

# BLOODBORNE: THE BOARD GAME

## T A Q GENERAL

**Q: What is the difference between *Insight* and *Insight Tokens*?**



A: **Insight Tokens** are generic tokens used for a multitude of things in the game (such as tracking completion of Missions or marking a place on the map). They are **not** related to gained **Insight**, which is the reward for completing **Insight Missions** (which are usually required to win the game).



**Insight** is represented by the white cards (which usually list Rewards as well) revealed once an Insight/Hunt Mission has been completed.

**Q: What does “At X Speed, before Hunter’s Attack” mean when it appears on enemy Abilities?**

A: Enemy Abilities trigger immediately when they are revealed (eg. when the Ability card is flipped from the Enemy Action Deck) **unless** they specifically list a speed. “At X Speed” means the Ability is **only** resolving at the listed Speed, meaning that if the enemy is slain by a faster Attack, the Ability **will not resolve**. The “... before Hunter’s Attack” wording on such Abilities is specifically addressing the case of both the Hunter’s Attack and the Ability being the same Speed, denoting that in such an event the Ability will resolve before the Hunter’s Attack (where-as, by usual rules, they would be simultaneous).



**Q: Can I use a card with the “Dodge” keyword to initiate an Attack?**

A: Yes. **Dodge** is just a keyword on a Stat Card designating that the card can be used during the “Dodge” step of Combat. It does not limit it to **only** being used during that step.

**Q: If I use a card with “Dodge”, do any other effects listed on that card also trigger?**

A: Effects listed on Stat Cards happen **any time** they are placed into an Attack Slot regardless if this is from being utilized as an Attack or when Dodging; “Dodge” is just another keyword on the card (just like **Stagger** or **Heal**). It does not cause any other keywords to be excluded from triggering.



**Q: Are effects on Stat Cards optional or must they be used?**

A: If the effect can be completed (such as Heal 1) then it must be used when the card is played. Note that being unable to perform the effect (such as trying to Heal while at full HP) does not exclude the card from being able to be used.

**Q: If Chapter Set-Up calls for “Random, Unused tiles” are these in addition to the random tiles used to generate the Tile Deck, or are they taken from those tiles?**

A: If a Chapter calls for additional set-up using “Random, Unused tiles” these tiles are **not** included in the number listed under Set-Up. Example: Chapter 2 of the Long Hunt calls for specific tiles to be placed prior to set-up, separated by “2 random, unused tiles” and also instructs to generate the Tile Deck with ♣ x2 Random Tiles. The 2 tiles taken during Set-Up **do not** count towards the ♣ x2 Random Tiles.



**Q: When do the effects of Stat Cards trigger?**

A: All effects of Stat Cards trigger **immediately** when they are placed into an Attack Slot (Such as Heal 1, Draw 1, Clear Slot, etc) unless specifically stated otherwise (Such as Effects Linked to Attacks, eg. Stagger).

► *Follow-Up question:*

**Q: How does this interact with the “Block” effect?**

A: “Block” is not an effect linked to attacking, nor does it list a speed. When an Attack/Ability (Yes, this includes when it appears on both Hunter and Enemy Attacks/Abilities) they gain the effect immediately; Blocking is not reliant on the speed of the Attack or Ability.

**Q: If a tile is placed as part of Chapter Set-Up, is it populated with Enemies/Consumables?**

A: Yes.

**Are Named Tiles to be included when Chapter Set-Up calls for “Random Tiles”?**

A: Yes.



**Q: During an Attack, an effect moves either the Hunter or the Enemy out of the space before the opponent’s Attack has resolved, what happens? (Example, an Enemy Attack moves it 2 spaces away at ►►►, while the Hunter’s Attack is resolving at ►).**

A: The opposing Attack will not affect the Enemy/Hunter, as they are no longer in that space. Note, however, the Attack **still takes place**, which is relevant for any effects that might trigger based off that Attack (Such as the Rally Upgrade card, which Heals 2 after Attacking).

