

FA  
RK

## **SETUP**

SHUFFLE THE ROLE CARDS AND LET EACH PLAYER SELECT ONE FACE-DOWN. NEXT, SHUFFLE THE PLAY DECK AND DEAL 4 CARDS TO EACH PLAYER. PLACE THE REMAINING PLAY DECK IN THE CENTER AS THE DRAW PILE, WITH A DISCARD PILE BESIDE IT.

## **OPTIONAL RULE: SCENARIOS**

A SCENARIO CAN ADD FLAVOR AND FOCUS, DRAWING PLAYERS INTO FEAR AND SUSPICION. THE EXTIRPATOR OR THE GROUP MAY SET ONE, OR LET THE GAME UNFOLD ON ITS OWN.

## **SAMPLE SCENARIO**

IN THE EASTERN MARCHES OF HARAGRAD, LATE IN THE 800S, PEOPLE VANISH UNDER THE FULL MOON. WHISPERS OF CURSES AND BEASTS IN HUMAN SKIN SPREAD FASTER THAN TRUTH, BREEDING FEAR AND SUSPICION. AN EXTIRPATOR HAS BEEN SUMMONED, BUT NO ONE KNOWS WHO CAN BE TRUSTED. ACCUSATIONS WILL DECIDE WHO LIVES, WHO DIES, AND WHO FEEDS.

## ROLES

FALUSIAK (VILLAGER): 4 BLOOD

FARKASEMBER (WEREWOLF): 4 BLOOD

STAROSTA (BURGOMASTER): 4 BLOOD

ORVOS (DOCTOR): 4 BLOOD

VÁMPÍR (VAMPIRE): 4 BLOOD

KIIRTÓ (EXTIRPATOR): 5 BLOOD



**BLOOD IS LIFE. TRACK IT CAREFULLY.**

WHEN A PLAYER DIES, THEIR ROLE CARD MUST BE REVEALED TO EVERYONE. THE ONLY EXCEPTION IS THE WEREWOLF: A WEREWOLF PLAYER MAY CHOOSE TO REVEAL THEIR ROLE CARD AT ANY TIME EVEN WHILE ALIVE. OTHER ROLES MAY REVEAL EARLY ONLY IF THE CONDITIONS ON THEIR ROLE CARD ARE MET AND THEIR ROLE CARD SPECIFICALLY ALLOWS EARLY REVEALING.

## **TURN STRUCTURE**

START OF TURN: RESOLVE ANY CARDS IN PLAY THAT MAY HAVE START-OF-TURN EFFECTS.

DRAW PHASE: DRAW 2 CARDS.

PLAY PHASE: YOU MAY PLAY CARDS FROM YOUR HAND. THIS INCLUDES: ATTACKING (ONE REND PER TURN UNLESS A CARD STATING OTHERWISE), PLAYING EQUIPMENT, USING SPECIAL EVENT CARDS, BLUFFING, ACCUSING, OR NEGOTIATING TO YOUR ADVANTAGE. (YOU CAN TALK FREELY OUT OF TURN.)

DISCARD PHASE: YOU MUST END YOUR TURN WITH NO MORE THAN 4 CARDS IN HAND, UNLESS YOUR ROLE CARD STATES OTHERWISE.

## **COMBAT**

YOU MAY ONLY ATTACK PLAYERS WHO ARE WITHIN YOUR REACH. WHEN ATTACKED, A PLAYER MAY PLAY A VALID DEFENSE CARD TO BLOCK OR REDUCE THE ATTACK. IF THE ATTACK IS NOT FULLY PREVENTED, THE DEFENDER LOSES BLOOD AS INDICATED BY THE ATTACK.

## **REACH**

AGYÁR (REND) HAS A DEFAULT REACH OF 1, MEANING YOU MAY ATTACK ONLY THE PLAYER IMMEDIATELY TO YOUR LEFT OR RIGHT. SOME WEAPON EQUIPMENT CARDS CAN INCREASE YOUR REACH, ALLOWING YOU TO TARGET PLAYERS FARTHER AWAY. SOME SPECIAL EVENT CARDS SUCH AS VÉRBOSSZÚ (BLOOD FEUD) IGNORE REACH RULES.

### **REACH DISTANCE OVERVIEW**

AGYÁR (REND): REACH 1

BALTA (HATCHET): REACH 1

ÁSÓ (SHOVEL): REACH 1

FÁKLYA (TORCH): REACH 1

VASVILLA (PITCHFORK): REACH 2

MUSKÉTA (MUSKET): REACH 2

HOSSZÚÍJ (LONGBOW): REACH 3

SZÁMSZERÍJ (CROSSBOW): REACH UNLIMITED

## **EQUIPMENT CARDS**

YOU MAY PLAY ANY NUMBER OF  EQUIPMENT CARDS. THIS INCLUDES WEAPONS. HOWEVER, YOU MAY NOT HAVE TWO COPIES OF THE SAME EQUIPMENT CARD IN PLAY AT THE SAME TIME. WHEN YOU MAKE AN AGYÁR (REND) ATTACK, YOU MUST DECLARE WHICH SINGLE WEAPON YOU ARE USING FOR THAT ATTACK. ONLY THAT WEAPON'S DAMAGE, REACH, AND EFFECTS APPLY.

## **WHEN THE VERDICT IS PLAYED**

WHEN A VERDICT IS PLAYED, ALL PLAYERS IMMEDIATELY VOTE. THE PLAYER WHO RECEIVES THE MOST VOTES IS KILLED. IF THERE IS A TIE, NOTHING HAPPENS. SPECIAL CARDS OR ROLES MAY CANCEL OR ALTER A VERDICT'S OUTCOME.

## **DEATH AND REVEAL**

AT 0 BLOOD, YOU MUST REVEAL YOUR ROLE CARD AND YOU ARE CONSIDERED DEAD. ALL OF YOUR CARDS ARE RETURNED TO THE DECK, UNLESS YOUR ROLE CARD ABILITY STATES OTHERWISE.

## **VICTORY CONDITIONS**

WEREWOLVES WIN IF THEY ELIMINATE  
THE EXTIRPATOR AND ALL VILLAGERS,  
BURGOMASTER, AND DOCTOR.

THE VILLAGERS, BURGOMASTER, DOCTOR  
AND EXTIRPATOR WIN IF THEY ELIMINATE ALL  
WEREWOLVES AND THE VAMPIRE.

THE VAMPIRE WINS ONLY BY OUTLASTING  
EVERY OTHER PLAYER AND ENDING THE GAME  
AS THE SOLE SURVIVOR.

## **ROLE COUNT SUGGESTIONS**

4-6 PLAYERS: 1 FARKASEMBER, 1 VÁMPÍR,  
1 EXTIRPATOR, 1 ORVOS, REST FALUSIAK

7-9 PLAYERS: 2 FARKASEMBER, 1 VÁMPÍR,  
1 EXTIRPATOR, 1 STAROSTA, 1 ORVOS, REST FALUSIAK

10-13 PLAYERS: 4 FARKASEMBER,  
1 VÁMPÍR, 1 EXTIRPATOR, 1 STAROSTA,  
1 ORVOS, REST FALUSIAK

# TRUST DIES FIRST

Haragames

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