

blasphemous

THE BOARD GAME

RULEBOOK



the
game
kitchen

blasphemous

THE BOARD GAME

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COMPONENTS LIST

BOOKLETS

- 1 Rulebook
- 1 Breviary
- 1 Tome of Cvstodia
- 9 Tomes

MINIATURES

- 1 Penitent of the Crimson Dusk
- 1 Penitent of the Twisted Soul
- 1 Penitent of the Golden Contrition
- 1 Penitent of the Prayer of Abdon
- 1 Ten Piedad
- 1 Esdras
- 1 Perpetva
- 6 Flagellant
- 6 Shieldmaiden
- 4 Cimbalillo
- 4 Phalaris
- 2 Guardainfante
- 2 Esquilón
- 4 Bases

DICE

- 1 d10
- 1 d100
- 12 Weapon Dice (3 per player)

- 96 Weapon Dice Sides
- 1 Arsenal

SHARED COMPONENTS

- 1 Map of Cvstodia
- 1 Miracle Board
- 4 Rage Cubes
- 1 Arena Structure
- 2 Arenas
- 2 Stages
- 1 Nemesis Token
- 5 Quest Tokens
- 25 Objective Tokens
- 16 Guilt Tokens
- 25 Area Tokens
- 1 Bag

PLAYERS' COMPONENTS

- 4 Penitent Sheets
- 12 Penitent Cards
- 80 Player Cubes (20 per player)
- 4 Penitent Tokens
- 1 Sunset Token
- 4 Bile Flask Tokens
- 4 Reference Sheets

CARDS

- 11 Public Quest Card
- 8 Personal Quest Card
- 6 Enemy Card
- 6 Procession Card
- Combat Card**
 - 12 Hunted Ten Piedad
 - 4 Keeper Esdras
 - 12 Vengeful Perpetva
 - 12 Brothers of the Legion
- Fervent Combat Card**
 - 4 Hunted Ten Piedad
 - 4 Vengeful Perpetva
 - 4 Brothers of the Legion
- 4 Pilgrimage Decks**
 - 14 The Dreaming Prisoner
 - 8 The Anointed Keeper
 - 14 The Resurrected One
 - 14 Reunion and Illusion
- 20 Prayer Vestige Cards
- 32 Bead Vestige Cards
- 24 Ability Vestige Cards
- 6 Prie Dieu Cards



INTRODUCTION

You have arrived in Cvstodia, a realm ruled by the divine being known as the Miracle, a land shrouded in shadows and torment, where faith and suffering are intertwined in a deadly embrace. In “Blasphemous: The Board Game,” you will be taking on the role of a Penitent, a lone warrior doomed to wander through the rubble of a land ravaged by curses and piety.

Face unimaginable horrors and uncover the secrets of a fanatical cult that distorted religion into a means of oppression. Explore a world rich in history, sacred relics and unmentionable sins. Every decision you make will shape your path, as you fight deformed creatures and face legendary bosses in epic battles.

Get ready for a thrilling challenge, where strategy and courage will be your only weapons against destiny. Gather ancient powers, unexpected allies and valuable resources, but beware: in Cvstodia, redemption is a rare luxury, and the price to pay for salvation oftentimes is pain.

Only those who embrace darkness can hope to discover the truth that lies behind the Miracle. Are you ready to embark on this journey?



THE GAME IN A NUTSHELL

In Blasphemous - the Board Game, players will take on the role of Penitents, warrior priests devoted to the saints and the wonders enacted by the Miracle, the higher being whose will shaped the lands of Cvstodia.

In each game, Penitents will embark on a Pilgrimage, a unique story that will lead them to uncover the secrets of Cvstodia, its inhabitants, and the abominations born of the Church of the Miracle. Facing dangers and terrible enemies, the Penitents will have to work together to complete the Pilgrimage, but only one of them will succeed in the final intent and obtain the status of Saint thus winning the game, while the others will drown in a sea of affliction and repentance, cursed by the Miracle itself.



