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Find **learn-to-play videos**, lore, and more at SorcererGame.com

The Box



Use the card dividers to separate the character, lineage, and domain decks, and the foam block to keep the cards in place. There is plenty of room to add expansion decks and to use card sleeves if you like. Official Sorcerer card sleeves are available at local game stores and at Shop.WhiteWizardGames.com.

Game Contents





- 4 Player Boards
- 3 London Battlefields
- 1 Underground Battlefield



- 7 Battle Dice
- 1 Energy Die



- 7 Wooden Cubes
- 6 Red Glass Beads
- 6 Blue Glass Beads
- 4 Avatar Standees





- 3 Card Dividers
- 1 Foam Block



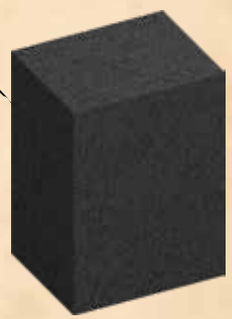


- 3 Fate Counters
- 69 Damage/ Omen Counters
- 49 Arthropod/ Flame Counters









Note: In addition to all the counters and avatars you will need for a standard game, the punchboards contain extra fate counters for optional multiplayer formats and extra avatar bases. The extra avatar bases are bigger than the avatar bases that come in character expansion packs—if you prefer this size, we have included plenty of extras.

Character Decks



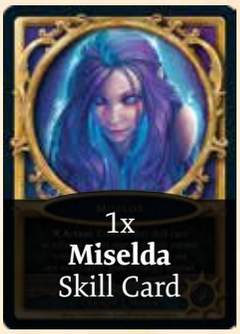
10x Deck Cards with this symbol:





10x Deck Cards with this symbol:





10x Deck Cards with this symbol:





10x Deck Cards with this symbol:



Lineage Decks



20x Deck Cards with this symbol:





20x Deck Cards with this symbol:





20x Deck Cards with this symbol:



1x Blood Pool Card



20x Deck Cards with this symbol:



Domain Decks



10x Deck Cards with this symbol:





10x Deck Cards with this symbol:





10x Deck Cards with this symbol:





10x Deck Cards with this symbol:



Two-Player Rules

Sorcerer can be played with two, three, or four players out of this box. First, we will cover the rules for two-player games *(pages 5-26)*, then explain formats for three or more players *(pages 27-28)*.

Overview

At the start of the game, each player creates a unique sorcerer by combining one of the four character decks *(which shows who you are)* with one of the four lineage decks *(which represents the style of magic you inherited)* and one of the four domain decks *(which reveals where you have been training and gathering followers)*.

Shuffle those cards together to form your grimoire, which contains your dark magic and evil minions. Now you are ready to play!

Each deck also comes with a skill card that you place in front of you, giving you special abilities to use during the game. Together, your skill cards show your true name. For example, you might be Ariaspes the Demonologist of the Outcast Sanctuary.



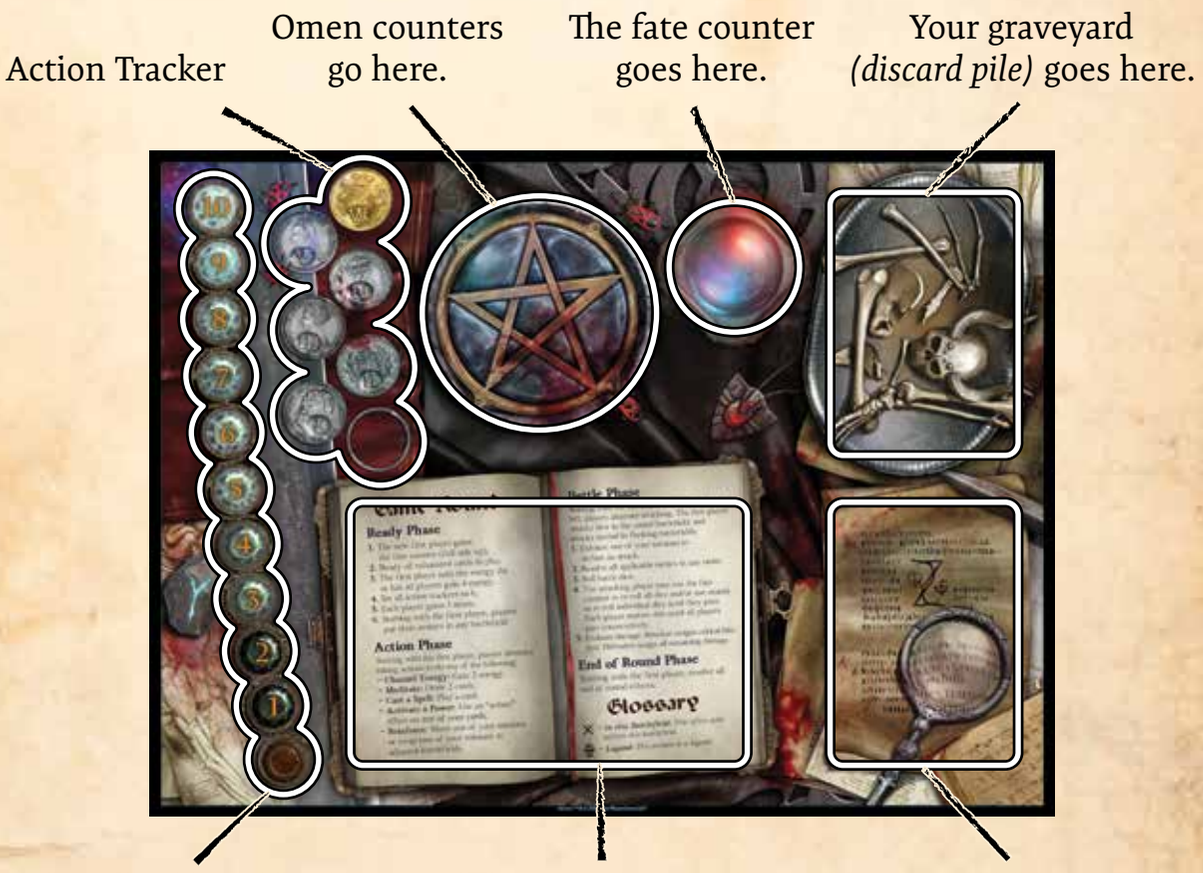
Each round, players alternate spending actions to play spells, draw cards, gain energy, or play minions.