**Q: I have an effect that Heals after an Attack, but the Enemy deals me enough damage to slay me. Do I get to Heal?**

A: No. You Died.

**Q: Is there a limit to how many times the Hunt Track can advance each Round?**

A: No. The Hunt Track advances 1 space at the **Start of Each Round** and 1 space **each time any** Hunter Goes to the Dream (regardless of why). This means that hypothetically in a game with 4 Hunters, the Hunt Track could advance 5 times in one Round: Once at the Start and 4 additional times should all 4 Hunters decide/are forced to Go to the Dream.



**Q: If during a Combat a Boss is dealt enough damage to transition to Phase 2, but hadn’t yet resolved its Attack (such as it having a ► Attack, and the Attack that caused the transition being ►►►) what happens?**

A: The Phase 1 Attack will still be resolved. All subsequent draws will be from the Phase 2 Deck.



**Q: If a Mission spawns an Enemy-type outside the 3 selected during Chapter Set-Up, in what order do those Enemies activate?**

A: Additional Enemies activate **after** those listed on the Hunt Board.

**Q: A Mission spawns an Enemy that utilizes Insight Tokens: “Instead of being slain, remove 1 Insight token...” What happens if I reduce that enemy to 0 HP before it has Attacked? Does it cancel the Attack?**

A: **No.** The Mission rule states, “instead of being slain.” The Enemy **is not** slain for any gameplay purposes or triggers, nor is its Attack cancelled in any way.





## SPECIFIC CARDS



### STAT CARD: LEAPING: How does this card work?

This Stat Card can be used to initiate an Attack from up to 2 spaces away. The Hunter will move into the space with the Enemy then resolve the Attack as usual.



### STAT CARD "EFFECT": BLOCK: How does this effect work?

"Block" is not an effect linked to attacking, nor does it list a speed. When an Attack/Ability (Yes, this includes when it appears on both Hunter and Enemy Attacks/Abilities) they gain the effect immediately; **Blocking is not reliant on the speed of the Attack or Ability.**



### HUNTER TOOL: BLOOD STONE SHARD: Does this take up a Hunter Tool Slot? Do I exhaust it?

Yes, this takes up one of your 2 available Hunter Tool slots. No, this unique reward is never exhausted. Its effects are always active on the slot it is placed in.

### Q: If an Attack "targets all Hunters in this space", what response can those Hunters do?

A: The initial Hunter's Attack resolves as usual (assuming they Attacked). Other Hunters only have the option to Dodge, unless the Enemy Attack specifically states otherwise.

### Q: Sometimes an enemy will have an Ability under "Basic" or "Special". How are these resolved?

A: These are Abilities for **all gameplay purposes** (eg. They are **not** Attacks), meaning, for example, they cannot be affected by **Stagger** or the Hunter's Pistol (which specifies a **Basic Attack**).



### HUNTER: SAW CLEAVER: "Attacks with Stagger deal +1 Damage". Must my attack successfully Stagger or is having the "Stagger" keyword enough?

The Attack only has to have the Stagger keyword. It does not need to actually Stagger the enemy to gain the +1 damage benefit.



## ERRATA



Attached to this document are corrected files for cards with errors and/or typos. Here is a list of the corrections:

### CORE BOX



#### Growing Madness - Chapter 3 Setup:

Add "Graveyard" tile. Reduce Random tiles to (Max 5).

#### The Long Hunt - Card 20:

Cleric Beast spawns on  space, not .

#### Secrets of the Church - Card 18:

Cleric Beast spawns on  space, not .

### CHALICE DUNGEON

**Setup Card:** Add "Arena Gate" tile.

### FORSAKEN CAINHURST CASTLE

#### Forsaken Legacy - Card 15:

Reward Typo: "Caryll Rune: Executioner" should be "Caryll Rune: Corruption".

#### Martyr's Legacy - Chapter 2 Missions:

Typo: "Statuary Hallway" should be "Statuary Hall".

#### Martyr's Legacy - Card 11:

Typo: "Statuary Corridor" should be "Statuary Hall".

