Deathly Researcher



Choose a Prophecy Verse to support for one round.

Extra Reward

Level up your Necromancy Grimoire.

↻ The Fence



Choose a Prophecy Verse to support for one round.

Extra Reward

Draw two Arcana cards.

↻ Replace this hireling if it is round 4.

The Thief



Choose a Prophecy Verse to sabotage for one round.

Sabotaged Effect

Discard a stashed card to the center.

The Brute



Choose a Prophecy Verse to sabotage for one round.

Sabotaged Effect

Remove two cards total from your Dark Deeds.

The Censor



Choose a Prophecy Verse to sabotage for one round.

Sabotaged Effect

Lower the level of your highest level up Grimoire.

↻ The Lamenter



Choose a Prophecy Verse to sabotage for one round.

Sabotaged Effect

Discard a random Arcana card to your discard pile.

↻ Replace this hireling if it is round 4.

The Hoarder



Choose a Prophecy Verse to support for one round.

Extra Reward

Stash a card from hand.

The Enforcer



Choose a Prophecy Verse to support for one round.

Extra Reward

1 Any Dark Deed

↻ The Oracle



Choose a Prophecy Verse to support for one round.

Extra Reward

Draw three Dark Deeds and keep one.

↻ Replace this hireling if it is round 4.

Infernal Researcher



Choose a Prophecy Verse to support for one round.

Extra Reward

Level up your Demonology Grimoire.

Sanguine Researcher



Choose a Prophecy Verse to support for one round.

Extra Reward

Level up your Blood Magic Grimoire.

Patron of Blood



Most Dark Deeds — 5 Points

Caretaker of Sorrow



Most Dark Deeds — 5 Points

Shepherd of Damnation



Most Dark Deeds — 5 Points

Pursuer of Excess



Most pairs of matching Dark Deeds — 5 Points

Purveyor of Greed



Most stashed cards — 5 Points

Warden of Secrets



Highest total levels of Grimoires — 5 Points

"When The Dead Grow Restless..."

Requirement

Top card of your discard pile is an
Item

Reward

1 Any Dark Deed

...If the Chalice is Filled..."

Requirement

Have at least
3 cards on one Dark Deed

Reward

1 Any Dark Deed

...The Vessel Will Be Consumed"

Requirement

Have
completed a Dark Deed
at least once this turn

Reward

1 Any Dark Deed

"When Wells Run Red..."

Requirement

Top card of your discard pile is a
Creature

Reward

1 Any Dark Deed

...If The Holy Are Tempted..."

Requirement

Have an
odd number of cards
on your
left-most Dark Deed

Reward

1 Any Dark Deed

...A New Ruler Will Be Born"

Requirement

Top card of your discard pile
matches the Grimoire
of your
left-most Dark Deed

Reward

1 Any Dark Deed

"As Whispers Darken..."

Requirement

Top card of your discard pile is a
Spell

Reward

1 Any Dark Deed

...If The Bones Are Eaten..."

Requirement

Have at least
two non-empty Dark Deeds

Reward

1 Any Dark Deed

...The Slain One Will Rise"

Requirement

Have at least
one empty Dark Deed

Reward

1 Any Dark Deed

Bone Pendant
Item, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Necromancy level 4. Same effect as above.)

Ritual of Thorns
Spell, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Blood Magic level 4. Same effect as above.)

Ritual of Thorns
Spell, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Blood Magic level 4. Same effect as above.)

Ritual of Thorns
Spell, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Blood Magic level 4. Same effect as above.)

Ritual of Thorns
Spell, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Blood Magic level 4. Same effect as above.)

Vampire Bat
Creature, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Vampire Bat
Creature, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Vampire Bat
Creature, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Vampire Bat
Creature, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Imp's Promise
Creature, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Imp's Promise
Creature, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Marrow Drain
Spell, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Marrow Drain
Spell, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Marrow Drain
Spell, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Marrow Drain
Spell, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Bone Pendant
Item, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Necromancy level 4. Same effect as above.)

Bone Pendant
Item, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Necromancy level 4. Same effect as above.)

Bone Pendant
Item, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Necromancy level 4. Same effect as above.)

