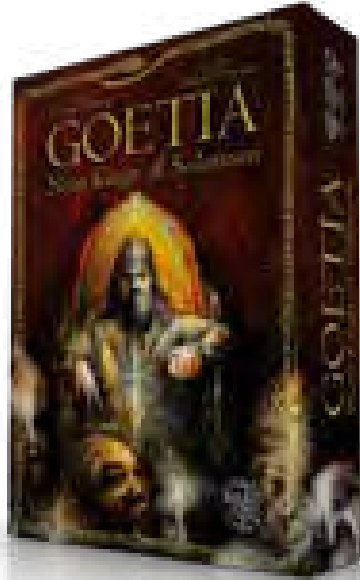


# GOETIA

Nine Kings of Solomon



Replacement Parts Catalogue



Empty game box with insert

Spare part number:

2

Black Game box Insert

Spare part number:

3

Rulebook

Spare part number:

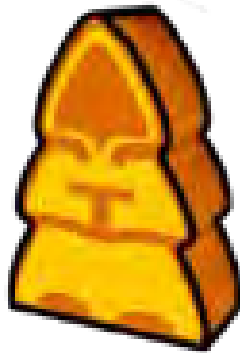
4



Black Meeple  
(Please remember that you have a spare part)

Spare part number:

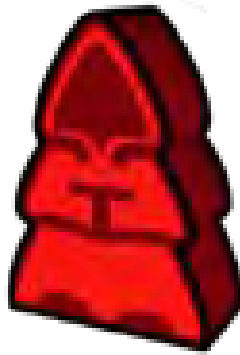
5



Yellow Meeple  
(Plesae remember that you have a spare part)

Spare part number:

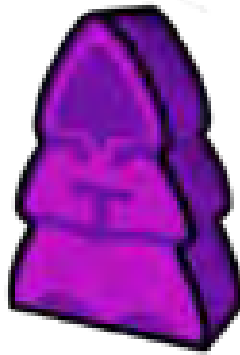
6



Red Meeple  
(Plesae remember that you have a spare part)

Spare part number:

7

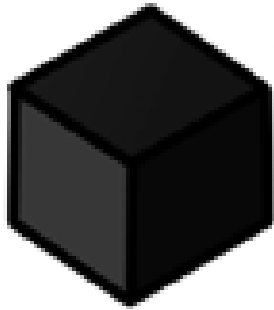


Purple Meeple  
(Plesae remember that you have a spare part)

Spare part number:

8



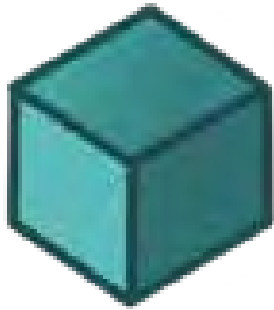


Black Cube

(Plesae remember that you have a spare part)

Spare part number:

9



Teal Cube

(Please remember that you have a spare part)

Spare part number:

10



Brown Cube

(Plesae remember that you have a spare part)

Spare part number:

11



Pink Cube

(Plesae remember that you have a spare part)

Spare part number:

12



Yellow Cube

(Plesae remember that you have a spare part)

Spare part number:

13



Plastic disc

Spare part number:

14



Starting Player Token

Spare part number:

15



Metal Coin (value 5)

Spare part number:

16

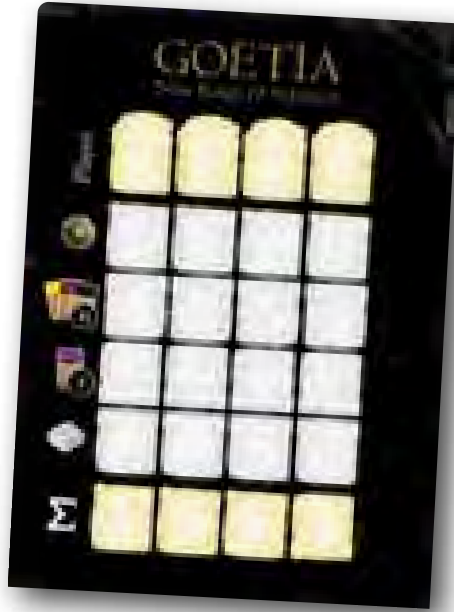




Metal Coin (value 1)

Spare part number:

17



Score Pad

(Please download and print from [www.demonicgames.com](http://www.demonicgames.com))

Spare part number:

18

# Power of Persuasion

*Thou shalt persuade him,  
and prevail also, go forth, and do so.*

Demonic Power



Whenever another player  
recruits a follower: Move 1 of  
your unrecruited followers  
from 1 World's Edge to another

King Belial

2

Small Card

Spare part number:

19

# Power of Precognition

*He knows of hidden things, can find treasures, and tells past, present, and future.*

Demonic Power



When recruiting followers,  
you pay one less cube

King Belial

2

Small Card

Spare part number:

20

# Staff of Moses

*Moses reached out and took hold of the snake, and it turned into a staff in his hand.*

Relic



All other players get 1  
resource of their choice  
from the supply

King Belial

2

Small Card

Spare part number:

21

# Eye of Belial

*King Belial must have offerings, sacrifices,  
and gifts presented unto him by the exorcist.*

Relic



All other players get  
1 Darkness from the supply

King Belial

1

Small Card

Spare part number:

22



Small Card

Spare part number:

23

# Power of Arrogance

*All his dominions are in darkness,  
and his purpose is to bring about  
wickedness and guilt.*

Demonic Power



When placing your followers  
so that linked spaces become  
complete, get one resource  
of your choice

King Belial

2

Small Card

Spare part number:

24



# Power of Pride

*I shall not retain Belial within my heart.*

Demonic Power



Whenever a Demon is  
conjured, get 1 Darkness

King Belial

2

Small Card

Spare part number:

25

## Power of Blood

*King Zagan can turn water into wine,  
wine into oil, oil into blood, and blood  
into water.*

Demonic Power



When paying **Incense**,  
you may instead pay  
using any resource

King Zagan

3

Small Card

Spare part number:

26

# Power of Water

*King Zagan can turn water into wine,  
wine into oil, oil into blood, and blood  
into water.*

Demonic Power



When paying **Metal**,  
you may instead pay  
using any resource

King Zagan

3

Small Card

Spare part number:

27

# Power of Wisdom

*Zagan, Demon of counterfeiting, deceit, and lies. He can make a fool into a wise man and make any man witty.*

Demonic Power



Whenever you get multiple resources of your choice, you may take different resources

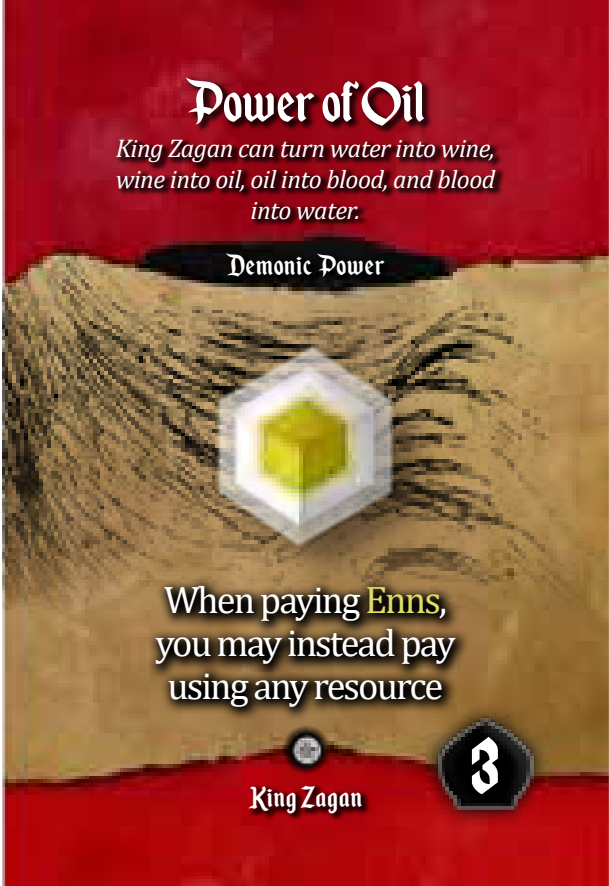
King Zagan

3

Small Card

Spare part number:

28



Small Card

Spare part number:

29

## Power of Wine

*King Zagan can turn water into wine,  
wine into oil, oil into blood, and blood  
into water.*

Demonic Power



When paying **Elements**,  
you may instead pay  
using any resource

King Zagan

3

Small Card

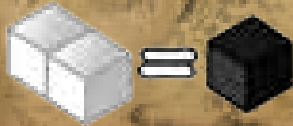
Spare part number:

30

# Transform to Darkness

*King Zagan can turn a fool  
into a wise man.*

**Demonic Power**



You may spend 2 resources  
of the same kind as  
1 Darkness

**King Zagan**

**2**

Small Card

Spare part number:

31

# Transform from Darkness

*King Zagan can turn a  
wise man into a fool.*

Demonic Power



You may spend 1 Darkness  
as 2 resources of the  
same kind

King Zagan

2

Small Card

Spare part number:

32



# Ark of the Covenant

*A gold-covered wooden chest  
containing the two stone tablets of  
the Ten Commandments.*

Treasure

Place 1 of each resource from  
the supply on this card. At the  
start of each round, you may  
take 1 of these resources

King Balam

2

Small Card

Spare part number:

33

## Holy Chalice

*The vessel Jesus used when sharing a cup of wine with the Apostles, saying it was the covenant in his blood.*

Treasure

Place 5 **Incense** on this card from the supply. At the start of each round, you may take 1 of those **Incense**

King Balam

2

Small Card

Spare part number:

34

## Gold Instruments

*King Solomon's Temple housed 24 choral groups consisting of 288 musicians who played on golden instruments.*

Treasure

Place 5 **Enns** on this card from the supply. At the start of each round, you may take 1 of those **Enns**

King Balam

2

Small Card

Spare part number:

35

# Golden Table

*A golden table from the Temple of Solomon.  
One of its legs is missing.*

Treasure

Place 5 Metals on this card from the supply. At the start of each round, you may take 1 of those Metals

King Balam

2

Small Card

Spare part number:

36

## Crown of Thorns

*They put it upon his head and a reed in his right hand: and they bowed the knee and mocked him, saying "Hail, King of the Jews!"*

Treasure

Place 5 **Elements** on this card from the supply. At the start of each round, you may take 1 of those **Elements**

King Balam

2

Small Card

Spare part number:

37

# Power of Wickedness

*Long ago he told Balak to teach the people of Israel to eat food that had been offered to idols and to become immoral.*

Demonic Power



When you get the last Attention from a Scry Board, get 2 resources of the same kind of your choice

King Balam

2

Small Card

Spare part number:

38

# Power over Man

*Go with the men: but only the word that I shall speak unto thee, that thou shalt speak.*

Demonic Power



Always pay one less Attention

King Balam

Small Card

Spare part number:

39

# Power over Secrets

*He gives perfect answers on things  
past, present, and to come.*

Demonic Power



When you get 1 or more  
resources of your choice, you  
may exchange 1 of those  
resources for 1 Darkness



King Purson



Small Card

Spare part number:

40



# Ubaid Lizardmen

*7,000-year-old artifacts unearthed  
in Al'Ubaid display humanoid figurines  
with lizard-like features.*

Relic

When worshipping Demons,  
you always draw cards first



King Purson



Small Card

Spare part number:

41

# Durson's Trumpet

*Before him there can be heard  
many trumpets sounding.*

Relic



All other players get  
1 Attention from the supply

King Durson



Small Card

Spare part number:

42

# Omniscience

*King Purson answers truly of all  
secret and divine things of Earth  
and the creation of the world.*

**Demonic Power**



Each time you get at least  
1 Attention, also get 1  
resource of your choice



King Purson



Small Card


Spare part number:

43

# Language of the birds

*According to the Quran, Solomon knew Mantiq al-Tayr, the language of the birds.*

Demonic Power



Whenever another player  
spends or gets at least  
4 Darkness, you get 1 Attention

  
King Purson

  
3

Small Card

Spare part number:

44

# Parseltongue

*For God knows that when you eat of it  
your eyes will be opened, and you will be  
like God, knowing good and evil.*

**Demonic Power**



Whenever you get a card,  
also get 1 resource  
of your choice

King Purson

3

Small Card

Spare part number:

45

# Dodecahedron

*The latent design exists in the one unborn  
eternal atom, the centre which exists  
everywhere and nowhere.*

Relic



Return a follower to the  
World's Edge and get all  
visible resources in that  
row or column



King Purson



Small Card

Spare part number:

46

# Emerald Tablet

*The cryptic text describes the transmutation  
and secrets of the Prima Materia.*

Relic



Your resources are now  
considered to be any resource  
(not Darkness)



King Uiné



Small Card

Spare part number:

47

# Language of the Ants

*Forgive me, and bestow upon me a kingdom  
such as shall not belong to any other after me.  
Verily, You are the Bestower.*

Demonic Power



Always pay one less resource  
or Darkness



King Uiné



Small Card

Spare part number:

48



# Dowsing Rods

*For a spirit of whoredom has led them astray, and they have left their God to play the whore.*

