



BREVIARY RULES COMPENDIUM

*This handbook introduces all the rules of the game
in alphabetical order.*

Attack Test	5
Re-Roll	6
Characteristic Test.....	6
Bonus and Penalties to Characteristics	7
Re-Roll	8
Collecting Effects.....	8
Combat (Action)	9
Map Combat Sequence	9
Confrontation	12
Penitent's escape.....	16
Consume (Maneuver).....	17
Dash (Action).....	17
Death of a Penitent.....	17
Equip (Maneuver)	18
Exploration (Action).....	19
Reading Tomes.....	19
Tome Combat Sequence.....	20
Guilt	22
Pain	23
Personal Quest Cards and how to use them	24
Pilgrimage cards and how to use them	24
Place New Miniatures on the Map.....	26
Procession cards and how to resolve them	26
Public Quest Cards, Quest Tokens and How to Use Them.....	27
Rage	29
Resources	30
Sacrifice (Maneuver).....	32
Synergy	32
Vestige Cards and How to Use Them	33



HOW TO USE THIS HANDBOOK

This handbook focuses exclusively on a detailed explanation of all the rules needed to play the game. The rules are presented in alphabetical order, allowing them to be quickly found. In some cases, “related paragraphs” can be found at the end of a rule, referring to other rules for further study of the topic. The Breviary is produced in a smaller format than the rulebook to facilitate its consultation at the game table during play. This handbook is designed to be kept on hand at all times.

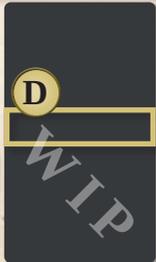


ATTACK TEST

An Attack Test is indicated on the game material by the symbol . This Test is based on the Weapon Dice of the player who is to perform it and requires all three to be rolled unless otherwise specified.

Depending on where the Attack Test is reported, it will be part of a specific Combat Sequence, which must be followed step by step in order to resolve the Attack Test. The materials on which an Attack Test can be found, and the Combat Sequence to be resolved to perform it, are as follows:

- A** Enemy Card - Map Combat Sequence (see *Map Combat Sequence*).
- B** Tome - Tome Combat Sequence (see *Exploring (Action) - Tome Combat Sequence*).
- C** Public Quest Card - Tome Combat Sequence (see *Exploring (Action) - Tome Combat Sequence*).
- D** Personal Quest Card - Tome Combat Sequence (see *Exploring (Action) - Tome Combat Sequence*).
- E** Pilgrimage Card - Tome Combat Sequence (see *Exploring (Action) - Tome Combat Sequence*).
- F** Combat Card and Fervent Combat Card - Nemesis Combat Sequence (see *Confrontation - step 6. Combat*).



RE-ROLL

Some Effects allow you to re-roll one or more Weapon Dice from an Attack Test. When this happens, keep the new result unless you apply a new Effect that allows you to re-roll one or more Weapon Dice. Weapon Dice from an Attack Test may be re-rolled an indefinite number of times (provided an Effect can be applied to do so); the only valid result of the roll, which determines whether the Test is a Success or a Failure, is the last roll performed.



CHARACTERISTIC TEST

A Characteristic Test is a Test based on one of the Penitent's three Characteristics: Strength , Agility  or Cunning . When instructed to perform a Characteristic Test on any ,  or  Characteristic, the player chooses which of their Penitent's Characteristics to base the Test on.

Characteristic Tests can be found on the following materials:

- A** Tomes
- B** Public Quest Cards
- C** Personal Quest Cards
- D** Pilgrimage Cards
- E** Combat Cards
- F** Fervent Combat Cards

You anticipate their flying movements to avoid them.

Stat Test: -4 (PERCEPTION)

- Success: gain 30 , draw a  Vestige Card.
- Failure: gain 10 , suffer 3 .

A



To perform a Characteristic Test, the player controlling the Penitent rolls the d10. If they obtain a result equal to or less than the value of the Characteristic on which the Test is based, the Test is a Success; otherwise it is a Failure. When performing a Characteristic Test, a result of 1 on the d10 roll is always a Success, while a result of 10 is always a Failure.

Some Tests indicate a Specialty, a word given in parentheses after the Test description. Penitents can gain bonuses to Tests that indicate a specific Specialty by gaining Vestige Cards (see *Vestige Cards and How to Use Them*) or Relics (see *Public Quest Cards, Quest Tokens and How to Use Them*). The Specialties are: *Athletics, Balance, Intuition, Perception, Search, Survival and Temper*.

BONUS AND PENALTIES TO CHARACTERISTICS

Some Characteristic Tests or Game Effects give a bonus or penalty to the Characteristic on which they are based, which makes it easier or more difficult to succeed in them. When a Characteristic Test is performed with a bonus to the Characteristic, the value of the Characteristic is considered higher by an amount equal to the bonus **A**. Conversely, if the Characteristic Test is performed with a penalty to the Characteristic, its value is considered lower by a number equal to the penalty **B**.

If a Penitent gains multiple bonuses on a Characteristic, only the highest is valid; the same goes for penalties. Once the highest bonus and penalty have been determined, the bonus must be subtracted from the penalty to obtain the final value that modifies the Characteristic.

Regardless of the Characteristic value on which the Test is based, a result of 1 on the d10 roll is always a Success, while a result of 10 is always a Failure.