There are three different battlefields in the game, each representing a different section of Victorian London. When you play a minion, you must decide which battlefield to put it in. It will be able to fight and use its abilities only in that battlefield. If you later decide you need it elsewhere, you may spend an action to move it to a neighboring battlefield.

After all player actions have been spent, minions fight by rolling battle dice equal to their attack. An attacking minion can damage or destroy enemy minions, and even conquer a battlefield. If you conquer two of the three battlefields, you win the game!

Player Boards

Each player uses a player board to hold their deck, discard pile, and counters, and to track their energy and actions. The player boards are double-sided with different art on each side. Both sides are functionally identical, so use whichever side you like.



Battlefields

Each battlefield represents a different section of Victorian London that the sorcerers are fighting to conquer.

Each battlefield is a distinct area. Battle damage from one battlefield does not spill over onto the others, and minions' abilities usually affect only the battlefield they are in.

There is a maximum of four minions per side in each battlefield. You may not play or move minions into a battlefield if you already have four minions there.



Battlefield Name | Defense Trackers | Conquered marker goes here *(on back)*.

The numbered diamonds along the top and bottom are for tracking damage to a player's side of that battlefield. When damage is assigned to a player's side of the battlefield, move a red wooden cube that many spaces up the defense tracker on that side. If your opponent's defense tracker gets to 12, you have conquered that battlefield! Flip it over to show the destroyed side of the city, and put a red wooden cube in the circle on your side to show that you have conquered it. Conquer two out of the three battlefields, and you win the game!

Once a battlefield has been conquered, **no further attacks may take place there**. Minions may remain there, and new minions may be played there, but they cannot attack there. Players will likely want to move their minions to unconquered battlefields during the next action phase. *See "Reinforce" on page 20.*



Avatars

Avatar standees are assembled by sliding the bust slots into the base slots.

Each character deck has a matching avatar standee. Your avatar represents you in the game, and you may use your skill cards only in whichever battlefield your avatar is in.

Note: You cannot be directly attacked or killed, so your avatar is in no danger.

Cards

There are two categories of cards in Sorcerer: skill cards and grimoire cards.

On many cards, you will see the crossed swords icon (⚔) before an ability. This icon means that the ability following it affects only the battlefield the card is in.

Skill Cards

Your character, lineage, and domain decks each come with a skill card. Your skill cards remain face-up in front of you all game. Each skill card gives you a powerful ability, but remember, you may use your skill cards only in the battlefield that contains your avatar.

When you use a skill card, you exhaust it *(turn it 90 degrees clockwise so it is horizontal)*. You will ready it *(turn it back to vertical)* in the following round's ready phase.

Character Skill Cards



Character skill cards have a red card back.

Your character skill card has a power *(an ability that can be used by spending an action)* that can be used **in the battlefield that your avatar is in**. When you spend an action to activate this power, do what is listed after "⚔ Action:". *See "Action Phase" on page 16.*

Lineage Skill Cards



Lineage skill cards have a white card back.