Blood Pact
Spell



1 Most cards on it

2 Draw a card

3 Top Discard — 2 Empty Dark Deed

Crimson Vial
Item



1 Any Dark Deed

2 Top Discard — From hand

4 Reveal — Draw two Arcana cards

Crimson Vial
Item



1 Any Dark Deed

2 Top Discard — From hand

4 Reveal — Draw two Arcana cards

Sulfur Manacles
Item, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Demonology level 4. Same effect as above.)

Sulfur Manacles
Item, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Demonology level 4. Same effect as above.)

Sulfur Manacles
Item, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Demonology level 4. Same effect as above.)

Sulfur Manacles
Item, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 1 Any Dark Deed

(Requires Demonology level 4. Same effect as above.)

Imp's Promise
Creature, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Imp's Promise
Creature, Cantrip



1 Any Dark Deed

(Place one Arcana card from the deck on any Dark Deed.)

4 From hand

(To stash, tuck a card from hand under your reference card.)

Crypt Cache
Item



2 Draw 2 cards then discard a card.

Top Discard Item — 1 Any Dark Deed

Top Discard — From hand

Crypt Cache
Item

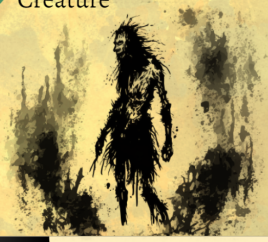


2 Draw 2 cards then discard a card.

Top Discard Item — 1 Any Dark Deed

Top Discard — From hand

Cadaver Thrall
Creature



Top Discard Creature — 1 Right-most Dark Deed

2 From hand

4 From hand

Cadaver Thrall
Creature



Top Discard Creature — 1 Right-most Dark Deed

2 From hand

4 From hand

Mark of the Eversworn
Spell



1 Empty Dark Deed

2 — 1 Same as previous

3 Top Discard — 1 Same as previous

4 Reveal — 1 Same as previous

Not all oaths are spoken aloud.

Mark of the Eversworn
Spell



1 Empty Dark Deed

2 — 1 Same as previous

3 Top Discard — 1 Same as previous

4 Reveal — 1 Same as previous

Not all oaths are spoken aloud.

Unholy Choir
Creature



1 Has at least 2 cards on it

2 Top Discard Creature — From hand

4 Reveal — You may play an extra Spell card this turn.

The song they sing would make them weep if they were permitted to know its meaning.

Unholy Choir
Creature



1 Has at least 2 cards on it

2 Top Discard Creature — From hand

4 Reveal — You may play an extra Spell card this turn.

The song they sing would make them weep if they were permitted to know its meaning.

Blood Pact
Spell



1 Most cards on it

2 Draw a card

3 Top Discard — 2 Empty Dark Deed

Servant of the Flame
Creature



2 In the next step, draw two extra Dark Deeds to choose from.

Draw two Dark Deeds and keep one.

3 Top Discard Spell — 1 Left-most

Servant of the Chalice
Creature



2 In the next step, draw two extra Dark Deeds to choose from.

Draw two Dark Deeds and keep one.

3 Top Discard Item — 1 Highest points

Servant of the Chalice
Creature



2 In the next step, draw two extra Dark Deeds to choose from.

Draw two Dark Deeds and keep one.

3 Top Discard Item — 1 Highest points

Chronicles of the Damned
Item, Book



Top Discard — Draw 2 cards and discard 1.

Reveal Creature — 1 Any Dark Deed

3 Reveal — 2 Fewest points

Chronicles of the Damned
Item, Book



Top Discard — Draw 2 cards and discard 1.

Reveal Creature — 1 Any Dark Deed

3 Reveal — 2 Fewest points

Loyal Familiar
Creature



1 Any Dark Deed

1 — 1 Right of previous Dark Deed

3 Top Discard — 1 Left of first

The bond of witch and familiar is a sacred thing.

Loyal Familiar
Creature



1 Any Dark Deed

1 — 1 Right of previous Dark Deed

3 Top Discard — 1 Left of first

The bond of witch and familiar is a sacred thing.

Oculum Heptus
Spell



Draw 2 Dark Deeds and discard one of them.

2 Top Discard Spell — 1 Newest Dark Deed

4 — 2 Newest Dark Deed

Ash-dried Contract
Spell



1 Demonology Dark Deed

1 — 1 Non-Demonology

3 — From hand

Crematoriums witness many dark contracts.