HOW TO USE THIS RULEBOOK

This rulebook is divided into three chapters:

- 1. Components:** Here are listed all the components that make up the game, the names of their parts and how to use them in the game.
- 2. Setup:** Here is shown how to set up the table when preparing for a game.
- 3. Game Flow:** Here is shown how to manage Phases and Turns of the game to allow its progress.

This rulebook uses cross references to the **Breviary**, a Compendium of rules listed in alphabetical order that do not directly affect the Setup or Game Flow.

These cross references are always stated in parentheses like this, "(see *Breviary - Rule Name*)".

In addition, the rulebook has three types of boxes, the graphic style of which indicates different kinds of content:

Specific rules, information on the components or variants of the rules.

Narrative texts describing aspects of the world of Cvstodia.

Game examples.

GOLDEN RULE

Rules written on the game components always have priority over the rules in this manual, and must be applied even if they contradict one or more of the general rules in this rulebook.

RESERVE

The term Reserve refers to all game components kept aside and not yet included in the game. All game models not on the Map or the Arena, all tokens yet to be used, and other components such as cards of various kind not included in the game are considered to be in the Reserve.

When a token is discarded or a Model is taken away from the Map, they return to the Reserve.

Instead, game components that are **removed from the game** must be placed in the box and are not considered to be in the Reserve.



COMPONENTS

MAP (BOARD)



The Map represents Cvstodia, the world where the game is set. The Map contains the following elements.

AREAS

Cvstodia is divided into 25 Areas, with the following characteristics:

- 1 **Name:** the name of the Area.
- 2 **Progressive Number:** it identifies the Area: all game components displaying the same number refer to that Area.
- 3 **Shape:** a shape displaying the Progressive Number, it indicates the Region that Area belongs to.
- 4 **Frame:** useful to tell which Region the Area is part of.
- 5 **Paths:** a number of Paths start from each Area, connecting it to other Areas. Some Paths do not go all the way to the connected Area, but to one or more Shapes containing a Progressive Number; these Paths connect it to the Areas associated with those Progressive Numbers, same as a normal Path that leads up to said Areas.

During the game, Penitents will move on the Map, from Area to Area, through the Paths connecting them.

ADJACENT AREAS

Two Areas are considered to be adjacent if they are connected by a Path, even if the Path only connects an Area to another's Progressive Number. Some game rules take into account what is in two adjacent Areas.

SAFE AREA

A Safe Area is an Area where there are no Enemy nor Nemesis models.

FREE AREA

A Free Area is an Area where there are no Penitent, Enemy nor Nemesis models.

REGIONS

Cvstodia is divided into three regions: the **Lands of Suffering**, the **City of Churches**, and the **Underground**.

1 The Lands of Suffering consist of Areas with a thorned frame where the Progressive Number is in a square.

17 The City of Churches consists of Areas with a golden frame where the Progressive Number is in a circle.

6 The Underground consists of Areas with a stone frame where the Progressive Number is in a hexagon.

These distinctions among Regions help to quickly identify an Area during the game, since any game material that brings an Area into play shows its Progressive Number within the shape in which it is found on the Map or, if shown in any game text, that shape is displayed as an icon next to the Progressive Number. (■1, ●6, ●17).



Some game elements may call upon Regions to apply specific Game Effects.

DECK AND CARD SLOTS

The Map holds slots to keep different cards or decks of cards, specifically:

- A** Pilgrimage Card - Setup and Rules.
- B** Pilgrimage Cards - Behavior.
- C** Pilgrimage Card Deck.
- D** Personal Quest Card Deck.
- E** Enemy Card Deck.
- F** Procession Card Deck.
- G** Public Quest Slots, Quest Token Slots and relative slots for Player Cubes.
- H** Public Quest Card Deck.
- I** Prie Dieu Card.

AREA TOKENS AND BAG

These tokens will be kept in the bag during the game and drawn when needed. Each one shows the Progressive Number and Shape of an Area on the Map, so as to indicate a specific Region and Area when drawn.



Lands of Suffering
Area Token



City of Churches
Area Token



Underground
Area Token



PRIE DIEU

These tridimensional tokens indicate the presence of a Prie Dieu in the Area of the Map where they are placed.



