

# FANGS



The  
Eternal Coven

Rulebook

# GLOBAL BOARD

When setting up the board, you can arrange the board in a variety of ways. However, the following should always be consistent when setting up your board.

**1. Human/Vampire Cards (x36):** The CITY should always be in the center. Place the human/vampire cards face down here.

**2. Resource Cards (x2 x28):** The MOUNTAIN and LAKE HOUSE should never be next to each other (meaning there should be one other location in between the two locations). Shuffle the card decks and place the designated cards with the matching illustrations.

**3. Power Cards (x18):** Shuffle and place power cards face down at the CAMP SITE. Flip the top card upward.

**4. Socialite Cards (x9):** For the DINER, shuffle the deck and pull the first three cards from the socialite deck placing it next to the deck in the open slots.

**5. For the GRAVEYARD take the top three cards from the MOUNTAIN and LAKE HOUSE locations, shuffle them and place the top three cards face down next to the deck as your graveyard marketplace.**

**6. Dice (x4):** Keep dice in an accessible reaching spot for all players.



# GAME OBJECTIVE

Players are vampires who are competing to be the best vampire in the town. To keep the magic alive through others and maintain a social status with their vampiric members, players must grow their own coven within this mountain town.

# PLAYER BOARD

**Personal Player Board (x6):** Each player chooses one personal player board and takes the respective colored meeples (x12).

**A. Frenzy Meter (x4):** Place the frenzy meter above your personal board. Take the second bat meeple and place it at O.

**B. Blood Tokens (x20):** Place your blood tokens in the blood bag as you receive them. Start with 3 tokens per person



**C (During Game).** If you decide to hold onto a resource, place the resource card on one of the open slots on the side of the board. Two more slots open if you have 5 or more vampires in your coven.

**D (During Game).** When you've converted a human, add your vampire into one of the slots available. When attaching a resource, place the resource card underneath the vampire card.

# CORE CONCEPTS

## Player Meters

On the player's personal character board, there is an additional meter called a *Frenzy Meter*.

Your meter will start at 0 and go up by 1 for every miss on a human conversion or swoon. Once you have reached a minimum of 3 misses, you can now partake in a ritual action.

No matter how many misses you have, a ritual will always be three people. Once you've spent that action, move your meter down by 3.

## Resources

Resource cards can be found in their respective decks in the **MOUNTAIN** location and **LAKE HOUSE** location. On each card there is a blood point tally (1) and blood type selection (2).

1. The blood point tally tells the player how much blood the item has. If the card is immediately disposed of, gain the amount of blood tokens as written on the blood point icon (the largest number). If the card is held onto, keep it in your resources. **Once you decide to hold onto the card, you can not turn it in for blood tokens.** The cards tag value has no immediate value when receiving it on your initial turn.

You can only hold up-to 4 resource cards at a time in your personal holder. Two more resource slots can open up if you have over 5 vampires in your coven.

2. You can attach a resource card to a vampire if it is of the same blood type, but once you've attached a resource card, you cannot detach it from the vampire. When you first attach the card to a vampire, start your resource at the second tally mark to indicate that the vampire has consumed a round's worth of the resource.

While the resource card is attached to your vampire, you must move the card over each marker for every round to show the consumption of the resource. When the card has been used all the way, dispose of that card in the GRAVEYARD.

3. Tags  
On each resource card, there is a tag icon indicating the type of resource you found. These tags can be paired together to then recruit a socialite. There are four tags:



You can also use your frenzy meter to add 1 additional point value to a dice. Move your frenzy dot down by 1.



## ROUND OBJECTIVES

### 1. Move the Player

At the beginning of the game players will move their character token to any open slot on the board. On each location, it is specified which actions can be taken at a time.

### 2. Take an Action

Each location has specific actions that can be taken. Some of these actions include:

- Scavenging
- Converting Humans
- Ritual
- Recruit Socialite
- Power Card
- Swoon (build a relationship with a human)
- Clearing the graveyard
- Reinstating socialites

See the ACTIONS page to read about each individual action.

### 3. Feed your Coven

At the end of every turn, you must feed your coven. The amount you feed your coven is based on how many VAMPIRES you have. Players will pay 1 blood token per vampire, **even if the vampires victory score is 2.**

If a resource is attached to a vampire, move the card over the next marker to consume a rounds worth of blood.

If you do not have enough blood to feed your coven, lay your meeple down sideways on the spot you are currently at. Players can get energy back by disposing one of their resource cards into the graveyard or waiting one round needed to get back into the game. Once they are back, the player will start back with 3 blood tokens and stand up their meeple.

