

RULEBOOK

You lead a cult devoted to the Elder, an evil god whose resurrection you seek.

You will stop at nothing to devote yourself to the Elder. Enlist influential Allies, welcome new Followers and expand your cult. Build Outposts in lands associated with the Elder, raise an Altar, and perform Rituals of prayer.

At times, you must make merciless decisions and abandon your Followers. In time, you will even destroy yourself.

The player with the most victory points wins the Elder's greatest favor, then departs with the god into a new world.

Head Quarter Games

Components

• Main board ×1



• Player boards ×4



• Relic cards ×100

Play these from your hand to form your Altar and perform the actions shown at the top. Their names and backs differ according to how you obtain them, but all are played from your hand in the same way. The bottom shows the Mana each card can generate during a Ritual.

Starting Relics: 8 types ×4



Ally Relics ×11



Standard Relics ×45



Sanctuary Relics ×12



• Tome cards ×45

Pay the required Mana to gain Faith and other rewards.

Starting Tomes ×5



Standard Tomes ×40



• Heart-condition cards ×2



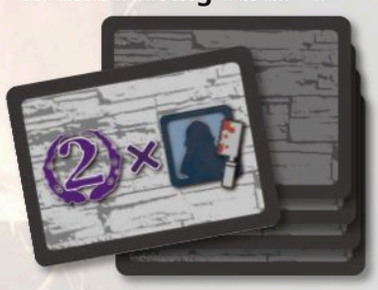
• Event cards ×5



• Ally cards ×7



• Round-scoring cards ×5



Components

• Resource tokens

Resources are unlimited. If any type runs out, use a substitute.



Blood tokens ×60

Used to build Outposts, or poured onto your Altar during Rituals to gain Mana. One Blood token is referred to as “1 Blood.”



Magic Stone tokens ×25

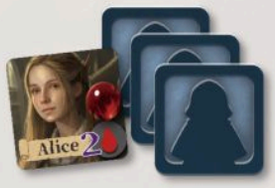
Used to build Outposts. One Magic Stone token is referred to as “1 Magic Stone.”



Skull tokens ×20

Mainly used to let you play more Relic cards. One Skull token is referred to as “1 Skull.”

• Follower tiles ×26



Face-up Followers provide Blood each round. You may sacrifice a Follower by flipping it face down to gain more Blood once.

• Priest figures: 4 colors ×7



Your fellow believers and loyal servants. These figures are referred to as “Priests.”

• Outpost figures: 4 colors ×12



Bases from which your cult spreads its faith. These figures are referred to as “Outposts.”

• Heart tokens ×10



Hearts taken from your own Priests. They may provide many victory points at the end of the game. These tokens are referred to as “Hearts.”

• Player cubes 4 colors ×7



• Mana markers 3 colors ×4



• Elder figure ×1



• Starting-player marker ×1



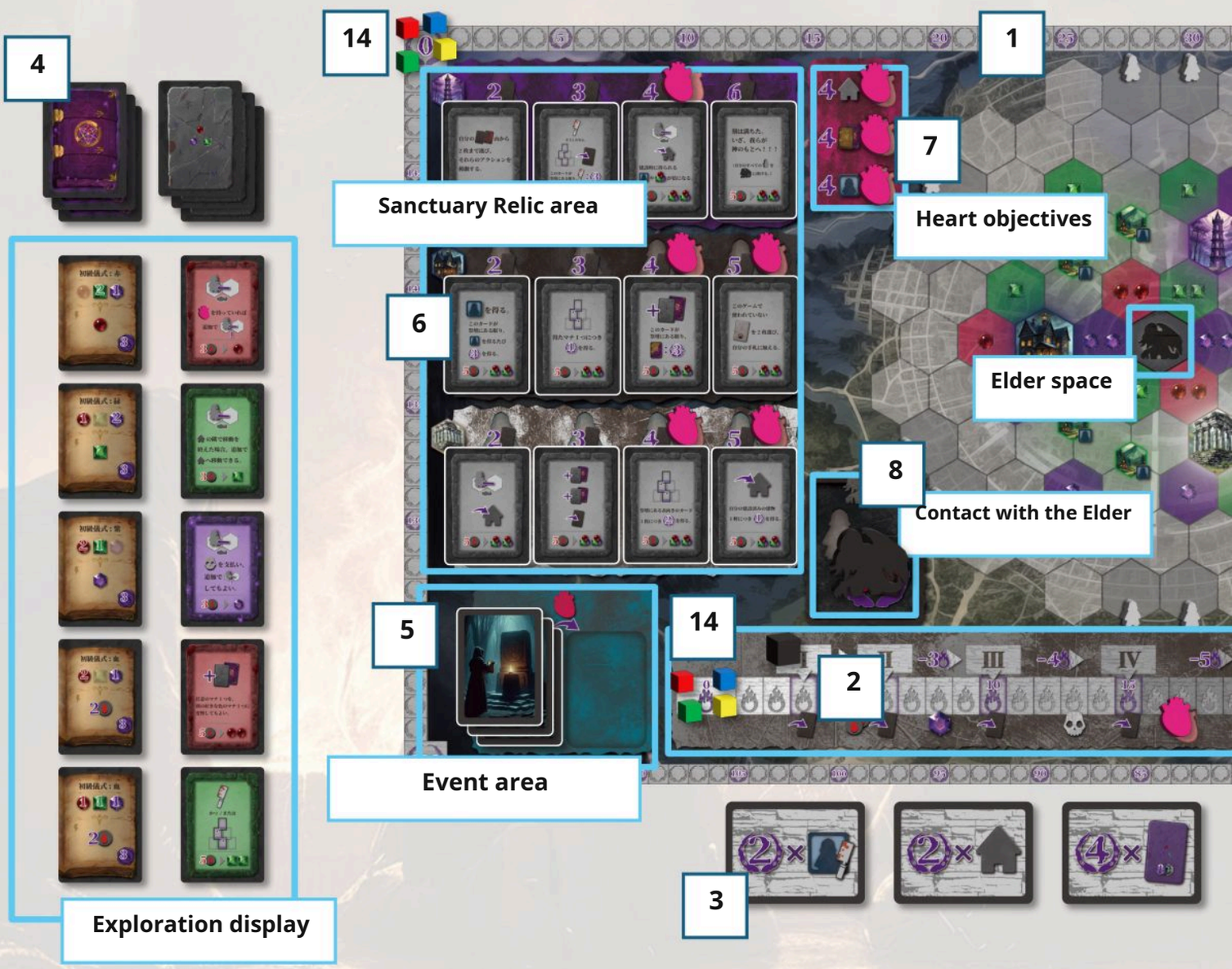
• Round marker ×1



Game Setup

Shared Setup

1. Place the main board in the center of the table.
2. Place the round marker on space I above the Faith track at the bottom of the main board.
3. Shuffle all 5 round-scoring cards. Lay them face up in a row below the Faith track. From left to right, they correspond to rounds 1 through 5.
4. Shuffle the standard Relic cards into the Relic deck. Separately shuffle the standard Tomes and starting Tomes, then place the starting Tomes on top of the standard Tomes to form the Tome deck. Place both decks beside the main board.
   Reveal 5 Relics and 5 Tomes (all 5 should be starting Tomes). Pair each Relic with an adjacent Tome to make 5 pairs. This display is the Exploration display.
5. Set aside the Awakening of the Elder Event and place it face down in the Event area. Randomly choose 3 other Events (2 in a two-player game), without looking, and stack them face down on top of it. Return the unused Event cards to the box.
6. Place all 12 Sanctuary Relics face up in their designated spaces. Match each card back to the illustration on its space.
7. Place 1 Heart on each of the board's 10 Heart icons: 5 in the Sanctuary Relic area, 3 on the Heart objectives, and 2 on the Faith track.
8. Put the Blood, Magic Stones and Skulls within everyone's reach to form the supply. Place the Elder figure in the Contact with the Elder space at the board's lower left.
9. Mix all Follower tiles face down and stack them on the table. You may use several stacks. These are the Follower pile.
10. Choose a starting player at random and give them the starting-player marker.



Player Setup

Each player chooses a color and prepares as follows:

11. Take a player board and place it in front of you. Leave enough room around it for an area about 3 Relic cards wide and 3 cards high.

12. Take the 12 Outposts in your color. Place 1 on every Outpost icon on your three Mana tracks (spaces 4–7 of each track). Take 6 of your 7 Priests and keep them in front of you. Place the remaining Priest in the supply; you may gain it during play.

13. Take 1 red, 1 green and 1 purple Mana marker. Place each on space 0 of its matching Mana track. Its position shows how much Mana of that color you have.

14. Take the 7 player cubes in your color. Place 1 on space 0 of the victory-point track around the main board, and 1 on space 0 of the Faith track. Keep the other 5 in front of you. The first is your victory-point marker, the second your Faith marker, and the others are simply "cubes."

15. Take 8 starting Relics: 1 each of cards A–H.

16. Take 1 Ally card at random. Each Ally gives a unique ability and 1–3 Ally Relics that help you use it. Check the Ally card's front and the icons at the bottom of the Ally Relic backs to find the correct cards. Keep the Ally in front of you. Replace starting Relics with Ally Relics bearing the same letters. These 8 Relics are your starting hand. Return the replaced starting Relics to the box.

17. Take 7 Blood and 2 Magic Stones as starting resources. Everyone starts with the same amount, regardless of turn order.



Game Overview

VP and Faith

The game lasts 5 rounds. After round 5, perform final scoring (p. 25). The player with the most victory points (VP) wins.

Track VP with your victory-point marker on the track around the main board. Move clockwise when you gain VP and counterclockwise when you lose VP. Your score cannot fall below 0.

Faith is separate from VP. Each round has a Faith target (p. 24). Everyone who reaches that target by the end of the round gains another opportunity to earn VP during final scoring.

Track Faith with your Faith marker, from 0 to 25. Move it 1 space right for each Faith you gain. When you reach or pass a Faith bonus, gain its resources or action immediately.

Once you have 25 Faith, each further Faith immediately becomes 1 VP.



