THE ESOTERIC ORDER OF GAMERS

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Game: **MASTERS OF THE NIGHT**

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MASTERS OF THE NIGHT

SETUP

Lay out the **district tiles** in a 3 x 3 square. The *railway station* must always be placed in the top left corner. Place the other districts randomly. Only orthogonally connected districts are considered adjacent.

Choose 2-5 vampires, splitting control of them up between players as you like. Pass the **vampire sheets**, **vampire tokens** and **dread sigils** for the vampires you are using to the appropriate players.

Put 4 **blood tokens** on each vampire sheet. Slot the matching colored **kill count marker** next to space 0 of each vampire's kill count tracker.

Place all the vampire tokens, colored side up, on the *railway station*. If you are playing with 2 vampires, place 2 **minions** on that district. If you are playing with 3 vampires, place 1 minion there. If you are playing with 4 or 5 vampires, do not place any minions there.

Take the **veil tracker** corresponding to the number of vampires in the game (not the number of players), and place the **veil marker** on space 6.

Place the number of **agents** stated on the veil tracker near the district tiles. Return the rest of the agents to the box.

Put **9 minions and 2 extra blood tokens** near the agent tokens to form your token reserve. Return the rest of the minions and blood tokens to the box.

Shuffle each **event deck** separately. Choose your **difficulty level** and draw the following number of cards from each event deck without looking:

Easy: 6 cards from each deck.
Medium: 5 cards from each deck.
Hard: 4 cards from each deck.

Form the **event deck** from these cards: Act III cards on the bottom, Act II cards in the middle, and Act I cards on top. Return the rest of the event cards to the box.

Shuffle the **relic deck** and place it near the *museum*.

Take **2 dice** for every vampire in the game. Roll and place them near the district tiles, without changing their values. This is the **dice reserve**, shared among all the characters. Return the rest of the dice to the box.

When you need to use dice, select one from the reserve and set it aside. The value on that dice influences the result of the combat or special effect. Once a die is set aside, it is out of the game until all dice from the reserve are used.

When the reserve is empty, take all the dice, roll them and create a new dice reserve without changing the dice values.

Give the **leading vampire token**, day side up, to the player with the sharpest teeth. If this player controls multiple characters, they should select one to begin as the leading vampire and place the token on that vampire's sheet. To make passing the token easier, arrange vampire sheets in the order of play.

PLAYING THE GAME

The game is played over a series of **rounds**, each consisting of a **day phase**, followed by a **night phase**.

DAY PHASE

Complete the following steps in order:

1. PASS THE LEADING VAMPIRE TOKEN

Skip this step during the first round of the game.

Pass the **leading vampire token** to the next vampire clockwise, flipping it to the day side.

If there are more vampires than players, pass the token to the next vampire clockwise, regardless of who controls that vampire.

2. RESOLVE DAY DISTRICT EFFECTS

The leading vampire announces and resolves all **day district effects** (marked with the day symbol).

These can be resolved in any order, but the effect of one district must be fully resolved before resolving the effect of another district. The exact order of resolution can be chosen by the players, but the final decision should always be made by the leading vampire.

3. DRAW AND RESOLVE AN EVENT CARD

The leading vampire reveals the top card from the event deck and resolves it.

First place the new **agent tokens**, *hidden* side up. Refer to the veil tracker to see how many agents appear in each district, depending on the current position of the veil marker. If the veil is at 4 to 6, use the numbers below to the left; if at 1 to 3, use the numbers below to the right.

For district positions marked with a red cross, there is always a single number. Place the indicated number of agents into the district at that position in the grid.

For district positions marked with a blue-gray cross, there will be 2 numbers: when the numbers are the same, place the required number of agents into both districts at those positions. When the numbers are different, you can decide where to allocate that number of agents.

After the card is resolved it is usually returned back into the box, though some cards stay in play and have continuous effects.

After agents are placed, the leading vampire resolves the event card's text. Any new agents that enter the city do so with their *hidden* side up, unless specifically stated otherwise.

DECREASING THE VEIL

Each time an agent is placed or moved by an event into a district, either by the city grid or the event card text, **and there is a minion or non-drained vampire in that district, you must decrease the veil by 1.**

Whenever you need to add an agent into a district and you have no agents available in the reserve, you must decrease the veil by 1 for each agent you couldn't place.

When you have to decrease the veil tracker because of an event, do so after the card is completely resolved.

4. AGENTS HUNT THE VAMPIRES

During the day, in each district with at least 1 vampire and at least 3 agents, a **combat** occurs.

If there are multiple districts that apply, the leading vampire decides the order in which fights are resolved.

