

# Children of Solomon

*A cooperative card game for 2 players*

## Contents

- 3 Card Mat Pieces
- 4 Character Cards
- 4 Major Demon Cards
- 24 Named Demon Cards
- 40 Elemental Demon Cards
  - 10 Knowledge Demon Cards
  - 10 Gluttony Demon Cards
  - 10 Power Demon Cards
  - 10 Sloth Demon Cards
- 20 Nun Cards
- 60 Reagent Cards
  - 15 Chalk Cards
  - 15 Candle Cards
  - 15 Blood Cards
  - 15 Paper Cards
- 2 Summon Reference Cards
- 1 Turn Counter
- 1 Coin (not provided)

## A Word of Warning

While this game takes great inspiration from works of the occult, this game is not intended as a means or method for any occult practices.

While this game does use the names and sigils of known demons, Children of Solomon is entirely a work of fiction, and should not be used for anything beyond entertainment.

Please enjoy Children of Solomon responsibly, and have fun!

## Summary

You play as a group of students in a strict "no black magick allowed" Catholic boarding school. Your goal is to summon a Major Demon and take over the school. This is done by crafting reagents together to summon elemental demons, which are used as the base elements of the Major Demon. Be careful, though, the nun is always watching, trying to make sure that you don't step out of line.

## Setup

1. Shuffle the Reagent cards together. Deal 5 cards face up on their slots on the card mat and place the rest of the deck next to them on its spot.
2. Shuffle the Named Demon cards together and place them face down on the Grimoire.
3. Place each stack of Elemental Demons on their correct spot on the card mat.
4. Shuffle the Character cards and deal one to each player.
5. Shuffle the Major Demons together and randomly select one. Place it face up on the card mat.
6. Set the Turn Counter to Turn 1.

## Phases of Play

Each turn in Children of Solomon consists of three distinct phases of play: Setup, Summoning, and End. After all three phases, the turn count increases by one. Your goal? Summon the Major Demon by the end of turn 10, or you and your fellow students will lose control over the demons you have summoned.

# Setup

## Mandatory Steps

1. For every three demons that have been summoned (marked by red stars on the summon counter), draw one Named Demon from the Grimoire. This demon's effects are active for this turn. At the end of the turn, discard all Named Demons in play.
  - a. If you would summon a demon, and there are none left in the Grimoire, shuffle the discarded demons and return them to the Grimoire.
2. Each player draws two Reagents. They can be drawn either from the face up cards or the deck.
  - a. If at any point there are 4 of the same Reagent face up, discard all face up reagents and deal out five new cards.
  - b. If the last Reagent of the deck is drawn, shuffle the discarded Reagents back into the deck.

## Optional Steps

1. Players may discard two duplicate Reagent cards from their hand to select one Reagent from their face up cards.
2. Players may use their Character Ability. This may only be done once per turn.
  - a. If a Character ability has been used, players may discard a Reagent from their hands to restore that ability. Players may still not use their ability more than once per turn.

## Summoning Phase

1. Players choose what Elemental Demons they wish to summon. Players pay summon up to 3 demons per turn, if they have enough Reagents to do so.

2. Players place their Reagents into a slot in the Summoning Zone on the card mat. Reagents will match with the Reagent across from them.
3. Once all Reagents are placed, flip a coin for each attempted summoning.
  - a. If heads: the summoning is successful.
  - b. If tails: You have been caught by the Nun. Your summoning MAY still be successful, depending on the result of the Nun card.
4. For each Tails, draw a Nun Card. Its effects become active and must be followed. Be warned, some Nun cards may cause other summonings to fail even if they were originally successful.
5. For each successful summon, mark a spot on the summon counter, and apply that Elemental Demon towards the requirements of the Major Demon.

## End Phase

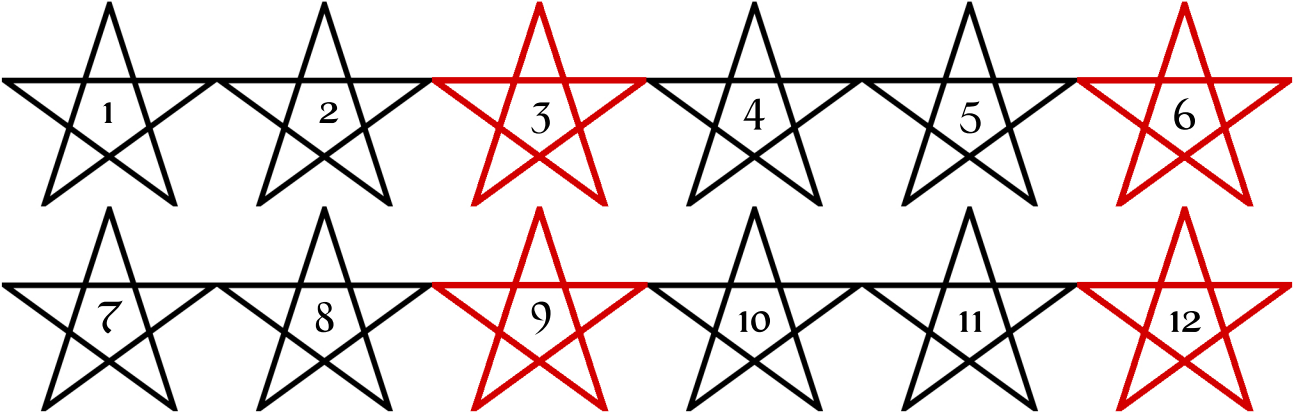
1. Increase the turn counter by 1.
2. Deal Reagents from the deck into any empty spots on the card mat.
3. Check to see if you have successfully summoned the Major Demon. If this is the final turn and the Demon has not been summoned, YOU LOSE.