Relic



When placing a follower on a World Card, get all visible resources on that card



King Uiné



Small Card

Spare part number:

49

# Power of Pernicion

*His strength shall be hungerbitten,  
and destruction shall be ready at his side.*

Demonic Power



Whenever 1 of your  
followers is sacrificed,  
you get 2 Attention



King Uiné



Small Card

Spare part number:

50

# Power of Healing

*Were We then weary with the first  
Creation, that they should be in confused  
doubt about a new creation.*

Demonic Power



Whenever any player's  
follower is resurrected,  
you get 2 Attention



King Uiné



Small Card

Spare part number:

51

# The Ivory Cherub

*A decorative winged sphinx motif  
appearing on King Solomon's Temple.*

Treasure

Place 5 Attention on this card  
from the supply. At the start  
of each round, you may  
take 1 of those Attention

  
King Uiné

Small Card

Spare part number:

52

# Power of Creation

*Viné has the power to build towers,  
destroy walls, and disturb seas.*

Demonic Power



Whenever you get a Card,  
also get 1 Darkness



King Viné



Small Card

Spare part number:

53

# Llywelyn's Coronet

*The crown contains a sacred relic  
believed to be a fragment of the True Cross.*

Treasure

Put 5 Darkness on this card  
from the supply. At the start  
of each round, you may  
take 1 of these Darkness



King Asmoday



Small Card

Spare part number:

54

# Rituale Romanum

*The Rituale Romanum is one of  
the official ritual works of the Roman  
Rite of the Catholic Church.*

Relic



Followers (all players) standing  
on Scry Boards get Attention.  
(If Scry Boards are depleted,  
immediately conjure Demons)



King Asmoday



Small Card

Spare part number:

55

# Magic Carpet

*Queen Sheba sent a magic green silken carpet with gold and silver embroidering to King Solomon as a token of her love.*

Relic



Return 1 of your other recruited followers to your Player area



King Asmoday



Small Card

Spare part number:

56



## Power of Fortune

*In the house of the righteous, there is much treasure, but trouble befalls the income of the wicked.*

Demonic Power



When you get at least  
2 resources of your choice,  
get 1 extra of that resource



King Asmoday



Small Card

Spare part number:

57

# Power of Manipulation

*The blessing of the Lord makes one rich,  
and he adds no sorrow with it.*

Demonic Power



When you get at least  
2 Attention, get 1  
additional Attention



King Asmoday



Small Card

Spare part number:

58

# Bones of Elisha

*When the corpse of a man was touched to the bones of the prophet Elisha, the man came back to life and rose to his feet.*

Relic



Small Card

Spare part number:

59

# Tabernacle

*The Tabernacle was the portable  
earthly dwelling place of Yahweh.*

Relic



Recruit 1 of your followers  
from the World's Edge

King Asmoday

Small Card

Spare part number:

60

# Rat King

*A collection of rats whose tails  
are intertwined and bound together.*

Relic



Immediately take  
2 more turns



King Paimon



Small Card

Spare part number:

61

# Ring of Aandaleeb

*The Seal of Solomon is highly sought after,  
and many magicians of the past have tried to  
attain its power in one form or another.*

Relic



Followers (all players) standing  
on Demons immediately get  
cards from Demons (if depleted,  
the Demon is removed)



King Paimon



Small Card

Spare part number:

62

## Ceremonial Altar

*He made an altar of brass, twenty cubits the length thereof, and twenty cubits the breadth thereof, and ten cubits the height thereof.*

Relic



Rearrange the cards in one of the columns in your tableau (if a Treasure is on top, refill it)



King Paimon



Small Card

Spare part number:

63

# Power of the Sea

*He released the two seas; between them  
is a barrier, so neither of them transgresses.*

Demonic Power



Always pay 2 resources less  
(not Darkness)



King Paimon



Small Card

Spare part number:

64



# Crown of Paimon

*If anyone would come after me,  
let him deny himself.*

Relic

You get the next resource(s)  
and Darkness that are returned  
to the supply



King Paimon



Small Card

Spare part number:

65

# Unholy Altar

*Solomon built a high place for Chemosh,  
the detestable god of Moab, and for Molek,  
the detestable god of the Ammonites.*

Relic



Get all visible resources  
and Darkness in the World  
(not World's Edge)



King Paimon



Small Card

Spare part number:

66

# Power of Darkness

*If thou makest a sacrifice unto him,  
he will receive it kindly and willingly.*

Demonic Power



Whenever any follower is  
sacrificed, get 1 Darkness



King Paimon



Small Card

Spare part number:

67

# Sacrificial Altar

*An altar of earth you shall make for me and sacrifice on it your burnt offerings and your peace offerings, your sheep, and your oxen.*

Relic



Small Card

Spare part number:

68

# Sudarium

*It was said that it could quench thirst,  
allow the blind to see, and even  
raise people from the dead.*

Relic



King Bael

4

Small Card

Spare part number:

69

# Power of Aeromancy

*Ye do not enchant,  
nor observe clouds.*

Demonic Power



You may use Darkness  
to activate Relics instead  
of followers



King Bael



Small Card

Spare part number:

70

# Power of Invisibility

*Now faith is the substance of things  
hoped for, the evidence of things not seen.*

Demonic Power

You may skip your turns



King Bael



Small Card

Spare part number:

71

# Brass Vessel

*King Solomon commanded the Demons  
to become sealed into vessels of brass.*

Relic



Small Card

Spare part number:

72



# Resurrection

*I am the resurrection and the life.*

Demonic Power



At the start of each round:  
Your sacrificed followers  
may be resurrected



King Bael



Small Card

Spare part number:

73

# Necromancy

*Your voice will also be like that of a spirit  
from the ground, and your speech will  
whisper from the dust.*

Demonic Power



At the end of each round:  
Get 1 resource of your  
choice for every player's  
sacrificed followers



King Bael



Small Card

Spare part number:

74

# Silver Ring

*The conjurer must be respectful and pay  
homage unto Beleth, and carry a  
silver ring on the middle finger.*

Relic



Double the amount of the  
next resource(s) and  
Darkness you get



King Beleth



Small Card

Spare part number:

75

# Hazel Wand

*In order to conjure King Beleth, the conjurer must be brave, and wield a hazel wand.*

Relic



Get the same resources and Darkness (from the supply) that were last received by any player



King Beleth



Small Card

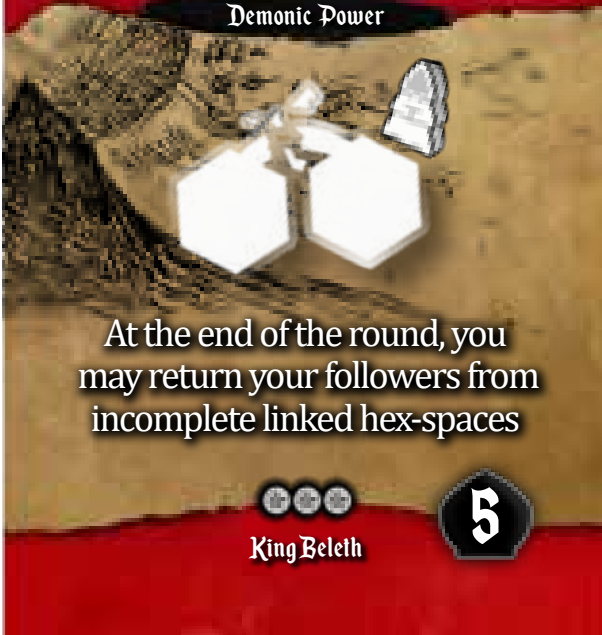
Spare part number:

76

## Power of Ferocity

*When appearing, he looks very fierce to frighten the conjurer or to see if he is courageous.*

**Demonic Power**



At the end of the round, you may return your followers from incomplete linked hex-spaces



**King Beleth**



Small Card

Spare part number:

77

# Power of Brilliance

*Beleth gives all the love of men and women  
he is commanded until the conjurer is satisfied.*

Demonic Power



At the start of the round:  
Get resources of your choice  
equal to all players' unrecruited  
followers



King Beleth



Small Card

Spare part number:

78

# Book of Mathematics

*Noah's son was the first to invoke  
King Beleth after the flood and, with  
his aid, wrote the book on Mathematics.*

Relic



You may have 1 additional  
follower on hex-spaces where  
you already have a follower  
(not on cards in Player areas)



King Beleth



Small Card

Spare part number:

79

# Codex Gigas

*Satan is wiser now than before, and  
tempts by making rich instead of poor.*

Relic



Other players may return  
1 of their followers  
back to their Player area



King Beleh



Small Card

Spare part number:

80



# Theban Marble

*Silence for this present, and continue  
to saw the marbles as I commanded thee.*

Relic

You may have followers on  
hex-spaces already occupied  
by other players' followers  
(not on cards in Player areas)



King Beleth



Small Card

Spare part number:

81

# Master of Worship

*They would stand up and worship,  
each one at the entrance to his own tent.*

Pact



Get 1 WP for every 4 WP  
you have from Treasures,  
Relics, and Demonic Powers



Pact Card

Spare part number:

82

# Master of Attention

*Away with thee, and bring me hither  
the prince of all the Demons.*

Pact



Get 1 WP for every 3  
Attention you have



Pact Card

Spare part number:

83

# Master of Strategies

*Strategy without tactics is the slowest route to victory. Tactics without strategy is the noise before defeat.*

Pact



Get 4 WP for each of your  
unrecruited followers



Pact Card

Spare part number:

84

# Master of Powers

*I am Power. By power, I raise up tyrants and tear down kings.*

Pact



Get 2 WP for each  
Demonic Power  
in your Tableau



Pact Card

Spare part number:

85

# Master of Recruitment

*"I will make myself king." So he provided himself with chariots and charioteers and recruited fifty men to run in front of him.*

Pact



Get 1 WP for each of your  
recruited followers  
(not sacrificed)



Pact Card

Spare part number:

86

# Master of Hoarding

*Do not store up for yourselves treasures on Earth, where moths and rust destroy, and where thieves break in and steal.*

Pact



Get 3 WP for each set of 4 unique resources and 1 Darkness you have



Pact Card

Spare part number:

87

# Master of Relics

*God will surely visit you, and ye shall carry up my bones from hence.*

Pact



Get 2 WP for each  
Relic in your Tableau



Pact Card

Spare part number:

88



# Master of Investment

*The power of compound interest is  
the most powerful force in the universe.*

Pact



Get 2 WP for each resource or  
Attention you still have stored  
on Treasures in your Tableau



Pact Card

Spare part number:

89

# Master of Treasures

*He shall become ruler of the treasures  
of gold and silver and all the precious  
things of Egypt.*

Pact



Get 3 WP for each  
Treasure in your Tableau



Pact Card

Spare part number:

90

# Master of Diplomacy

*In the name of God,  
King Solomon calls thee hither.*

Pact



Get 3 WP for each  
Pact in your Tableau



Pact Card

Spare part number:

91

# Master of Exploitation

*In war, the strong make slaves of the weak,  
and in peace, the rich make slaves of the poor.*

Pact



Get 2 WP for each other  
card beneath this Pact



Pact Card

Spare part number:

92

# Master of Demons

*They are demonic spirits performing signs  
who go abroad to the kings of the world  
to assemble them for battle on the great day.*

Pact



Get 1 WP for every 2  
class symbols on cards  
in your Tableau



Pact Card

Spare part number:

93

# Master of Balance

*Blessed art thou, O Lord God, who didst  
give Solomon such authority. Glory to  
thee and might unto the ages.*

Pact



Get the same amount of WP  
as the lowest scoring  
column in your Tableau  
(excluding this column)



Pact Card

Spare part number:

94

## Master of Sacrifice

*And since every high priest is appointed to offer gifts and sacrifices, it was necessary for this One also to have something to offer.*

Pact



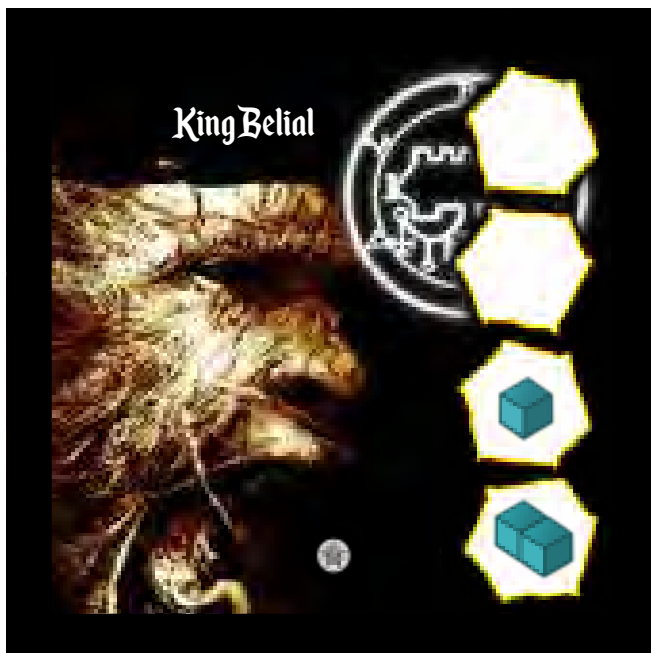
Get 3 WP for each of  
your sacrificed followers