PRIE DIEU CARDS

Prie Dieu Cards display Collecting Effects (see *Breviary - Collecting Effects*) that players can use if their Penitent is in an Area where there is a Prie Dieu (see *Dawn Phase - step 3*, p. 21).



WEAPON DICE AND SIDES

Weapon Dice represent the Penitent's offensive skills. Each player is provided with three Weapon Dice of their color. Attached to these Dice are Sides displaying the results obtainable by rolling the Die. Sides are divided according to their background color: Gold, Silver and Bronze. A Weapon Die can only have Sides of a single color, and each Weapon Die must always have six Sides attached to it.



BASIC SIDES

These Sides have the frame of a player color matched to one of the participants in the game, a set consists of 6 Gold Basic Sides, 6 Silver Basic Sides and 6 Bronze Basic Sides.



ADVANCED SIDES

These Sides have a black frame and are kept in the Reserve during the game. Players obtain them by acquiring Ability Vestige Cards (see p. 12), and they can replace the Basic Sides of their Weapon Dice (always observing what stated above) by making use of the Gear Up Maneuvre (see p. 22).



10-SIDED DIE (D10) AND 100-SIDED DIE (D100)

The 10-sided Die, referred to as d10 in the game, is used when Penitents face Stat Tests (see *Breviary - Stat Tests*) or to determine some random aspects of the game.

The 100-sided Die, referred to as d100 in the game, must always be rolled along with the d10 to obtain a number between 01 and 100, and is used for Exploration Rolls (see *Breviary - Exploration - Reading Tomes*).

The result 100 is obtained when the d100 gets the result 00 and the d10 gets the result 0.



MINIATURES AND BASES

The Penitents, Enemies and Nemesis that appear in the game are represented by Models. The Model of each Penitent used during the game is docked to a Base of the color of the player controlling it, during the Penitents Setup (see p. 19).



Penitent of the Prayer of Abdon



Penitent of the Crimson Dusk



Penitent of the Golden Contrition



Penitent of the Twisted Soul



4 Cimbalillo



6 Flagellants



6 Shieldmaiden



4 Phalaris



Esdras



2 Guardainfante



2 Esquilón



Perpetva



Ten Piedad

PLAYER CUBES AND RAGE CUBES

The game uses these cubes to keep track of different elements during the game. Each player has 20 Player Cubes of their color, while the 5 (golden) Rage Cubes are used to keep track of the Enemies' Rage value on the Miracle Board (see *Breviary - Rage*).



PENITENT TOKEN

Each player has a Penitent Token of their player color. This token is used to mark on the Map the Penitent's location when their model is moved to the Arena (see *Breviary - Confrontation*) and may be used by other Effects during the game.



SUNSET TOKEN

The Sunset Token is given to the player who will be first to play their Turn during the game, and it acts as a reminder that before that player's next Turn there must be a Sunset Phase (see p. 22).



PENITENT BOARD

The Penitent Board allows the player to keep track of their Penitent's status as well as Resources (see *Breviary - Resources*) gathered throughout the game. A Penitent Board displays the following information:

- A** Penitent Card slot.
- B** Bile Flask Token slot.
- C** Stats Symbols (Strength , Agility , Cunning .
- D** Resistances Symbol.
- E** Prayer Symbol and Prayer Vestige Card slot.
- F** Bead Symbol and Bead Vestige Card slot.
- G** Ability Symbol and Ability Vestige Card slot.
- H** Destiny Track.
- I** Pain Track.
- J** Whisper Track.
- K** Fervor Track.
- L** Wounds Track.
- M** Tears of Atonement Track.



BILE FLASK TOKEN

Each player has a Bile Flask Token to keep in the designated slot on their Penitent Board. This token has a full and an empty side, and is used through the Consume Maneuvre (see *Breviary - Consume*).



PENITENT CARDS

Each Penitent is paired with three Penitent Cards displaying their stats, which become readable once the Penitent Card is placed on the Penitent Board (see p. 11).

Each of these three Penitent Cards is linked to one of three Pences that the Penitent can follow, which change their initial Stats and Skills. A Penitent Card displays the following information:

Back

- A** Penance Symbol.
- B** Order Symbol.
- C** Penance Name.

