they cannot gain life, Wraiths cannot be chosen for this Altar ability. Each player chosen to gain life will gain life equal to the number of players (both living and dead). In a 6 player game with 2 Wraiths, every living player that is chosen to gain life would gain 6 life.*

*Changing or re-committing another player's dice to kill someone means the person who owns those dice killed them.*

## Sirens

ALTAR – Gain 1 Siren coin. 

When this ritual is completed, discard it.

*Remember, you may only spend 1 Siren coin during any living player's Response phase to re-commit one of their dice to a player or ritual of your choice. Note, Siren coins work on dice that have been affected by Siren coins and other effects.*

## Transmutation

ALTAR – Gain 1 die and immediately commit it to another ritual.

KEEPER – Use during any living player's Response phase. Choose 1 symbol on all of their dice to be replaced with another symbol until the end of their turn.

After this ritual is used, discard it.

*When you gain the die from the altar ability, set it to any symbol of your choice.*



## Sea Hydra







ALTAR – Choose a living player to gain or lose 1 life.

KEEPER – During your Roll phase, roll 2 additional dice.  
During your Commit phase, you must discard one of your dice.





*You can discard any die; it does not have to be one of the 2 additional dice.*











## Astral Rift

ALTAR – Roll the dice committed here:

-  – All players lose 1 life.
-  – All players lose 2 life.
-  – All players gain 1 life.
-  – Gain 1 die to commit to another ritual.
-  – Gain 2 dice to commit to other rituals.
-  – Roll 2 additional dice. (Max. 3x)

When this ritual is completed, discard it.

*While resolving dice on this ritual, re-roll them and then follow the instructions listed for each result. If you roll a , roll two more dice (this can be done a maximum of three times per resolution). If you roll  or , you gain dice to commit to other rituals, and you choose the symbol on the dice. You can resolve each die on the ritual one at a time but we recommend rolling all the dice at once, then adding the additional  dice (if any), then resolving all of the effects in any order you choose.*

Astral Rift Example: Kim committed 2  to this ritual. During their Resolve phase, Kim rolls both dice and gets  and . Resolving the  adds two more dice to roll, and they turn up  and . Kim uses the  to commit a die to another ritual, and they choose to commit it as a  to the Blood Rites ritual. Kim then resolves the  and , causing all players to lose 3 life. After completely resolving the effects of this ritual, Kim continues the turn resolving their other dice, including the new die on the Blood Rites ritual.





## *Lamia*

**ALTAR** – Choose any other living player to steal 1 life from any other player of your choice.

If there are 3 or less living players, you may instead choose to steal 1 life from another player of your choice.

**KEEPER** – For every player that loses life during your Resolve phase, gain 1 life.

*While there are more than 3 living players, you can not choose yourself to gain life. Once there are 3 or less living players, you may steal a life from a player of your choice or continue to steal and give life to other players.*

## *Tribute to Nycen*

The Ritual Marker only advances if a player didn't resolve any dice on this ritual during their turn.

When the ritual is completed, the player whose turn it is and the players next to them, each lose life equal to the number of players in the game.

*The only dice that can be committed to this ritual are those showing 6. If no such dice are committed, the ritual marker is moved 1 space towards 0. This ritual includes Wraiths, and since Wraiths are unable to resolve dice on rituals, it will always advance on a Wraith's turn. It is possible for this ritual to be completed on a Wraith's turn; however, it will never affect Wraiths since they have no life to lose.*





# Characters

## Alchemist II



You may give life to players based on their power symbols.

If you gain 1 or more life from your power symbol, gain 1 extra life.

Other players may commit your power symbol to you.



*As the Alchemist, the rule preventing you from committing power symbols to other players no longer applies. Players may now also commit dice to you that match your power symbol.*

## Sorceress



You may commit  to yourself. During the Resolve phase, if you have 2 or more  committed to yourself, you may perform an arcane explosion: all but 1 player of your choice loses 2 life.

*Remember, during an arcane explosion, you will lose life unless you choose yourself to not take damage.*

## Sorceress II



All living players may commit  to you. During any Resolve phase, if you have 2 or more  on you, an arcane explosion occurs: all but 1 player of the dice owner's choice loses 2 life.

Gain 1 life when an arcane explosion occurs.

*Players may commit  to you. All dice committed to you will be resolved and removed during the turn they were committed. If 2 or more  are resolved, an arcane explosion will happen.*

*You will gain 1 life every time an arcane explosion happens. Remember, during an arcane explosion, you will lose life unless you are chosen not to take damage.*

## Merchant II

Start the game with 2 Chant coins  and 2 Siren coins. 

You may trade your coins with other players in exchange for coins or life, and you may trade your life to other living players in exchange for coins. All such trades are binding.