## ENDING THE GAME

### Final Points

When a player has reached a total of **8 victory points**, the player must be able to complete their round and pay the complete amount of blood points. If the player is able to do that then the game ends immediately. If the player is unable to complete the round, the game continues as normal until a player reaches 8.



# ACTIONS

## Scavenging

When scavenging, pull the top card from the resource deck. You can either immediately dispose of the card and exchange it for blood tokens, place it onto your player board to hold on to it, or attach the card to a vampire with the same blood type.



## Swoon a Human

When a player decides to swoon a human, the player should roll a dice to see if they are successful in swooning the human. If a player **rolls a value of 3 or higher**, they've successfully swooned and will go into the player's vampire deck. The human card stays on the human side until a full round has occurred and then the player will flip the human over to the vampire and gain its point.

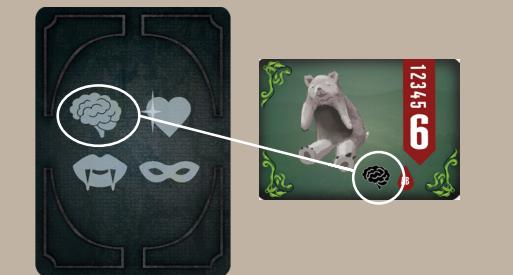
When counting up the vampires for blood feeding, **DO NOT** count a human in your deck. Only count the transformed vampires.



## Recruit Socialites and Power Cards

**Power cards** are purchased with one resource card of any form. You can either take the power card that is on the top of the deck or randomly pull from the deck. If you take from the top of the deck, refresh with a new power card by flipping the top card over. You can only hold onto three power cards at a time in your deck. These cards are to be used once and disposed of immediately. When disposing these cards, place them in the permanent discard pile off the board since these cards are not able to be resourced again.

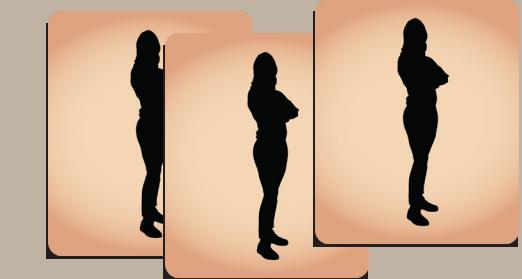
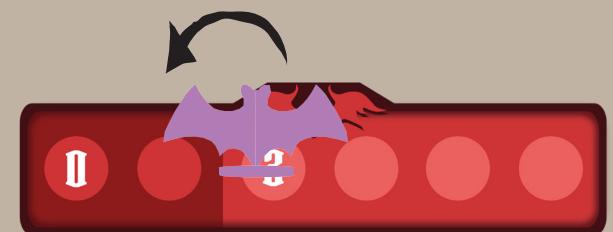
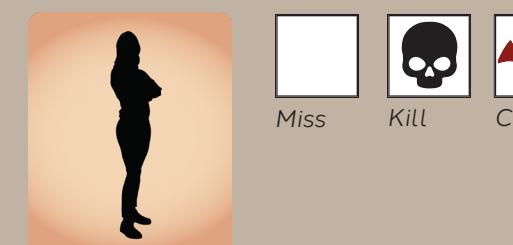
**Socialites** are recruited through matching suits as written on each individual socialite card. These suits must match your resource cards. Your resource cards must be detached from a vampire for you to recruit a socialite. You can only have up to two socialites in your coven. You **DO NOT** have to pay blood tokens for socialites.



## Human Conversion

To convert a human means you are rolling 1 dice for one human. On the dice there are three possible results; a miss, a kill, or a conversion.

If the dice falls on a conversion, immediately pull the top human card from the deck and add it face



up to your vampire deck.

If the dice falls on a kill, move the top human card from the deck and add it to a permanent discard deck off the board. Take 1 blood token.

If the dice is blank, move your frenzy meter up by one.

## Ritual

A ritual is a mass conversion action that has the player try to convert three humans at the same time. When your frenzy meter is at 3, you can go to a location that allows you to do a ritual and start the process.

Roll 1 conversion dice per human to determine whether you missed, killed, or converted the human.

Converted humans will flip over as vampires when added to your deck. Earn the respective points.

## FREE ACTIONS

In addition to your main actions, you can take a free action at certain locations.

## Clearing the Graveyard

Remove all of the cards from the graveyard marketplace, shuffle them back into the graveyard deck, pull the top three cards from the deck as your new marketplace.



## Reinstating Socialites

Remove all of the socialite cards from the castle marketplace, shuffle them back into the socialite deck, pull the top three cards from the deck as your new marketplace.

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