Arch-Lich

Level 4 • 5 Points

***Free Action:* Manifest Necromancy**

Once per game you may use this action:

1. Reveal cards from the Arcana deck until you reveal two Necromancy cards.
2. Add one of those two Necromancy cards to your hand.
3. Discard the rest to the center.
4. Rotate this card as a reminder that it's been used.

Arch-Lich

Level 4 • 5 Points

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Crimson Mage
Level 4 • 5 Points

***Free Action:* Manifest Blood Magic**

Once per game you may use this action:

1. Reveal cards from the Arcana deck until you reveal two Blood Magic cards.
2. Add one of those two Blood Magic cards to your hand.
3. Discard the rest to the center.
4. Rotate this card as a reminder that it's been used.

Crimson Mage
Level 4 • 5 Points

***Free Action:* Manifest Blood Magic**

Once per game you may use this action:

1. Reveal cards from the Arcana deck until you reveal two Blood Magic cards.
2. Add one of those two Blood Magic cards to your hand.
3. Discard the rest to the center.
4. Rotate this card as a reminder that it's been used.

Crimson Mage
Level 4 • 5 Points

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4. Rotate this card as a reminder that it's been used.

Crimson Mage
Level 4 • 5 Points

***Free Action:* Manifest Blood Magic**

Once per game you may use this action:

1. Reveal cards from the Arcana deck until you reveal two Blood Magic cards.
2. Add one of those two Blood Magic cards to your hand.
3. Discard the rest to the center.
4. Rotate this card as a reminder that it's been used.

Hell Priest
Level 4 • 5 Points

***Free Action:* Manifest Demonology**

Once per game you may use this action:

1. Reveal cards from the Arcana deck until you reveal two Demonology cards.
2. Add one of those two Demonology cards to your hand.
3. Discard the rest to the center.
4. Rotate this card as a reminder that it's been used.

Hell Priest
Level 4 • 5 Points

***Free Action:* Manifest Demonology**

Once per game you may use this action:

1. Reveal cards from the Arcana deck until you reveal two Demonology cards.
2. Add one of those two Demonology cards to your hand.
3. Discard the rest to the center.
4. Rotate this card as a reminder that it's been used.

Hell Priest
Level 4 • 5 Points

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3. Discard the rest to the center.
4. Rotate this card as a reminder that it's been used.

Hell Priest
Level 4 • 5 Points

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Once per game you may use this action:

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2. Add one of those two Demonology cards to your hand.
3. Discard the rest to the center.
4. Rotate this card as a reminder that it's been used.

Arch-Lich
Level 4 • 5 Points

***Free Action:* Manifest Necromancy**

Once per game you may use this action:

1. Reveal cards from the Arcana deck until you reveal two Necromancy cards.
2. Add one of those two Necromancy cards to your hand.
3. Discard the rest to the center.
4. Rotate this card as a reminder that it's been used.

Necromancy Initiate

Level 0 0 Points

Necromancy Novice

Level 1 1 Point

Necromancy Master

Level 3 4 Points

Flip card for level 4

Necromancy Neophyte

Level 2 2 Points

Necromancy Initiate

Level 0 0 Points

Necromancy Novice

Level 1 1 Point

Necromancy Master

Level 3 4 Points

Flip card for level 4

Necromancy Neophyte

Level 2 2 Points

Necromancy Initiate

Level 0 0 Points

Necromancy Novice

Level 1 1 Point

Necromancy Master

Level 3 4 Points

Flip card for level 4

Necromancy Neophyte

Level 2 2 Points

Blood Magic Master
Level 3 4 Points
Flip card for level 4
Blood Magic Initiate
Level 0 0 Points
Blood Magic Neophyte
Level 2 2 Points
Blood Magic Novice
Level 1 1 Point

Demonology Master
Level 3 4 Points
Flip card for level 4
Demonology Initiate
Level 0 0 Points
Demonology Neophyte
Level 2 2 Points
Demonology Novice
Level 1 1 Point

Necromancy Master
Level 3 4 Points
Flip card for level 4
Necromancy Initiate
Level 0 0 Points
Necromancy Neophyte
Level 2 2 Points
Necromancy Novice
Level 1 1 Point