RE-ROLL

Some Effects allow you to roll the d10 of a Characteristic Test again. When this happens, keep the new result unless you apply a new Effect that allows you to re-roll the d10. The d10 of a Characteristic Test can be re-rolled an indefinite number of times (provided an Effect can be applied to do so); the only valid roll result, which determines whether the Test is a Success or a Failure, is the last roll performed.

COLLECTING EFFECTS

- **Portal** : the player may place their Penitent in an Area other than the one they are in and that shows the symbol for this Effect. If the Penitent leaves an Area with an Enemy inside it, they suffer the Vengeance Effect  indicated on its Enemy Card.
- **Purchase** : the player reveals three Vestige Cards of one or more types. They can purchase as many of these cards as they wish by paying their cost in Tears , then shuffle the unpurchased cards back into their source deck.
- **Discard 1** : the player discards a Guilt Token.
- **Buy 1**  **-1** : the player draws an Ability Vestige Card . They can buy the card by paying its cost in Tears  reduced by 1 (the cost can become 0). If they don't buy the card, they shuffle it back into their source deck.
- **Buy 1**  **-1** : the player draws a Prayer Vestige Card . They can buy the card by paying its cost in Tears  reduced by 1 (the cost can become 0). If they don't buy the card, they shuffle it back into their source deck.
- **Buy 1**  **-1** : the player draws a Bead Vestige Card . They can buy the card by paying its cost in Tears  reduced by 1 (the cost can become 0). If they don't buy the card, they shuffle it back into their source deck.
- **Heal 3** : the player heals 3 Wounds of their Penitent or, alternatively, can refill their Bile Flask if empty by turning it to the full side.



• **Gain**   : the player gains the indicated value of Fervor , Tears  or Destiny  by moving the Player Cube on the corresponding Track of their Penitent Card.



• **Prie Dieu**: if the Penitent is in an Area containing a Prie Dieu, the player may resolve one of the Effects shown on the Prie Dieu Card placed on the Map (instead of the normal Collecting Effects of the Area).



COMBAT (ACTION)

To perform this Action, the player must have their Penitent in an Area where an Enemy is located.

When a player performs this Action, they must resolve the Map Combat Sequence described below.

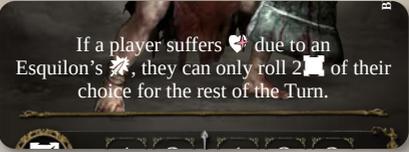
MAP COMBAT SEQUENCE

To solve a Map Combat Sequence apply the following points in order:

1. **Get Help**: the Turn player chooses whether to ask for help from another player whose Penitent is in the same Area as his own or in an adjacent one (see *Rulebook*, *Adjacent Areas* p. 7); apply the Silence rule (see box at the end of this topic). If the player who was asked for help decides to refuse, they gain a Guilt Token and the Turn player can't ask for more help for the current Map Combat Sequence. If at the time the player is asked for help they are performing the Equip Maneuver, they must stop immediately and, if they choose to help, they must first reassemble all of their Weapon Dice
2. **Sacrifice yourself**: the Turn player (and their helper) can perform the Sacrifice Maneuver as many times as they want.
3. **Preparation**: the Turn player (and their helper) can use their Preparation Effects .
4. **Attack Test**: the Turn player (and their helper) rolls the Weapon Dice.
5. **Reaction**: the Turn player (and their helper) can use their Reaction Effects .
6. **Apply the Roll**: compare the result of the dice with the numbers and symbols required by the Attack  Test shown on the Enemy Card (also taking into account the Weapon Dice of the helper, if any) and check whether their Feat, if any, affects the Test.

Enemy Feat

A player whose Penitent suffered Wounds from a Cimbalillo's Counterattack  may roll only two of their Weapon Dice for the remainder of the Turn.



If a player suffers  due to an Esquilon's , they can only roll 2  of their choice for the rest of the Turn.

If you obtain numbers equal to or greater than those required and all symbols indicated, the roll is a Success and, unless it requires a second Test to be defeated

A (see below), the Enemy is defeated **B**.

A Second Test

Some Enemies require a double Attack Test to be defeated; the first must be performed against the values shown before the white vertical bar, the second against those after the bar.



B Defeated Enemy

The result shown here is a Success, having obtained at least one result equal to or greater than 1, at least one result equal to or greater than 2, and a  symbol.

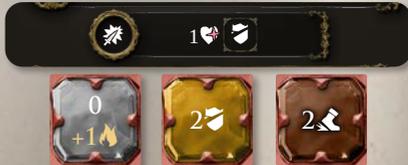


Any other result is a Failure: in this case the Penitent is defeated and the Map Combat Sequence ends immediately.

Regardless of the result, check whether the Penitent suffers a Counterattack  from the Enemy.

Enemy Counterattack

In order not to suffer a Counterattack Wound, the player must obtain at least one  symbol, in which case they succeed and don't suffer 1 .



If the Enemy requires a second Test to be defeated and the Penitent has not been defeated, repeat from step 2.