Faith bonuses

3, 6, 10, 15, 21: F. Blessing (p. 19)
5: 2 Blood
8: 1 purple Mana
13: 1 Skull

17 and 25: Gain a Heart, if one remains (p. 21). You may decline this reward.
20: Gain a Follower (p. 11)

Rounds and Turns

Each round, take turns clockwise from the starting player. If you cannot or do not want to take any more turns, pass and leave the round.

Once everyone has passed, resolve the end of the round (p. 24): check Faith targets and prepare for the next round.

On your turn, you must either play a Relic card or pass.

Play a Relic card (p. 6)

Play 1 Relic from your hand. You may perform each action shown on it, following the rules on p. 7. You must meet every placement restriction. If you cannot, you must pass.

Pass

Declare that you are done for this round. You leave the round and will take no further turns in it.

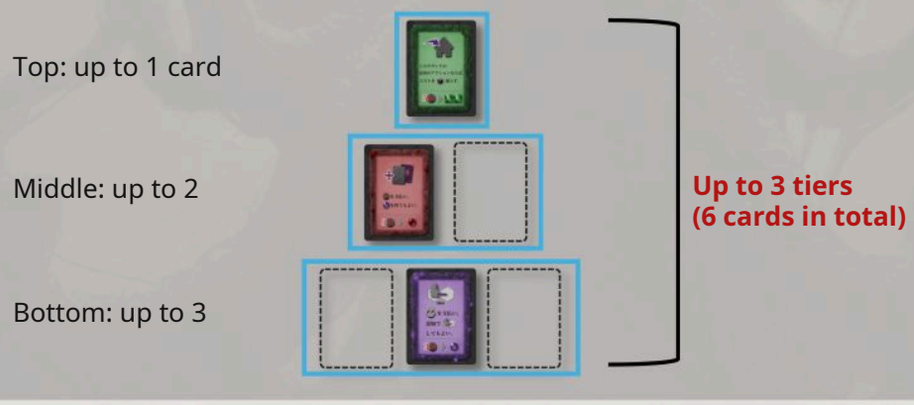
You may also perform any of the five free actions any number of times on your turn: before playing a Relic, after playing a Relic, or before passing. Once you play a Relic, finish resolving all its actions before taking any free action. Free actions are summarized on p. 20; some are also explained alongside closely related actions.

Playing Relic Cards

To play a Relic, choose 1 card from your hand, place it face up, and perform its actions.

Arrange your Relics in a three-tier pyramid, as shown below. This pyramid is your Altar. Placing a Relic in it is called “playing a card.”

Adjacent tiers are offset by half a card’s width



Every card you play must follow all three placement rules:

1. Adjacent placement

A new card must share an edge with at least one card already in your Altar, if there is one. You do not have to build from the bottom upward: you may play a card below an existing card.

2. Maintain the Altar’s shape

Every new card must fit within the three-tier pyramid, so an Altar can contain at most 6 cards. You may freely decide which tier and position each existing card occupies, provided all cards fit within that arrangement.

3. IMPORTANT: Face-up card limit

Your Altar may contain at most 3 face-up cards. If it already has 3, you cannot play another Relic even if there is an empty space.

Some actions let cards remain in your Altar without counting toward this limit. The following two kinds of cards do not count:

- **Face-down cards (p. 19)**
- **Face-up cards with a Skull on them**

Free Action a: Place a Skull

Place 1 Skull from your personal supply on any face-up Relic in your Altar. Only when checking whether you may play another Relic, a card with a Skull no longer counts toward the face-up card limit. For every other purpose, including D. Ritual and F. Blessing, it remains a face-up card.

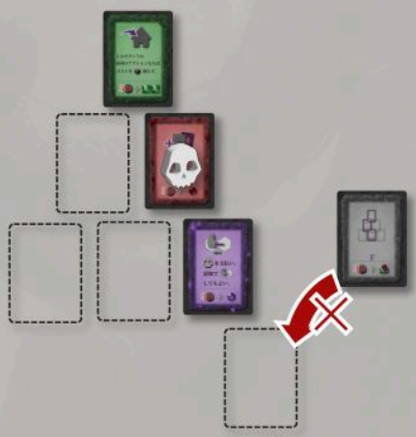
Examples of Illegal Placement



Not adjacent to any card (breaks rule 1)



Three cards in the middle tier (rule 2)



Creates a fourth tier (rule 2)



A fourth face-up card (rule 3)

You gain a Relic's actions only after successfully placing it in your Altar.

Resolve multiple actions from top to bottom. If several actions appear on the same line, resolve them from left to right.

You may forgo an action. The only exception is F. Blessing (p. 19), which you must perform whenever possible.



No connecting text:
You may perform every action shown.



"OR": Choose either the upper or the lower action. You must forgo the other action.



"AND/OR": You may perform both actions, resolving the upper one first. Alternatively, you may perform either action on its own.



"IF YOU DO": You may perform the actions below this phrase only if you perform every action above it. If you forgo even one action above the phrase, you must also forgo all actions below it.

Relic Card Actions

Relics offer many different actions. The seven actions below also appear on starting Relics. For other card actions, see “Relic Card Clarifications” (p. 30).

A.  **Move**

Move your Priests to prepare for other actions.

B.  **Build**

Build an Outpost in a space with one of your Priests to gain immediate or ongoing bonuses.

C.  **Explore**

Gain new Relic cards and Tome cards.

D.  **Ritual**

Offer Blood at your Altar to gain the Mana needed to use Tomes. Outposts built on certain terrain also provide Mana.

E.  **Sacrifice**

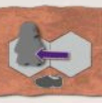
Sacrifice your Followers to gain Blood.

F.  **Blessing**

Bless a Relic, turn it face down, and offer it to the Elder. This lets you play more Relics and lays the foundation for gaining powerful Sanctuary Relics.

G. **Mimic**

Copy the actions of Relics you have offered to the Elder.

A.  Move

The Move action moves your Priests around the map in the upper center of the main board. Moving Priests prepares you to perform other actions.

This action is referred to as “A. Move” or simply “Move.”

Resolve the following three steps in order.

1. Gain movement points

Gain the number of movement points shown beneath the Move icon.



The most common Move icon gives 1 movement point per footprint icon you have. You start with 1 footprint, shown above space 0 of the red Mana track. Build Outposts or use certain Tomes to gain more.



If a number replaces the footprint, gain that many movement points.

2. Spend movement points

For each movement point, choose a) or b) below. If you have 2 or more points, you may divide them among any of your Priests.

a) Move a Priest already on the map

Move 1 of your Priests to an adjacent hex. Other Priests or Outposts may already be there.

At first, your Priests cannot enter Sanctuary spaces or the Elder space. Once they can, entering one immediately triggers its mandatory effect and removes the Priest from the map. Priests therefore cannot pass through these spaces.

See “Gaining Sanctuary Relics” (p. 23) and “Contact with the Elder” (p. 22).

b) Send out a new Priest

Add 1 Priest from your personal supply to any starting space, a dark gray hex around the map’s edge. Then move it to an adjacent hex that is not a starting space.

3. End the Move action

End the action after spending all the points you want. You need not spend every point, but any unspent points are lost.

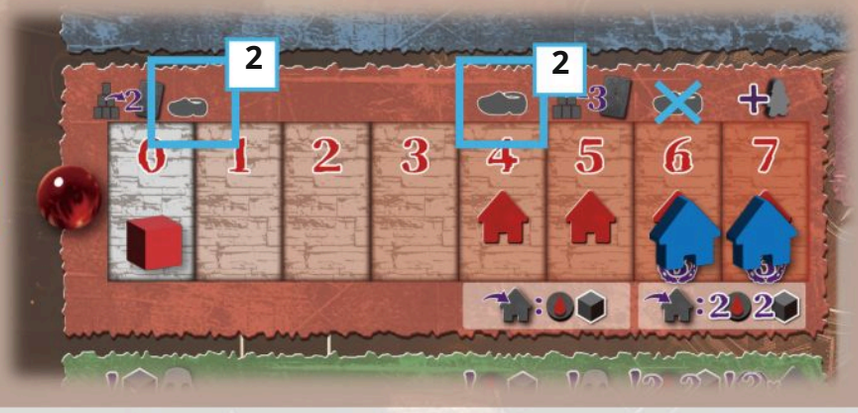
Move example

1. Masahiro takes a Move action. He has 3 footprint icons, so he gains 3 movement points.
2. He spends 2 points to move 1 Priest on the map a total of 2 hexes.
3. He spends 1 point to place a new Priest on a starting space and move it to an adjacent hex.
4. He has spent all 3 movement points, so his Move action ends.









B. Build

The Build action lets you take 1 Outpost from your player board and place it on the map. Building Outposts unlocks immediate and ongoing benefits.

Also shown as B. Build, or simply Build.

To Build, resolve steps 1–4 in order.

1. Check the building requirements

You may build an Outpost only in a space occupied by one of your Priests. That space must meet all three requirements below:

1) No player has an Outpost there. You cannot build in a space that already contains anyone's Outpost, including your own.
2) None of your Outposts is in an adjacent space. There must be at least one space between each of your Outposts. Adjacent Outposts belonging to other players do not matter.
3) It is not a starting space, Sanctuary space or Elder space. Priests cannot end a Move in these spaces, so no player has an opportunity to build there.

2. Choose an Outpost and pay the building cost

Choose any one of the three Mana tracks on your player board. Take its leftmost Outpost figure and place it in a space that meets the building requirements.

Pay the full cost shown below that Mana track. The cost depends on which Outpost you are taking from that track:

- **1st or 2nd Outpost: 1 Blood + 1 Magic Stone**
- **3rd or 4th Outpost: 2 Blood + 2 Magic Stones**

Return all resources paid to the supply.

3. Gain the Outpost's track bonus

Gain the bonus on the Mana track from which you took the Outpost. The icons beside these bonuses show when each newly unlocked bonus applies:

An ongoing bonus.

Income gained at the end of each round.

A one-time bonus gained immediately when unlocked.

An extra benefit gained whenever you perform the action to the left of the colon. Remember to collect it together with the normal rewards for that action.

If you unlock several bonuses of these kinds, all of them apply.