Blood Magic Master
Level 3 4 Points
Flip card for level 4
Blood Magic Initiate
Level 0 0 Points
Blood Magic Neophyte
Level 2 2 Points
Blood Magic Novice
Level 1 1 Point

Demonology Master
Level 3 4 Points
Flip card for level 4
Demonology Initiate
Level 0 0 Points
Demonology Neophyte
Level 2 2 Points
Demonology Novice
Level 1 1 Point

Demonology Master
Level 3 4 Points
Flip card for level 4
Demonology Initiate
Level 0 0 Points
Demonology Neophyte
Level 2 2 Points
Demonology Novice
Level 1 1 Point

Blood Magic Master
Level 3 4 Points
Flip card for level 4
Blood Magic Initiate
Level 0 0 Points
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Blood Magic Master
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Level 2 2 Points
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Level 1 1 Point

Demonology Master
Level 3 4 Points
Flip card for level 4
Demonology Initiate
Level 0 0 Points
Demonology Neophyte
Level 2 2 Points
Demonology Novice
Level 1 1 Point


Spread Necromancy
Necromancy
When completed:
Level up your Necromancy Grimoire.
5
Cards Needed
3
Points
Poison the City Wells
Necromancy
When completed:
1 A Necromancy Dark Deed.
4
Cards Needed
4
Points
Fill the Skull Chalice
Necromancy
When completed:
Discard a Blood Magic card from hand.
If you do, draw two Arcana cards.
4
Cards Needed
3
Points
Preach Necromancy
Necromancy
When completed:
Level up your Necromancy Grimoire.
4
Cards Needed
2
Points
Read an Innocent's Entrails
Necromancy
When completed:
Draw an Arcana card.
3
Cards Needed
4
Points
Raise the Executed
Necromancy
When completed:
1 An empty Dark Deed.
3
Cards Needed
3
Points

Find a Suitable Vessel
Demonology

When completed:

Draw two Arcana cards and discard one of them.

5 Cards Needed

4 Points

Spread Demonology
Demonology

When completed:

Level up your Demonology Grimoire.

5 Cards Needed

3 Points

Desecrate the Saint's Icon
Demonology

When completed:

1 A Demonology Dark Deed.

4 Cards Needed

5 Points

Spread Blasphemy
Demonology

When completed:

1 An empty Dark Deed.

4 Cards Needed

4 Points

Preach Demonology
Demonology

When completed:

Level up your Demonology Grimoire.

4 Cards Needed

2 Points

Taint the Cathedral's Holy Water
Demonology

When completed:

From another of your Dark Deeds.

3 Cards Needed

4 Points

Mislead the Inquisition
Demonology

When completed:

Swap a card from this Dark Deed with one from your hand.

3 Cards Needed

4 Points

Graverob on a Moonless Night
Necromancy

When completed:

Return a card from your discard pile to your hand.

5 Cards Needed

5 Points

Assemble a Flesh Golem
Necromancy

When completed:

A Creature from your hand.

5 Cards Needed

4 Points

Tame a Ravenous Vampire
Blood Magic

When completed:

1 A Blood Magic Dark Deed.

5 Cards Needed

6 Points

Infiltrate the Church
Blood Magic

When completed:

1 Highest points.

5 Cards Needed

5 Points

Spread Blood Magic
Blood Magic

When completed:

Level up your Blood Magic Grimoire.

5 Cards Needed

3 Points

Blackmail the Apothecary
Blood Magic

When completed:

Draw a Dark Deed.

4 Cards Needed

5 Points

Perform a Sacrifice Ritual
Blood Magic

When completed:

From your hand.

4 Cards Needed

5 Points

Preach Blood Magic
Blood Magic

When completed:

Level up your Blood Magic Grimoire.

4 Cards Needed

2 Points

Distribute the Red Letters
Blood Magic

When completed:

Discard a card, then draw a card.

3 Cards Needed

3 Points

Weaken the White Seals
Blood Magic

When completed:

From the Arcana deck.

3 Cards Needed

2 Points

Exploit the Downtrodden
Demonology

When completed:

1 Lowest point value.

5 Cards Needed

5 Points