Pact Card

Spare part number:

95

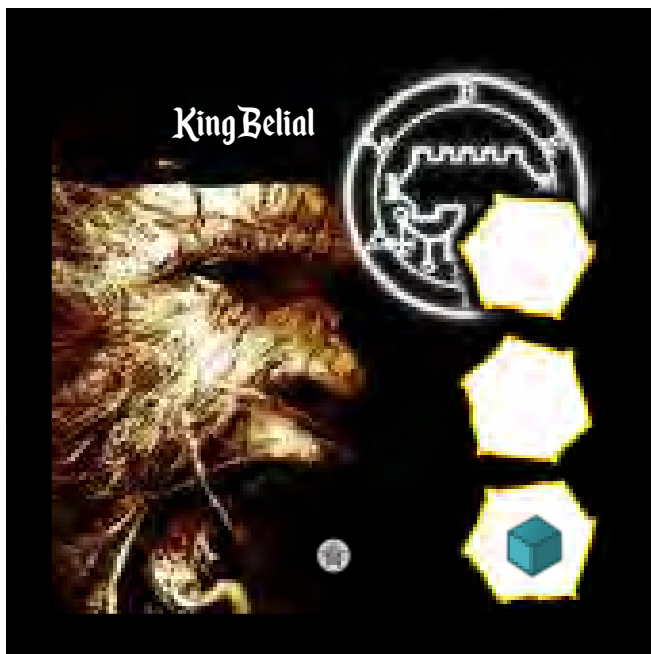


Demon / World Card

Spare part number:

96

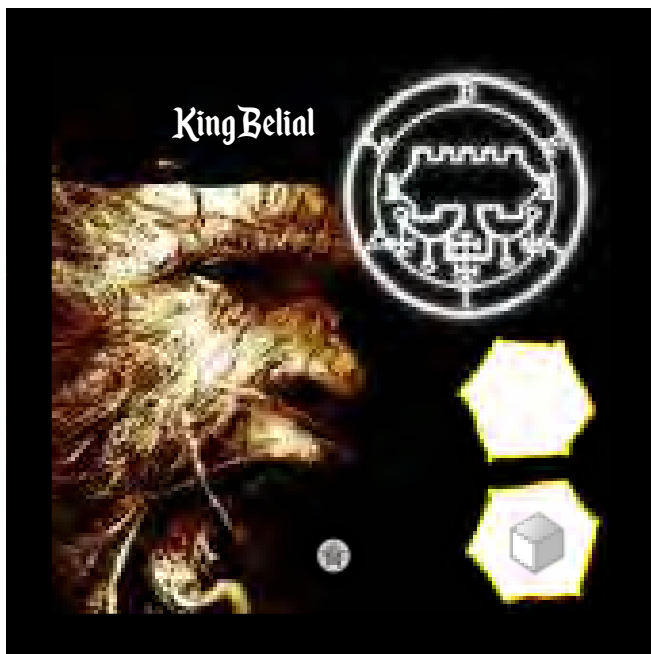




Demon / World Card

Spare part number:

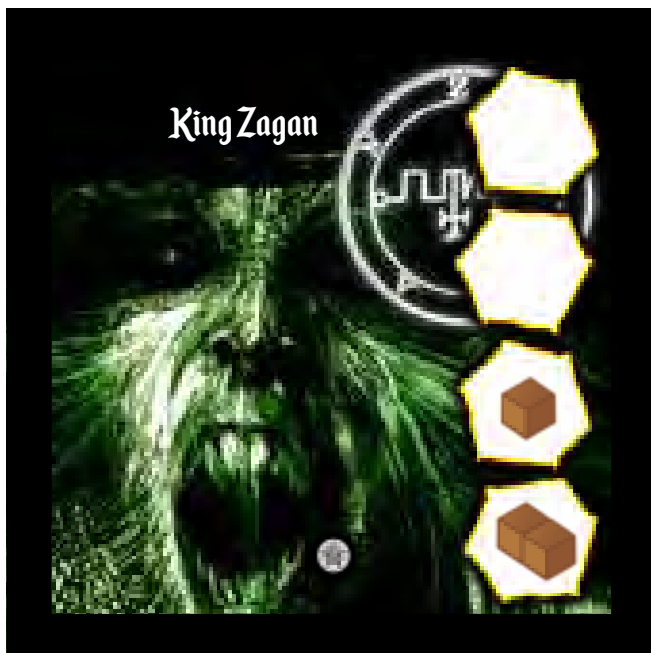
97



Demon / World Card

Spare part number:

98



Demon / World Card

Spare part number:

99



Demon / World Card

Spare part number:

100

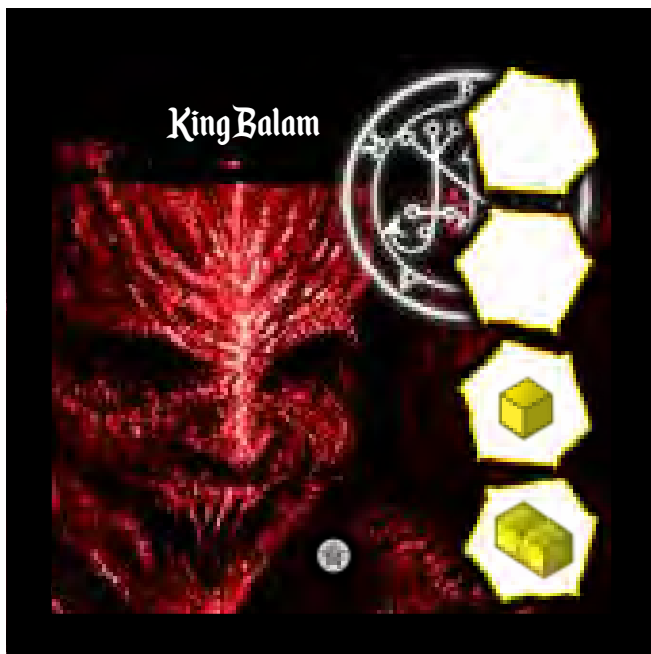


King Zagan

Demon / World Card

Spare part number:

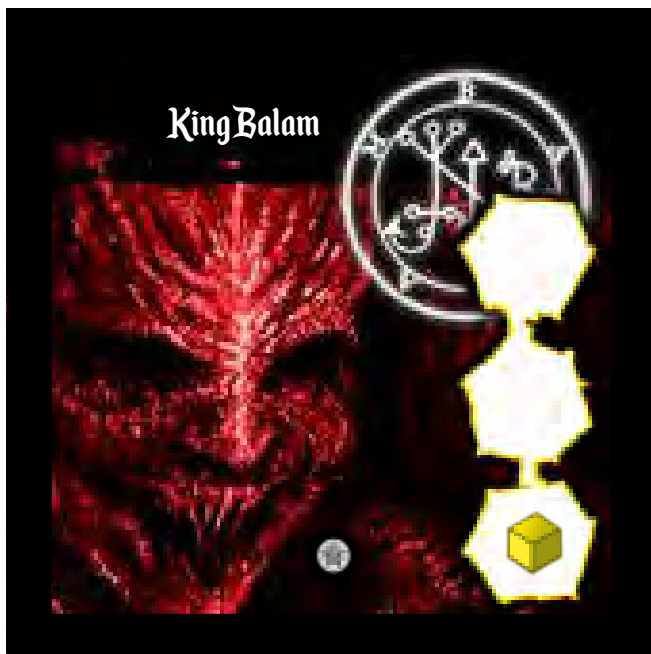
101



Demon / World Card

Spare part number:

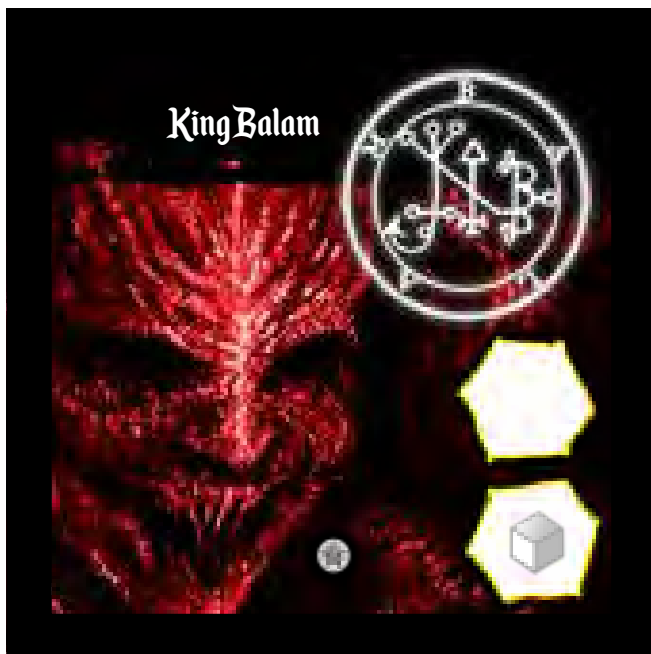
102



Demon / World Card

Spare part number:

103



Demon / World Card

Spare part number:

104





Demon / World Card

Spare part number:

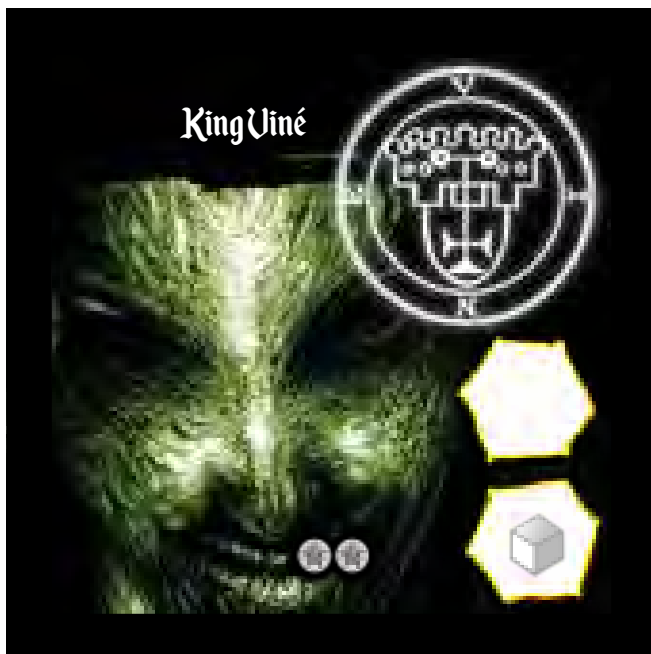
105



Demon / World Card

Spare part number:

106



Demon / World Card

Spare part number:

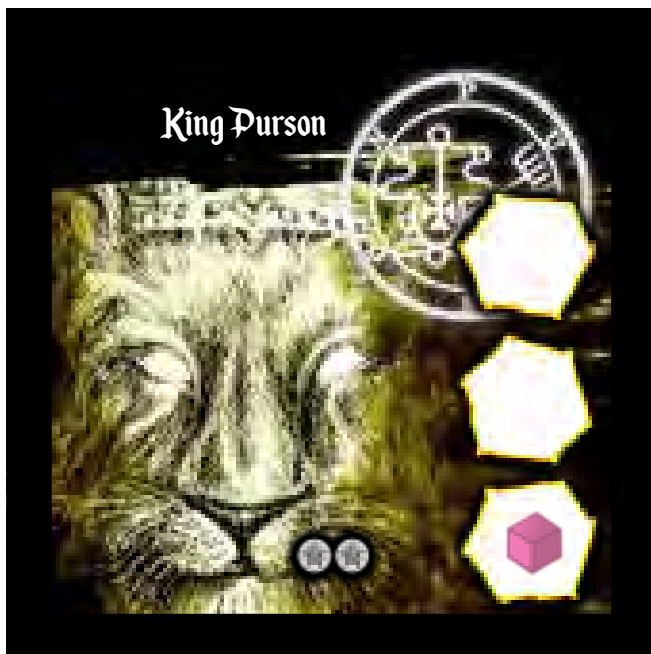
107



Demon / World Card

Spare part number:

108



Demon / World Card

Spare part number:

109



Demon / World Card

Spare part number:

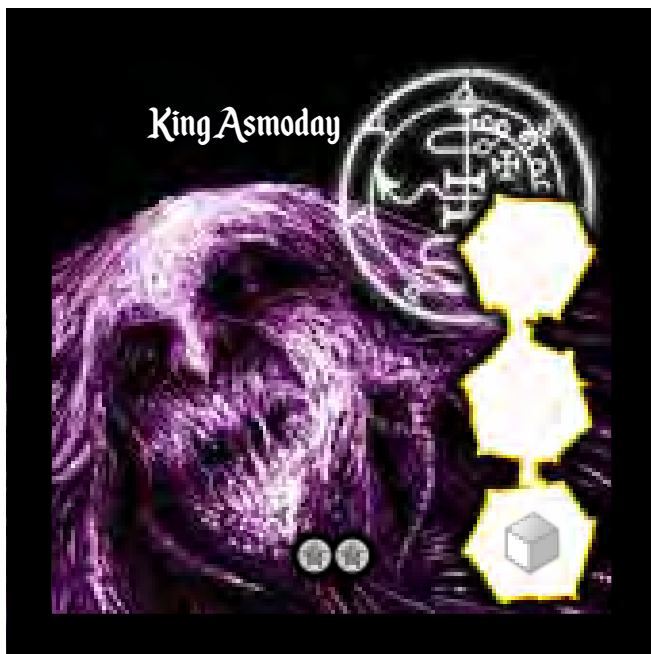
110



Demon / World Card

Spare part number:

111



Demon / World Card

Spare part number:

112

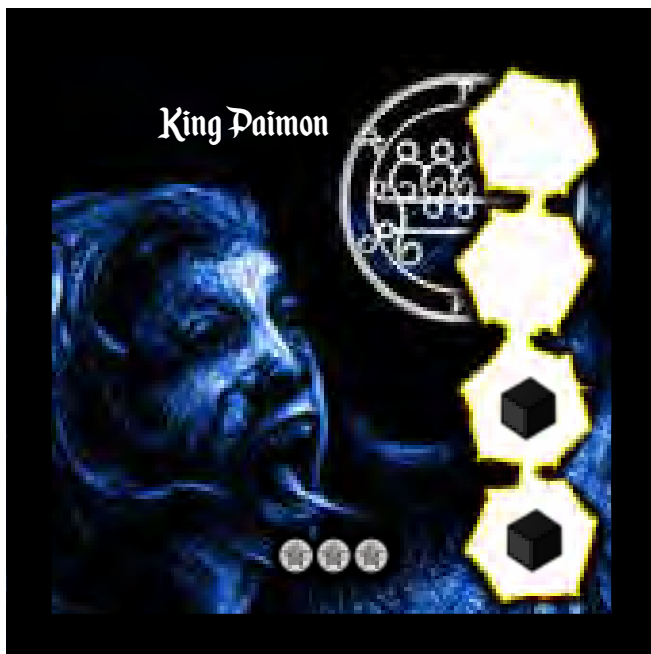




Demon / World Card

Spare part number:

113



Demon / World Card

Spare part number:

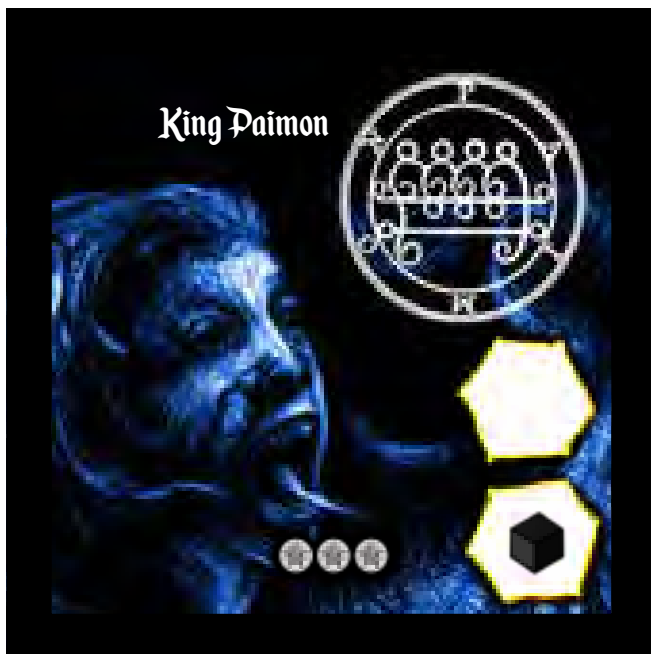
114



Demon / World Card

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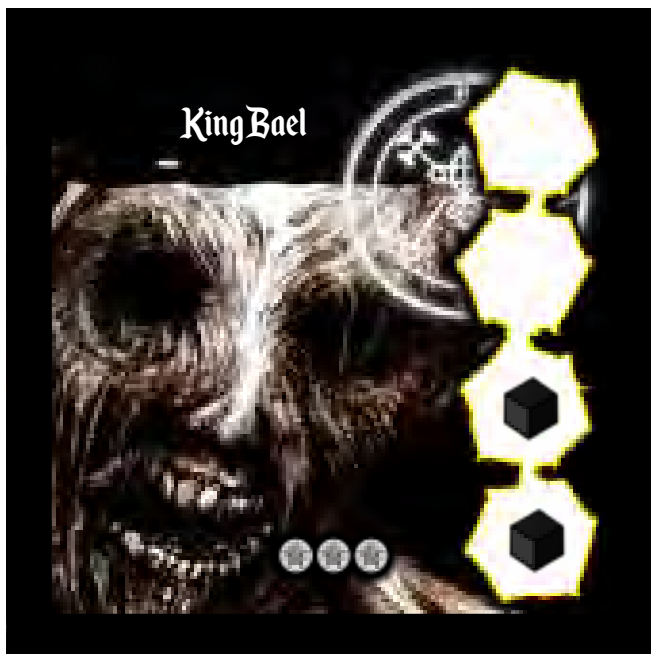
115



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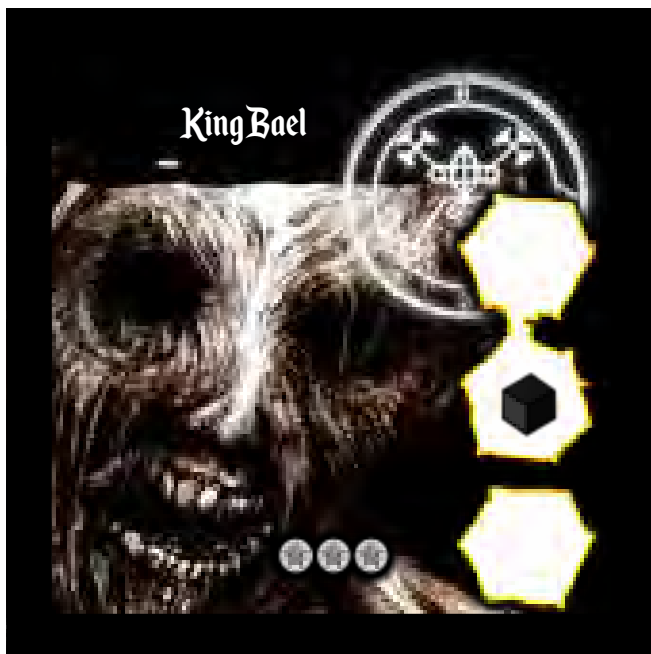
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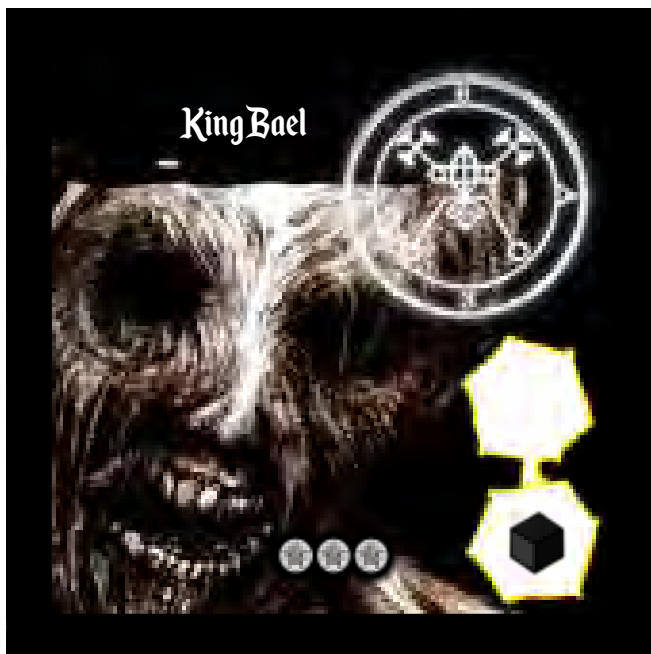
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Demon / World Card

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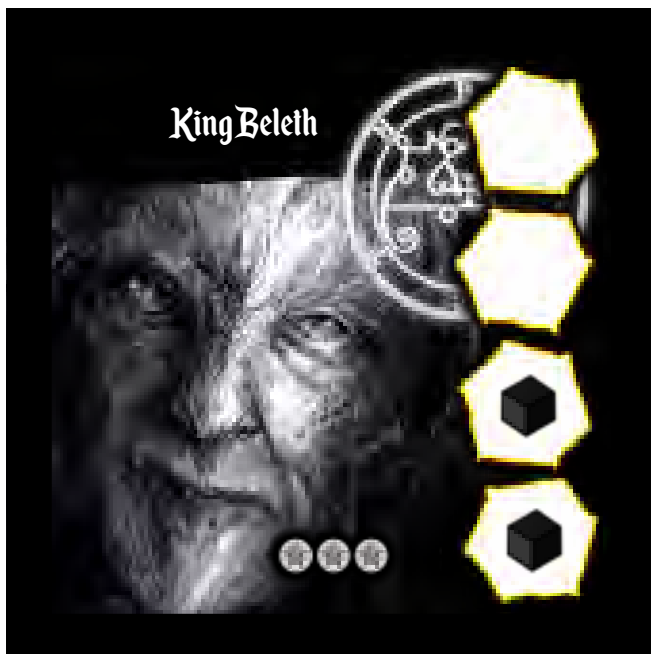
118



Demon / World Card

Spare part number:

119

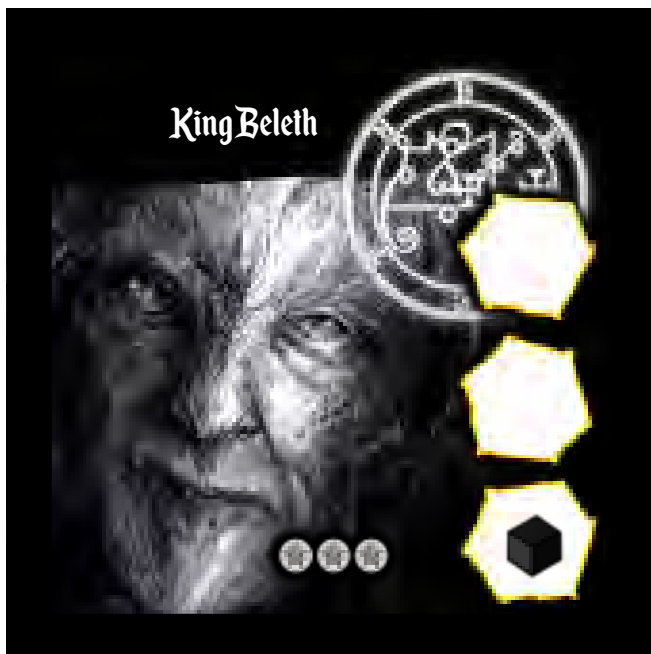


Demon / World Card

Spare part number:

120





Demon / World Card

Spare part number:

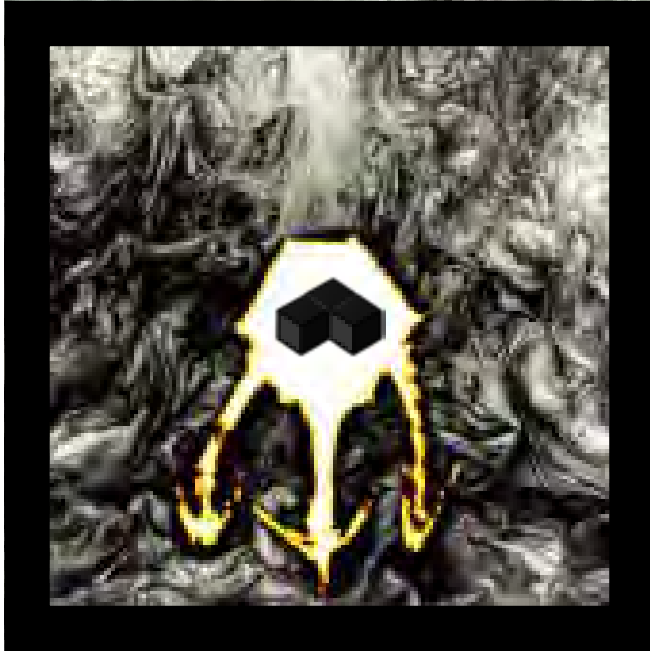
121



Demon / World Card

Spare part number:

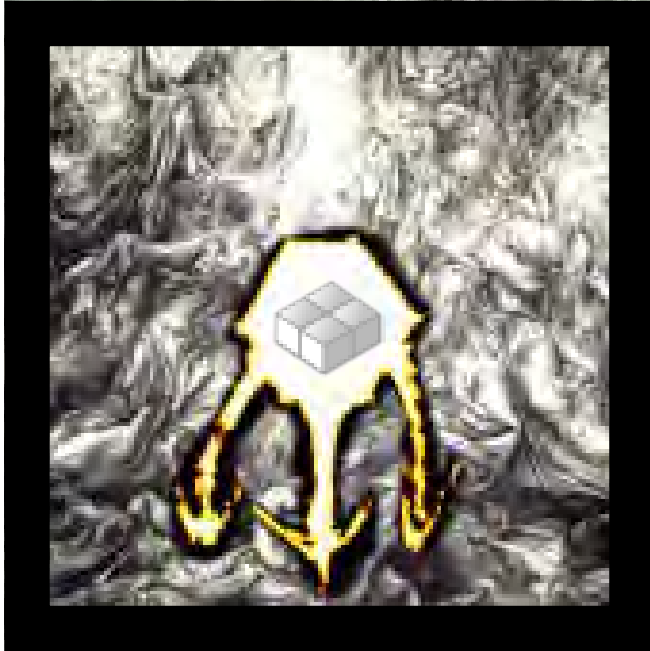
122



World's Edge Card

Spare part number:

