

# Worshippers of the Black Goat

## - The Initiation -

### The Goal

The goal is to be the last player alive, OR to gather ten (10) favor points and go to the ritual site to perform the initiation ritual!

### Course of the game

Start the game from the Ritual Site. Each player has 10 health points (HP) at the start of the game.

On your turn:

- Roll for the action of the room (except for the first round)
- Move 1-2 spaces
- Draw a card
- Play a card
  - If you just drew an enemy play it immediately, if you roll a success (++) you get 1 favor point
  - If you drew an event you can keep it and play it immediately or on your later turns
  - If you drew an item you can keep it and equip it immediately or on your later turns

### Rolling the dice

You will always roll two six-sided dice (2d6). Your items may have modifiers which can be applied to the roll. For example if you have a +1 item, that means that you roll 2d6 and add the modifier to the result. Snake-eyes (2) is always a failure.

There are 3 types of results from the rolls:

- ++ Success (9-12)
- + Partial success (6-8)
- Failure (2-6)

The action, enemy or event card will state what happens after the roll.

### Misc rules...

- You can only have one item of each item type equipped (headgear, chest, footwear, accessory)
- Your hand limit is five (5) cards, equipped items don't count. If you draw a sixth card (in the draw card phase) you can play it immediately or you can discard one from your hand
- Ritual site and shield rooms must be rolled when voluntarily passing through. If you are moved to another room don't roll the room's action until it's your turn
- You can't move back and forth with two consecutive moves