*There is no fixed value for a point of life or a coin. We recommend when playing with this character to have a time limit when doing trades to keep the game moving. You can trade coins with anyone living or dead but can only trade your life to living players.*

## Guardian



During any Resolve phase, you may pay 1 life to prevent up to 2 life from being lost from any living player. (Once per turn)

*You may only prevent damage during the Resolve phase, including preventing damage to yourself. Yes, you can prevent damage to yourself. This protection lasts the entire Resolve phase.*





## Guardian II

During any player's Response phase, you may change 1  to a . (Once per turn)

During any player's turn, you may prevent 1 life from being lost due to a ritual. (Once per turn)




*This ability can be used to prevent damage from the Kraken, Sea Hydra, Tribute to Nycen, etc. In the case of the Lamia ritual, preventing a loss of life will prevent it from being stolen. Cannot be used to prevent life lost from Ancient Shadow.*

## Assassin

During any Resolve phase, you may pay 1 life to cause another player who has already lost life this phase to lose 2 life. (Once per turn)

*This loss of life is done by you. If you kill someone with this ability, you are the person who killed them, not the person whose turn it is. This is important for rituals like Altar Sacrifice, etc.*

## Assassin II

During any living player's Response phase, you may change 1  or  to . (Once per turn)

During any player's turn, when someone loses life due to a ritual, you may have them lose 1 additional life. (Once per turn)

*Losing life from rituals includes things like the Sea Hydra Altar ability but not the Keeper ability which adds dice to a player's turn. Kraken dice also count as losing life from a ritual. However, you cannot use your ability with Ancient Shadow since it doesn't happen during any player's turn.*

## Faceless

Once per game, choose a Character card that is not currently in play. Replace this card with the new one.

*If someone dies during the game, their Character card is no longer in play (except Necromancer). You may choose to replace your Character card with theirs.*

## Faceless II

At the start of the game and before each of your Roll phases, mark a player with the Faceless token. Until the start of your next turn, you have the Character ability of the marked player.

While a player is marked with the Faceless token, they roll 1 additional die during their turn.

*At the start of the game, and on each of your turns, you'll mark a player with a Faceless token and gain their Character ability. Before your Roll phase, you can mark a different player with a Faceless token, or keep the same player marked. Anyone who is marked by a Faceless token rolls 1 extra die in their Roll phase. You keep the Character ability of a marked player until the start of your next turn.*





# Sigils







## *Sigil of Revocation*

Cancel the Sigil ability of another player, or during any player's Response phase, force a player to re-roll all their dice and keep the results.



*If any dice have been added to a player during their turn, they will re-roll those ones as well.*

## *Sigil of Portents*

During any player's Resolve phase, roll 3 dice. Resolve each die separately.

-  – Choose a player to lose 2 life.
-  – All players lose 2 life.
-  – Choose a player to gain 2 life.
-  – Add 1 die to a ritual. Add 2 if you lose 1 life.
-  – Roll 1 additional die during your next Roll phase.
-  – Roll 2 additional dice immediately. Lose 1 life.

Choose any living players to receive the Altar effects. If you complete a ritual, choose the Keeper.

*If you are a Wraith when you use this Sigil, if you roll  you may not add 2 dice to a ritual by losing life because you can't lose life. However, if you roll  you may roll the 2 additional dice. Losing life is a separate part of the action.*





# QUICK REFERENCE

## 1. ROLL PHASE

- Roll all of your dice.
- Choose which to keep and re-roll the rest. You may repeat this up to 2 times.

## 2. COMMIT PHASE

- Commit dice to rituals and living players. (Wraiths cannot commit their dice.)

## 3. RESPONSE PHASE

- Other players may respond to your committed dice.
- If a die result is changed or replaced, you may re-commit it elsewhere.
- You may commit any new dice you gain.

## 4. RESOLVE PHASE

- Resolve all your dice individually in an order of your choice. (Wraiths cannot resolve dice on their turn.)



## KRAKEN DICE

Before your Roll phase, roll each Kraken die on your character. You lose life equal to the total rolled. However, you may re-roll a Kraken die, but each time you do you will roll one fewer die in your next Roll phase. Kraken dice remain on your character after rolling as long as the Kraken ritual is in play.




## SIREN COINS

During any living player's Response phase, you may spend 1 Siren coin to re-commit one of their dice to a player or ritual of your choice (max. 1 coin per turn).



## CHANT COINS

During your Commit phase, you may spend any number of Chant coins to change the face of that many dice before you commit them, but you cannot change any to .



DAGGER – Lose 1 life.



DOUBLE DAGGER – Lose 2 life.



BLOOD – Gain 1 life.



PARCHMENT – Advance ritual.



ANCIENT – Advance ritual.



COSMOS – Advance ritual.