123



World's Edge Card

Spare part number:

124



World's Edge Card

Spare part number:

125



World's Edge Card

Spare part number:

126



World's Edge Card

Spare part number:

127



World's Edge Card

Spare part number:

128

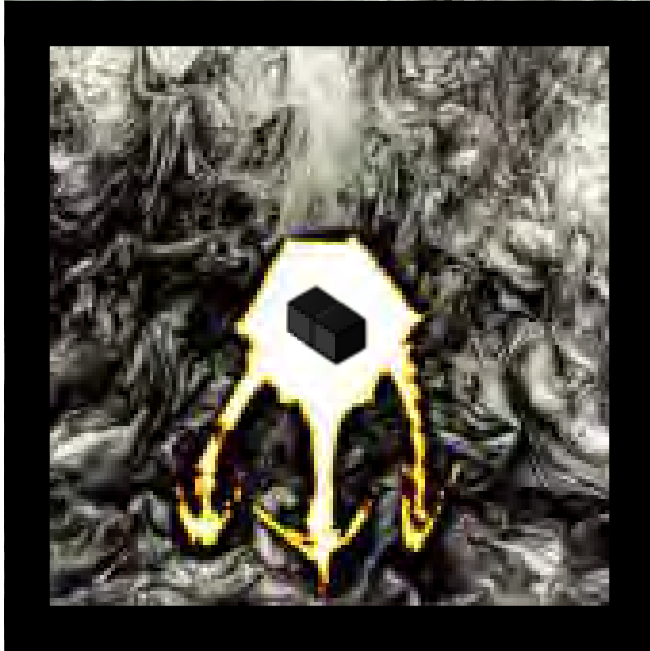




World's Edge Card

Spare part number:

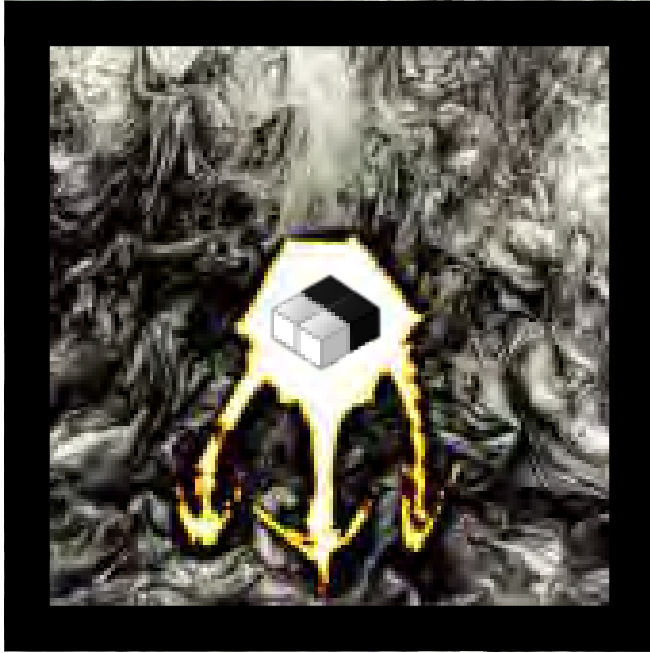
129



World's Edge Card

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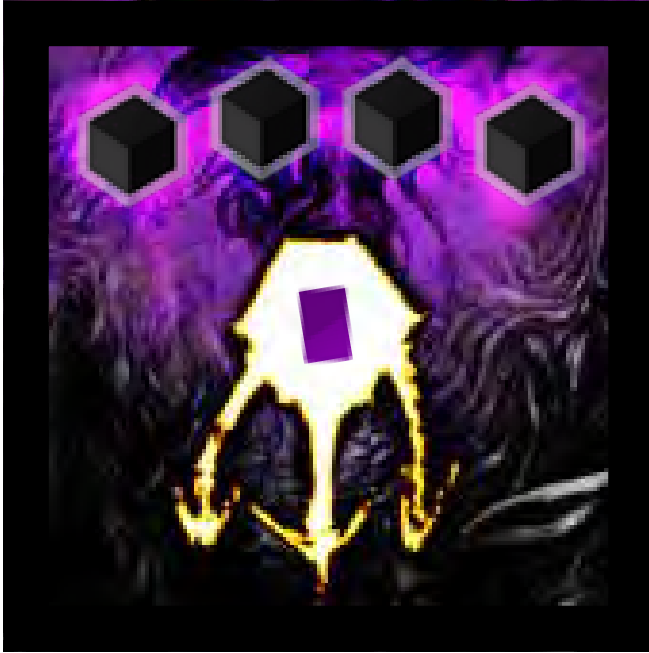
130



World's Edge Card

Spare part number:

131



World's Edge Card

Spare part number:

132



New World Card (White Card)

Spare part number:

133



New World Card (White Card)

Spare part number:

134



New World Card (White Card)

Spare part number:

135



New World Card (White Card)

Spare part number:

136

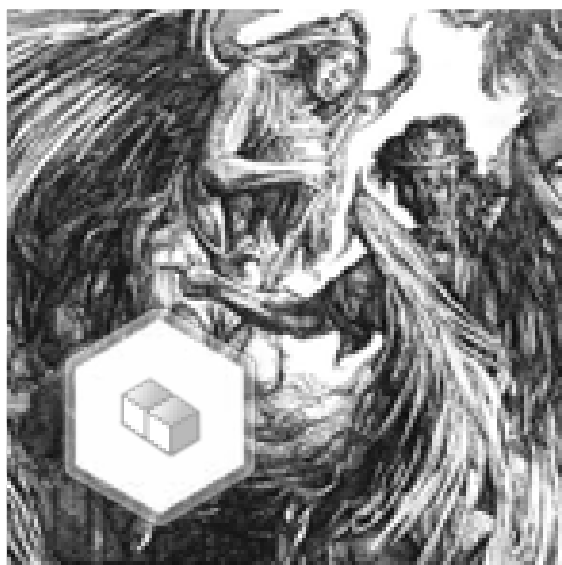




New World Card (White Card)

Spare part number:

137



New World Card (White Card)

Spare part number:

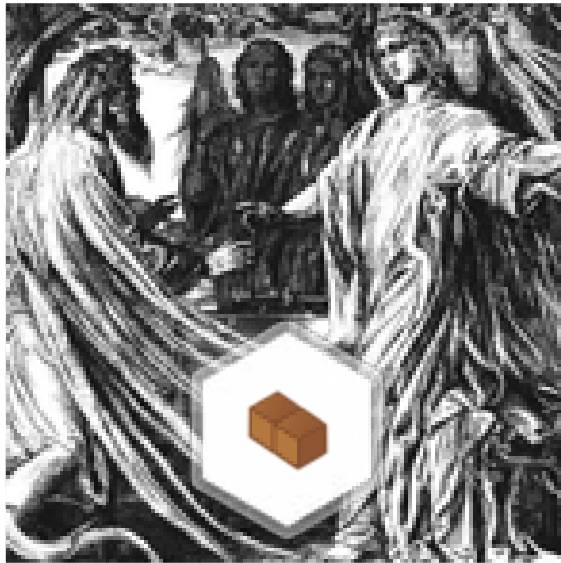
138



New World Card (White Card)

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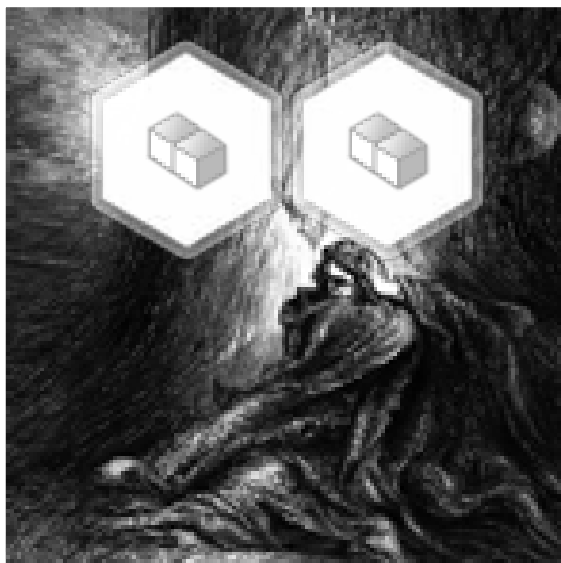
139



New World Card (White Card)

Spare part number:

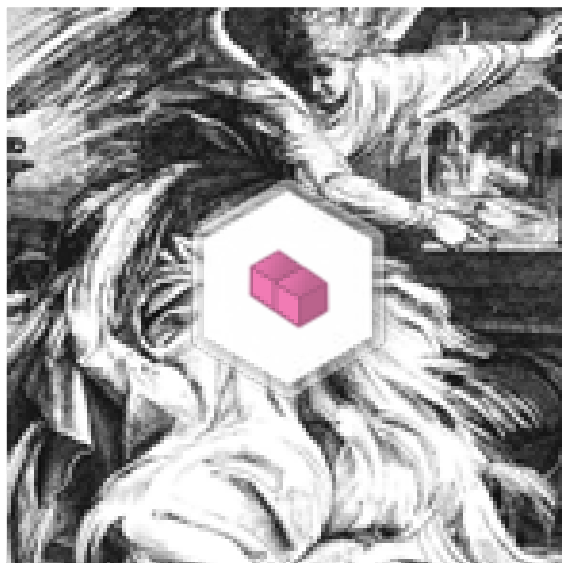
140



New World Card (White Card)

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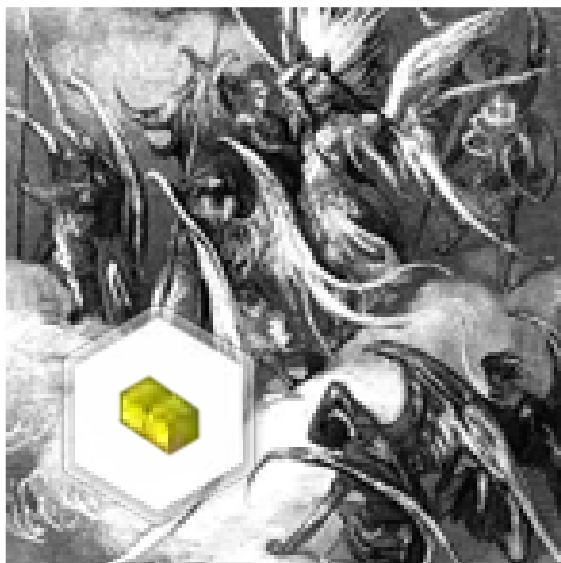
141



New World Card (White Card)

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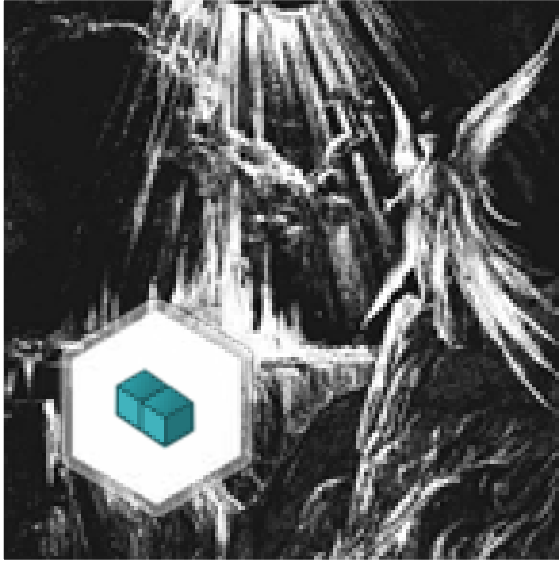
142



New World Card (White Card)

Spare part number:

143

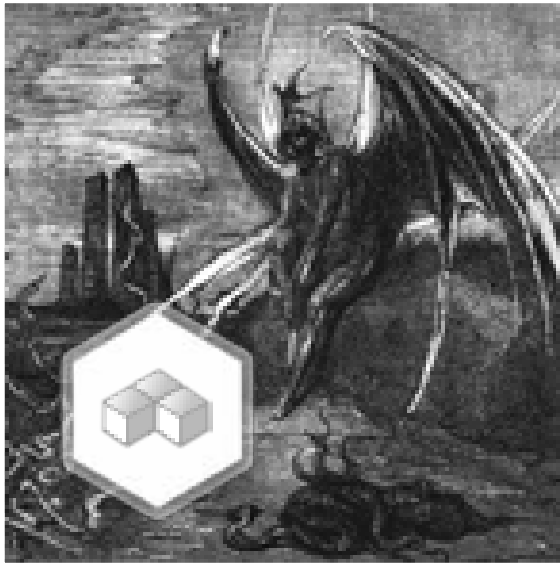


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Spare part number:

144

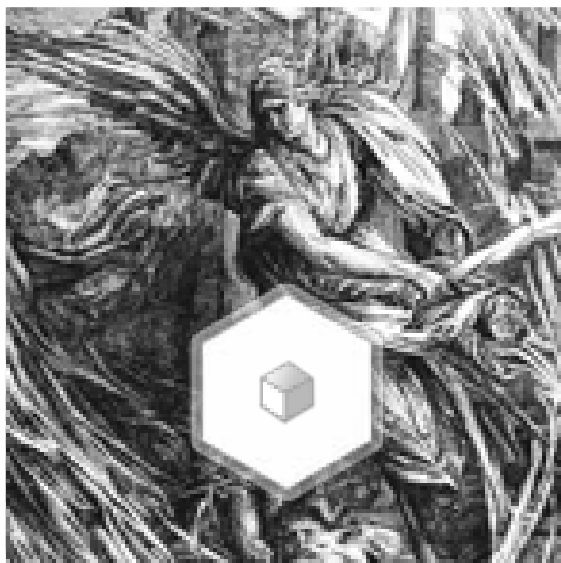




New World Card (White Card)

Spare part number:

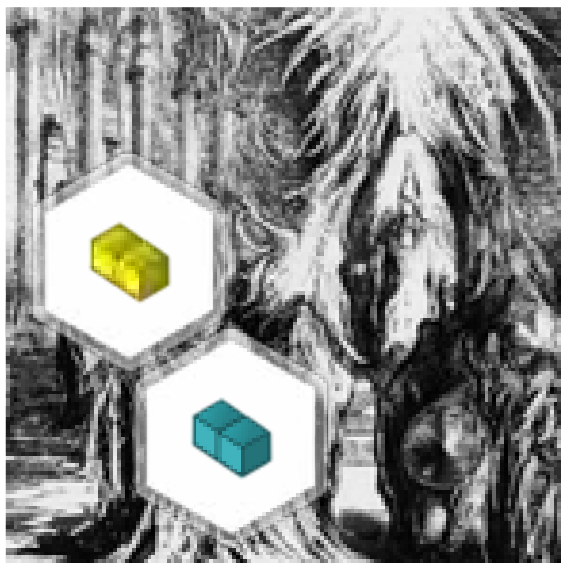
145



New World Card (White Card)

Spare part number:

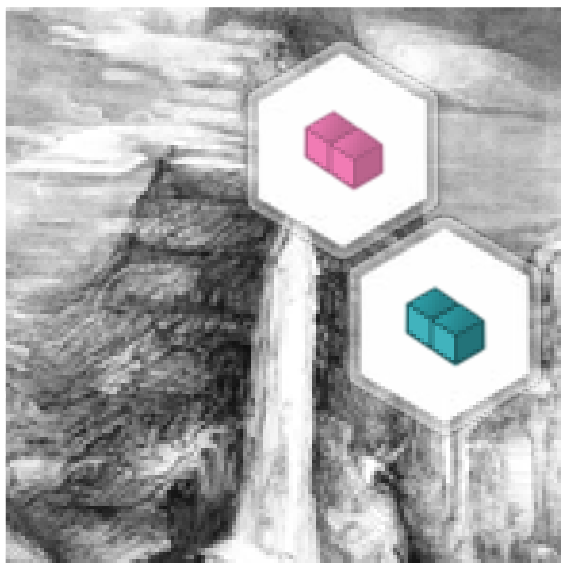
146



New World Card (White Card)

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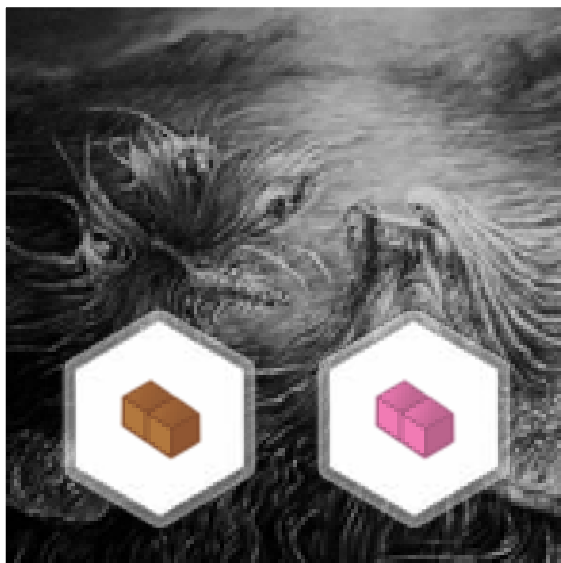
147



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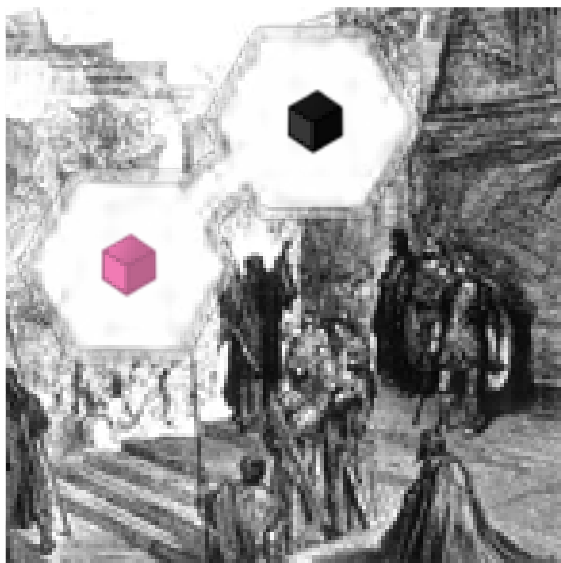
148



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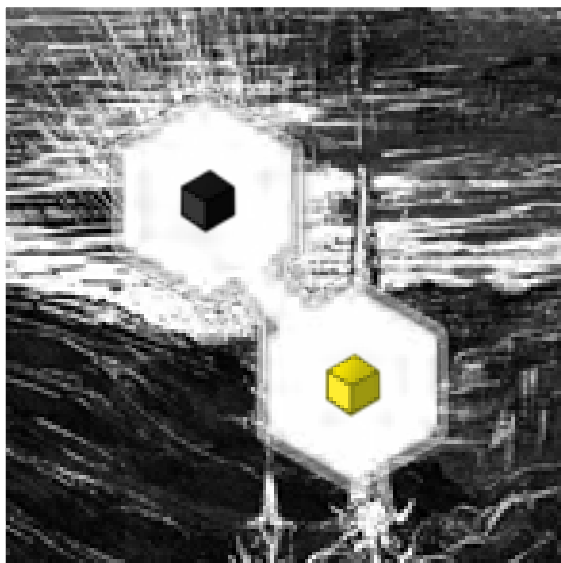
149



New World Card (White Card)

Spare part number:

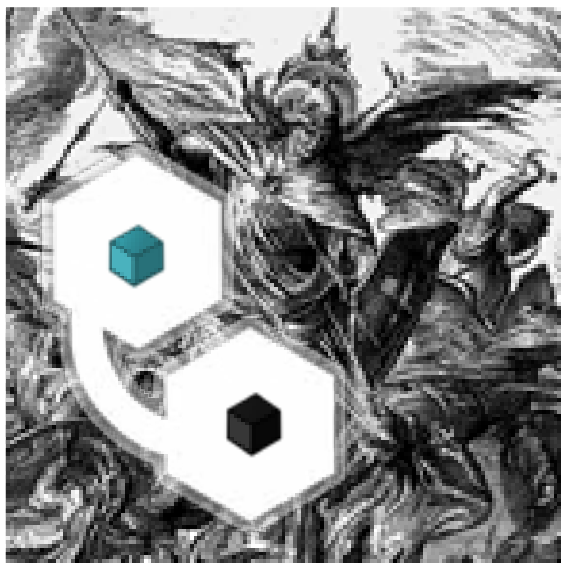
150



New World Card (White Card)

Spare part number:

151

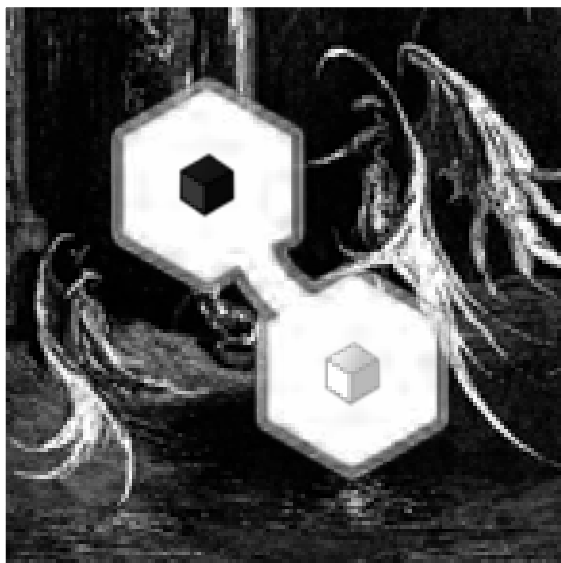


New World Card (White Card)

Spare part number:

152





New World Card (White Card)

Spare part number:

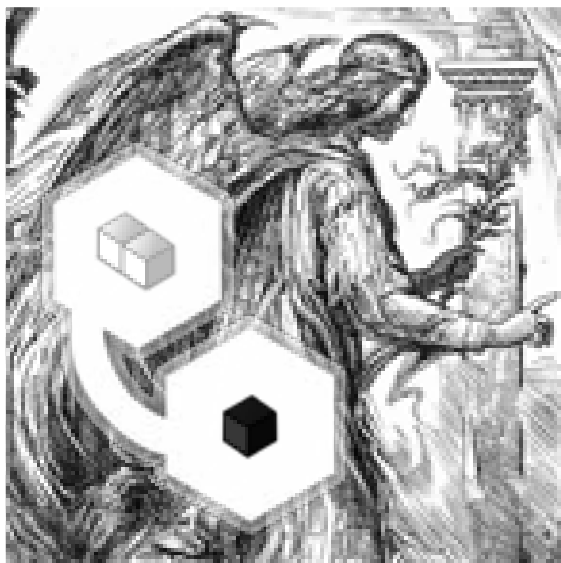
153



New World Card (White Card)

Spare part number:

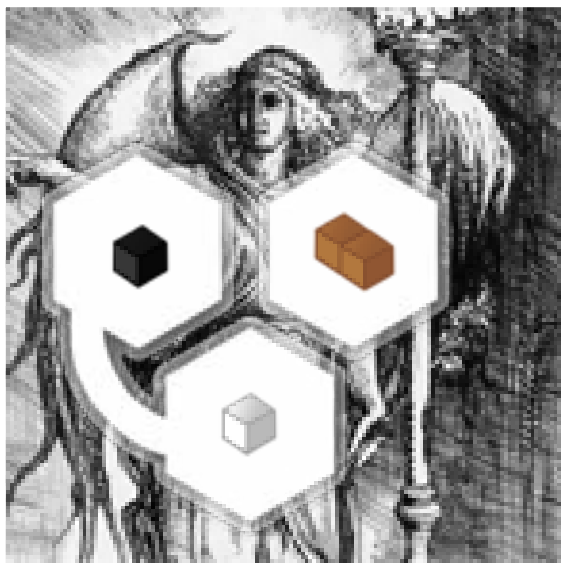
154



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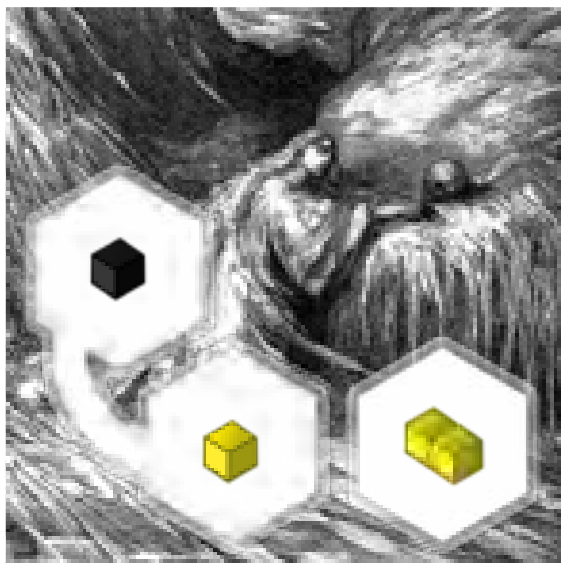
155



New World Card (White Card)

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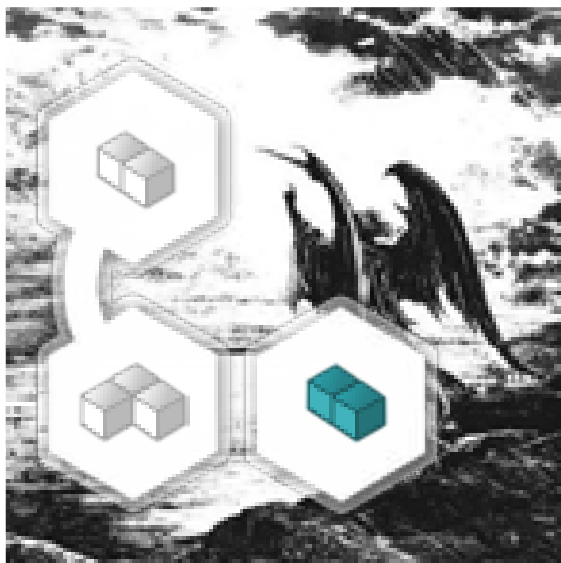
156