Your lineage skill card has an ongoing ability that happens whenever a specific event occurs **in the battlefield that your avatar is in**. It will not happen if that event occurs in a different battlefield.

Domain Skill Cards



Domain skill cards have a black card back.

Your domain skill card has a tactic *(an ability that is used when a minion attacks; See "Tactics" on page 21)*.

The tactic from your domain skill can be used only when you attack with a minion **in the battlefield that your avatar is in**.

Grimoire

Your grimoire is the deck of cards you will use throughout the game. It consists of 40 cards shuffled together: 10 from your character deck, 20 from your lineage deck, and 10 from your domain deck.



Grimoire cards have a brown card back. There are three types of grimoire cards: minions, sorceries, and attachments.

Any of these may be played during the action phase *(See "Action Phase" on page 16)* by spending an action and paying energy equal to the card's energy cost. When you do this, move the red bead down one space on the action tracker and the blue bead down the appropriate number of spaces on the energy tracker.

Minions

- **Flying Icon**—Minions with this icon can move farther when you reinforce *(See "Reinforce" on page 20)*.
- **Omen Icon**—When you play a card with this icon, gain an omen counter.
- **Legend Icon**—Minions with this icon are legends. Many cards affect legends differently than non-legend minions.
- **Attack**—How many battle dice to roll when attacking.
- **Essence**—How many damage counters it takes to destroy this minion.



Energy Cost
How much energy it costs to play this card.

Card Name

Deck Symbol
Shows which deck this card comes from.

Text Box
Any abilities the minion has will be listed here.

Card Type*(s)*
Some cards reference specific card types.

When you play a minion, place it into one of the three battlefields. It may attack only in that battlefield. Any of its abilities with ⚔ before them affect only that battlefield.

A minion is able to attack during the battle phase and use all of its abilities starting the round it enters play.

Sorceries



- **Energy Cost**
  How much energy it costs to play this card.
- **Sorcery Icon**
  This card is a sorcery.
- **Text Box**—What this sorcery does when played.

Card Name

Deck Symbol
Shows which deck this card comes from.

Card Type*(s)*
Some effects reference specific card types.

When you play a sorcery, do what it says in the card's text box, then put it into your graveyard *(discard pile)*.

Attachments



- **Energy Cost**—How much energy it costs to play this card.
- **Omen Icon**—When you play a card with this icon, gain an omen counter.
- **Card Name**
- **Attack Modifier**
  Apply this to the attached minion's attack.
- **Essence Modifier**
  Apply this to the attached minion's essence.

Deck Symbol
Shows which deck this card comes from.

Text Box
Any abilities the attachment has will be listed here.

Card Type*(s)*
Some cards reference specific card types.

Attachments are played on minions. Put the attachment under the minion so you can still see its card name and modifiers. The minion the attachment is played on is referred to as "the attached minion".



When the attached minion leaves play *(is put into a player's hand, graveyard or grimoire)*, put the attachment into its owner's graveyard.

A Vengeful Mummy *(2/2)* with a Butcher's Cleaver *(+2/+2)* has an attack of 4 and an essence of 4.

Some attachments have the card type "Curse" and are usually played on your opponent's minions. They provide negative modifiers and detrimental abilities to the minion they are attached to.

Graveyard

Your graveyard is your discard pile. Cards in graveyards are face-up and any player may examine the cards in any graveyard at any time.



Battle Dice



When a minion attacks, roll a number of battle dice equal to its attack, up to a maximum of 7. Any attack over 7 is wasted.

Battle dice have the following effects:



Miss



Double Hit
(2 Hits)



1 Hit



1 Critical Hit
(2 Hits if unopposed, see page 21)

All hits do 1 damage. After any rerolls *(See next page)* are complete, damage is assigned 1 point at a time. First, the attacking player assigns damage from critical hits, then the defending player assigns damage from all other hits.

Damage can be assigned to the defending player's side of the battlefield, or to any of the defending player's minions in that battlefield.

See "Battle Phase" on page 17 for more information.

Damage Counters

Damage counters are double-sided, with omen counters on their backs.



When a minion takes a point of damage, place a damage counter on it. Damage is permanent, so damage counters remain on the minion unless an effect removes them.

When a minion has damage counters on it equal to or greater than its essence, it is immediately destroyed and placed into its owner's graveyard.

Omen Counters *(Omens)*

Omen counters are double-sided, with damage counters on their backs.



When you play a card with the omen icon under its cost, or when an effect has you "Gain an omen", place an omen counter on the pentagram on your player board.

You can spend omens to force an individual battle die to be rerolled. These rerolls may be used on your own battle die, or on an opponent's. *See "Battle Phase" on page 17.*

Omens used at the right time can turn the tide of battle. Spend them wisely!