Front

- D** Stats.
 - 1** Strength.
 - 2** Agility.
 - 3** Cunning.
- E** Resistances.
 - 4** Physical Damage.
 - 5** Magical Damage.
 - 6** Burning Damage.
 - 7** Toxic Damage.
 - 8** Electric Damage.
- F** Prayer Vestige Card Limit.
- G** Bead Vestige Card Limit.
- H** Skill.



Retro



Fronte

VESTIGE CARDS

Vestige Cards are the main way Penitents can upgrade throughout the game. These cards are divided into three decks: Prayers , Beads  and Abilities .

On the back of these cards are numbers used to randomly draw a type of Vestige Card by rolling a d10 (see *Breviary - Procession Cards and how to resolve them*).

The three types of Vestige Cards display common information, stated below, and additional information specific for their type, stated further below:

- A** **Symbol and Progressive Number:** each of these cards has a Progressive Number, if the card is recalled by a rule or Effect, it will be with the formula “ Progressive Number”.
- B** **Name:** the name of the Vestige Card.
- C** **Cost:** cost in Tears of Atonement  to purchase the card.



< Prayer Card

^ Bead Card

< Ability Card



PRAYER VESTIGE CARDS

Prayer Vestige Cards display Effects that alter Weapon Dice results and impact the game in various ways.

They display the following specific information:

- A Synergy:** this value reduces the Fervor cost of the Effect displayed on the card (see *Breviary - Synergy*).
- B Cost and Effect:** the Effect obtained from the Prayer Card by paying the cost in Fervor  displayed before the colon.



BEAD VESTIGE CARDS

Bead Vestige Cards generate static Effects that are always active.

They display the following specific information:

- A Effect:** the Effect given by the Bead Card.



ABILITY VESTIGE CARDS

Ability Vestige Cards improve Weapon Dice.

They display the following specific information:

- A Advanced Side:** a player who obtains a certain Ability Vestige Card also obtains the Advanced Side displayed on it.



ENEMY CARDS

These cards display the stats of the Enemies Penitents will face while exploring Cvstodia. Each card has a basic side (black background) and an advanced side for more challenging games (red background). An Enemy Card displays the following information:

- A Level (I, II or III):** it indicates how dangerous the Enemy is.
- B Name:** the name of the Enemy.
- C Reward:** what the player gains by defeating the Enemy.
- D Rage Effects:** Effects or Upgrades that activate under certain circumstances (see *Breviary - Rage*).
- E Vengeance:** the Enemy's Vengeance Effect (see *Movement at Dawn Phase - step 2* and *Breviary - Dash and Confrontation*).
- F Feat:** a passive skill of the Enemy.
- G Attack Test:** the result necessary to defeat the Enemy (see *Breviary - Combat*).
- H Counterattack:** the Enemy's reaction to a Penitent's attack (see *Breviary - Combat*).
- I Rage:** the condition enhancing the Rage of the Enemies displayed on the card (see *Breviary - Rage*).



PROCESSION CARDS

These cards are used to place Enemies Models on the Map (see *Breviary - Procession Cards and how to resolve them*). A Procession Card displays the following information:

- A** **Level (I, II or III):** it indicates how dangerous the Enemy is.
- B** **Name:** the name of the Enemy.
- C** **Areas:** Areas where the Enemy miniatures will be placed.



MIRACLE BOARD

The Miracle Board allows you to keep track of the Enemies' status and Rage levels, as well as to hold the three Vestige Card Decks. The Miracle Board displays the following information:

- A** Prayer Vestige Cards slot.
- B** Bead Vestige Cards slot.
- C** Ability Vestige Cards slot.
- D** Level I Enemy Card slot.
- E** Level II Enemy Card slot.
- F** Level III Enemy Card slot.
- G** Enemy Card slot.
- H** Rage Track.
- I** Reward slot.



ARENA AND STAGE

The Arena is the place where Penitents face the Nemesis when they encounter them. The Arena consists of Nodes upon which a single Model can be placed (see *Breviary - Confrontation*). The Nodes are connected according to the diagram in the image.