Thanatomancy
Spell, Kincraft



You may add a Necromancy card from your hand to a Dark Deed. If you do, draw a card.

1 Reveal — A Necromancy card from hand

3 Reveal — Draw two Arcana cards.

Thanatomancy
Spell, Kincraft

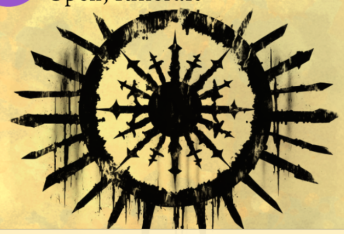


You may add a Necromancy card from your hand to a Dark Deed. If you do, draw a card.

1 Reveal — A Necromancy card from hand

3 Reveal — Draw two Arcana cards.

Infernamancy
Spell, Kincraft

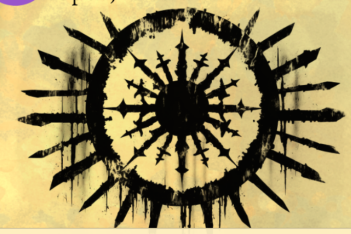


You may add a Demonology card from your hand to a Dark Deed. If you do, draw a card.

1 Reveal — A Demonology card from hand

3 Reveal — Draw two Arcana cards.

Infernamancy
Spell, Kincraft



You may add a Demonology card from your hand to a Dark Deed. If you do, draw a card.

1 Reveal — A Demonology card from hand

3 Reveal — Draw two Arcana cards.

Hemeomancy
Spell, Kincraft



You may add a Blood Magic card from your hand to a Dark Deed. If you do, draw a card.

1 Reveal — A Blood Magic card from hand

3 Reveal — Draw two Arcana cards.

Hemeomancy
Spell, Kincraft



You may add a Blood Magic card from your hand to a Dark Deed. If you do, draw a card.

1 Reveal — A Blood Magic card from hand

3 Reveal — Draw two Arcana cards.

Servant of the Grave
Creature



2 — In the next step, draw two extra Dark Deeds to choose from.

Draw two Dark Deeds and keep one.

3 Top Discard Creature — 1 Newest Dark Deed

Servant of the Grave
Creature



2 — In the next step, draw two extra Dark Deeds to choose from.

Draw two Dark Deeds and keep one.

3 Top Discard Creature — 1 Newest Dark Deed

Servant of the Flame
Creature



2 — In the next step, draw two extra Dark Deeds to choose from.

Draw two Dark Deeds and keep one.

3 Top Discard Spell — 1 Left-most

Sentient Kris
Item, Creature



Top Discard — 1 Most cards on it

1 — 1 Has at least 2 cards on it

3 Reveal Spell — Draw a Dark Deed

"I swear I've heard its whispers."

Nether Prince
Creature



1 Any Dark Deed

2 — From your hand. If you do, draw a card.

4 Top Discard Creature — 1 ALL your Dark Deeds.

"After the succession, you will be rewarded."

Nether Prince
Creature



1 Any Dark Deed

2 — From your hand. If you do, draw a card.

4 Top Discard Creature — 1 ALL your Dark Deeds.

"After the succession, you will be rewarded."

Necronomicon
Item, Book



Top Discard Spell — 1 Highest points

2 — Draw a card

4 Top Discard Reveal — You may play an extra Spell card this turn.

Necronomicon
Item, Book



Top Discard Spell — 1 Highest points

2 — Draw a card

4 Top Discard Reveal — You may play an extra Spell card this turn.

Tome of Longing
Item, Book



1 An empty Dark Deed

2 Top Discard Spell — 2 A different Dark Deed

4 Top Discard Spell — From hand

Do not get lost in its pages.

Tome of Longing
Item, Book



1 An empty Dark Deed

2 Top Discard Spell — 2 A different Dark Deed

4 Top Discard Spell — From hand

Do not get lost in its pages.

Mad King's Staff
Item



Reveal — Resolve the starting Prophecy Verse now.

2 — Resolve the middle Prophecy Verse now.

4 — Resolve the ending Prophecy Verse now.

"Perhaps the late king's ramblings were not the mere hysteria of a sick mind..."

Mad King's Staff
Item



Reveal — Resolve the starting Prophecy Verse now.