When there are multiple vampires in such a district, the leading vampire must choose *one* of them to participate in that combat.

Before the combat begins, flip all agents in that district to their *exposed* side. Combat by day is resolved by the same rules as combats at night, with one exception: **vampires can use only choose dice with the lowest values.**

NIGHT PHASE

During the night phase, each vampire can take a actions by spending **action points** (APs).

Each vampire gets 2 APs at the beginning of the night phase, though this amount can change later in the game.

The leading vampire flips the leading vampire token to the night side as a reminder, then takes their actions first.

The next vampire clockwise then takes their actions, followed by the next, and so on until all vampires have acted once. You must finish all your actions before passing the turn to the next vampire.

When it is a *drained* vampire's turn to act, they receive 1 blood and the veil is decreased by 1. Then, the vampire acts normally.

The player controlling the active vampire decides how to spend their available action points and makes all the decisions regarding them. You can perform the same action more than once, if necessary.

Some actions are available to you from the beginning of the game, while others become available after you reach a certain number on your kill tracker.

After all characters have spent their APs, the night phase ends and a new round begins with the day phase.

VICTORY AND DEFEAT

To win, players must perform a Blood Moon ritual:

1. Each character must seal a district of the city with their dread sigil.

2. All vampires must gather in a single district, with no agents present, and at least the same number of minions as the number of vampires must be in the district.

3. One of the vampires must begin the ritual using an *Initiate Blood Moon Ritual* action.

END OF THE GAME

The game ends immediately in 3 cases:

1. The Blood Moon ritual is performed. The players win.

2. The veil marker reaches 0 (the *'Vampires hunted down and destroyed!'* box). The players lose.

3. A player must draw an event card from an empty event deck. The players lose.

VAMPIRE ACTIONS

MOVE INTO ADJACENT DISTRICT
⚡ 1 AP ◎ Not affected 💀 0+

Move your vampire's token into an adjacent district. While moving, vampires can take any number of minions along with them.

EXPOSE AGENTS
⚡ 1 AP ◎ Not affected 💀 0+

Flip all agents in the same district as your vampire to their *exposed* side. Already *exposed* agents stay that way.

FIGHT THE AGENTS
⚡ 1 AP ◎ Not affected 💀 0+

Your vampire fights all *exposed* agents in the same district. Agents with their *hidden* side up don't participate in combat. When you attack agents by yourself during the night, you may choose any dice from the reserve.

RECRUIT A MINION
⚡ 2 APs ◎ Increase by 1 💀 0+

Take 1 minion token from the reserve and place it in the same district as your vampire. You cannot recruit minions when there are no minion tokens left in the reserve. **Also increase the veil by 1.**

USE NIGHT DISTRICT EFFECT
⚡ See district ◎ Not affected 💀 0+

If your vampire is in a district with a night effect, you can activate it using the APs listed. A district can be activated multiple times during the same round. The effect always refers to the vampire who activated the district.

USE YOUR BLOOD ABILITY
⚡ Blood tokens ◎ Not affected 💀 0+

Each vampire has their own blood ability that usually can be activated by spending blood tokens during the night (except for Laszlo's ability that can be utilised during any combat, day or night). You don't spend any APs on blood abilities. If your vampire becomes drained by paying the cost of the ability, it still fully resolves.

Agents killed by a blood ability (except for Laszlo's), do not increase your kill count. Minions created by a blood ability do not increase the veil.

HUNT
⚡ 1 AP ◎ Not affected 💀 0+

Your vampire gets 1 blood token from the reserve. Each vampire can have up to 4 blood tokens (or 6 with the *Pristine Blood* relic).

EXCHANGE RELICS
⚡ 0 AP ◎ Not affected 💀 0+

Your vampire can exchange a relic card with another vampire in the same district. You can also simply give or take a relic card. There is no AP cost, but both vampires must still comply with their own relic limits.

START A WILD HUNT
⚡ 1 AP ◎ Decrease by 1 💀 4+

Your vampire gains blood tokens from the reserve up to the maximum (4 tokens, or 6 with the *Pristine Blood* relic). **Decrease the veil by 1.**

USE DARK ABILITY
⚡ Veil ◎ See ability 💀 6+

Your vampire gets Dark abilities after reaching 6 on their kill count track. They are used during the night (except for Laszlo's) and require decreasing the veil as the cost.

However, if paying that cost lowers the veil down to 0, the game ends immediately and the players lose; even if resolving the ability would have caused the veil to go up.

Agents killed by a dark ability do not increase your kill count. Minions created by a dark ability do not increase the veil.