7. Resolving combat:

- Miniature:** place the Miniature of the defeated Enemy in the Reserve.
- Quest Cards:** check whether the requirements of one or more Quest Cards are met.
- Reward:** the Turn player takes the Reward indicated on the Enemy Card of the defeated Enemy and the Vestige Card placed under it on the Miracle Board. If the Turn player has been helped (see Step 1), they must choose one of the Reward and the Vestige Card and give it to the helper player. The player and helper at this point gain any bonus Fervor value indicated in their Weapon Dice.
- Age:** check whether the Fury Cube has reached a Procession ☘ symbol. If so, resolve a Procession.
- Map and Vestige:** if there are no more miniatures of Enemies of the same type as the defeated one on the Map, remove its Enemy Card from the Miracle Board and place it in the corresponding deck. Otherwise roll the d10 (rolling again in the case of a 0 outcome) and place a revealed Vestige Card of the type indicated by the die outcome in the space below the Enemy Card of the newly defeated Enemy.



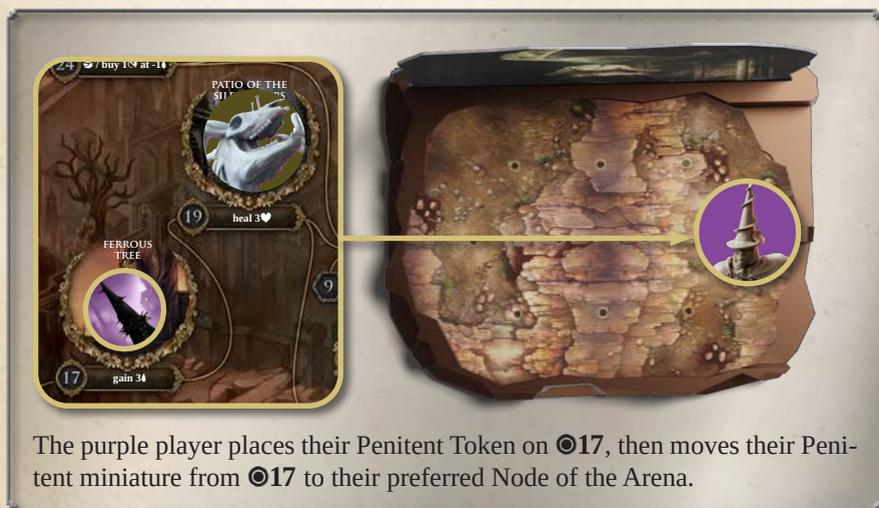
Feat and Rage ☘: during the Map Combat Sequence, always check whether the Enemy's Feat, if any, and its current Rage level (see *Rage*) are activated, and apply their Effects even if the Enemy has been defeated.

CONFRONTATION

When a Penitent enters an Area in which a Nemesis is present, or when an Effect indicates so, a Confrontation begins. When this occurs, the Player's Turn is halted and the Confrontation is resolved, according to the sequence described below.

A Confrontation follows this sequence keeping in mind that if the Penitent dies at any point in the sequence, what is indicated in *Death of a Penitent* must be applied.

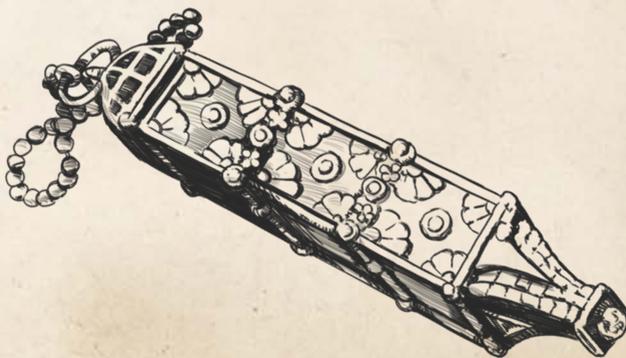
1. **Positioning:** the player places their Penitent Token in the Area where their miniature is located. If the Nemesis miniature is also in that Area, the Penitent Token must be placed in the last Area without a Nemesis in which the Penitent was. At this point, the player chooses an Arena Node and places their Penitent on it.



2. **Drawing a Combat Card:** the player draws a Combat Card  or, if they already have the number indicated on the **Pilgrimage Card - Setup and Rules**, they draw a Fervent Combat Card (which will be referred to simply as a Combat Card for the remainder of this sequence). The player reveals the card and places it on the table so that the Stage Line is aligned with the Stage.



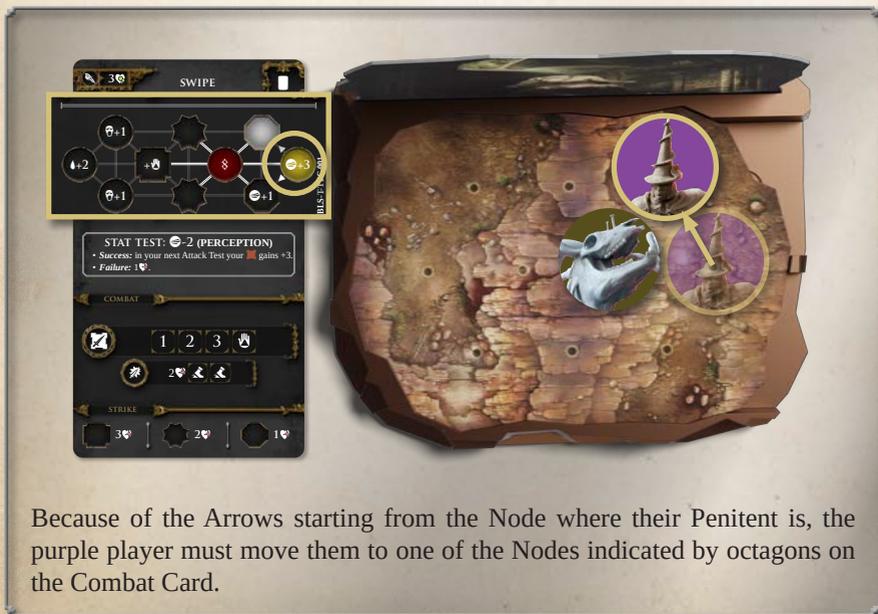
3. **Dodge:** the player may choose to discard the Combat Card they just drew. If they do, they suffer the Vengeance effect indicated on the card, then place the card at the bottom of their source deck and draw a new card from that deck. You can repeat this step as many times as you prefer or until the Penitent dies.