	1st	2nd	3rd	4th
Red track bonus	Gain 1 footprint icon.	At round end, you may return 3 Relics from your Altar to your hand (p.24).	Gain 1 footprint icon.	Take your 7th Priest from the supply and place it before you.
Green track bonus	At round end, gain 1 Blood and 1 Magic Stone.	At round end, gain 1 Skull.	At round end, gain 2 Blood and 2 Magic Stones.	At round end, gain 2 victory points per Outpost you have on the map.
Purple track bonus	Whenever you use free action b. Use a Tome, gain 1 Blood and 1 Faith.	Whenever you Sacrifice, gain 1 Skull and 1 Faith.	Gain 1 Follower tile.	Whenever you use free action b. Use a Tome, gain 1 Faith per Martyr.

4. Gain the Outpost's terrain bonus

Gain the appropriate terrain bonus for the space where you built your Outpost.

a) A space next to a Settlement

If the space is adjacent to a Settlement, as shown below, Gain a Follower once. A Settlement spans three spaces, but you cannot build in the Settlement itself.
Note: Even if the space adjoins two Settlements, you Gain a Follower only once.



Spaces adjacent to a Settlement
(the hatched spaces)

Gain a Follower

Resolve steps 1–2 below. If the Follower stack is empty, or your Follower area already contains 7 Follower tiles, you must forgo gaining a Follower.

1. Take a Follower

Take 1 token face down from the Follower stack, then turn it face up. Place it in the leftmost empty space in the Follower area at the top left of your player board.

2. Gain the Follower's bonus

Immediately gain every bonus at the token's lower right: 2 Blood plus that Follower's unique bonus.

Followers and Martyrs

Follower tiles represent people who have joined your cult. From now on, "Follower" means a face-up Follower tile on your player board. As well as their initial bonus, Followers provide Blood at the end of each round (p.24).

Some actions cause Followers to die. Flip their tokens face down to show this (p.18). A "Martyr" is a face-down Follower tile on your player board. Martyrs no longer provide Blood at the end of each round.



In this example, you gain 2 Blood at round end.

b) A Ley Line (a space showing Mana)

If you build on a Ley Line, a space showing one of the three Mana colors, immediately gain 1 Mana of that color. If the space shows two icons, immediately gain 2 Mana of that color instead.

Move the matching Mana marker right to record the Mana gained. A Mana marker cannot enter a space occupied by an Outpost figure. Each color therefore starts with a limit of 3 Mana; removing Outposts from a track raises that color's Mana limit.

Note: An Outpost on a Ley Line can also provide Mana on later occasions (p.15).

c) An empty space

If the space is neither next to a Settlement nor on a Ley Line, you gain no terrain bonus.

Build example

1. Masahiro performs Build.

2. He has three Priests on the map: A, B and C. He checks which of their spaces meets the building requirements. Only C's space qualifies, so he will build there.

A: Another player already has an Outpost here, so requirement 1 is not met.

B: One of Masahiro's Outposts is adjacent, so requirement 2 is not met.

C: None of his Outposts is adjacent, so this space qualifies. Another player's Outpost is adjacent, but that does not prevent him from building.

3. He chooses an Outpost from the red Mana track on his player board. This is the third Outpost taken from that track, so he pays 2 Blood and 2 Magic Stones. Taking the third red Outpost gives him 1 more footprint icon and raises his red Mana limit to 6.

4. He places the Outpost in C's space. Because this space is next to a Settlement, he Gains a Follower once.



C. Explore

The Explore action lets you gain Relic and Tome cards and add them to your hand.

Also shown as C. Explore, or simply Explore.

To Explore, resolve steps 1–2 in order.

1. Gain cards

Gain the cards specified by the icon. Each icon shows which type and how many cards you gain:

Choose 1 pair from the Exploration display: 1 Relic and 1 Tome. Add both to your hand.

Draw 1 Relic from the top of the Relic deck.

Draw 2 Relics from the top of the Relic deck.

Draw 1 Tome from the top of the Tome deck.

Draw 2 Tomes from the top of the Tome deck.

If the Relic deck runs out during Explore, shuffle the discarded Relics face down to form a new deck.
Do the same with discarded Tomes if the Tome deck runs out.

2. Refill the Exploration display

Only if you took a pair from the Exploration display: draw 1 Relic and 1 Tome from their decks and place them face up in the vacant display spaces.

Explore example

1. Masahiro performs Explore. This icon lets him choose a Relic–Tome pair from the Exploration display. He takes the third pair from the top and adds both cards to his hand.

2. He refills those spaces with 1 face-up Relic and 1 face-up Tome from the tops of their decks.

He now has 3 Tomes in hand. He may keep only 2, but he can use free action b. Use a Tome this turn to avoid discarding one.



Masahiro's hand

Tome hand limit

You may hold any number of Relics, but you may carry over only 2 Tomes. If you have 3 or more Tomes after your turn, keep any 2 and discard the rest.
Immediately before checking this limit, you may use free action b. Use a Tome (p.14) to reduce the number in your hand. If you then hold 2 or fewer, you need not discard any.
Used Tomes lying face up in front of you are not in your hand.

Free Action b. Use a Tome

Use a Tome from your hand to gain the Faith and other rewards shown on it.

To use a Tome, you must pay the Mana cost shown at the top of the card.

Anatomy of a Tome

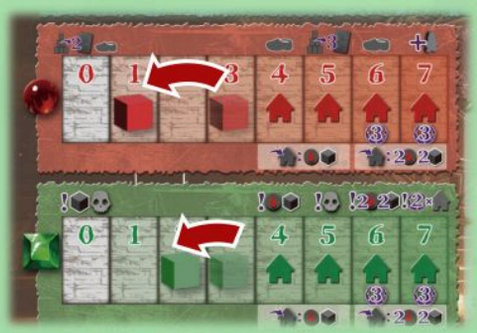


Mana cost
The colors and amounts of Mana needed to use this Tome. Pay all colors shown. Move each matching Mana marker left by the amount spent.

Tome rewards
The benefits gained by using this Tome.

An immediate, one-time reward when used.

An ongoing reward.





Faith gained
Advance your Faith marker 1 space along the Faith track for each Faith gained.



Cost X: Choose any value of at least 1 for X and pay that much Mana. Use the same value of X for the rewards and Faith shown on this card.

To use free action b. Use a Tome, resolve steps 1–3 in order.

1. Pay the cost

Choose 1 Tome from your hand, place it in front of you and pay its entire cost.

2. Gain the rewards

Gain the rewards shown at the bottom of the card. Resolve any action icons immediately, before proceeding to step 3. If you cannot or do not wish to perform an action, forgo it.

3. Gain Faith

Gain the Faith shown at the card's lower right. Advance your Faith marker and immediately gain any Faith bonuses shown below the track (p.5). If you gain several bonuses, resolve them from left to right. Perform any actions gained immediately.

Leave the used Tome face up in front of you: some effects count your used Tomes (p.10, Outpost Benefits; p.25, Final Scoring).

Use a Tome example



1. Masahiro plays the Tome shown from his hand. Its cost includes X, so he chooses X = 4 and pays 3 red Mana and 4 green Mana.

2. The reward lets him immediately Move with X movement points. With X = 4, he Moves with 4 movement points and also gains 4 victory points.

3. He gains 4 Faith, advances his Faith marker 4 spaces and gains the Faith bonus. He leaves the used Tome in front of him.

D. Ritual

The Ritual action lets you gain Mana by pouring Blood through the Altar formed by your Relics. If you have Outposts on Ley Lines, you also perform rituals there to gain Mana.

Also shown as D.  Ritual, or simply Ritual.

To perform a Ritual, resolve steps 1–2 in order.

1. Rituals at Ley Lines

Immediately gain the Mana shown on every Ley Line where you have an Outpost (p.11).

Note: You may perform a Ritual solely for Ley Line Mana, even if you lack the Blood to perform any part of step 2, the Altar ritual.

2. Ritual at your Altar

i. Choose the first active Relic

Choose 1 face-up Relic in your Altar. You may choose one bearing a Skull. This is the active Relic.

ii. Add Blood to the active Relic

You may add any amount of Blood from your personal supply to the active Relic. However, if its Blood already meets or exceeds its requirement (shown at the lower left), you cannot add any more. Blood left by an earlier Ritual may already satisfy the requirement.

iii. Generate Mana

If the Blood on the active Relic meets or exceeds its requirement, gain the Mana shown at the lower right. Advance the matching Mana markers to record it.
If the Blood is below the requirement, no Mana is generated and your Ritual must end immediately.

iv. Let the Blood flow

After generating Mana, all Blood on the active Relic flows to the row below. Split it into two groups as evenly as possible: for example, split 5 Blood into 3 and 2. Send one group down-left and the other down-right. A face-up Relic in either position catches all Blood sent to it; place that Blood on the card.

• If the groups are unequal, choose which side receives the larger group.
• A Relic may collect more Blood than it requires. Keep all excess Blood on it.
• If a receiving position has no Relic, or has a face-down Relic, the Blood flowing there is lost. If the active Relic is in the bottom row, all its Blood is lost. Return all lost Blood to the supply.

Note: A Relic bearing a Skull can still catch Blood.

v. Choose the next active Relic

You may choose a new active Relic and return to step ii to continue generating Mana. You may choose only one of the Relics that just caught Blood in step iv. You cannot choose any other Relic.

A single Ritual can therefore activate at most 3 Relics. If you cannot choose another (because the last active Relic was in the bottom row), or choose not to continue, the Ritual ends.

Important: Blood left on Relics when a Ritual ends stays there for later use. Do not remove it.

Ritual example I

Masahiro performs a Ritual. He has 5 Blood in his personal supply.

1. First, he performs rituals at his Ley Lines. He has one Outpost on a green Ley Line, so he gains 1 green Mana.

2. Next, he performs a ritual at his Altar.

a) He chooses the Relic in the top row as the first active Relic. It has no Blood, so he adds 5 Blood from his personal supply to meet its requirement of 5. It now generates 2 Mana in any colors. He chooses 1 red Mana and 1 green Mana.

b) All 5 Blood flows off the active Relic. He splits it as evenly as possible: the middle-left Relic catches 3 Blood and the middle-right Relic catches 2.

c) He may choose either receiving Relic next. He chooses the middle-left Relic, which is eligible despite its Skull. It already holds 3 Blood, exactly its requirement, so he cannot add any more. He gains 1 red Mana.