Below the Arena are two compartments for storing the Combat Card Deck and the Fervent Combat Deck for the Nemesis present in the game. The Stage is a visual element placed vertically behind the Arena and is the reference point for Combat Cards and Fervent Combat Cards (see p. 14).



NEMESIS TOKEN

This token is used to mark on the Map the Nemesis' location when their model gets moved to the Arena, and may be used by other Effects throughout the game.

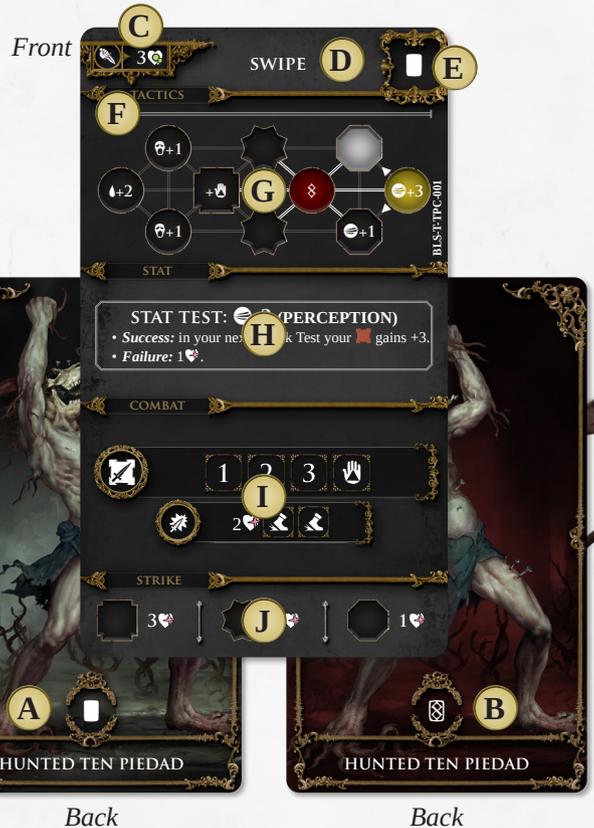


COMBAT CARDS AND FERVENT COMBAT CARDS

These cards are tackled by Penitents when they confront the Nemesis (see *Breviary - Confrontation*).

Combat Cards and Fervent Combat Cards display the following information:

- A Combat Card:** it states the information to confront the Nemesis.
- B Fervent Combat Card:** it states the information for an advanced challenge against the Nemesis.
- C Vengeance:** the card's Vengeance Effect.
- D Name:** the name of the card.
- E Reward:** what is obtained by the player by defeating the card.
- F Stage Line:** it allows to correctly read the pattern in the Tactics box during a Confrontation.
- G Tactics Box:** it states information on how the Nemesis will move and attack in the Arena.
- H Stats Box:** it states information on how to tackle the Nemesis using your Stats.
- I Combat Box:** it states information on how to attack the Nemesis.
- J Hit:** it indicates the Damage inflicted by the Nemesis on certain Nodes in the Arena.



PILGRIMAGES

Pilgrimages are decks of Pilgrimage Cards containing information regarding a single and specific game.

During the Pilgrimage Setup (see p. 20), players choose a Pilgrimage to play and use only said deck, leaving the others in the game box.

A Pilgrimage contains different subtypes of cards.

PILGRIMAGE CARD - SETUP

This card always displays the number 1 and must be the first card to be consulted in the Pilgrimage. It is used to set up the game and it displays the following information:

- A Name:** the name of the Pilgrimage.
- B Number:** a Setup Card always displays the number 1.
- C Lore text:** it introduces the story of the Pilgrimage.
- D Setup Outline:**
 - 1 **Penitents:** the Area where Penitents start the game and potential initial resources at their disposal.
 - 2 **Tomes:** the Tomes to include in the game.
 - 3 **Enemies:** how and which Enemies to place on the Map before the beginning of the game.
 - 4 **Nemesis:** which Nemesis to use in the game and where to place their model.
 - 5 **Combat Cards** [■/⊗]: which Combat Card deck to use in the game.
 - 6 **Quests:** which Public Quest Cards are on the Map at the beginning of the game.
 - 7 **Behavior:** how to set up the Behavior Cards to be placed on the Map.
 - 8 **Rules:** how to set up the card containing special rules that influence the game and its Victory Conditions.