SIGILLATE A DISTRICT
⚡ 1 AP, 1 minion ◎ Not affected 💀 9+

Your vampire can sigillate their district if there is at least 1 minion there and no agents or other dread sigils. Spend an AP, remove a minion from the district, and place your **dread sigil** into the district.

Each vampire only has a single dread sigil and can only sigillate 1 district. A dread sigil adds a new effect into the district where it is conjured. This effect works passively and doesn't require an activation.

Sigillated districts are also considered to always have more minions than agents, even if there are actually no minions there. Sigillated districts still retain their original effects and may be activated after the sigil is placed.

INITIATE BLOOD MOON RITUAL
⚡ 1 AP ◎ Not affected 💀 9+

If your vampire takes this action successfully, the game ends with a victory for the players.

You can only initiate the ritual when all dread sigils are already placed into districts, all vampires are in the same district with no agents, and there are also at least the same amount of minions as vampires in the district.

COMBAT

Combat can occur during both day and night. Only 1 vampire can participate in each combat, always opposed by a group of agents in the same district. Other vampires may be damaged during the fight, but are still considered out of combat.

NIGHT COMBAT
Fighting vampire: The vampire who initiated the fight with a *Fight the Agents* action. The player use any dice from the reserve.

Opposing agents: All exposed agents in the same district. *Hidden* agents do not participate in combat and are ignored.

DAY COMBAT
Fighting vampire: A vampire in a district with 3 or more agents. If there are several vampires in that district, players choose which one will fight. The player can only use the dice with the lowest values.

Opposing agents: All agents in the same district. Flip all agents in the district to their *exposed* side before the combat begins.

GENERAL COMBAT RULES
At the beginning of the combat, the fighting vampire can remove any number of minions from the district they are in to also remove the same number of *exposed* agents from the district.

Then pick a number of dice from the reserve equal to the number of *exposed* agents still left in the district. The value of these dice tells you the result of each encounter:

1 or 2:	The agent stays in the district and the fighting vampire loses 1 blood;
3 or 4:	Remove the agent and the vampire loses 1 blood;
5 or 6:	Remove the agent.

During day combat, the vampire can only use the dice with the lowest values.

All picked dice are applied at the same time. Remove an agent for each picked dice with values 3-6 and lose blood for each dice with values 1-4.

When there are not enough dice in the reserve, the player must pick all the available dice, remember their values, then roll all the dice again and pick the necessary number of dice for agents so that the total number of values matches the number of agents in the district. Then apply all the values at the same time, as normal.

If the fighting vampire must lose more blood than they have left, another player must distribute that excess between the other vampires in that district. If no one in the district has any blood left, ignore the excess damage.

When all dice are resolved, the fighting vampire increases their **kill count** by 1 for each agent removed during the combat (both for dice and removed minions). This happens even when the vampire lost all their blood during the fight. Other vampires, however, don't increase their kill count, even if they lost blood during the combat.

MASTERS OF THE NIGHT

DAY PHASE

1. PASS THE LEADING VAMPIRE TOKEN

Skip this step during the first round.

Pass the **leading vampire token** to the next vampire clockwise, flipping it to the day side.

2. RESOLVE DAY DISTRICT EFFECTS

The leading vampire announces and resolves all day district effects.

3. DRAW & RESOLVE AN EVENT CARD

The leading vampire resolves the top card from the event deck.

First place new **agent tokens**, *hidden* side up, referring to the veil tracker to see how many agents appear in each district. Then resolve the event card's text.

Each time an agent is placed or moved by an event into a district and there is a minion or non-drained vampire in that district, you must decrease the veil by 1.

Whenever you need to add an agent into a district and you have no agents available in the reserve, you must decrease the veil by 1 for each agent you couldn't place.

4. AGENTS HUNT THE VAMPIRES

During the day, in each district with at least 1 vampire and at least 3 agents, resolve **combat**.

Flip all agents in that district to their *exposed* side. During combat by day, **vampires can use only choose dice with the lowest values**.

NIGHT PHASE

Starting with the leading vampire (who flips the leading vampire token to the night side) and going clockwise, vampires can execute actions by spending **action points** (APs).

Each vampire gets 2 APs at the beginning of the night phase (though this can change).

When it is a *drained* vampire's turn to act, they receive 1 blood and the veil is decreased by 1. Then, the vampire acts normally.

COMBAT

NIGHT COMBAT

Fighting vampire: The vampire who initiated the fight with a *Fight the Agents* action. Use any dice from the reserve.

Opposing agents: All exposed agents in the same district. *Hidden* agents do not participate in combat and are ignored.