All 3 Blood flows off it, split into 2 and 1. The bottom-center Relic catches 2. The bottom-left Relic is face down and cannot catch Blood, so the remaining 1 Blood returns to the supply.

Only the bottom-center Relic caught Blood and may be chosen next. However, Masahiro has no Blood left in his personal supply, so he ends the Ritual. Blood remains on the middle-right and bottom-center Relics.



Ritual example II

Masahiro performs a Ritual. He has 3 Blood in his personal supply.

1. First, he gains Mana from his Outposts on Ley Lines: 1 green Mana.

2. Next, he performs a ritual at his Altar, choosing the middle-right Relic first.

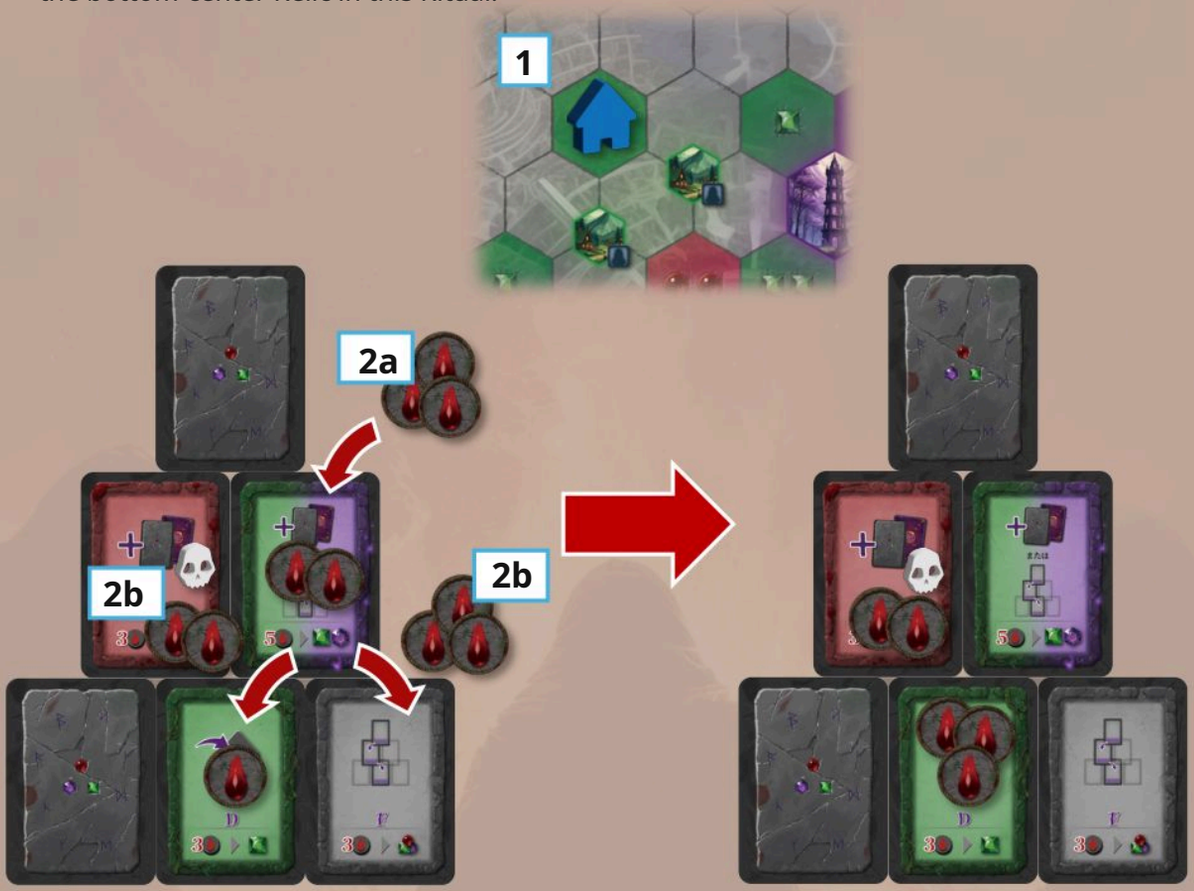
a) This Relic holds 2 Blood from an earlier Ritual. He adds 3 Blood to meet its requirement of 5. It now generates Mana, giving him 1 green Mana and 1 purple Mana.

b) All 5 Blood flows off the Relic. He sends 3 to the bottom-right Relic and 2 to the bottom-center Relic. He may choose either receiving Relic next and chooses the bottom-right one.

It already holds 3 Blood, exactly its requirement, so he cannot add any more. It generates 1 Mana of any color; he chooses purple.

All Blood flows off the Relic. Because it is in the bottom row, no Relic can catch this Blood, and the Ritual must end.

The bottom-center Relic now holds 3 Blood, equal to its requirement. However, only a Relic that caught Blood from the immediately preceding active Relic may be chosen next. He cannot activate the bottom-center Relic in this Ritual.



E. Sacrifice

The Sacrifice action gives you Blood in exchange for the life of a Follower in your cult.

You must have at least 1 face-up Follower tile in your Follower area to Sacrifice.

Also shown as E. Sacrifice, or simply Sacrifice.

To Sacrifice, resolve steps 1–2 in order.

1. Choose a sacrifice

Choose 1 Follower (a face-up Follower tile) in your Follower area and turn it face down in place. The sacrificed Follower becomes a Martyr and stays in the Follower area.

2. Gain compensation

Gain 2 Blood in return for sacrificing the Follower.

Note: This reward is shown above the 0 space on the purple Mana track. Do not use the reward printed on the face of the Follower you just flipped.

Track bonuses from building Outposts and some used Tomes may increase this reward.

Sacrifice example

1. Masahiro performs Sacrifice. He chooses one of his Followers and flips it in place to become a Martyr.



2. He gains 2 Blood. His purple track bonus adds 1 Skull and 1 Faith, and the ongoing effect of a used Tome adds 2 Blood and 2 victory points.







F. Blessing

When you gain a Blessing action, turn over a Relic in your Altar. This represents offering it to the Elder in preparation for receiving a blessing.

With fewer face-up Relics in your Altar, you may gain more opportunities to Play a Relic.

At round end, move offered Relics to your Blessings area. In later rounds, spend them to gain Sanctuary Relics (p.23). They can no longer return to your hand or be placed by Play a Relic.

Also shown as F. Blessing, or simply Blessing.

To perform Blessing, resolve steps 1–2 in order.

1. Choose a Relic to offer

Choose any 1 face-up Relic in your Altar, including a Relic bearing a Skull. Return any Blood and Skulls on the chosen card to the supply.

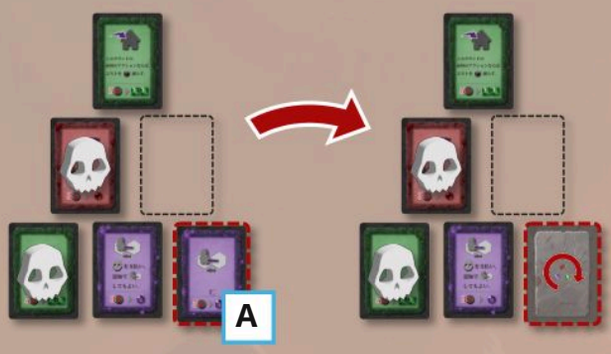
2. Turn the Relic face down

Turn the chosen Relic face down in place. It remains in your Altar.

Important: You cannot forgo a Blessing action. If you have any face-up Relic in your Altar, including one bearing a Skull, you must perform it. You may forgo it only if your Altar has no face-up Relics, for example when the action comes from a Faith-track bonus.

Important: You may turn over the very Relic that provided the Blessing action you are resolving. If that card has actions you have not yet resolved, you do not lose those actions.

Blessing example



1. Masahiro gains a Blessing action. He cannot forgo it, so he chooses face-up Relic A in his Altar.

2. He turns A face down in place. His Altar now has 4 face-up Relics, including 2 bearing Skull tokens. He can now Play a Relic once more this round.

Special action: Blessing from your hand

Some Tomes and other effects say: “Place 1 card from your hand in your Blessings area.”

Choose 1 Relic from your hand, rather than your Altar, and put it directly in the Blessings area on your player board. You may spend it to gain a Sanctuary Relic this round. You cannot put a Tome from your hand in this area.

Important: This is also a Blessing action and cannot be forgone. You may forgo it only if you have no Relics in your hand.

G. Mimic

When you take a Mimic action, choose 1 Relic card in your Blessings area. You may perform all the actions on that card as though you had just placed it in your Altar. Only its actions are copied.

This action is also called “G. Mimic” or simply “Mimic.” It has no icon: the card instead says “mimic ...”.

Important: You cannot copy Relics in your Altar, or in your Bloodstained Blessings area unless an effect specifically allows it.

Some Relics have effects that are not actions (p.30). These effects cannot be copied.

Free Actions

On your turn, you may take any of the following five free actions as often as you wish.

You may do so only before or after playing a Relic card, or before declaring a pass. Once you play a Relic, finish all of its actions before taking any free actions.

a. Place a Skull (p.6)

Place 1 Skull from your supply on any face-up Relic in your Altar. When playing a new Relic into your Altar, do not count cards with Skulls toward the face-up card limit. This exception applies only when playing a new card.

b. Use a Tome (p.14)

Use a Tome from your hand to gain its Faith and other rewards. Pay the mana shown at the top of the card as its cost.

c. Complete a Heart Objective

The top-left of the main map shows three Heart Objectives. If you meet an objective and a Heart token remains beside it, you may gain that Heart (p.21).

Hearts may score victory points at game end (p.25), but each costs the life of one of your cult’s Priests.

The full procedure for gaining a Heart is on the next page.

d. Convert Skulls

Return 2 Skulls from your supply to the general supply to gain 1 Magic Stone.
2 Skulls = 1 Magic Stone. This cannot be reversed.

e. Convert Magic Stones

Return 2 Magic Stones from your supply to the general supply to gain 1 Blood.
2 Magic Stones = 1 Blood. This cannot be reversed.