A Pilgrimage
THE DREAMING PRISONER

B 1
SETUP

Many pilgrims come to the Brotherhood of the Sparrow to ask for help and assistance. Pious of Cystodia all have the same dream—a man, in the arms of a statue of a man, who waits as grow from his body. In places where these are most common, the bodies of some dreamers are found, disfigured with brutal fun. You must discover the source of the mysterious dreams and whether they are connected in any way to the heinous murders.

C

Pilgrimage
THE DREAMING PRISONER

D

SETUP

- 1 **Penitents:** ■1 each with 2♣, 3♠.
- 2 **Tomes:** ■2, ■4, ♣12
- 3 **Enemies:**
 - Draw a LV I Procession Card but place the Enemies only in ■2, ♣12, ■16.
 - Draw a LV II Procession Card but place the Enemies only in ♣7, ■4.
 - Draw a LV III Procession Card but place only an Enemy in ■5.
- 4 **Nemesis:** Ten Piedad. Place him in the Arena.
- 5 **■/⊗:** Hunted Ten Piedad
- 6 **Quests:** Set up the Public Quest 1, 2, 5.
- 7 **Behavior:** Place the Pilgrimage Card 3 revealed on the relative slot of the Map, place the Pilgrimage Card 2 on top of it.
- 8 **Rules:** Place the Pilgrimage Card 4 revealed on the relative slot, over this card.

BLS-T-PIL1-001

^ Back

Front >

PILGRIMAGE CARD - BEHAVIOR

This card is always identified by a number on its back; a Pilgrimage may have a variable number of these cards, which will be identified by progressive numbers (2, 3, 4, 5).

The Pilgrimage Card - Setup indicates how to set up these cards, which generally remain on the Map for the entire game. On these cards is indicated the Nemesis behavior to be applied during the Sunset Phase (see p. 22). Each Pilgrimage Card - Behavior contains very different, but always self-explanatory, rules, Effects and functionalities.



PILGRIMAGE CARD - RULES

This card is always identified by the highest number in the whole Pilgrimage Deck on its back. It displays special rules for the game and the Victory Conditions to win it.



PILGRIMAGE CARDS

These cards do not display numbers and make up a deck from where players draw during the game. They display some or all of the following information:

- A Lore text:** it tells a fragment of the story of the Pilgrimage.
- B Effects:** to be applied immediately, they can include Stat Tests or Attack Tests.
- C Personal Quest:** a special Personal Quest (see p. 17), related to the Pilgrimage.
- D Reward:** what is gained by the player who drew the card or completed the quest described on it.



PILGRIMAGES

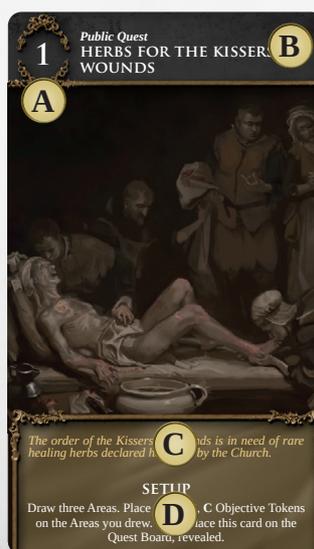
This deck contains Public Quests that Penitents can take on during the game.

Some of these are present from the beginning of the Game, others will be added throughout its course.

A Public Quest Card displays the following information:

- A Progressive Number:** each of these cards has a Progressive Number, if the card gets recalled by a rule or Effect, it's with the formula "Public Quest - Number" or simply "Quest - Number".
- B Name:** the name of the Public Quest.
- C Lore text:** narrative text introducing the quest.
- D Setup:** instructions to be carried out to include the card in the game.
- E Relic:** the Penitent who completes the Public Quest obtains this card as a Relic.
 - 1 Name of the Relic.**
 - 2 Effect of the Relic.**
- F Quest Action:** to be performed in order to progress in the quest.

- G Reward:** what the player gains by completing the quest.
- H Instructions for the Player Cube slots.**



Back



Front

PERSONAL QUEST DECK

This deck contains Personal Quests that Penitents can obtain and take on throughout the game.