### FORBIDDEN WOODS

#### Dark Rites - Chapter 3 Setup:

Missing Decrepit Shack tile. Reduce Random tiles to (Max 5)

#### Dark Rites - Card 46:

Typo: "Decrepit House" should be "Decrepit Shack".

#### Den of Vipers - Card 5:

Reward Typo: "Caryll Rune: Blood Moon" should be "Caryll Rune: Moon".

#### Den of Vipers - Card 10:



Reward Typo: "Blunderbuss" should be "Hunter's Blunderbuss".

#### Den of Vipers - Card 34:

Reward missing instruction to teleport any Hunters on the Iosefka's Clinic tile to the **Collapsed Tunnel** space.

### MERGO'S LOFT

#### Birth of Madness - Card 33:

Card text should be "Hunters may Interact while on any  space to Teleport to the **Mergo's Loft** "Lamp" space, or Teleport from this space to any other  space.

### BYRGENWERTH

#### The Eldritch Truth - Card 20:

Revision indicating Garden of Eyes cannot leave its space.

#### The Eldritch Truth - Card 25:

This should refer to Garden of Eyes and Oedon's Chapel.





GROWING MADNESS- CHAPTER 3 - SETUP

## GROWING MADNESS

CHAPTER 3 - SETUP

**ENEMIES:**  
Hunter Mob  
2 Random Enemies



**TILES:**  
Barred Window  
Grand Cathedral  
Graveyard  
Occupied House  
Ransacked House  
⚠️ x2 Random (Max 5)

**SPECIAL RULES CARDS:**  
Growing Madness cards 20, 23, 38

THE LONG HUNT - CARD 20

## HUNT MISSION

**SOURCE OF THE SCOUGE**  
*From deep in the district, a piercing screech rends the night air. This is not the familiar roar of a Scourge Beast. With a loud crash, a monstrous figure lands upon our corpse-laden trap.*


Surround the Graveyard tile with Fog Gates.  
Spawn the Cleric Beast on its  space.  
It respawns to this space on .

**When the Cleric Beast enters Phase 2:**  
*Reveal cards 21 and 22.*

SECRETS OF THE CHURCH - CARD 18

## HUNT MISSION

**THE CLERIC BEAST**  
*Re-entering The Great Bridge, you find it littered with bodies—a mixture of townsfolk, infected, and the servants of the Church. Perhaps somewhere in this tangle of bodies you can find the emblem you seek. Just as you reach the center of the bridge, a loud screech is heard as a vast shadow descends upon the bridge, crashing down to reveal a massive Cleric Beast.*

Surround The Great Bridge tile with Fog Gates. Spawn the Cleric Beast (Phase 2) on its  space.  
It respawns to that space on .

**Gain 1 Insight by slaying the Cleric Beast:**  
*Reveal cards 19 and 20.*

CHALICE DUNGEON - SETUP

## CHALICE DUNGEON

SETUP

**ENEMIES:**  
Select 3 random Enemies.  
1 Boss is randomly selected and spawned once the Arena is entered.

**TILES:**  
Remove the Arena  
Arena Gate  
2x Arena Gate Lever  
⚠️ +4 Random

**CHALICE RITES:**  
Randomly draw up to 3 Chalice Rites and apply their effects.

FORSAKEN LEGACY - CARD 15

## CAINHURST REWARDS

Hunters may exchange Blood Dreys for the following (each reward or firearm may be selected only once):  
**1 Drey:**  
Ring of Betrothal  
Evelyn Firearm  
Executioner's Gloves  
**2 Dreys:**  
Tear Blood Gem  
Cannon Firearm  
Queenly Flesh (If Annalise was slain)  
**4 Dreys:**  
Blood Stone Chunk  
Caryl Rune: Corruption  
Caryl Rune: Radiance

MARTYR'S LEGACY - CHAPTER 2 - MISSIONS

## MARTYR'S LEGACY

CHAPTER 2 - MISSIONS

**Start of the Hunt:**  
*Reveal card 1*

End a move on the Rooftop tile:  
*Reveal card 5*


End a move on the Empty Corridor tile: *Reveal card 8*

End a move on the Statuary Hall tile: *Reveal card 11*

MARTYR'S LEGACY - CARD 11

## INSIGHT MISSION

**BROKEN STATUES**  
*Along the wall, you notice something amiss about the rows of statues. While all seem damaged, some of these missing pieces seem intentional—not lost due to decay or age.*

When Hunters Interact on  spaces, they also gain 1 Insight token (Statue Piece). Hunters ending a move on the Statuary Hall tile place their held tokens on this card.