Major  
Demon

Grimoire

Nun  
Deck

# Summon Counter



Power

Gluttony

Knowledge

Sloth

Empty box

1

Empty box

Empty box

2

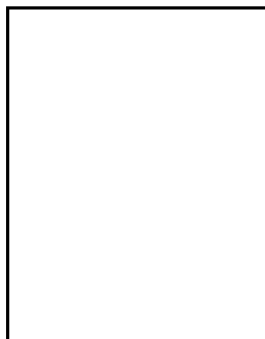
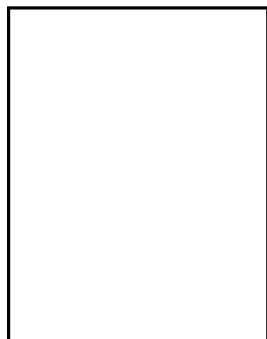
Empty box

Empty box

3

Empty box

Reagent  
Deck



Ignore the effect  
of one Teacher  
Card.

Nerd

Double one  
effect from the  
Grimoire.

Goth

Ignore one effect  
from the  
Grimoire.

Jock

Discard all  
Grimoire cards  
in play and draw  
the same amount.

Clown



Baal

Players may take an extra turn  
after this one

Agares

Each player draws an extra  
Reagent this turn

Vassago

Each player draws two extra  
Reagents this turn

Samigina

Discard one Reagent for each  
Gluttony demon. These cards  
may come from either player

Marbas

Discard two Reagents for  
each Gluttony demon. These  
cards may come from either  
player

Valefor

Players must discard their  
Reagents and draw Reagents  
up to the number discarded.

Amon

A teacher card of the players'  
choice may be ignored if each  
player discards one Reagent

Barbatos

Gain a Power demon if you  
currently possess a Power  
demon

Paimon

Double the value of one  
Reagent per player

Buer

Summonings cost twice as many Reagents this turn

Gusion

Players lose one Power demon

Sitri

Ignore one Teacher card of the players' choice this turn

Beleth

Swap one Elemental demon for one of a different type

Ieraje

Players can trade Reagents with each other this turn at a ratio of 1 to 1

Eligos

Players may trade a single Reagent with each other this turn

Zepar

All summonings require a single additional resource this turn.  
This may be played by either player

Botis

All Reagents can be used as any Reagent this turn

Bathin

Players cannot speak this turn

Sellos

No effect

Purson

Players cannot draw Reagents  
this turn

Marax

Ignore one Teacher card of  
the players' choice this turn

Ipos


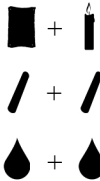
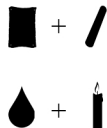


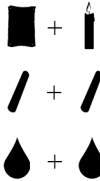
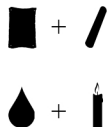


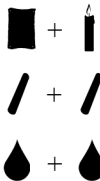
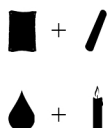

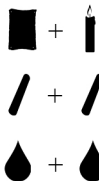
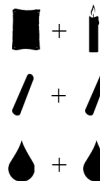
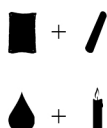

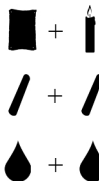
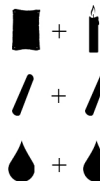


All Character powers are  
treated as used, and must be  
refilled to be used again

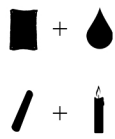
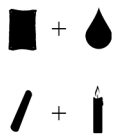
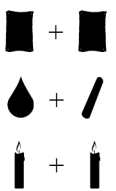
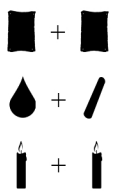
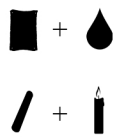
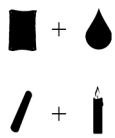
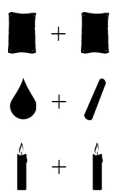
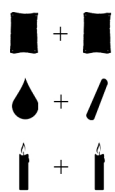
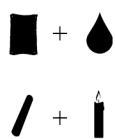
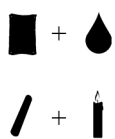
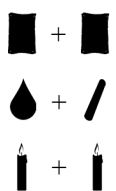