New World Card (White Card)

Spare part number:

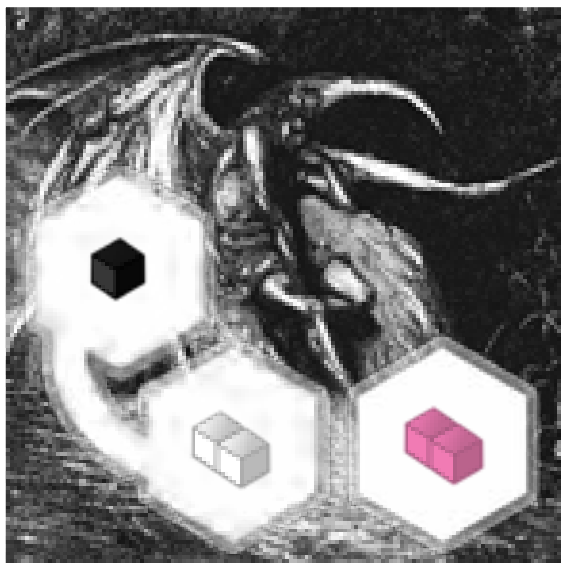
157



New World Card (White Card)

Spare part number:

158



New World Card (White Card)

Spare part number:

159



## Scapulamancy

*Scapulamancy is the practice of divination using scapulae or speal bones. This divination method that uses animals' shoulder blades may be among the most ancient methods of fortune telling.*

*"A skilled shaman could also provide the valuable service of scapulamancy, which could predict the location of animals when hunting game was scarce."*

Scry Board / Dark Board

Spare part number:

160

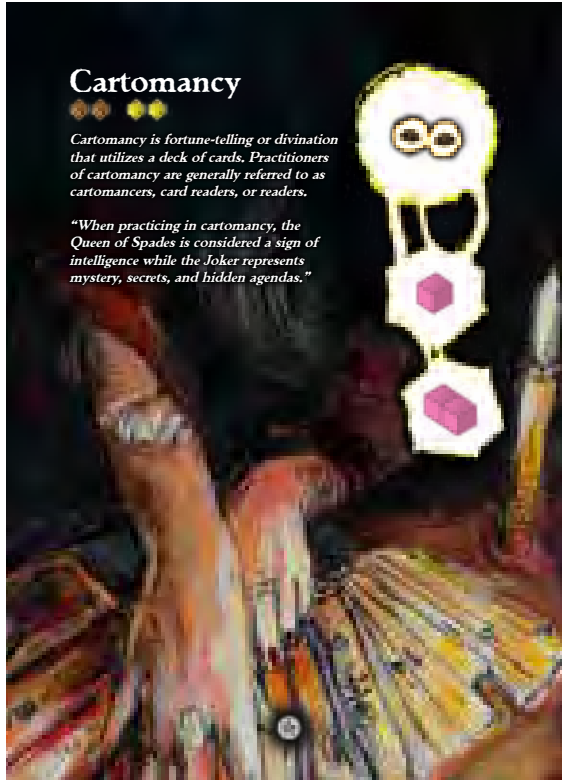




Scry Board / Dark Board

Spare part number:

161



## Cartomancy



*Cartomancy is fortune-telling or divination that utilizes a deck of cards. Practitioners of cartomancy are generally referred to as cartomancers, card readers, or readers.*

*"When practicing in cartomancy, the Queen of Spades is considered a sign of intelligence while the Joker represents mystery, secrets, and hidden agendas."*

Scry Board / Dark Board

Spare part number:

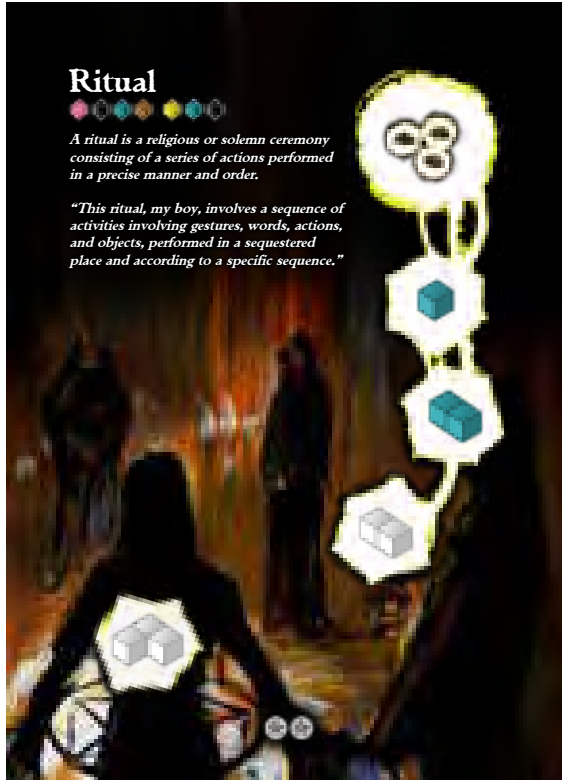
162



Scry Board / Dark Board

Spare part number:

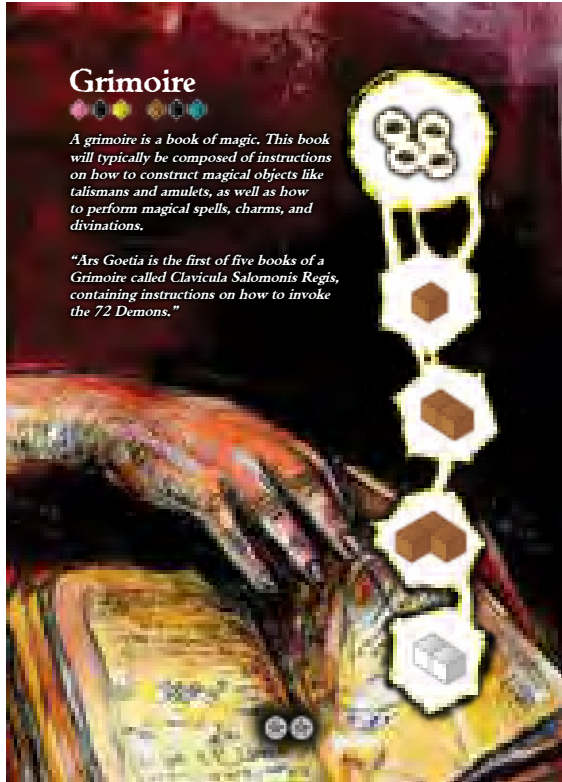
163



Scry Board / Dark Board

Spare part number:

164



## Grimoire



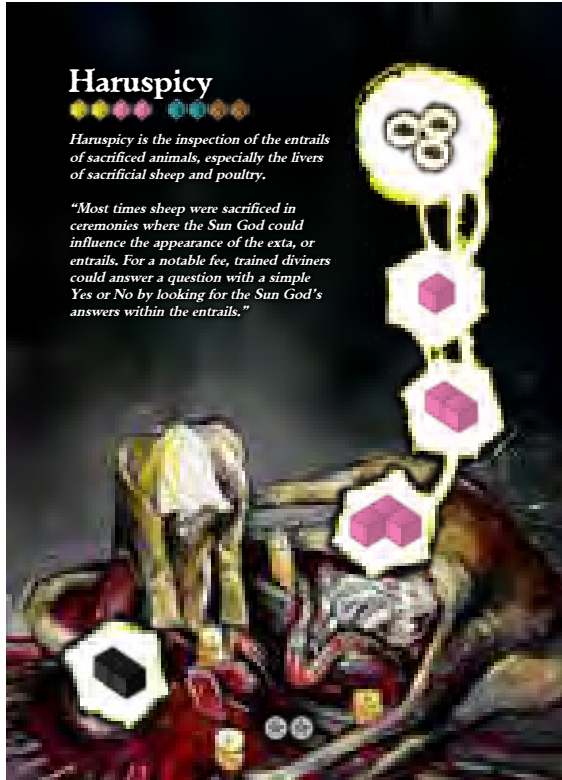
*A grimoire is a book of magic. This book will typically be composed of instructions on how to construct magical objects like talismans and amulets, as well as how to perform magical spells, charms, and divinations.*

*"Ars Goetia is the first of five books of a Grimoire called Clavicula Salomonis Regis, containing instructions on how to invoke the 72 Demons."*

Scry Board / Dark Board

Spare part number:

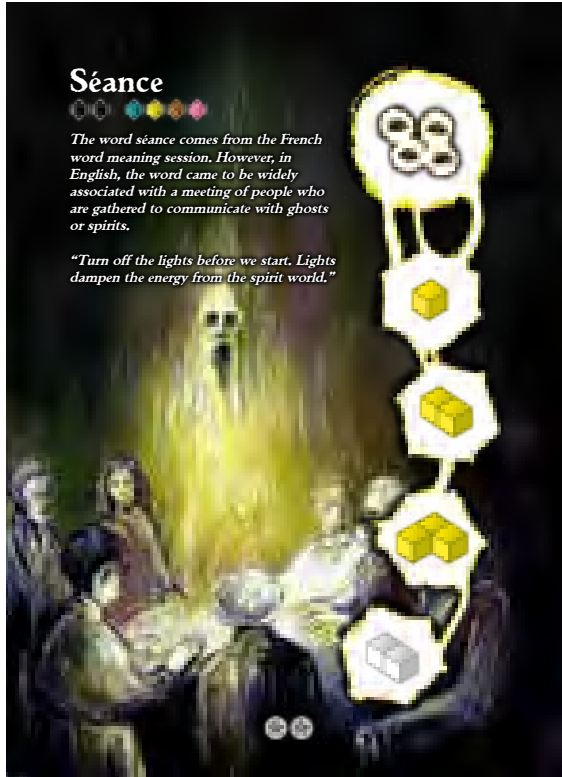
165



Scry Board / Dark Board

Spare part number:

166



Scry Board / Dark Board

Spare part number:

167

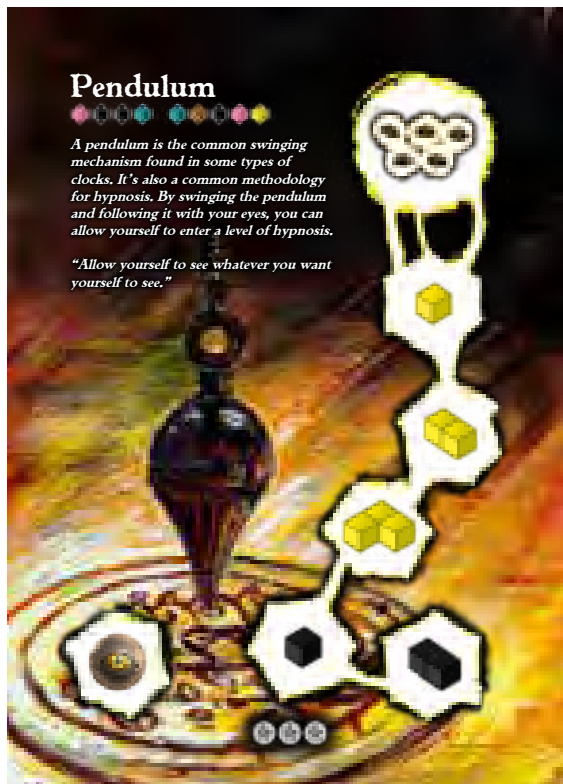


Scry Board / Dark Board

Spare part number:

168

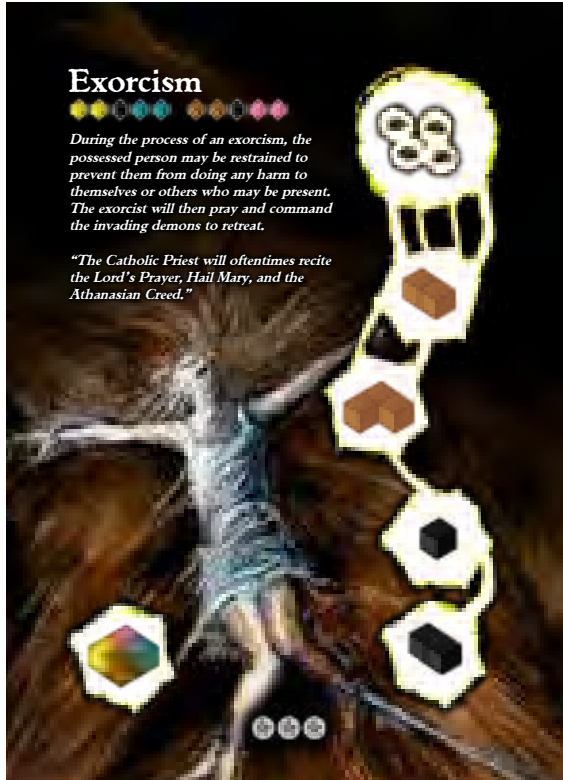




Scry Board / Dark Board

Spare part number:

169



## Exorcism

*During the process of an exorcism, the possessed person may be restrained to prevent them from doing any harm to themselves or others who may be present. The exorcist will then pray and command the invading demons to retreat.*