Fate Counter

Full



Empty



The player who holds the fate counter is the "first player" for that round. The first player takes the first action during the action phase, and makes the first attack in the central battlefield.

The player holding the fate counter can empty it *(flip it over to the empty side)* to force an entire set of battle dice to be rerolled. This reroll may be used on their own battle dice roll, or on an opponent's. *See "Battle Phase" on page 17.*

Note: When the fate counter is used to force a reroll, ***every*** *die from that battle roll must be rerolled.*

Creating Your Sorcerer

Place the four character, four lineage, and four domain decks on the table where all players can see them, with the corresponding skill cards on top of each deck. If you are playing with any character, lineage, or domain expansion decks, put them out as well.

Random Creation Method *(recommended for your first few games)*

Shuffle the four red-backed character skill cards together and randomly deal one to each player. Repeat this process with the white-backed lineage skill cards and the black-backed domain skill cards.

Draft Creation Method

Once you have a few games under your belt and know how the various decks work, it can be a lot of fun to draft your Sorcerer!

Randomly determine which player chooses first. Starting from that player and proceeding clockwise, have each player choose a character deck.

Then, starting with the last player to choose a character deck and proceeding counterclockwise, have each player choose a lineage deck.

Finally, starting with the last player to choose a lineage deck and proceeding clockwise again, have each player choose a domain deck.

Next *(with either method)*

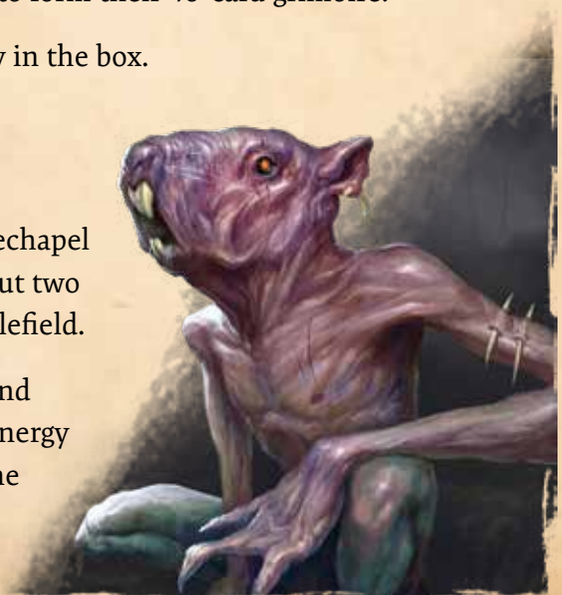
Each player places their three skill cards face up in front of them and shuffles the three decks with corresponding symbols together to form their 40-card grimoire.

Put the remaining skill cards and decks away in the box.

Setup

Place the Southwark, Old London, and Whitechapel battlefield boards between the players and put two red wooden cubes on the center of each battlefield.

Place a player board in front of each player and put a blue glass bead on the “6” in the blue energy tracker, a red glass bead on the top coin in the action tracker, and an omen counter on the pentagram.













Leave space to play minion cards here.







Leave space to play minion cards here.











Randomly determine which player gets the fate counter. Place it on their player board, red-filled side up. Each round, whoever has the fate counter is the “first player” for that round.

Starting with the first player, each player places their avatar on one of the battlefield boards. You can use your skill card abilities only in the battlefield where your avatar is located.

Each player places their grimoire on their player board and draws a 6-card hand. Starting with the first player, each player may take a mulligan by revealing any number of non-minion cards from their hand, drawing that many new cards, then shuffling the revealed cards back into their grimoire.

You are now ready to play. **In the first round of the game, skip the ready phase and start in the action phase** *(see next pages)*.

The Game Round

Sorcerer is played over multiple rounds, each consisting of four phases. During each phase, players take turns doing what that phase allows. The phases are, in order: Ready Phase, Action Phase, Battle Phase, and End Phase.

Ready Phase

In this phase, you get the game ready for the following phases. During the ready phase:

1. **Give the new first player the fate counter** *(red-filled side up)***.**

   The player who had the fate counter the previous round hands it to the player to their left.

2. **Ready all exhausted cards in play.**

   Turn sideways *(exhausted)* cards upright *(ready)*.

3. **The first player rolls the eight-sided energy die or has all players gain 4 energy.**

   If the first player chooses to roll the energy die, they roll it once and each player gains energy equal to the die roll.

   Note: When you gain energy, you move the blue glass bead up that many spaces on your energy tracker. You cannot have more than 10 energy, so if the amount you gain would bring you above 10 energy, move your blue glass bead to the 10 and the extra energy is lost.