Gaining a Heart

You may gain a Heart through a free action, a Faith bonus (p.5), or acquiring a Sanctuary Relic (p.23). You may decline a Heart granted by a Faith bonus. You cannot decline one required to acquire a Sanctuary Relic, because it is part of the cost. In every case, resolve steps 1–3 in order.

1. Take the Heart Token

Take the Heart token from the location whose requirement you met.

2. Pay a Priest

You must lose 1 of your Priests as the price of gaining the Heart. Choose a Priest from your supply or the map. Place it in the location from which you took the Heart in step 1. That Priest can no longer enter the map or be used to pay any cost.

3. Resolve the Effects

Gaining a Heart can trigger both "3a. Resolve an Event" and "3b. Gain a Heart Placement Bonus." If both apply, you may resolve them in either order.

3a. Resolve an Event

If any Event cards remain, reveal the top card and read it aloud. Starting with the active player and proceeding clockwise, each player follows its instructions. Skip this step if the Event deck is empty.

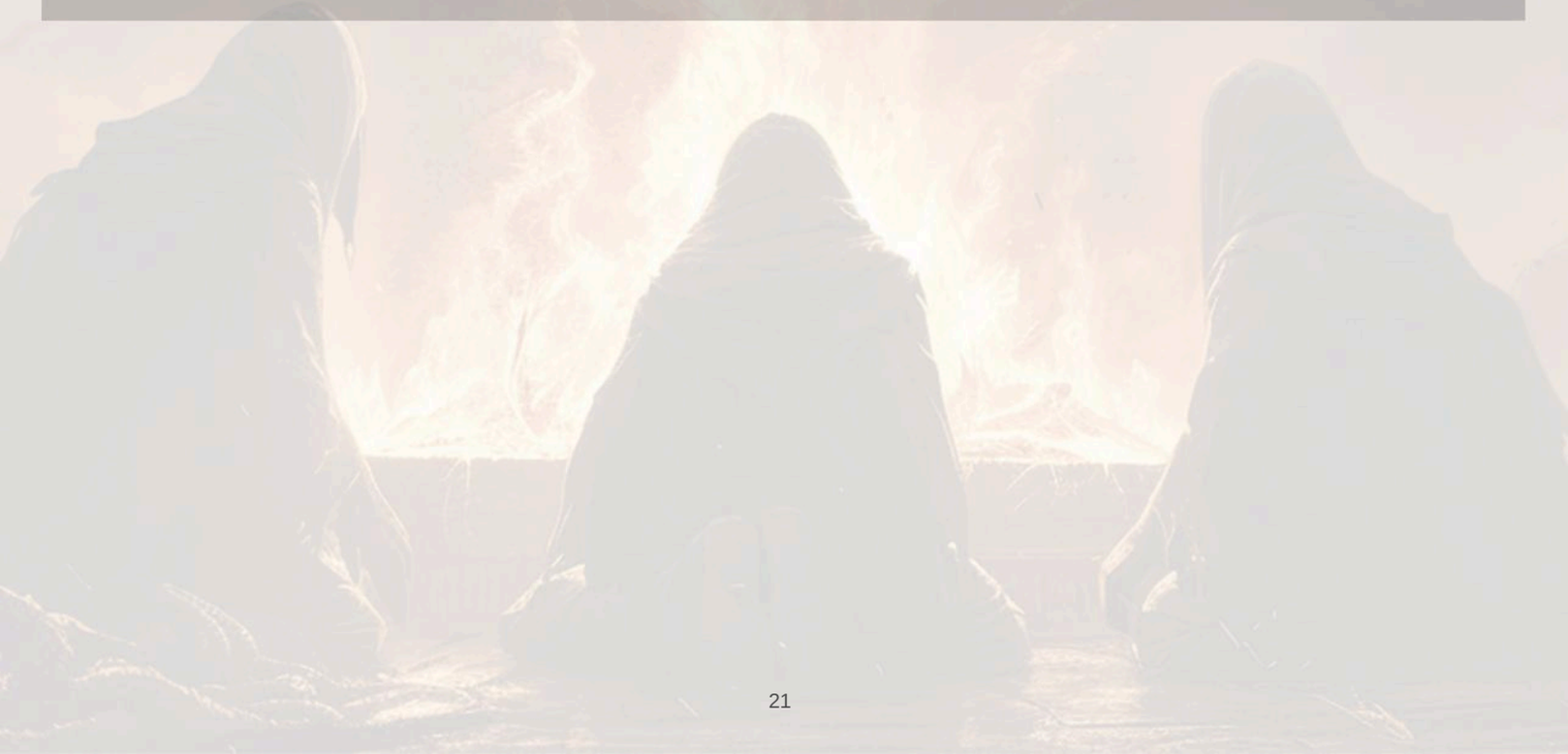
- If a card says "or," each player must choose and resolve one of its options.
- You may choose an option requiring payment of Blood or Skulls only if you can pay the full amount. Even if you can pay, you may choose another option.
- You may always choose to lose victory points, whatever your score. If you have fewer than 3 points, reduce your score as far as possible, to 0.
- The last Event is always "Awakening of the Elder." When it occurs, after the fourth Heart in games with 3+ players or the third in a 2-player game, Elder returns (p.22).

3b. Gain a Heart Placement Bonus

You may place the Heart gained in step 1 in an empty Heart space. Gain the bonus for that space:

- 3 Blood (player board)
- 2 mana of any color (player board)
- Your Ally's unique bonus (Ally card; p.33)

Your fourth and later Hearts grant no placement bonus. Keep those tokens in your supply; they may still score victory points at game end.



Awakening of the Elder

When the fourth Heart in total is gained (the third in a 2-player game), the last Event card is revealed. It is always "Awakening of the Elder." At last, Elder rises again! Resolve the following steps in order:

1. Elder Appears

Move the Elder figure from the Contact area to the Elder space in the center of the map.

2. Remove Figures from Adjacent Spaces

Move all Priests in spaces adjacent to the Elder space (Ley Lines showing 2 mana) to the Contact area at the bottom-left of the map. These Priests may score victory points at game end.

Return all Outposts adjacent to the Elder space to the box. They no longer generate mana during D. Ritual, but you keep all bonuses from the mana tracks they originally occupied.

Important: You may build again on the vacated Ley Lines. New Outposts built there are not removed. Removed Outposts do not count for green mana-track bonuses, Round Scoring cards, or other effects counting Outposts on the map.

Contact with the Elder

Once Awakening of the Elder has occurred, you may use A. Move to move your Priests into the Elder space.

Immediately move any Priest entering the Elder space to the Contact area. This is mandatory: Priests cannot move through the Elder space.

Important: Once in the Contact area, a Priest cannot return to the map or be paid as the cost of gaining a Heart.



Acquiring Sanctuary Relics

When A. Move takes a Priest to one of the map's three Sanctuary spaces, that Priest must stop. After the Move action ends, you must acquire a Sanctuary Relic.

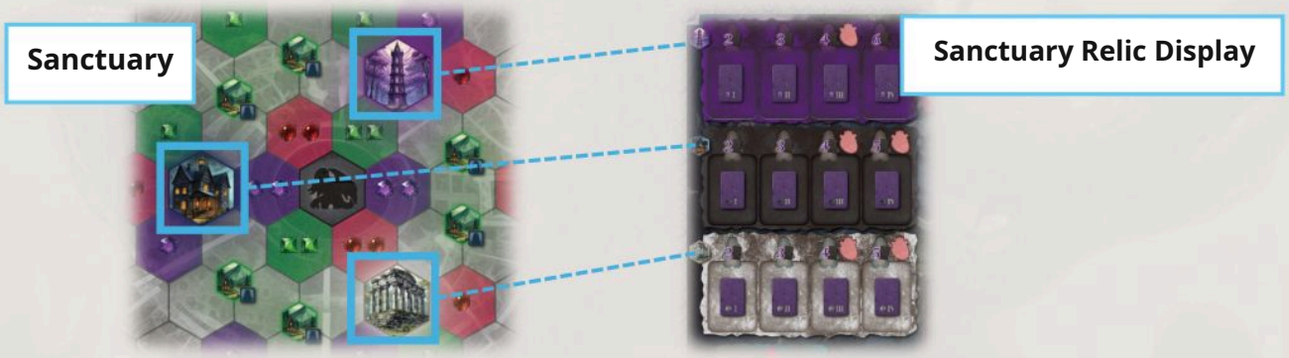
This requires Relics in your Blessings area and, for certain cards, gaining a Heart. You cannot move a Priest into a Sanctuary if you cannot meet these costs.

Each Sanctuary corresponds to one row of the Sanctuary Relic display. Each row has four powerful Relics; there is only one copy of each.

A single Move action may take several Priests to Sanctuaries, including several to the same Sanctuary. Resolve steps 1–5 below for each acquisition.

1. Choose a Card

Choose any Sanctuary Relic in the display row corresponding to the Sanctuary occupied by your Priest.



2. Pay the Cost: Blessed Relics

The number at the top of the chosen Sanctuary Relic is its cost in blessed Relics. Move that many Relics from your player board's Blessings area to its Bloodstained Blessings area. You cannot choose the card in step 1 unless you have enough Relics in your Blessings area.

3. Pay the Cost: Gain a Heart (Certain Cards Only)

If the chosen Sanctuary Relic has a Heart token at its top-right, you must gain that Heart (p.21). Pay a Priest, resolve the Event and placement bonus as normal, then continue. Step 5 also costs the Priest that entered the Sanctuary, so this Relic costs two Priests in total. You cannot choose it in step 1 if you lack a Priest to pay for the Heart.

4. Take the Sanctuary Relic

Add the Sanctuary Relic chosen in step 1 to your hand.

5. Bury the Priest

The Priest that entered the Sanctuary always dies when you gain its Relic. Lay that Priest down in the display space vacated by the card. That Priest can no longer enter the map or be used to pay any cost.