4. **Tactics:** Place the Nemesis Token in the Area where its miniature is located and place the Nemesis miniature in the Node indicated on the Combat Card with symbol ⌘. If there is a Penitent on the Node, the controlling player moves it to an adjacent Node of their choice.



If at this time the Penitent is standing on a Node from which one or more arrows start, their Miniature is pushed in the direction of the arrows for a number of Nodes equal to the number of Arrows.



Because of the Arrows starting from the Node where their Penitent is, the purple player must move them to one of the Nodes indicated by octagons on the Combat Card.

At this point the player can move their Penitent to the Node of their choice, moving it between connected Nodes (see *Rulebook - Arena and Stage* p. 13). For each Node where the Penitent is moved in this way, they suffer a -1 penalty to all of their Characteristics (Strength 🏹, Agility 🏃, Cunning 🧠) for as long as they face the drawn Combat Card.

If the Penitent stops on a Node that on the diagram of the Combat Card shows no white connecting line, the Penitent flees the Confrontation; the player gains any Rewards indicated on the Node in the Combat Card, then apply what is described in *Penitent's Escape*.



5. **Characteristic Test:** the player performs the Characteristic Test indicated on the Combat Card, keeping in mind bonuses and penalties resulting from the Node in which their Penitent's miniature is located and the penalty to their Characteristics due to any movement performed during the Tactics step. Apply what is stated in Success or Failure according to the result of the Test; what is gained in this step may be useful in the next step of the Confrontation.
6. **Combat:** resolve the following Nemesis Combat Sequence remembering to apply any Combat Card Feat Effects, if any.
 - 6.1. **Sacrifice yourself:** il giocatore può eseguire la Manovra Sacrificio tutte le volte che vuole.
 - 6.2. **Preparation:** the player can use their Preparation Effects 🏹.
 - 6.3. **Attack Test:** the player rolls the Weapon Dice.
 - 6.4. **Reaction:** the player can use their Reaction Effects 🏃.
 - 6.5. **Apply the Roll:** Compare the dice result with the numbers and symbols required by the Attack 🏹 Test shown on the Combat Card and see if its Feat, if any, affects the Test. If you obtain numbers equal to or greater than those required and all symbols indicated the roll is a Success and, unless it requires a second Test to be defeated, the Combat Card is defeated. Regardless of the result, check whether the Penitent suffers a Counterattack from the Enemy.

If the Combat Card requires a second Test to be defeated and the Penitent is not dead, repeat the Nemesis Combat Sequence from step **6.1 Sacrifice yourself**.

 - **Success:** The player gains the Combat Card even if their Penitent is dead. If the Penitent is not dead and the player has not won the game, The player

gains the bonus Fervor value, if any, indicated in their Weapon Dice, then resolves the next steps of the Confrontation.

- **Failure:** If the Penitent is not dead, resolve the next steps of the Confrontation.

7. **Assault:** if the Penitent is on one of the Dangerous Nodes indicated by the shapes on the Combat Card, apply the Effect indicated in the Assault section of the card related to the Node where the Penitent is located.



8. **Confrontation Results:** if the Penitent was defeated during the Nemesis Combat Sequence, place the Combat Card at the bottom of its source deck and the Penitent flees; apply what is described in **Penitent's Escape** (see below). If the Combat Card has been defeated and the player has not won the game, the Confrontation continues starting again from step 2. **Draw a Combat Card.**

PENITENT'S ESCAPE

When a Penitent flees from a confrontation apply the following in order:

- Remove the Nemesis Token from the Map and place the Nemesis miniature in its place.
- Remove the Penitent Token from the Map and place the Penitent miniature in its place.
- If the Confrontation is started during a player's Turn, the Turn immediately advances to step 6. **End of Turn.**

SILENCE RULE

Penitents take a vow of silence when they enter their order. Like the Penitents, the players must follow this vow when the Turn player asks another for help during Step 1. **Get Help** of the Map Combat Sequence. When this happens, all players must remain silent and only the player who has been asked for help can answer “yes” or “no.” Once an answer is given, players may break their vow of silence.

CONSUME (MANEUVER)

This Maneuver can be used at any time, including during the resolution of a Combat Sequence of any kind, but only if the player has their Bile Flask showing the full side.

The player consumes their Bile Flask (turning it to the empty side) and heals 3 Wounds ♠ to their Penitent. You can also use this Maneuver in response to Wounds that the Penitent is about to suffer, reducing the amount of Wounds suffered by up to 3; if you reduce a number of Wounds by less than 3, the remaining value is applied as a Heal to the Penitent.