**Complete this Mission when**  
⚠️ +1 tokens have been placed on this card: *Reveal card 12.*

DARK RITES - CHAPTER 3 - SETUP

## DARK RITES

CHAPTER 3 - SETUP

**ENEMIES:**  
Henwick Grave Woman  
Hunter Mob  
Mad One

**TILES:**  
Collapsed Tunnel  
Decrepit Shack  
Forbidden Graveyard  
Ritual Altar  
Witch's Abode  
⚠️ x2 Random (Max 5)



DARK RITES - CARD 46

INSIGHT MISSION

NEW ALLIES

*Returning, you find the Hunter from before standing before you, readying their weapon and gear. "Fully recovered." He says with a smile. "Now, I have a task to complete, if you're willing to assist."*

Gain 1 Survivor token. The token returns to the Collapsed Tunnel space if the Hunter teleports or goes to the Dream. While carrying the token, the Hunter deals +1 with all Attacks.

**Complete this Mission by Interacting on the Decrypt Shack space with the Survivor token: Reveal card 47.**

DEN OF VIPERS - CARD 5

HIDDEN ENTRANCE

Distribute 1 Blood Echo and the Caryll Rune: Moon reward among the Hunters.

*The creature falls, dissipating into a dark pool before vanishing. If there was any doubt strange things are afoot, it is now gone.*

DEN OF VIPERS - CARD 10

SLAIN HUNTER

Distribute the Iosetka's Blood Vial reward and the Hunter Blunderbuss firearm among the Hunters.

*Now that the boar has been dealt with you inspect the corpse before you. Just as you thought, it is indeed a Hunter. On him, you find numerous items, most interesting being what appears to be part of a crudely drawn map, as well as an unknown Blood Vial.*

DEN OF VIPERS - CARD 34

CONNECTION TO YHARNAM

Teleport any Hunters on the Iosetka's Clinic tile to the Collapsed Tunnel space. Distribute the A Call Beyond reward and the Rosmarinus firearm among the Hunters.

*As the figure falls, the world around you goes black. Snapping out of it, you find yourself standing back in the woods before the collapsed remains of the cage. You don't know how, but you indeed know where it would lead... Once you return to Yharnam, you know of another task awaiting you.*

BIRTH OF MADNESS - CARD 33

MERGO'S LOFT

Take and place the Mergo's Loft tile within reach of all players.

Hunters may Interact while on any space to Teleport to the Mergo's Loft space, or Teleport from this space to any other space.

THE ELDRITCH TRUTH - CARD 20

FRENZIED MADNESS

Spawn 1 Garden of Eyes on the Brygenwerth space. It is not removed on.

Place 1 Insight token on this card.

When the Garden of Eyes would be slain, instead, remove the token and

Heal all from it.

The token is returned on.

Each time a Hunter would perform an action while in its space, they must first draw a Madness card.

THE ELDRITCH TRUTH - CARD 25

INSIGHT MISSION

GRANT US EYES

*"You... You seek the same as I do... To line your brain with eyes... Heh heh, to ascend beyond this form. For that, we require eyes. Yes, we must line our brains with eyes. Eyes to see. Eyes to comprehend the truth. Bring me eyes!"*

Each time you slay a Garden of Eyes, gain 1 Corpse token. Hunters may discard their held tokens while on the Oedon's Chapel tile, placing them on this card.

**Complete this Mission when this card has +2 Corpse tokens on it: Reveal card 26.**