

# The Possessed

## Rules Summary

FOR 6-10 PLAYERS

### OBJECTIVE

The **Good Team** (Exorcists & Infiltrators) wins by correctly identifying the **Active Demon** and completing the ritual. The **Evil Team** (The Possessed & Cultists) wins by sabotaging the ritual and ensuring a non-Exorcist performs the final act.

### ROLES & SECRET KNOWLEDGE

All players receive a Character card. One player becomes **The Possessed**, which is a revealed role. All other players then receive one secret Role card each.

The Possessed selects one demon from the deck; this becomes the Active Demon using the Possessed as a host.

- **The Possessed (Evil Team):** Knows the identity of the Cultists.
- **Exorcists (Good Team):** Have no secret knowledge and must rely on deduction.
- **Cultists (Evil Team):** Know the identity of the Active Demon and work to sabotage the ritual.
- **Infiltrators (Good Team):** Pretend to be Cultists, but do not know the identity of the Active Demon.

PLAYERS	6	7	8	9	10
Possessed	1	1	1	1	1
Exorcists	2	2	2	2	3
Cultists	2	2	3	3	4
Infiltrators	1	2	2	3	2

### PREPARATION SEQUENCE

Before the Investigation Phase begins, all players close their eyes.

1. **The Gathering:** Cultists and Infiltrators open their eyes to identify each other. Note: They will not know who is a Cultist and who is an Infiltrator. Everyone closes their eyes.
2. **The Revelation:** The Possessed opens their eyes and reveals the Active Demon card to each Cultist, one by one.
3. **The Awakening:** All players open their eyes. The investigation begins.



Character Cards

Active Demon Token

Role Cards

Demon Cards

# PHASE I: THE INVESTIGATION

**Goal:** The Good Team must identify the three correct components of the Active Demon using their Demonology Sheets. This is achieved by privately questioning The Possessed or openly researching cards.

## The Round:

1. The Possessed selects a team of 3–5 players.
2. All participating players receive two Story Cards and act in the order of their Number Tokens.
3. Each player plays one card and discards the other.

PLAYERS	6	7	8	9	10
Team size	3	3	4	4	5

## ACTIONS

During your turn, you must perform one of the following actions without discussing it with the other players:

### Action A: Question (Secret)

Hand a card to The Possessed. They must answer “YES” or “NO” truthfully based on whether the component matches the Active Demon.

- **Result:** Place a Component Token in either the “Arguably Correct” or “Arguably Excluded” area by the Altar.
- **Note:** Since only you know the answer, you may lie about which token you place and where you place it.

### Action B: Research (Open)

Play a card—either a Demon Card or a Component Card unlocked\* by a Demon Card—face up on the table. The Possessed must answer “YES” or “NO.” The result is public and certain.

- **Result:** Place the Component Token in the “Correct” or “Excluded” area by the Altar.
- **Cost:** Advance the Demon Track by +1.
- **Trust:** All players may now give one Trust Token to another player.

### Action C: Declare

If you are certain of the demon’s identity (or wish to bluff), discard both cards and call for a vote. If the vote passes, you may declare the demon.

- **Correct:** The Active Demon is revealed. Proceed immediately to the Ritual Phase. All players must give one Trust Token to another player.
- **Wrong:** Advance the Demon Track by +3.

Altar (Game Board)



Demonology Sheet



Component Tokens

Researched Story Cards



Component Cards



Number Tokens



Trust Tokens

\*Unlocked Components →

## PHASE II: THE RITUAL

**Goal:** The Good Team must now place the three correct Component Tiles onto the Altar spaces to prepare for the ritual.

- **Ritual Leader:** The first Leader is chosen by The Possessed; subsequent Leaders follow in clockwise order. The Leader selects the team members for the current round.

PLAYERS	6	7	8	9	10
Team size	3	3	4	4	5

- **Revealed Cultists:** A Cultist may reveal their identity to be automatically included in the team. They forfeit all Trust Tokens but receive one card every round specifically to use for sabotage.

### PLAYING CARDS

Each team member receives two cards, plays one face-down, and discards the other. Revealed Cultists also join in, receiving one card which they may either play or discard (play in total silence during the Ritual Phase. Use the Silence Token as a reminder). The Possessed shuffles all played cards before revealing them:

- **Correct Component:** A matching token is placed on the Altar. Trash the card.
- **Demon Card:** Advance the Demon Track by +1. Trash the card.
- **Incorrect Component / False Lead:** No effect. Discard the card.

PLAYERS	6	7	8	9	10
False Leads	2	2	4	4	6

## PHASE III: THE EXORCISM

**Trigger:** Activated when the Altar holds 3 components OR the Demon Track reaches 10.

**Vomit of Desecration:** The Possessed distributes Red Trust Tokens to players they believe are Exorcists. They receive 2 base tokens, plus 1 for every missing component on the Altar. **Note:** This does not occur if all Cultists have been revealed.

**The Ritual:** All players reveal their Trust Tokens. Red Trust Tokens cancel out Green, and White Tokens are neutral. The player with the highest remaining Green Trust performs the ritual.

- If an Exorcist performs it: GOOD TEAM WINS.
- If a Cultist or Infiltrator performs it: EVIL TEAM WINS.