4. **Set all action trackers to 6.**

   Each player moves their red glass bead to the top coin.

5. **Each player gains 1 omen.**

   Put an omen counter on the pentagram on each player's player board.

6. **Starting with the first player, players put their avatars in any battlefield.**

   Avatars may be placed on any battlefield, regardless of their previous location and the location of other avatars.



Action Phase *(Actions)*

During the action phase, players alternate taking actions to prepare for the upcoming battle phase. Starting with the first player and proceeding clockwise around the table, each player must take an action by moving their red gem down one coin on the action tracker and doing any of the following:

Channel Energy

Gain 2 energy. Move your blue glass bead up two spaces on the energy tracker.

Meditate

Draw 2 cards *(put the top two cards from your grimoire into your hand)*.

Cast a Spell *(play a card)*

Pick a card in your hand, move your blue glass bead down your energy tracker a number of spaces equal to the chosen card's energy cost *(the number in the blue area in the upper left hand corner of the card)*, then play the card *(See pages 9 and 10 for rules on playing the different card types)*. *Note: If a card requires more energy than you have, you cannot play that card.*

Activate a Power

Some cards have powers *(for example, your character skill card has a power)*. A power is an ability that can only be used by spending an action. Powers always have "Action:" before an effect.

To gain the effect, spend your action and announce that you are activating your card's power.

Reinforce

Move one of your minions or swap two of your minions in adjacent battlefields. *See "Reinforce" on page 20.*



Continue clockwise around the table until each player has used all six of their actions *(moving their red bead into the empty slot at the bottom of their action tracker)*.

Battle Phase

In this phase, minions attack.

Starting with the battlefield on the first player's left, players alternate attacking in that battlefield. Once both players have completed all their attacks in a battlefield, move to the battlefield to its right.

The first player attacks first in the center battlefield and their opponent attacks first in the flanking battlefields.

When it is your turn to attack in a battlefield, if you have no ready minions in that battlefield, you pass. Otherwise you must choose one *(and only one)* of your ready minions to attack with.

When a minion attacks, do the following:

1. **Exhaust the attacking minion.**

   When you exhaust it, rotate it 90 degrees clockwise so it is horizontal.

2. **Resolve all applicable tactics in any order** *(See "Tactics" on page 21).*

   All available tactics must be resolved. If there are multiple tactics, the attacking player resolves them one at a time in any order.

3. **Roll battle dice.**

   Roll a number of battle dice equal to the minion's attack.

4. **Rerolls.**

   Starting with the attacking player, players may force battle dice to be rerolled. This can be done by spending an omen to force a reroll of an individual die, or if the player has the fate counter red-filled side up, they can flip it to the empty side to force the entire set of battle dice to be rerolled.



A player may continue to force rerolls as many times as they are able. When they are done, they pass, and their opponent may force rerolls.

This continues back and forth until all players have passed consecutively, with no rerolls in between.

5. **Evaluate damage.**

   First, the attacking player assigns damage from critical hits, then the defending player assigns damage from all other hits.

   Damage can be assigned to the defending player's side of the battlefield or to any of the defending player's minions in that battlefield.

   Damage is assigned one point at a time. As soon as a minion has damage counters on it equal to its essence, it is destroyed, so a minion cannot take more damage than its remaining essence. If a minion is destroyed before it gets to attack, it will not attack.

   As soon as the defending player's side of the battlefield takes its 12th point of damage, the attacking player conquers that battlefield. Flip it over to the destroyed side and the attacking player places a red marker on in the circle on their side of the battlefield. Any remaining damage from this battle roll must be assigned to the defending player's minions. Once a battlefield is conquered, **no further attacks take place there**, even if there are ready minions in it.

Once that attack is complete, their opponent chooses a minion to attack with, and so on back and forth until all minions in that battlefield are exhausted.

End of Round Phase

Some cards have effects that happen "at the end of round". During this phase, each player resolves their end of round effects, starting with the first player and proceeding clockwise around the table.

If you have multiple "at the end of round" effects, when it is your turn to resolve your effects, resolve one at a time in any order.

When the end of round phase starts, take note of all "at the end of round" effects. Those are the only "at the end of round" effects that will happen that phase. If a new "at the end of round" effect comes up during that phase, it will not happen until next round's end of round phase.

Game Terms

Battle Roll– When a minion attacks and the battle dice are rolled, that is a battle roll. Any or all of the dice in a battle roll can be rerolled any number of times using omen counters or by emptying the fate counter. The battle roll is complete after damage from the roll is evaluated.

Blanked– If a card is blanked, all text in its text box is ignored. This does not affect anything outside the text box such as card type, name, legendary icon, flying icon, attack, attachments, etc.