*"The Catholic Priest will oftentimes recite the Lord's Prayer, Hail Mary, and the Athanasian Creed."*

Scry Board / Dark Board

Spare part number:

170



## Obsidian Mirror



*Polished obsidian mirrors, or tezcath, are instruments of black magic. Obsidian mirrors serve as a metaphor for images of ancient Mexican sites and objects: They reflect not only the viewer, but the object as well.*

*"By feeding the mirror blood and alcohol the Scryer can see glimpses of wonders, terrors, and Demons."*

Scry Board / Dark Board

Spare part number:

171

## 2 Players Quick Setup Reference



Remove New World Cards with 3-hex and 2 hex-spaces



New World  
Cards

9x



World's Edge  
Cards

6x



Demon Cards  
(per Demon)

2x



Pact Cards

6x



4 hex-spaces

1x



3 hex-spaces

2x



2 hex-spaces

6x



Scry Boards

3x



Scry Boards

3x



Scry Boards

3x

2 player Quick Setup

Spare part number:

172

## 3 Players Quick Setup Reference



Remove New World Cards with 1 and 3 hex-spaces



New World  
Cards  
9x



World's Edge  
Cards  
6x



Demon Cards  
(per Demon)  
3x



Pact Cards  
9x



4 hex-spaces  
2x



3 hex-spaces  
3x



2 hex-spaces  
4x



Scry Boards  
3x



Scry Boards  
3x



Scry Boards  
3x

3 player Quick Setup

Spare part number:

173

## 4 Players Quick Setup Reference



Remove New World Cards with 1 hex-space



New World  
Cards  
9x



World's Edge  
Cards  
6x



Demon Cards  
(per Demon)  
4x



Pact Cards  
12x



4 hex-spaces  
3x



3 hex-spaces  
4x



2 hex-spaces  
2x



Scry Boards  
3x



Scry Boards  
3x



Scry Boards  
3x

4 player Quick Setup

Spare part number:

174

## Round Structure

### Start of a round



#### Use Demonic Powers and Treasure

Starting from the player who has the Starting Player token. Players may now use specific Demonic Powers and Treasures, which states that they may be used at the start of a round.

### During a round

#### Place Followers

Players take turns in clockwise order starting from whomever has the Starting Player token. On their turn, they place one of their followers onto any available hex-space. When the players have no more followers to place, they do the end of the round procedure.

### End of a round

#### 1. Get Cards from Demons

Followers standing on Demons (worshiping) are awarded cards. Players standing closest to the top of the Demons gets to draw cards first.

#### 2. Get Attention from Scry Boards

Followers that are contacting Demons by standing on Scry Boards will get Demonic Attention. Followers closest to the top of the Scry Board will receive Attention first.

#### 3. Conjure Demons

Should a Scry Board become depleted of Attention, a Demon will be conjured. The player whose follower is standing closest to the top of the Scry Board will unveil the Demon and look at the powers the Demon has to offer. The player then slides the World Cards, draws a New World card, and also puts Attention on the newly revealed Scry Board.

#### 4. Take back Followers

Players now take back their followers (followers on incomplete linked spaces are not returned), and the starting player token is passed to the player to the left. A new round begins.

## Rules Overview Card

Spare part number:

175

## Pact Cards

Get 2 WP for each resource or Attention you still have stored on Treasures in your Tableau.	Get 1 WP for every 4 WP you have from Treasures, Relics, and Demonic Powers.
Get 3 WP for each Treasure in your Tableau.	Get 1 WP for every 3 Attention you have.
Get 3 WP for each Pact in your Tableau.	Get 4 WP for each of your unrecruited followers.
Get 2 WP for each other card beneath this Pact.	Get 2 WP for each Demonic Power in your Tableau.
Get 1 WP for every 2 class symbols on cards in your Tableau.	Get 1 WP for each of your recruited followers (not sacrificed).
Get the same amount of WP as the lowest scoring column in your Tableau (excluding this column).	Get 3 WP for each set of 4 unique resources and 1 Daifness you have.
Get 3 WP for each of your sacrificed followers.	Get 2 WP for each Relic in your Tableau.

### Pacts Summary Card

Spare part number:

176

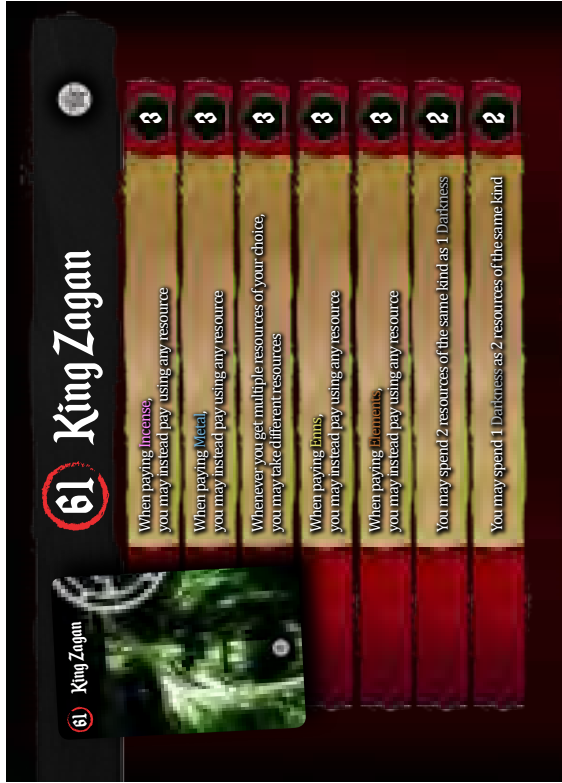




Demon Summary Card

Spare part number:

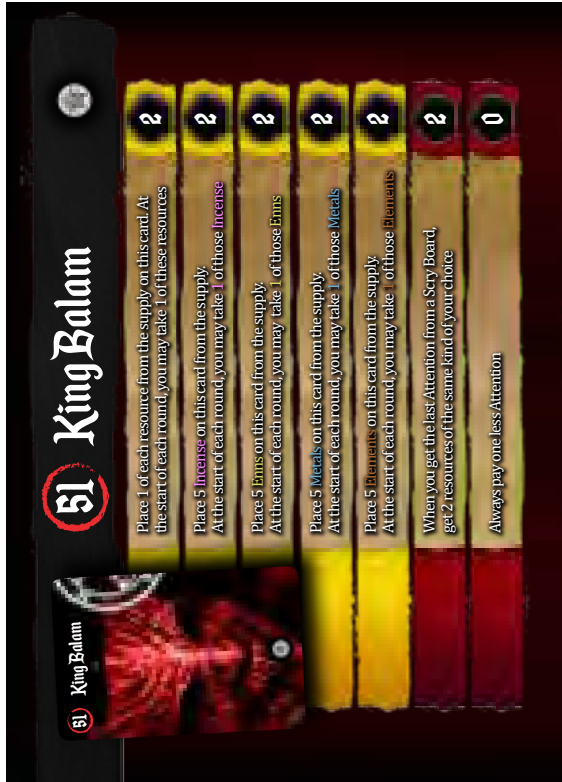
177



Demon Summary Card

Spare part number:

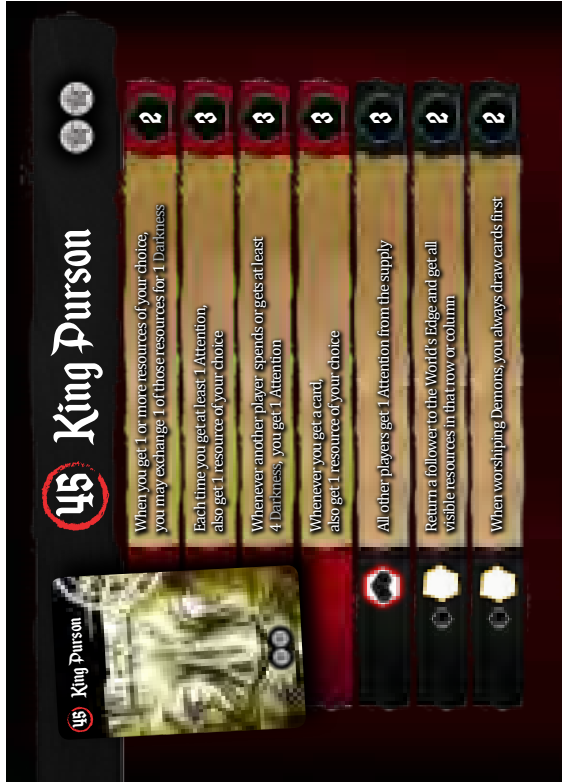
178



Demon Summary Card

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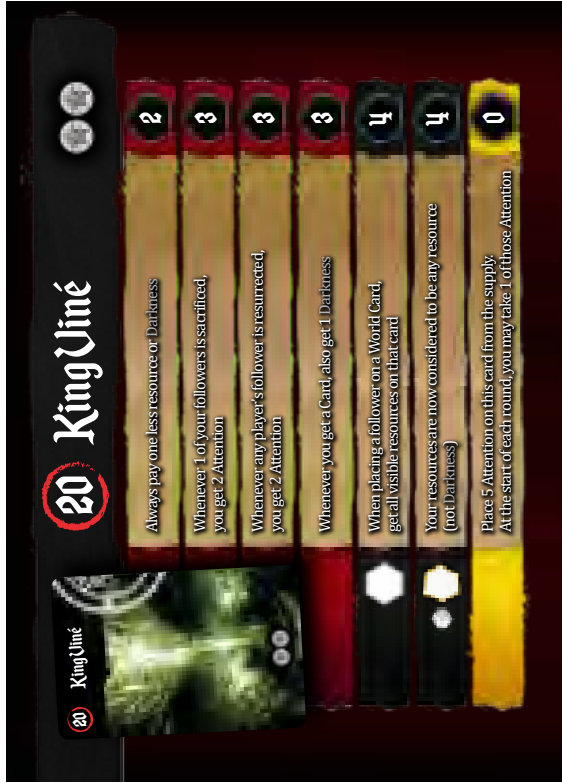
179



Demon Summary Card

Spare part number:

180



Demon Summary Card

Spare part number:

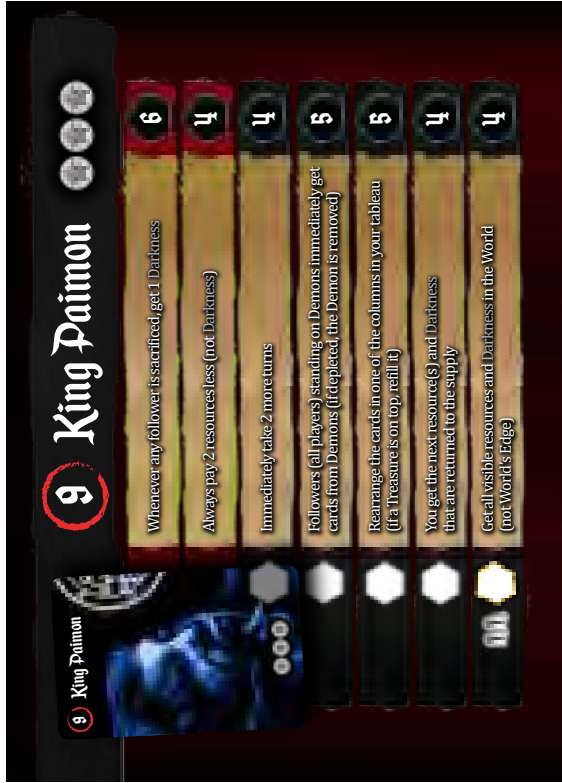
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Demon Summary Card

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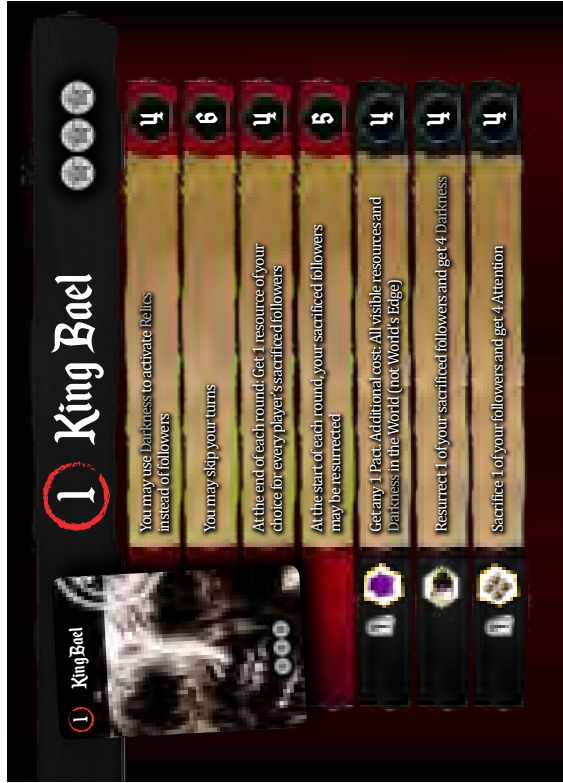
182



Demon Summary Card

Spare part number:

183



Demon Summary Card

Spare part number:

184





Demon Summary Card

Spare part number:

185

Spare part number:

186