Example: Acquiring a Sanctuary Relic

1. Masahiro moves a Priest to a Sanctuary and chooses Sanctuary Relic A.
2. Its cost is 3. He moves 3 Relics from his Blessings area to his Bloodstained Blessings area.
3. There is no Heart on this card, so he does not gain a Heart.
4. He adds Relic A to his hand.
5. He moves the Priest from the Sanctuary to the display space where Relic A was.



End of a Round

Once every player has declared a pass and left the round, the round ends. Prepare the next round as follows.

In round 5, complete only steps 1–2, then skip the remaining steps and proceed to End of the Game (p.25).

1. Regular Income and Ally Abilities

Each player gains regular income and resolves any Ally abilities, in any order. For example, if you resolve an Ally ability first and it increases your income, gain the increased amount this round.

a. Regular Income

These bonuses, mainly on mana tracks, grant resources (Blood, Magic Stones, Skulls) or victory points. Every player starts with an income of 1 Magic Stone and 1 Skull, shown above space 0 of the green mana track.

b. Ally Abilities: shown on some Ally cards (p.33)

2. Check the Faith Target

Each round has a Faith target, marked I–V above the Faith track. Resolve the following in order:

i. Qualify for Round Scoring

Every player who has reached the current round's target must place 1 of their cubes on that round's Scoring card. This lets them score the indicated category at game end. You cannot decline to qualify if you meet the target, and you cannot place a cube on a Scoring card for any other round.

ii. Pay to Qualify for Round Scoring

From round 2 onward, placing a cube costs Faith. Reduce your Faith by the amount shown to the right of the current round's target.



You gain no bonus for reaching or passing a bonus space while reducing Faith. However, if you later gain Faith and reach or pass that space again, you gain its bonus again, even if you received it before.
Important: From round 2 onward, players who did not place a cube on the Scoring card do not lose Faith.

3. Tidy Your Altar

Prepare your Altar for the next round by resolving these two steps in order:

i. Collect Face-down Relics

Move all Relics turned face down in your Altar by F. Blessing to your player board's Blessings area. Keeping them stacked face up makes it easier to find a card to copy with G. Mimic in later rounds. These blessed Relics are also used to pay for Sanctuary Relics (p.23).

ii. Retrieve Face-up Relics

Return up to 2 face-up Relics of your choice from your Altar to your hand, as shown above space 0 of the red mana track. If you have built the second Outpost from that track, the limit rises to 3. Each Skull you pay from your supply lets you retrieve 1 additional card. Return all tokens, such as Blood or Skulls, on retrieved cards to the general supply.

Important: You may retrieve cards even if the cards left in your Altar are no longer adjacent to each other. Next round, each newly played Relic must be adjacent to any one Relic remaining in the Altar. You do not have to prioritize spaces that reconnect the remaining cards.

4. Refresh the Exploration Display

Discard all 5 Tomes and 5 Relics in the Exploration display. At the end of round 1, return any remaining starting Tomes to the box instead of discarding them. Then reveal 5 new Relics and 5 new Tomes from their decks to form five new pairs. If either deck runs out, shuffle its discards to form a new deck and continue refilling.

5. Advance the First Player and Round Markers

Pass the Starting-player marker to the player on your left. Advance the Round marker one space. The next round now begins.

End of the Game

After the end-of-round procedure for round 5, the game ends. In final scoring, gain victory points from the following four categories.

1. Contact with the Elder

Score each of your Priests in the Contact area. The points earned by each Priest equal the product of these two numbers:

- The number of Relics in your Bloodstained Blessings area (not your Blessings area)
- The number of Hearts you have gained

Important: If either number is 0, you score 0 points, regardless of the other number.



Masahiro has 2 Priests in the Contact area. He also has:

- 3 Relics in Bloodstained Blessings
- 3 Hearts

Each Priest scores 3 × 3 = 9 points. His 2 Priests therefore score 18 points in total.

2. Round Scoring Cards

Score every Round Scoring card bearing one of your cubes, according to its condition.



3 points per Follower in your Follower area. Do not count Martyrs.



2 points per Martyr in your Follower area. Do not count Followers.



2 points per Outpost you have on the map. Do not count Outposts removed by Awakening of the Elder.



2 points per Tome you have used, including starting Tomes. Do not count unused Tomes in your hand.



4 points per Sanctuary Relic you have acquired, whether in your hand, Altar, Blessings area, or Bloodstained Blessings area.

3. Points from Your Player Board

i. Follower Tiles Acquired

Gain 3 points for having 6 Follower tiles in your Follower area, or 6 points in total for having 7. You still score these points if the sixth or seventh tile has become a Martyr.



Masahiro has 6 Follower tiles and scores 3 points.

ii. Outposts Removed from Mana Tracks

For each of the three mana tracks, gain 3 points if you have removed its third Outpost, or 6 points in total if you have removed its fourth. These Outposts still count even if Awakening of the Elder removed them from the map.



Masahiro scores 3 points from the red mana track and 6 from the green track. He scores none from the purple track because he has removed only one of its Outposts.

4. Remaining Skulls and Magic Stones

Add together the Skulls and Magic Stones left in your supply. Gain 1 point per 2 resources.
Important: Leftover Blood scores no points.

The player with the most victory points wins and journeys with Elder into a new world. If several players tie for the highest score, they share victory: celebrate one another's efforts and set out for the new world together.

Variant Rules

If everyone agrees, use either or both of the following variants. We recommend leaving them out when anyone is new to the game or still learning.

Heart Objective Change Cards

These replace the requirements for free action c. Complete a Heart Objective with harder ones. At the end of setup, choose one of the two cards, deliberately or at random, and cover the main board's Heart Objectives.

Important: Some required amounts, such as Faith or Relics in your Blessings area, may later decrease. As long as you met the requirement when taking a Heart, you never lose it if the amount falls afterward.



Top: Have at least 3 Relics with Skulls in your Altar. Skulls gained as end-of-round income cannot immediately be placed to meet this goal; wait until your next turn to take free action a. Place a Skull.
Middle: Have at least 8 Faith. Even if end-of-round income raises you to 8 Faith, wait until your next turn to take free action c. Complete a Heart Objective.
Bottom: Have at least 4 Relics in your Blessings area. Do not count face-down Altar cards or Bloodstained Blessings.



Top: Have at least 6 Outposts on the map. Do not count those removed by Awakening of the Elder.
Middle: Have acquired at least 1 Sanctuary Relic costing exactly 3. Relics costing 4 or more do not meet this condition.
Bottom: Have at least 4 Followers (not Martyrs), or have used at least 8 Tomes.

Face-up Followers

Reveal a Follower tile in each Settlement, so you know which Follower a new Outpost will grant and can plan movement accordingly. After making the Follower pile in setup step 9, place 1 tile face up in each of the six Settlements.

When B. Build places an Outpost adjacent to a Settlement, take its revealed Follower instead of a random one from the pile. Whenever you gain a Follower by any other means, take it from the pile as usual.

After the action, refill empty Settlements from the pile. Do not refill a Settlement once every adjacent space contains an Outpost.



A Build here: gain 

B Build here: gain 

C Build here: choose either tile  or 

Ally Ability Clarification

With this variant, Mares the Abductor's Ally Relic D grants its first Follower from the adjacent Settlement and its second at random from the Follower pile, instead of taking both from the pile.

Solo Rules

ELDER GARDEN can be played solo. There is no simulated opponent: your goal is to achieve a high score.

You win and journey with Elder into a new world if you trigger Awakening of the Elder and score at least 70 points. For a greater challenge, require Awakening of the Elder and at least 130 points.

Use the normal multiplayer rules with the following changes.

Setup Changes

5. Use 4 Event cards: Awakening of the Elder plus 3 others. Do not use the 2-player setup of Awakening of the Elder plus only 2 others.

Complete player setup for one player.
12. Take all 7 Priests of your color, instead of 6.

B. Build: Changes

In step 3, Gain Outpost Benefits (Track Bonuses), the fourth bonus on the red mana track may grant you an eighth Priest. Use one Priest of another player color.

End-of-Round Changes

After round 3, add the following step when preparing the next round:

6. Remove Hearts from the Heart Objectives

Return any Hearts still beside the Heart Objectives to the box.
Important: No player has gained these Hearts, so do not resolve the gain-a-Heart procedure or reveal Event cards.

End-of-Game Changes

Whatever your score, you lose if Awakening of the Elder has not been revealed; in other words, if you did not gain 4 Hearts during the game.

Advanced Solo Variants

Once you know the solo game and yearn to devote yourself more deeply to Elder, add these harder variants. You may use any one or more of the four.

A. Hard Mode

You must gain one extra Heart, making Elder harder to awaken. In setup step 5, place all 4 other Event cards on top of Awakening of the Elder.

B. You're Mares Too!

Carrying Blood from one round to the next becomes harder, so the order of your actions matters even more.

In setup step 16, choose any Ally except Mares the Abductor. At each round end, immediately before step 1, Regular Income and Ally Abilities, return Blood to the supply until you have no more than 1 left.

Important: Mares normally gains 2 points for returning at least 3 Blood this way. This variant does not grant those points, even if you return 3 or more.

C. Punishment for Unbelief

You must keep raising your Faith. Round Scoring cards you fail to qualify for can cost many points at game end and cause an unexpected defeat.

During final scoring step 2, score every Round Scoring card with your cube as usual. Then, for every card without your cube, calculate the points you would have scored if you had qualified. Lose that many points instead.

D(anger!). The Suffocating Land

This especially dangerous variant sharply raises the difficulty! You retrieve fewer Relics from your Altar each round. Without a plan, the number and variety of actions you can take may become severely limited.

At round end, in step 3.ii, Retrieve Face-up Relics, return only 1 Relic from your Altar to your hand instead of 2. Each additional card you retrieve costs 2 Skulls instead of 1.

CARD CLARIFICATIONS



Even if you have 2 or more Hearts, this card grants only 1 extra movement point for its additional Move action.



Martyrs do not count for this effect. You gain the extra Move action with 1 movement point only if you have at least 3 Followers.



A hex at the edge of the map has at least one side that does not border another terrain hex. If all six sides border terrain hexes (including starting spaces), building there does not reduce the cost.