DASH (ACTION)

When performing this Action the player must move their Penitent into an Area linked to the one they are currently in. If the Penitent leaves an Area with an Enemy within it they suffer the Vengeance Effect ⚔ indicated on their Enemy Card.

DEATH OF A PENITENT

When the Penitent dies, apply the following in order:

- The player who controls the Penitent gains a Guilt Token and places it on their Penitent Card, then set the Wound Track to 0.
- If the Penitent died in the Arena, remove the Nemesis Token from the Map and place the Nemesis miniature in its place, then place the revealed Combat Card under its source deck.
- If the Penitent died in the Arena, remove the Penitent Token from the Map and place the Penitent in an Area of your choice in which there is no Nemesis miniature and which contains a Prie dieu; the controlling player sets the Fervor Track to 6.
- If the Penitent dies during the controlling player's Turn, the Turn immediately moves to phase **6. End of Turn**, after completely resolving any Action and/or Combat Sequence in progress.



EQUIP (MANEUVER)

This Maneuver can only be used during the other players' Turn. The player may change the Prayer  and Bead  Vestige Cards equipped at will (see p. XXX). The player may also freely change or rearrange the Sides of their Weapon Dice.

Changing Vestige Cards

This Penitent has a Limit of 2 Prayer Vestige Cards () equipped, and is equipped with cards 13 and 3. The player controlling it also owns a third card and decides to replace the 13 card with it. To do so they reveal the third card by replacing 13, and place the covered 13 on one side of their Penitent Board.



Rearranging Weapon Dice

The player removes a Basic Side of their Silver Weapon Die to replace it with the Advanced Side obtained by gaining the Ability Vestige Card 17. The player may also rearrange the Sides on the die as they prefer.



EXPLORATION (ACTION)

To perform this Action, the player must have their Penitent in a Safe Area.

READING TOMES

When a player needs to resolve an Exploration Action they proceed as follows:

- The Turn player performs an Exploration Roll by rolling the d100 and adding their own Destiny value to it; **this doesn't reduce the Destiny value in the player's possession.**
- Another player (referred to as the reader for the rest of this procedure) consults the Tome relating to the Area in which the Turn player's Penitent is located if included in the Game, otherwise they consult the Tome of Cvstodia. Look for the paragraph corresponding to the result obtained by the Exploration Roll and read out the lore text, the choices the Turn player can make or, if not present, the rest of the paragraph.



<p>58-60 HIGH PASSAGE</p> <p>Discovering a passage to reach the road above seems almost impossible. Only the blessing of a holy relic may raise you to such a summit.</p> <p>You carefully look for handholds that will allow you to cross the passage.</p> <p>Stat Test: 3 (SEARCH)</p> <ul style="list-style-type: none"> • Success: gain 40, gain 14 • Failure: gain 10, suffer 2 <p>You pray fervently in the hope that the Miracle will show you an alternative way forward!</p> <p>Stat Test: 5 (INTUITION)</p> <ul style="list-style-type: none"> • Success: gain 20, gain 14, gain 10 • Failure: gain 10, suffer 4 	<p>61-65 WANDERING ENEMY</p> <p>Recent traces of an abomination of the Miracle's passing make it clear where it has gone.</p> <p>Apply: gain 20, then draw a Procession Card and apply its Effect.</p> <p>66-68 HORDE OF WINGED FACE</p> <p>The decorations of the Archcathedral came to life when the Miracle cried out for the traitors of the creed. Now these screaming faces patrol Cvstodia in search of heretics.</p> <p>You remember the annoying creatures:</p> <p>Attack Test: </p> <ul style="list-style-type: none"> • Success: gain 30, gain 24, gain 14 • Failure: gain 10, suffer 2 <p>You anticipate their flying movements to avoid them:</p> <p>Stat Test: 4 (PERCEPTION)</p> <ul style="list-style-type: none"> • Success: gain 30, draw a Vestige Card. • Failure: gain 10, suffer 3
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- If there are choices in a paragraph (usually there are two), the first implies less demanding and less rewarding Tests; the second, on the other hand, implies more demanding and more rewarding Tests.
- **Please note:** while reading apply all indications encountered, such as, for example, Destiny gains by the Turn player (A). In addition, the reader must always be careful not to read what is contained in the boxes (B) until the Turn player has made a choice from those available.

61-65 WANDERING ENEMY

Recent traces of an abomination of the Miracle's passing make it clear where it has gone.

A Apply: gain 20, then draw a Procession Card and apply its Effect.

66-68 HORDE OF WINGED FACE

The decorations of the Archcathedral came to life when the Miracle cried out for the traitors of the creed. Now these screaming faces patrol Cvstodia in search of heretics.

Attack Test: **|||||**

- Success: gain 30, gain 24, gain 14
- Failure: gain 10, suffer 2

B

Stat Test: **4 (PERCEPTION)**

- Success: gain 30, draw a Vestige Card.
- Failure: gain 10, suffer 3

- If the Turn player had to make a choice, the reader only tells the Test the Turn player must perform.
- The Turn player performs the Characteristic Test that was communicated to them (see Characteristic Tests), or resolves the Tome Combat Sequence (see below) if it was communicated to them that they must perform an Attack Test (see Attack Tests).
- Once determined whether the Turn player has obtained a **Success** or a **Failure**, the player communicates what is stated in the corresponding entry in the box containing the Test just performed.