2 — Resolve the middle Prophecy Verse now.

4 — Resolve the ending Prophecy Verse now.

"Perhaps the late king's ramblings were not the mere hysteria of a sick mind..."

Sanguinary Reflection
Spell



1. Reveal X cards from the Arcana deck, where X is your Blood Magic level plus 1
2. For each Blood Magic card revealed, you may add it to a Dark Deed
3. Stash one of the revealed cards
4. Discard the rest to the center

Blood flows through the cracks that light cannot pierce.

Sanguinary Reflection
Spell



1. Reveal X cards from the Arcana deck, where X is your Blood Magic level plus 1
2. For each Blood Magic card revealed, you may add it to a Dark Deed
3. Stash one of the revealed cards
4. Discard the rest to the center

Blood flows through the cracks that light cannot pierce.

Sacrificial Portal
Spell



1. Reveal X cards from the Arcana deck, where X is your Demonology level plus 2
2. For each Creature card revealed, you may add it to a Dark Deed
3. Add one of the remaining cards to your hand
4. Discard the rest to the center

Sacrificial Portal
Spell



1. Reveal X cards from the Arcana deck, where X is your Demonology level plus 2
2. For each Creature card revealed, you may add it to a Dark Deed
3. Add one of the remaining cards to your hand
4. Discard the rest to the center

Ceremonial Maggots
Creature



1. Reveal X cards from the Arcana deck, where X is your Necromancy level plus 3
2. For each Necromancy card revealed, you may add it to a Dark Deed
3. Discard the rest to the center

Death can attract such beautiful bounties.

Ceremonial Maggots
Creature



1. Reveal X cards from the Arcana deck, where X is your Necromancy level plus 3
2. For each Necromancy card revealed, you may add it to a Dark Deed
3. Discard the rest to the center

Death can attract such beautiful bounties.

Vines of Decay
Spell



1	Choose a Dark Deed. Until the end of the round, it requires 1 fewer card to complete.
3	Choose a different Dark Deed. Until the end of the round, it requires 2 fewer cards to complete.

Vines of Decay
Spell



1	Choose a Dark Deed. Until the end of the round, it requires 1 fewer card to complete.
3	Choose a different Dark Deed. Until the end of the round, it requires 2 fewer cards to complete.

Sentient Kris
Item, Creature



Top Discard	1 Most cards on it
1	1 Has at least 2 cards on it
3	Reveal Spell — Draw a Dark Deed

"I swear I've heard its whispers."

Action Phase

Take up to three actions on your turn, in any order. You may take each action a maximum of two times. The actions:

Play a Card:

- Play a card in front of you
- Go through each effect, from top to bottom, resolving those where you meet the requirement(s). Each effect is optional.
- You may complete any Dark Deeds with enough cards
- Discard the played card to your discard pile

Level Up a Grimoire:

- Discard any card from hand to your discard pile
- Rotate any one of your Grimoires 90 degrees clockwise to show its new level. To level up to 4, flip it over.

Draw an Arcana card:

- Draw two cards from the Arcana deck. Discard one to the center.

Draw a Dark Deed:

- Draw 3 Dark Deeds and keep 1. Put the rest on the bottom of the Dark Deed deck.

Manifest *(Free Action)*

- Requires a Level 4 Grimoire. See Level 4 side of Grimoire for details. Limit once per game per Grimoire.

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Rulebook

Scan the QR code for the rules.

Or visit rules.darkprophecies.com

1. Action Phase
Take up to three actions. See reverse side for actions.

2. Prophecy Phase
Resolve revealed Prophecy Verses in order. If you meet a Verse's Requirement, you may gain its Reward(s). You may complete Dark Deeds after each Verse.

skip the following phases in the final round

3. Draw Phase - *Choose One:*

Draw 3 Arcana cards.	Draw 2 Arcana cards, then draw 3 Dark Deeds and keep 1.

Return all but the top card of your discard pile to the center discard pile.

4. Table Cleanup
Reveal the next Prophecy Verse. Rotate the Hourglass; if it is already at 4, flip it over. Shuffle the center discard pile into the Arcana deck as needed.

5. Hireling Phase
Discard any Hirelings in play. Reveal 3 new Hirelings. The player who has enlisted a Hireling the fewest times this game does so now. If players are tied, choose randomly.

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