A Personal Quest Card displays the following information:

- A Name:** name of the Personal Quest.
- B Lore text:** narrative text introducing the quest.
- C Quest Action:** to be performed in order to progress in the quest.
- D Reward:** what the player gains by completing the quest.
- E Instructions for Player Cube slots.**
- F Player Cube Slots.**



QUEST AND OBJECTIVE TOKENS

These tokens are divided into five groups, each displaying a peculiar color and symbol: key, bone, herb, paper and rosary. Each group contains 6 tokens: a Quest Token only displaying the group color, and 5 Objective Tokens displaying their peculiar symbol on one side and a letter on the other (see *Breviary - Public Quest Cards, Quest Tokens and how to use them*).



Quest Token



Objective Tokens

GUILT TOKENS

These tokens represent the Penitent's guilt and impose on them a series of negative Effects (see *Breviary - Guilt*).



TOMES

These books describe the events the Penitents may face when exploring Cvstodia or a specific Area. The Tome of Cvstodia is used in all games, while the others are included in the game based on the Pilgrimage that was chosen.



ARSENAL

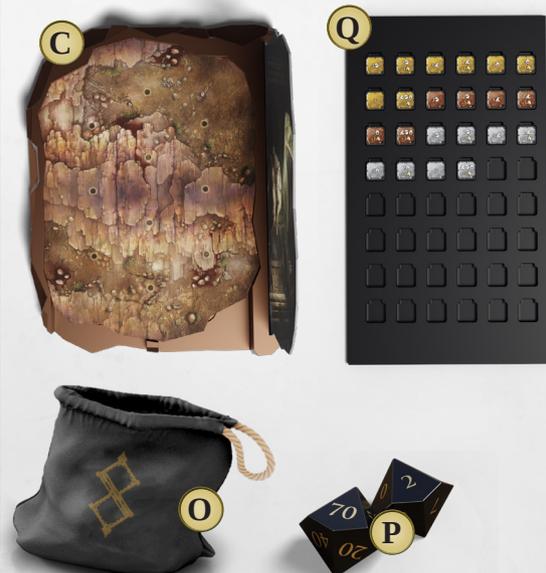
This object allows you to keep the Advanced Dice Sides in order.



SETUP

GAME SETUP

1. Open the **Map** **A** (the game board) and place it at the center of the table.
2. Open the **Miracle Board** **B** and place it on one side of the Map.
3. Assemble the **Arena** and **Stage** and place them on one side of the Map **C** (see the Assembling Arena and Stage box).
4. Shuffle the **Ability Vestige deck** **D** and place it on the relative slot of the Miracle Board. Do the same thing for the **Prayer Vestige deck** **E** and the **Bead Vestige deck** **F**.
5. Place a **Rage Cube** **G** on the lowest slot on each Rage Track of the Miracle Board
6. Shuffle the **Public Quest deck** **H** and place it on the relative slot of the Map.
7. Shuffle the **Personal Quest deck** **I** and place it on the relative slot of the Map.
8. Shuffle the **Prie Dieu Cards** **J**, draw one and place it on the relative slot of the Map. Put the others in the game box.
9. Place the **Procession Card deck** **K** on the relative slot of the Map.
10. Place the **Enemy Card deck** **L** on the relative slot of the Map.
11. Place the **Tome of Cvstodia** **M** on one side of the Table.
12. Choose a **Pilgrimage Deck** **N** and place it on the relative slot of the Board.
13. Place the **Area Tokens** **O** in the Bag and keep it on one side of the Table.
14. Place the **d10** and **d100** next to the Board **P**.
15. Place the Arsenal containing all **Advanced Sides** **Q** on one side of the table.