A Priest that ends this card's Move on a hex adjacent to an Outpost may move onto that Outpost's hex. The Outpost may belong to any player, including you.

This applies only to a Priest that moved at least one hex during this card's Move. A Priest that was already adjacent and did not move cannot use this effect.

This extra movement is part of Move. If it enters a Ley Line, Cain the Excavator's Ally ability can generate mana.



As above, this applies only to Priests that moved at least one hex during this card's Move.

After moving into the Sanctuary, you must acquire a Sanctuary Relic after completing the action. If you lack enough Relics in your Blessings area, you cannot move a Priest into the Sanctuary with this effect.



Reduce the cost by 1 Magic Stone only if none of your Outposts is within two hexes of the hex where you are building (that is, within 2 movement points).



“Your first action of the round” means the first Relic card you play that round. You do not have to be the starting player.

The discount also applies if your first Relic of the round performs G. Mimic and copies this card.



If you have at least 1 Heart, during this card’s Ritual, gain 1 extra Faith each time an activated Relic bearing a Skull generates at least 1 mana.

If all three activated Relics have Skulls and each generates mana, you gain 3 extra Faith.



“Gain 1 Faith” is a separate action. If you lack the Blood required for the Ritual, you may forgo the Ritual and gain only the 1 Faith.



This is the only card that can Mimic a Relic in your Bloodstained Blessings area.

You must choose two different Relic cards to copy.



"While this card is in your Altar..." is not an action; treat it as a passive effect. Thus, performing this Sanctuary Relic's own Sacrifice immediately earns its 3 victory points. Other Sanctuary Relics with similar effects can likewise score from their own actions.

The effect remains active while the card bears a Skull, but ends as soon as F. Blessing turns the card face down.

If G. Mimic copies this card in your Blessings area, its ongoing effect cannot be copied because it is not an action. You do not gain the 3 victory points.



Move all your Priests, both in your personal supply and on the map, to the Contact with the Elder space.

If you still have turns remaining, you will no longer be able to perform A. Move or B. Build.

This is not a Move action: place the Priests directly in the contact space. They do not pass through Ley Lines, so Cain the Excavator's ability cannot generate mana.



Reviving a Martyr with Avil the Necromancer's ability does not count as gaining a Follower and does not earn these 3 victory points.



You gain 1 victory point per mana generated by the Ritual even if you must lose that mana because its mana track is already at its limit.



When you play this card into your Altar, look through all Ally Relics not used by any player in this game. Choose two and add them to your hand.

You may use this card more than once. If only one or no unused Ally Relics remain, take all that remain.



“Gain 2 victory points for each face-up card in your Altar” is a separate action.

If you lack the Blood required for the Ritual, you may forgo the Ritual and gain only the victory points.



“Gain 1 victory point for each Outpost you have built” is a separate action. If you cannot Build, you may forgo Build and gain only the points.

Count only your Outposts currently on the map. Do not count those removed by the “Awakening of the Elder” event.



“Gain 1 victory point for each Outpost you have built” is a separate action. If you cannot Build, you may forgo Build and gain only the points.

Count only your Outposts currently on the map. Do not count those removed by the “Awakening of the Elder” event.

ALLY REFERENCE

Egil the Astrologer

A skilled astrologer, Egil handles even the most difficult ancient tomes with finesse.

ALLY ABILITY
When you use your 2nd, 4th, 6th, 8th, etc. Tome with free action b. Use a Tome, receive its immediate reward twice.
Do not double its bottom-right Faith or its ongoing reward.
For an even-numbered Tome with an X cost, choose X (at least 1) and pay the usual mana cost. Its immediate X reward is then doubled.

HEART PLACEMENT BONUS
Perform A. Move with 3 movement points.

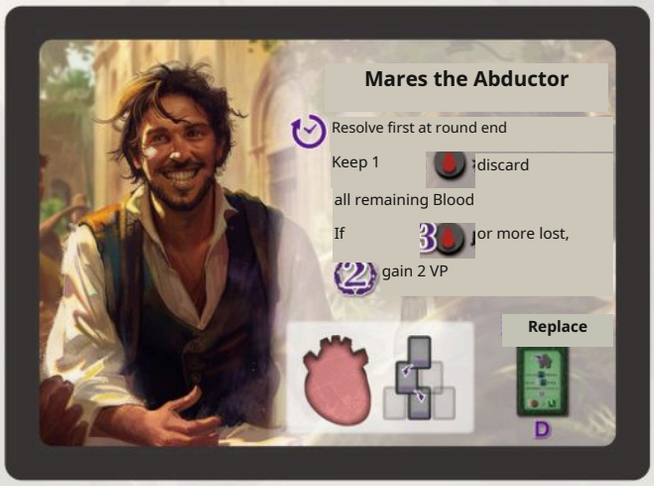
ALLY RELICS
Replace cards F and G. Their actions match the starting Relics, but they generate mana more efficiently during D. Ritual.







Mares the Abductor



Cunning Mares recruits Followers with ease. Always on the move, he keeps no Blood overnight.

ALLY ABILITY
At round end, keep at most 1 Blood and return the rest to the supply. If you return at least 3 Blood, gain 2 victory points. Important: Although income and Ally abilities can usually be resolved in either order, Mares must resolve this ability first.

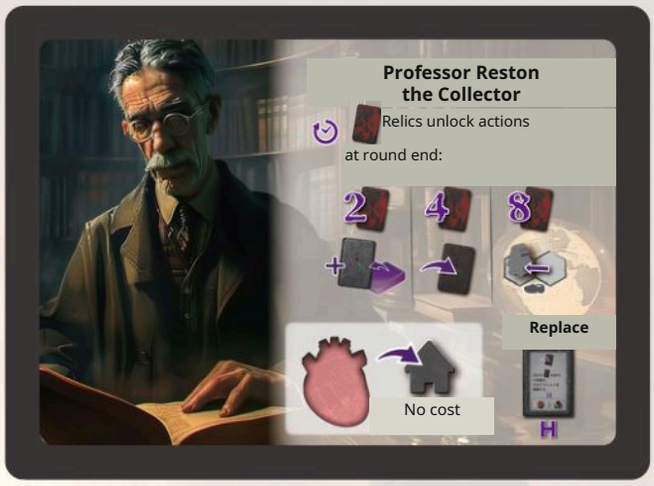
HEART PLACEMENT BONUS
Perform D. Ritual once.

ALLY RELIC
Replace card D. When its B. Build gains a Follower by building next to a Settlement, first gain one Follower normally and immediately receive its face-up bonus. Then take a second Follower from the stack and place it in the leftmost available Follower space.



You do not receive the second Follower's acquisition bonus. You cannot forgo the first Follower's bonus to receive the second one instead.

Professor Reston the Collector



Even as his body decays, he will never stop collecting.

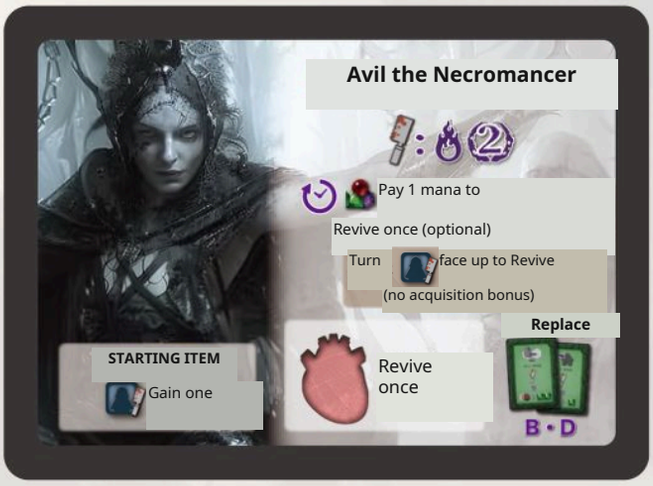
ALLY ABILITY
At round end, abilities unlock according to the number of Relics in your Bloodstained Blessings area. With 4+ cards, use the first two; with 8+, all three. Use each once, in any order.
2+ cards: Draw the top Relic into your hand.
4+ cards: Perform F. Blessing once.
8+ cards: Perform A. Move once. If a Priest enters the Sanctuary, acquire a Sanctuary Relic immediately.

HEART PLACEMENT BONUS
Perform B. Build without paying its cost. All other restrictions still apply, including taking an Outpost from the left end of any mana track.



ALLY RELIC
Replace card H. F. Blessing comes before G. Mimic. To Mimic with this card, you must first perform Blessing.

Avil the Necromancer



He brings back those he once discarded.
Only to discard them again.

STARTING ITEMS
Begin with 1 Martyr. Take the top Follower tile face down and place it in your leftmost Follower space. You gain no acquisition bonus from this tile.

ALLY ABILITY
Whenever you perform E. Sacrifice, gain 1 extra Faith and 2 victory points.
At round end, you may pay 1 mana of any color to Revive once: turn one Martyr in your Follower area face up. This is not gaining a Follower, so it grants no acquisition bonus.
A Follower revived at round end can still provide its 1 Blood income that round.





HEART PLACEMENT BONUS
Revive once without paying the cost.

ALLY RELICS
Replace cards B and D. Both grant an E. Sacrifice action in addition to their normal actions.

Those Enthralled by the Mask



Guided by the mask, consumed by madness.

ALLY ABILITY
During D. Ritual, Blood flowing from a mana-generating Relic onto a face-down Relic in the next row may be stored on this Ally instead of lost. Store up to 8 Blood; return any excess to the supply.

If Blood also flowed onto at least one face-up Relic, you may choose the next active Relic and continue the Ritual, even if you stored the Blood that flowed onto face-down cards. Blood flowing off the bottom row is lost as usual.

You gain a unique free action. Like other free actions, it is available only before or after playing a Relic, or before declaring a pass.

FREE ACTION f. MASK RITUAL
Pay Blood stored on this Ally to the supply:
3 Blood: Perform F. Blessing and gain 2 VP.
7 Blood: Draw the top Tome into your hand.

HEART PLACEMENT BONUS
Draw the top 2 Relics into your hand.