If an ability is blanked, that ability is ignored.

Destroy– When a card is destroyed, move it from play to its owner's graveyard. Various effects destroy minions and/or attachments. Minions are also destroyed when they have damage counters equal to *(or greater than)* their essence.

Discard– When you discard a card, you put a card from your hand into your graveyard. If an effect causes you to discard a card, you pick any card from your hand to discard *(unless stated otherwise)*.

Distribute– When you "distribute" things among a group, that distribution does not need to be even. For example, if you distribute 4 damage among your minions in a battlefield where you have four minions, you could put all the damage on one minion, or 1 damage on each, or any other way you choose provided you never put more damage on a minion than it has remaining essence.

Draw– When you draw a card, put the top card of your grimoire into your hand. If you have no cards left in your grimoire, you cannot draw cards. There is no maximum to the number of cards you may have in your hand.

Enemy Minion– Your opponents' minions are "enemy minions".

Exhausted Battlefield– When a battlefield is exhausted *(from Amathaunta's "when played" ability, for example)*, rotate it slightly *(about 30 degrees)*. **No attacks take place in an exhausted battlefield.** All exhausted battlefields are readied during the ready phase.

Heal and Restore– When you heal damage from a minion, remove that many damage counters from it. When you restore defense to your side of a battlefield, move the marker that many spaces down the defense tracker on your side of that battlefield.

Legend– A minion with the legend icon ( ) before its name is a legend *(a minion with a particularly impressive reputation)*. Being a legend has no game effect on its own, but many cards and abilities reference legends. Generally speaking, legends are more difficult to affect with cards and abilities.

Ongoing– An effect that affects the game continuously in some way. These effects usually modify cards in play, or alter a game rule. When a card with an ongoing ability leaves play, its effect ends immediately.

Playing a Card *(Cast a Spell)*– Playing a card is normally done by using the "Cast a Spell" action *(See page 16)*, though some effects allow you to play a card without spending an action. Unless stated otherwise, you may only play cards from your hand, and you must pay the card's energy cost to play it.

Some cards in expansion packs have effects that "put a card into play". Doing so is not "playing a card" and does not cost any energy unless stated otherwise. If you "put a card into play", its "When Played" effects do not happen and if it has an omen icon, you do not gain an omen counter.

Ready and Exhausted

When a card is ready, it is upright *(from its player's perspective)*. Cards enter play ready unless stated otherwise. When you exhaust a card, rotate it 90 degrees clockwise, so it is horizontal. *(You may only exhaust a card if it is ready.)*



Reinforce– When you reinforce, you may move a minion from one battlefield to an adjacent battlefield. *(So you could move a minion from a flanking battlefield to the central battlefield, or from the central battlefield to a flanking battlefield.)*

If a minion has the flying icon ( ), you may move it to any battlefield when you reinforce. *(So you could move it from one flanking battlefield to the other.)*

Instead of moving a single minion when you reinforce, you may swap the position of two minions, provided each individual minion could move that far.

Reinforcing does not exhaust the minion. It will be able to attack as normal during the battle phase.

When you reinforce, in addition to *(or instead of)* moving minions, you may move your avatar to any battlefield.

Tactics– A tactic is an ability that happens when a minion attacks.

The attacking minion could have tactics from attachments, your domain skill card, or other sources. The tactic from your domain skill card works only in the battlefield your avatar is in. Tactics from attachments work when the attached minion attacks in any battlefield.

When a minion attacks, all available tactics must be resolved *(unless they are optional)*. For example, domain skill card tactics say "You may exhaust this skill card to…". When you attack with a minion in the battlefield containing your avatar, you decide whether or not to exhaust your domain skill card. If you choose not to, it will be available the next time you attack with a minion in that battlefield.

If there are multiple tactics when a minion attacks, the attacking player resolves one tactic at a time in any order.

If a tactic gives a minion a bonus to their attack *(for example, +1 attack from the Outcast Sanctuary domain skill card)*, it is for the current battle roll only. It is lost after damage is evaluated.

If using a tactic destroys the attacking minion before you roll its battle dice, that attack ends with no dice being rolled.

Unopposed– If your opponents had no minions in a battlefield for the **entire battle phase**, your minions are unopposed in that battlefield. Destroying all your opponents' minions in a battlefield during the battle phase **does not** make your minions there unopposed. Critical hits from unopposed minions count as double hits.

Weaken– Some effects weaken a minion. To weaken a minion, put a damage counter on it, as long as doing so will not destroy the minion. If putting the damage counter on the minion would destroy it, the weakening fails.

Sometimes weakening is a cost you must pay to gain a benefit. If you do not or cannot pay the cost, you do not gain the benefit. For example, Sultan's Bane says: "Tactic: You may weaken the attached minion to give it +2 attack".