TOME COMBAT SEQUENCE

This combat sequence applies when a Penitent performs an Attack Test indicated in one of the Tome paragraphs. To resolve a Tome Combat Sequence apply the following steps in order:

1. **Sacrifice yourself:** the player can perform the Sacrifice Maneuver as many times as they wish.
2. **Preparation:** the player can use their Preparation Effects .
3. **Attack Test:** the player rolls the Weapon Dice.
4. **Reaction:** the player can use their Reaction Effects .
5. **Apply the Roll:** compare the result of the dice with the numbers and symbols required by the Attack  Test given on the paragraph.

If you obtain numbers equal to or greater than those required and all symbols indicated, the roll is a Success and the Enemy is defeated; this counts as removing an Enemy's Miniature from the Map. Any other result is a Failure.

Defeated Enemy

This result is a Success having obtained at least one result equal to or greater than 1, at least one result equal to or greater than 2, and a symbol .



Regardless of the result, check whether the Penitent suffers a Counterattack  from the Enemy.

Enemy Counterattack

To avoid a Counterattack Wound, the player must obtain at least one  symbol, in which case they succeed and don't suffer 1 .



At this point, the player gains the bonus Fervor value, if any, indicated on their Weapon Dice.





GUILT

Each Penitent suffers the following Negative Effects for each Guilt Token owned by the controlling player:

- Each of the Penitent's Characteristics (Strength , Agility , Cunning ) is considered to be reduced by 1.
- After performing an Attack Test (see *Map Combat Sequence, step 4*; *Nemesis Combat Sequence, step 6.3*; *Tome Combat Sequence, step 3*) the player must reduce the value obtained by one of their Weapon Dice by 1; they may not choose to reduce the value of a die that shows no numerical value or whose value is already 0 (also due to the application of multiple instances of this Effect). This Effect does not affect the Fervor gain shown on the Weapon Dice.



- Consult the Pilgrimage Card - Setup and Rules to check for special rules that apply to Guilt Tokens.

THE WEIGHT OF GUILT

In the world of Cvstodia, Guilt is not an abstract concept, but a tangible burden that grows on the souls and bodies of those who are guilty of impure acts. This is a burden that Miracle worshippers can't ignore, an oppressive presence that envelops their bodies like a curse. As time passes, the Guilt becomes more and more palpable, as if it takes root in the depths of the being, manifesting itself in the form of twisted brambles that grow and entwine along the skin and spirit.



PAIN

Pain quantifies how much the Penitent is suffering while going through the Pilgrimage. Each time a player obtains a Failure in any Test, they gain a Pain and move the Player Cube on the Pain Track of their Penitent Card one space to the right. If the Player Cube is on the rightmost space of the track, the player doesn't gain any more Pain until they use the Pain during step **6. End of Turn** of one of their Turns (see *Rulebook*, p. 22).

REDEMPTION THROUGH PAIN

In the lands of Cvstodia, Pain is a powerful ally that can change the fortunes of a Penitent. In this place where the line between faith and torment is as thin as a thread, Pain is not just a suffering to be endured, but a catalyst of power, a means by which the Miracle worshippers reach their final destination.

Every scar, every wound, every agonizing cry that echoes through the desolate valleys of Cvstodia is part of a greater sacrifice, an act of devotion that carves the flesh and purifies the soul. The Penitents walk a path paved with pain, convinced that only through martyrdom and suffering can they approach divinity. The Miracle grants no grace without first subjecting its servants to extreme trials, and in every blow that marks them, a blessing disguised as condemnation is hidden.



PERSONAL QUEST CARDS AND HOW TO USE THEM

When a player gets a Personal Quest card, they must read out the contents of the card to the other players. Once this is done, the player places the card in front of them and follows the instructions on the card, which are usually useful for placing Player Cubes on the card, until the quest is completed.



PILGRIMAGE CARDS AND HOW TO USE THEM

When a player gains a Pilgrimage Card, they must read out the card's contents to the other players (reading the lore text is optional). Once this is done, the player follows the directions on it.

Some Pilgrimage Cards become Personal Quest Cards once they are revealed: when this happens follow what is stated in the section *Personal Quest Cards and How to Use Them* on p. XXX.