DAY COMBAT

Fighting vampire: A vampire in a district with 3 or more agents. If there are several vampires, players choose which one will fight. You can only use the dice with the lowest values.

Opposing agents: All agents in the same district. Flip all agents in the district to their *exposed* side before combat begins.

GENERAL COMBAT RULES

At the start of the combat, the fighting vampire can remove any number of minions from the district they are in to also remove the same number of *exposed* agents from the district.

Then pick a number of dice from the reserve equal to the number of *exposed* agents still in the district. Their values tell you the result of each encounter:

1 or 2: The agent stays in the district and the fighting vampire loses 1 blood;

3 or 4: Remove the agent and the vampire loses 1 blood;

5 or 6: Remove the agent.

During day combat, the vampire can only use the dice with the lowest values.

When there are not enough dice in the reserve, pick all the available dice, remember their values, roll all the dice again and pick the remaining number of dice. Then apply all the values at the same time, as normal.

If the fighting vampire must lose more blood than they have left, another player must distribute that excess between the other vampires in that district.

When all dice are resolved, the fighting vampire increases their **kill count** by 1 for each agent removed during the combat (both for dice and removed minions). This happens even when the vampire lost all their blood during the fight. Other vampires, however, don't increase their kill count, even if they lost blood during the combat.

VAMPIRE ACTIONS

MOVE INTO ADJACENT DISTRICT

⚡ 1 AP   🎯 N/A   💀 0+

Move your vampire into an adjacent district. While moving, vampires can take any number of minions along with them.

EXPOSE AGENTS

⚡ 1 AP   🎯 N/A   💀 0+

Flip all agents in the same district as your vampire to their *exposed* side.

FIGHT THE AGENTS

⚡ 1 AP   🎯 N/A   💀 0+

Your vampire fights all *exposed* agents in the same district. *Hidden* agents with don't participate in combat. When you attack agents by yourself at night, you may choose any dice from the reserve.

RECRUIT A MINION

⚡ 2 APs   🎯 +1   💀 0+

Take 1 minion token from the reserve and place it in the same district as your vampire. **Also increase the veil by 1**.

USE NIGHT DISTRICT EFFECT

⚡ See district   🎯 N/A   💀 0+

If your vampire is in a district with a night effect, you can activate it using the APs listed. A district can be activated multiple times during the same round.

USE YOUR BLOOD ABILITY

⚡ Blood tokens   🎯 N/A   💀 0+

Each vampire has their own blood ability that usually can be activated by spending blood tokens during the night (except for Laszlo's ability that can be utilised during any combat, day or night). You don't spend any APs on blood abilities. If your vampire becomes drained by paying the cost, it still fully resolves.

Agents killed by a blood ability (except for Laszlo's), do not increase your kill count. Minions created by a blood ability do not increase the veil.

HUNT

⚡ 1 AP   🎯 N/A   💀 1+

Your vampire gets 1 blood token. Each vampire can have up to 4 blood tokens (or 6 with the *Pristine Blood* relic).

EXCHANGE RELICS

⚡ 0 AP   🎯 N/A   💀 2+

Your vampire can exchange a relic card with another vampire in the same district. You can also simply give or take a relic card. There is no AP cost.

START A WILD HUNT

⚡ 1 AP   🎯 -1   💀 4+

Your vampire gains blood tokens up to the maximum (4, or 6 with the *Pristine Blood* relic). **Decrease the veil by 1**.

USE DARK ABILITY

⚡ Veil   🎯 See ability   💀 6+

Your vampire gets Dark abilities after reaching 6 on their kill count track. They are used during the night (except for Laszlo's) and decrease the veil as the cost.

If paying that cost lowers the veil to 0, the game ends immediately and the players lose; even if resolving the ability would have caused the veil to go up.

Agents killed by a dark ability do not increase your kill count. Minions created by a dark ability do not increase the veil.

SIGILLATE A DISTRICT

⚡ 1 AP, 1 minion   🎯 N/A   💀 9+

Your vampire can sigillate their district if there is at least 1 minion there and no agents or other dread sigils. Spend an AP, remove a minion from the district, and place your **dread sigil** into the district.

Each vampire only has a single dread sigil and can only sigillate 1 district. A dread sigil adds a new passive effect into the district where it is conjured.

Sigillated districts are also considered to always have more minions than agents, even if there are no minions there. Districts still retain their original effects.

INITIATE BLOOD MOON RITUAL

⚡ 1 AP   🎯 N/A   💀 9+

If your vampire takes this action successfully, the game ends in victory.

You can only initiate the ritual when all dread sigils are already placed into districts, all vampires are in the same district with no agents, and there are also at least the same amount of minions as vampires in the district.