When you attack with a minion that has Sultan's Bane attached to it, this tactic gives you the option to weaken the minion to give it +2 attack. If the damage counter from the weakening would destroy the minion, the weakening fails and the minion does not get +2 attack.

Note: Weakening has no effect other than adding damage. It does not cause the minion's attack to be lowered.

When Destroyed– A type of ability on minion cards. When a minion is destroyed *(sent to the graveyard)*, either via damage or from an effect, this ability immediately happens.

When Played– A type of ability on non-sorcery cards. A "when played" ability happens immediately after the card containing it is played and enters a battlefield. If other abilities would also happen at this time, see "Resolving Multiple Effects" below.

Partially Resolved Effects and Sorceries

When resolving an effect or playing a sorcery, if it is impossible to do any part of it, do as much as you can in the order written.

For example, Narangerel has a "When Played" ability that says "Draw 2 cards, then weaken an enemy minion". If you play Narangerel when you have only one card in your grimoire, you would draw that one card, then weaken an enemy minion.

Note: Effects with the word "to" or the phrase "If you [do, searched, weakened, etc.]" between them are linked. If you do not do the full effect before the word "to" or the phrase "if you [do, etc.]", you do not get the effect after them. For example, if you do not exhaust your character skill card, you do not get the effect listed after "Exhaust this skill card to".

Resolving Multiple Effects

If multiple effects would happen at the same time *(for example, if several minions with "When destroyed" abilities are destroyed by Johan Strahl)*, resolve the first player's *(the player with the fate counter)* effects first, then proceed clockwise around the table.

If a single player has multiple effects to resolve, they resolve one at a time in any order.



Lineages

Each sorcerer is descended from an ancient dark god. The blood that runs through their veins determines the type of magic they wield.

Each lineage deck plays differently and has unique game mechanics.



The origin of this enigmatic order can be traced back to ancient Egypt. They have spent millennia studying forbidden manuscripts and necromancy, allowing them to resurrect the dead from the realm of the Jackal.

When playing this lineage, you are "The Necromancer". Some cards from this deck feature the "buried" mechanic, which are abilities that may be used from your graveyard.

Buried

Cards with this ability can affect the game from the graveyard. You can play these cards from your hand normally, but you may only use their buried abilities from your graveyard.



According to legend, the Hellfire Cult was founded in the time of ancient Rome by Remus, who is said to have been raised by the beast himself. The Hellfire Cult is bound by elite gentility and consists of the upper echelon of mortal society.

The Hellfire Cult's activities are riddled with bizarre rituals and perverse blood rites. Among them you will find cultists, demons, and damned followers.

When playing this lineage, you are “The Demonologist”. Some cards from this deck put flame counters on enemy minions, which slowly burn them to death and make them vulnerable to certain effects from your other cards.

Flame Counters

Flame counters are double-sided, with arthropod counters on their backs. Arthropod counters are used by the Animist.



At the end of round, one damage counter is placed on a minion for each flame counter on it. Each player resolves the flame counters on their minions with their “at the end of round” effects.



In the time of the First Crusades, three powerful sorcerers imprisoned an elder god, hoping to steal his power and ascend to godhood themselves. Their ritual, however, went horribly wrong and they became cursed, addicted to the essence of the gods—the same essence that flows in the veins of sorcerers. Each sorcerer they bite becomes afflicted with the same blood curse.

After the Crusades, most sorcerers were exiled or went into hiding. The three damned sorcerers, the Primarchs, fell into a state of hibernation for decades, waking to feed, then entering their great slumber once more.

While the Primarchs sleep, their children, the cursed descendants, collect sorcerers’ blood. In times of need, it can be used to awaken the masters and fuel their power.

When playing this lineage, you are “The Bloodlord”. This lineage uses the Blood Pool card *(See next page)*.

Blood Pool

Various effects can give you blood while you play. You can spend blood to gain the powerful effects listed on the Blood Pool card. Use one of the red wooden cubes to track your blood.

You cannot have more than 10 blood, so when you gain blood, if the amount you gain would bring you above 10, the extra blood is lost.

Whenever you attack with a vampire minion, you may spend 2 blood to use the Blood Pool tactic ability.

You may use a Blood Pool action ability during the action phase by spending the amount of blood indicated and spending an action to "Activate a Power".

Ability Blood Cost



Blood tracker

Ability Effect



Countless seasons ago, Oberon, king of the faeries, became obsessed with sorceries unknown. He sensed an ancient power just beyond his reach. In his unyielding search for this arcana, he performed rituals and sacrifices to a most ancient god, one who created crawling things long before man tread upon this world. These rituals twisted Oberon's mind and damned his soul, but he found the power he sought.