COMPLETING A QUEST CARD

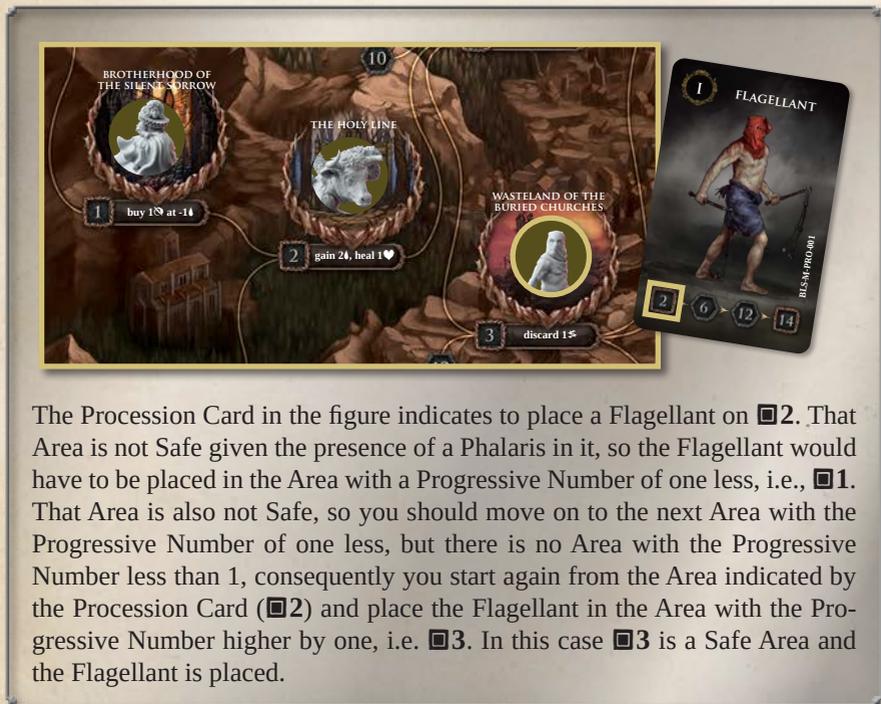
To complete a Quest Card follow the directions on it, usually involving performing tasks a given number of times, which you keep track of by placing your Player Cubes on the corresponding track. Depending on the type of card containing the quest, apply the following:

- When a player completes a **Personal Quest Cards**, they gain its Reward and then discard the card in the Reserve (see *Rulebook* p. 5).
- When a player completes a **Personal Quest Card** contained within a **Pilgrimage Card**, the player gains the Reward and places the card at the bottom of the Pilgrimage Card deck.
- When a player completes a **Public Quest Card** they gain their Reward and take the card for themselves. From that moment on, the Public Quest Card is considered a Relic, a powerful object of faith, and the player places it under their Penitent Card as shown in the image. Unlike Vestige Cards (see *Vestige Cards and How to Use Them*), Relics are immediately equipped by the Penitent and there is no limit to the number of Relics a player can own.



PLACE NEW MINIATURES ON THE MAP

When a miniature of an Enemy or Nemesis is to be placed in an Area, if it is not a Safe Area, place the miniature in the Safe Area one number lower, until you reach Area 1; if you can't do this, place the miniature in the Safe Area one number higher until you reach Area 25.



The Procession Card in the figure indicates to place a Flagellant on **2**. That Area is not Safe given the presence of a Phalaris in it, so the Flagellant would have to be placed in the Area with a Progressive Number of one less, i.e., **1**. That Area is also not Safe, so you should move on to the next Area with the Progressive Number of one less, but there is no Area with the Progressive Number less than 1, consequently you start again from the Area indicated by the Procession Card (**2**) and place the Flagellant in the Area with the Progressive Number higher by one, i.e. **3**. In this case **3** is a Safe Area and the Flagellant is placed.

PROCESSION CARDS AND HOW TO RESOLVE THEM

One of these cards is drawn and its Effect is generally applied at Step **6. End of a player's Turn** (see Rulebook p. 22), or due to the increase in an Enemy's Rage value (see Rage).

When a Procession Card is drawn, one of these eventualities may occur:

- The card indicates an Enemy of which there are no Miniatures in the Reserve. In that case shuffle the Procession Card with the corresponding deck and nothing happens, the procedure ends.
- The card indicates an Enemy whose Enemy Card is not on the Miracle Board but there are no free space for the new Enemy Card on it; in that case nothing happens, the procedure ends.

- The card indicates an Enemy whose Enemy Card is not present on the Miracle Board; in that case look for the Enemy Card and place it in a free space.
- In the last case and in all other cases, apply the following:
- Consult the Area numbers at the bottom of the card after drawing it. If at least one miniature of the Enemy indicated on the card is available in the Reserve, place it on the Area indicated furthest to the left of the card, following the rules described in *Placing New Miniatures on the Map*.
- Repeat the previous step by consulting the Area numbers to the right until a miniature is placed in each Area indicated by the card, or until no more miniatures of that Enemy are available in the Reserve.
- Roll the d10 (rolling again if the result is 0), draw a Vestige Card of the type indicated by the die result, and place it in the slot below the Enemy Card of the Enemy indicated by the Procession Card.
- Shuffle the used Procession Card into the corresponding deck.

PUBLIC QUEST CARDS, QUEST TOKENS AND HOW TO USE THEM

These cards are drawn and brought into play during the Pilgrimage Setup (see *Rulebook, Pilgrimage Card - Setup*, p. 15) or after the game has started thanks to various Game Effects. When this happens, a player must read out the Text of the Public Quest Card **A** and then perform what is indicated in its setup **B**.



When one of these cards is drawn and brought into play, it must be placed in a Public Missions Space on the Map; if this is not possible because all spaces are full, the Effect indicating to draw the card must be ignored. Once the card has been placed, if necessary, match it with a Quest Token of a specific group (see *Rulebook, Quest and Objective Tokens*, p. 17) by placing it in the corresponding space on the Map, and if necessary, use the Objective Tokens of the same group to mark what is indicated in the Setup of the card.



Once this is done, they read out the rest of the card so that the other players know its contents.

When a player completes a Public Quest, they gain their card in the form of a Relic, a powerful artifact whose Effect becomes immediately active and available to the Penitent. When a player gains a Relic, they place it under their Penitent Board as shown. There is no limit to the number of Relics a player can own.