ALLY RELIC
Replace card G. It has the same combination of actions, but F. Blessing must come first. It also generates mana more efficiently during D. Ritual.

Isaac the Elder Priest



Isaac cares for his companions.
Unusual for a cult like this.

ALLY ABILITY
Followers in your 5th, 6th and 7th Follower spaces produce 1 Faith instead of 1 Blood as round-end income. They no longer provide Blood.

E. Sacrifice may turn over any Follower. With 5 or more tiles, you can choose whether to sacrifice one that provides Blood or one that provides Faith.

HEART PLACEMENT BONUS
Gain a random Follower from the stack and immediately receive its acquisition bonus, just as when you build next to a Settlement.

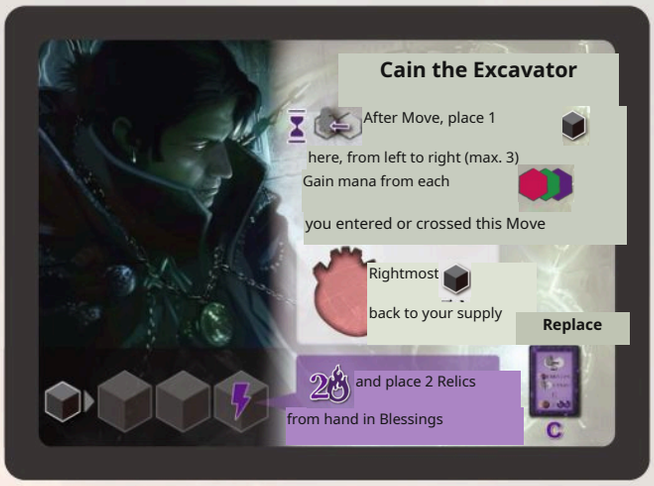






ALLY RELICS
Replace cards C, D and G. Each grants additional effects based on your Followers (excluding Martyrs).
Card D: If you have at least 3 Followers, you may pay 1 extra Blood when you Build to build even adjacent to one of your own Outposts.
Card G: E. Sacrifice has been removed. If you have at least 1 Follower, F. Blessing is mandatory. If your Altar has no other face-up Relic, you must turn this card face down.

Cain the Excavator



By the time he notices, he will already be lost.

ALLY ABILITY
After playing a Relic with A. Move and resolving its movement, you may place 1 Magic Stone from your supply on this Ally. Gain the mana shown on every Ley Line your Priests entered or passed through during all Move actions on that card.

When you place the third Magic Stone, after gaining mana, gain 2 Faith and choose 2 Relics from your hand to place in your Blessings area.
You cannot use this ability while this Ally holds 3 Magic Stones.



A Priest may enter or pass through the same Ley Line repeatedly. Gain its full mana reward each time; you may move a Priest back and forth between Ley Lines.

You may place the Magic Stone even if no Priest reached a Ley Line. If it is the third stone, you still gain 2 Faith and place 2 Relics from your hand in your Blessings area.

You may place only 1 Magic Stone per Relic played with Move. You may do so even if you perform Move but spend no movement points.

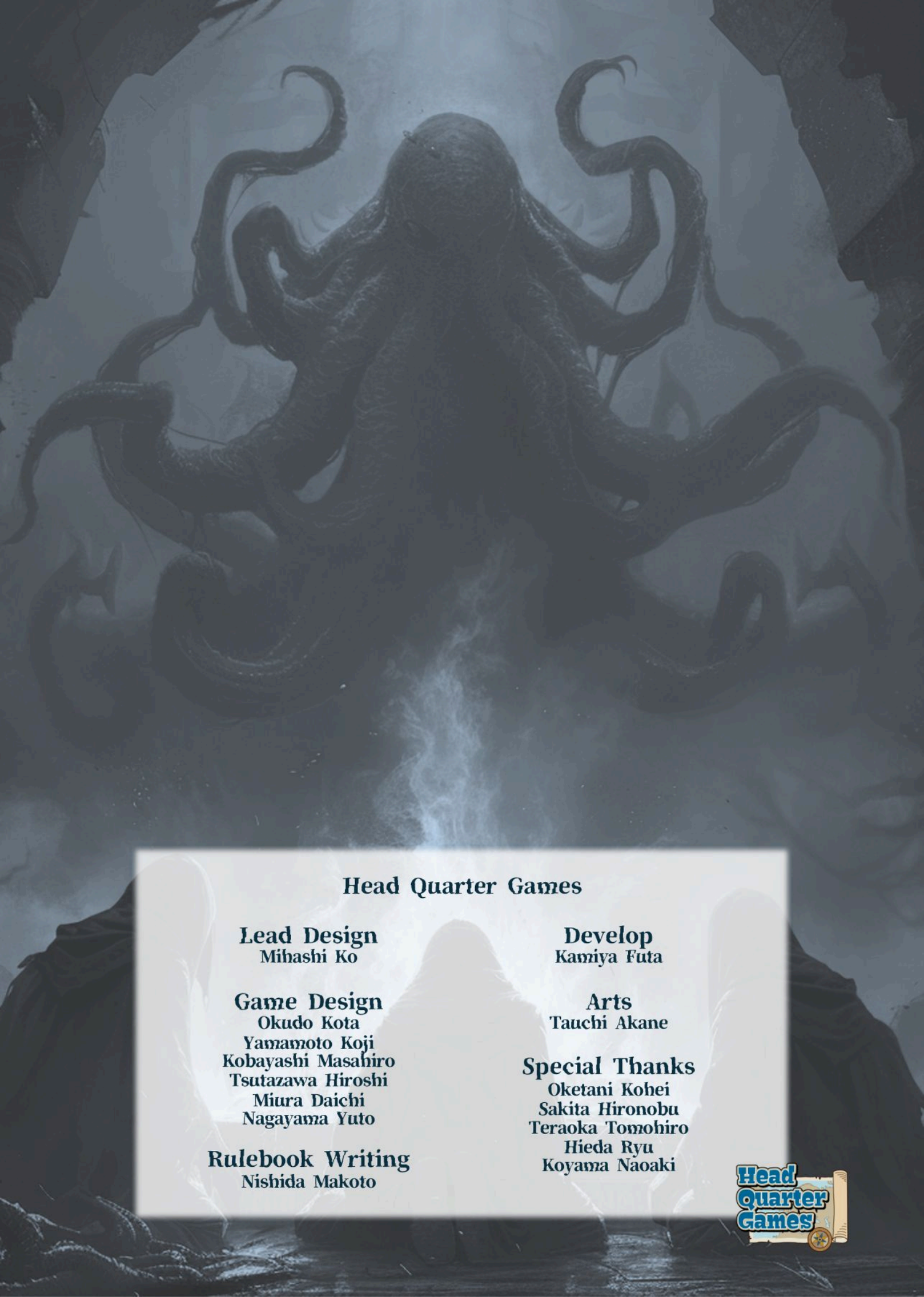
HEART PLACEMENT BONUS
Return 1 Magic Stone from this Ally to your personal supply, not the shared supply. This lets you use the ability again. If this reduces its stones from 3 to 2, placing a third stone again also earns 2 Faith and lets you place 2 Relics from your hand in your Blessings area.

ICON REFERENCE

Some rules and effects are abbreviated with the following icons.

	A. Move (p.8). Gain movement points equal to the movement icons on your red mana track, and move your Priests.
	A. Move (p.8). Gain exactly 1 movement point, regardless of the number of movement icons, and move your Priests.
	B. Build (p.10). Build an Outpost on a hex with one of your Priests to gain various benefits.
	C. Explore (p.13). Choose one pair of a Relic and a Tome from the exploration display and add both to your hand.
	C. Explore (p.13). Draw the top Relic from its deck into your hand.
	C. Explore (p.13). Draw the top Tome from its deck into your hand.
	D. Ritual (p.15). Flow Blood through Relics in your Altar to generate mana. Outposts on Ley Lines generate additional mana.
	E. Sacrifice (p.18). Turn one Follower face down to become a Martyr and gain 2 Blood.
	F. Blessing (p.19). Turn one face-up Relic in your Altar face down, without moving it. Important: You cannot forgo this action; you must resolve it.
	A Relic in your Blessings area. At round end, cards turned face down by Blessing move here from your Altar.
	A Relic in your Bloodstained Blessings area. To acquire Sanctuary Relics, pay by moving Relics here from your Blessings area.
	Victory points gained. Advance your victory point marker by the number inside the icon.
	A Follower to gain, or a face-up Follower on your board. Effects with this icon count face-up Followers only. Each provides 1 Blood at round end.
	A Martyr (a face-down Follower tile). Martyrs do not provide 1 Blood at round end.
	Faith gained. Advance your Faith marker by the number to the left of this icon, or by 1 if no number is shown.

	Blood. Primarily used to pay for B. Build and D. Ritual.
	Skulls. These help you play more Relics into your Altar.
	Magic Stones. Primarily used to pay for B. Build.
	Hearts. These may score victory points at game end. To gain one, you must meet its requirement and sacrifice one of your Priests.
	1 mana of any color.
	An Ally ability resolved at round end, at the same time as regular income. Unless specified otherwise, resolve income and these abilities in any order.
	A Relic bearing a Skull. Only when playing Relics, do not count it toward your face-up card limit. At all other times, treat it as a face-up card.
	Each time you perform free action b. Use a Tome, gain the additional reward shown to the right of the colon.
	Each time you perform E. Sacrifice, gain the additional reward shown to the right of the colon.
	At round end, you may return 3 face-up Relics to your hand instead of 2.
	Take your seventh Priest from the shared supply.
	A Tome with an X cost. Choose any number of at least 1 for X, and pay that cost. Its reward also uses X: paying more mana yields a larger reward.



Head Quarter Games

Lead Design
Mihashi Ko

Game Design
Okudo Kota
Yamamoto Koji
Kobayashi Masahiro
Tsutazawa Hiroshi
Miura Daichi
Nagayama Yuto

Rulebook Writing
Nishida Makoto

Develop
Kamiya Futa

Arts
Tauchi Akane

Special Thanks
Oketani Kohei
Sakita Hironobu
Teraoka Tomohiro
Hieda Ryu
Koyama Naoaki

Head Quarter Games