Banished from his faerie throne for his atrocities, Oberon became king of insects, spiders, and other despicable vermin in his self-proclaimed, newly established kingdom.

When playing this lineage, you are "The Animist". This lineage has effects that steal cards from your opponent's hand, grimoire, and graveyard to attach to your minions as "Arthropod Followers".

Arthropod Followers

As your minions gain power, they attract swarms of arthropods *(insects, spiders and the like)* which bite and sting their enemies.

When a card is attached to a minion as an Arthropod Follower, reveal that card, then place it face down under the minion. Any player may look at these cards at any time.

An Arthropod Follower is an attachment with no ability. When an Arthropod Follower is attached to a minion, an arthropod counter is also placed on that minion *(see below)*. When the attached minion leaves play, the card that was the Arthropod Follower goes into its owner's graveyard.

Arthropod Counters

Arthropod counters are double-sided, with flame counters on their backs. Flame counters are used by the Demonologist.



Minions get +1 attack for each arthropod counter on them.

Whenever an Arthropod Follower is attached to a minion, put an arthropod counter on the minion. Whenever an Arthropod Follower is removed from a minion, remove an arthropod counter from the minion.



Multiplayer Rules *(3+ players)*

The Sorcerer base set includes everything needed for 2-4 player games. To support additional players, you need an extra player board, character deck, lineage deck and domain deck for each player. For battle royale games with more than 4 players, you also need extra battlefields, either from another copy of Sorcerer, or from a battlefield expansion like the Egyptian Battlefields.

Battle Royale *(3-6 players)*

Battle royale is an individual *(not team)* format.

Three to six players sit around the table. Place one battlefield between each pair of players. *(In a four player game for example, you could place Old London between players A and B, Whitechapel between players B and C, Southwark between players C and D, and Underground Hive between players D and A.)*

Each player has access to the battlefields on either side of them *(and only those battlefields)*. Those two battlefields are considered adjacent to that player. *(They may move their minions from one to the other using the reinforce action.)*

Play proceeds clockwise around the table from the player with the fate counter.

Whenever a player conquers a battlefield, do not flip that battlefield to the destroyed side. Instead, the conquering player gains 1 victory point and the battlefield is reset. *(To reset a battlefield, destroy all minions there and set the battlefield's defense to 0 on both sides.)*

The first player to 3 victory points wins the game!

Additional battle royale rules:

- During the initial round's battle phase, players attack first in the battlefield to their left and second in the battlefield to their right. This alternates each round, so in the second round, players attack first on the battlefield to their right; in the third round, their left; and so on.



- During the battle phase, start with the first player's battlefields. Complete whichever battlefield they go first in, then complete the one they go second in. Continue around the table in that direction until all battlefields have been completed.
- Players may force rerolls of battle dice only if they are the attacking player or the defending player.
- A player's sorceries and effects can only affect cards in the battlefields and/or players to their immediate left and/or right.

Team *(4 or 6 players. 2v2 or 3v3)*

In team games, two or three players work together on a side against the same number of players on an opposing team. Team follows normal two-player rules with the following exceptions:

- Each side of a battlefield may have a maximum of 6 minions *(2 more than in a two-player game)*. There is no limit to the number of avatars that may be in a battlefield.
- Instead of one player having the fate counter, a team shares the fate counter. They must unanimously agree to use the fate counter to reroll a set of dice.
    * *Optional rule:* Each player on the team with the fate counter gets their own fate counter *(so each can force a set of battle dice to be rerolled)*.
- During the action phase, when it is a team's turn to take an action, they pick a player on their team with the most actions remaining. That player takes an action, then passes to the other team.
- During the battle phase, when it is a team's turn to attack with a minion, they may pick any of their minions to attack with. When that attack is complete, it is the other team's turn to attack.
- During the battle phase, when it is a team's turn to force rerolls, any player on that team may force a reroll. Once that reroll is complete, any player on the team may force another reroll. This continues until the entire team agrees to pass, then it is the other team's turn to force rerolls.
- When resolving multiple simultaneous effects, a team counts as a single player and when it is the team's turn to resolve an effect, they may choose an effect from any of their players.

Credits

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Dedicated in memory of Dusan Scholtz *(1943 - 2013)* and Matus Vajkuny *(1996 - 2013)*.

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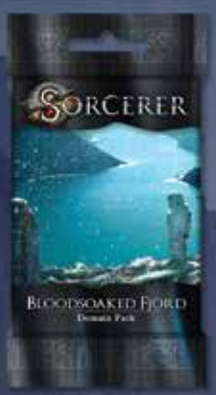

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