RAGE

Fury indicates the aggressiveness of a certain type of Enemy of which there is at least one miniature on the Map. The Fury level of a type of Enemy is indicated by the Fury Cube to the left of the Enemy Card on the Miracle Board **A**. The Fury Cube is moved upward on the track whenever what is indicated in the Fury section of the Enemy Card occurs **B**. If the Effect indicated by the Fury Cube is a Procession , apply what is stated in step **7 of the Map Combat Sequence** (see *Exploring (Action) - Map Combat Sequence*); if it is an Enemy Card Upgrade instead, see the box below.

When the Fury Cube is at the same location as the highest symbol shown on the Enemy Card, and would have to be moved upward, it must instead be moved to the lowest space on the track.



ENEMY CARD UPGRADES

- **+N♥**: all Wounds inflicted by the Enemy Card, including the Vengeance Effect, is increased by the number and type indicated.
- **+🗡️/+👁️/+👋**: the indicated symbol(s) are considered added to those required to avoid the Enemy's Counterattack.



RESOURCES

The various game elements indicated by the Tracks on the Penitent Board are called Resources. The game indicates with specific keywords the gain and loss of each type of Resource.



The Resources and the keywords associated with them are as follows:

- A Wounds:** indicates how close the Penitent is to death (see *Death of a Penitent*).
 - **Suffer:** when a Penitent suffers Wounds (indicated by the symbols ) , move down the Player Cube of this track by how many Wounds they have suffered.
 - **Heal:** when a Penitent heals Wounds, move up the Player Cube of this track by how many Wounds they have healed.
- B Fervor:** needed to use the Effects of the Vestige Cards - Prayer (see *Vestige Cards and How to Use Them*).
 - **Gain:** when a Penitent gains Fervor, move down the Player Cube of this track by how many Fervor they have gained.
 - **Spent-Lose:** when a Penitent spends or loses Fervor, move up the Player Cube of this track by how much Fervor they have Spent-Lost.
- C Tears:** Cvstodia's currency needed to purchase Vestige Cards (see *Collecting Effects-Purchase*).
 - **Gain:** when a Penitent gains Tears, move down the Player Cube of this track

by how many Tears they have gained.

- **Spend-Lose:** when a Penitent spends or loses Tears, move up the Player Cube of this track by how many Tears they have Spent-Lost.

D Destiny: Improves the Penitent's Exploration rolls (see *Exploration (Action)*).

- **Gain:** when a Penitent gains Destiny, move down the Player Cube of this track by how much Destiny they have gained.

- **Reset:** when a Penitent resets the Destiny, return the Player Cube to slot 0.

E Pain: allows an unlucky Penitent to gain new game material (see p. XXX).

- **Gain:** when a Penitent gains Pain, move down the Player Cube of this track by how much Pain they have gained.

- **Reset:** When a Penitent resets the Pain, return the Player Cube to space 0.

F Whispers: needed to unlock secrets of Cvstodia and the Nemesis.

- **Gain:** when a Penitent gains Whispers, move down the Player Cube of this track by how many Whispers they have gained.

- **Spend:** when a Penitent spends Whispers, move up the Player Cube of this track by how many Whispers they have spent.





SACRIFICE (MANEUVER)

*This Maneuver can only be used during your own Turn, or when resolving the **Sacrifice yourself** step of a Combat Sequence of any type. If the Penitent has the Wounds value at 5, the controlling player can't use this Maneuver.*

The player can make their Penitent suffer 1 Wound ♥ if they do, they gain ♠.

SYNERGY

The Effects of Vestige Cards ♻️ may carry a Synergy value, indicated by one or more ♻️ symbols. When a player declares to perform one of these Effects, its Feror cost is reduced by 1 ♠ for every other Vestige Card ♻️ currently equipped to his Penitent. The maximum discount applicable to the cost of the Effect is equal to the number of ♻️ symbols indicated in the Effect.

This Penitent has three Vestige Cards Prayer equipped. One of them, ♻️5, has a Synergy value of 2, represented by the two ♻️ symbols. This indicates that the cost in Feror of its Effect is reduced by 1 ♠ for every other Prayer Vestige Card equipped by the Penitent. Consequently, the Effect cost of ♻️5 changes from -4 ♠ to -2 ♠.



A Penitent's Abilities, shown on their Penitent Card, never count toward the calculation of the reductions due to Synergy, even if they show the symbol of a Prayer ♻️.



VESTIGE CARDS AND HOW TO USE THEM

To benefit from the Effects of a Vestige Card, the player who owns it must equip it to their Penitent.

When gained, the Vestige Cards are not equipped, and must be placed face down on the corresponding slot of the Penitent Board.



Using the Equip Maneuver (see *Equip (Manoeuvre)*) a player can make their Penitent equip the face down Vestige Cards in their possession. When doing so, they must take into account the Limits to Prayer and Beads Vestige Cards indicated on their Penitent Card; they cannot have more than this value of equipped Vestige Cards of a specific type. Unlike Prayers and Beads, there is no limit to the number of Ability Vestige Cards a Penitent can have equipped.

If a Penitent has reached the limit of equipped Vestige Cards of a specific type, again through the Equip Manoeuvre, the controlling player can put some of them face down to equip new Vestige Cards.





blasphemous

THE BOARD GAME

Blasphemous: The Board Game Breviary v0.4

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