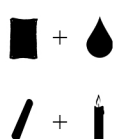
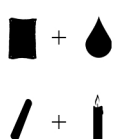
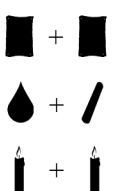
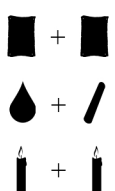


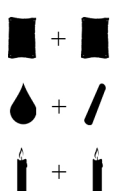
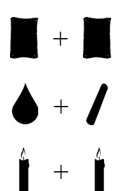
Aim

Players draw an extra  
Reagent this turn

Naberius

Gain an Elemental demon of  
the type that you have the  
fewest of

 <p>Power</p>	 <p>Power</p>	 <p>Knowledge</p>	 <p>Knowledge</p>
 <p>Power</p>	 <p>Power</p>	 <p>Knowledge</p>	 <p>Knowledge</p>
 <p>Power</p>	 <p>Power</p>	 <p>Knowledge</p>	 <p>Knowledge</p>
 <p>Power</p>	 <p>Power</p>	 <p>Knowledge</p>	 <p>Knowledge</p>
 <p>Power</p>	 <p>Power</p>	 <p>Knowledge</p>	 <p>Knowledge</p>

 <p>Sloth</p>	 <p>Sloth</p>	 <p>Gluttony</p>	 <p>Gluttony</p>
 <p>Sloth</p>	 <p>Sloth</p>	 <p>Gluttony</p>	 <p>Gluttony</p>
 <p>Sloth</p>	 <p>Sloth</p>	 <p>Gluttony</p>	 <p>Gluttony</p>
 <p>Sloth</p>	 <p>Sloth</p>	 <p>Gluttony</p>	 <p>Gluttony</p>
 <p>Sloth</p>	 <p>Sloth</p>	 <p>Gluttony</p>	 <p>Gluttony</p>

Lucifer

6 Power, 6 Wisdom, 6 Gluttony

Abaddon

10 Wisdom, 6 Power, 2 Sloth

Belphegor

8 Sloth, 6 Gluttony, 2 Power, 2 Wisdom

Beelzebub

8 Gluttony, 4 Power, 4 Sloth, 2 Wisdom

No effect

Paper Reagents cannot  
be spent next turn

Blood Reagents cannot  
be spent next turn

Candle Reagents cannot  
be spent next turn

Chalk Reagents cannot  
be spent next turn

Players draw an extra  
Reagent next turn

Players discard one  
Reagent each

During the next turn,  
the first summoning  
automatically fails

One summoning of the  
players' choice fails

Character abilities cannot  
be used next turn

Next turn's planning phase  
must be done in silence

Each player draws an  
additional Reagent next  
turn

No effect

Players must each discard  
a Reagent, and may draw  
up to 2 Blood split between  
them

Discard all Reagents

All summonings fail  
this turn































Increase the number of  
demons drawn from the  
Grimoire by 1. Remove  
this card from the game

No Reagents can be  
selected next turn



All Reagents are worth  
double next turn

Each player draws two  
additional Reagents next  
turn

 <p>Blood</p>	 <p>Blood</p>	 <p>Blood</p>	 <p>Paper</p>	 <p>Paper</p>	 <p>Paper</p>
 <p>Blood</p>	 <p>Blood</p>	 <p>Blood</p>	 <p>Paper</p>	 <p>Paper</p>	 <p>Paper</p>
 <p>Blood</p>	 <p>Blood</p>	 <p>Blood</p>	 <p>Paper</p>	 <p>Paper</p>	 <p>Paper</p>
 <p>Blood</p>	 <p>Blood</p>	 <p>Blood</p>	 <p>Paper</p>	 <p>Paper</p>	 <p>Paper</p>
 <p>Blood</p>	 <p>Blood</p>	 <p>Blood</p>	 <p>Paper</p>	 <p>Paper</p>	 <p>Paper</p>



Candle



Candle



Candle



Chalk



Chalk



Chalk



Candle



Candle



Candle



Chalk



Chalk



Chalk



Candle



Candle



Candle



Chalk



Chalk



Chalk



Candle



Candle



Candle



Chalk



Chalk



Chalk



Candle



Candle



Candle



Chalk



Chalk



Chalk

	Blood	Candle	Chalk	Paper
Blood	Power	Knowledge	Gluttony	Sloth
Candle	Knowledge	Gluttony	Sloth	Power
Chalk	Gluttony	Sloth	Power	Knowledge
Paper	Sloth	Power	Knowledge	Gluttony

	Blood	Candle	Chalk	Paper
Blood	Power	Knowledge	Gluttony	Sloth
Candle	Knowledge	Gluttony	Sloth	Power
Chalk	Gluttony	Sloth	Power	Knowledge
Paper	Sloth	Power	Knowledge	Gluttony