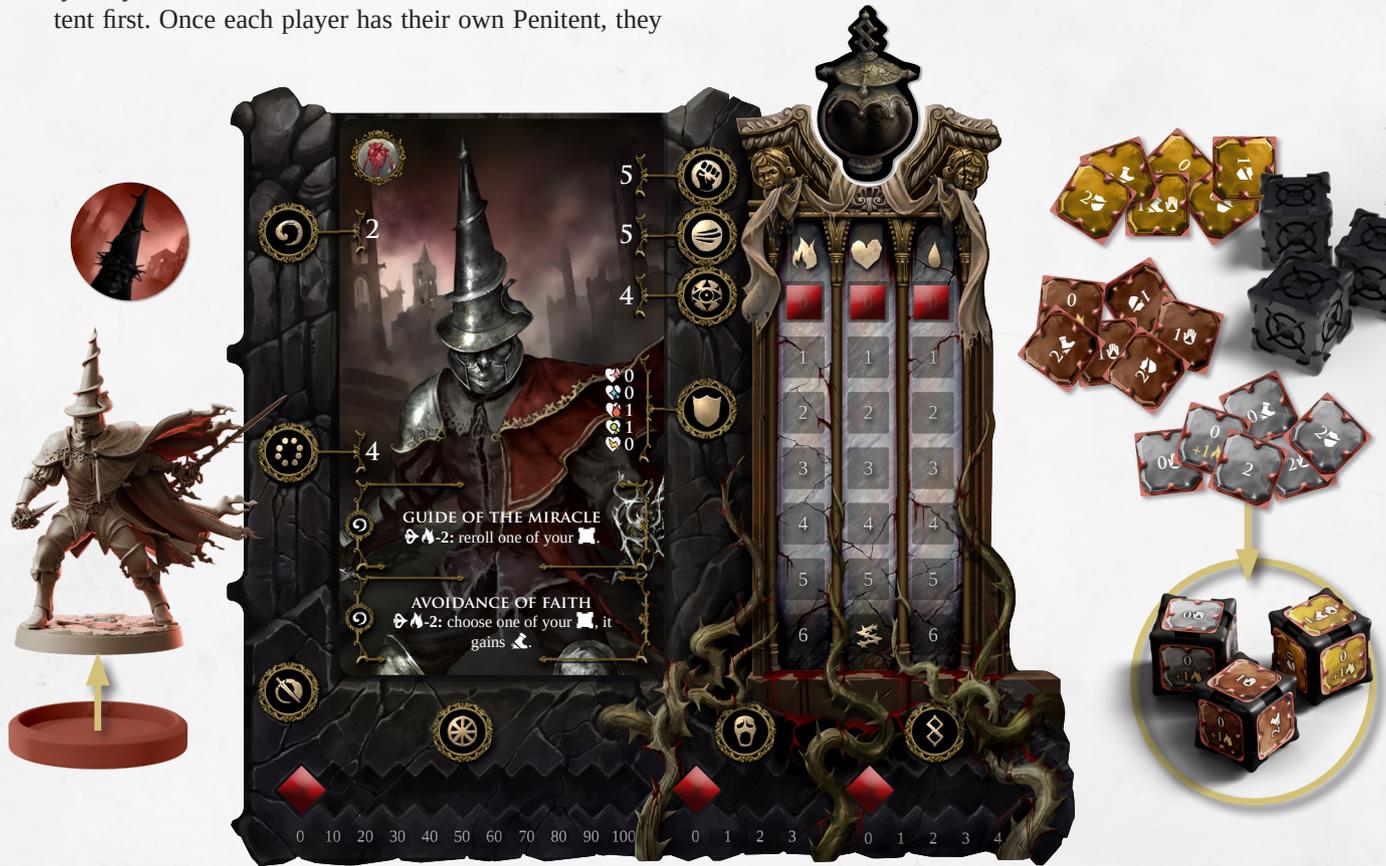


PENITENTS SETUP

1. Each player takes a **Penitent Board** and places it in front of them.
2. Each player chooses a player color and takes all **Player Cubes**, three **Weapon Dice**, **Basic Sides**, **Penitent Token** and **Base** of that color.
3. Each player attaches their six **Gold Basic Sides** on one of their **Weapon Dice**, then does the same with the six **Silver Basic Sides** and the six **Bronze Basic Sides**.
4. Players choose by mutual agreement how to assign the Penitents to be used throughout the game or, alternatively, they roll the **d10** to decide who chooses their Penitent first. Once each player has their own Penitent, they

take the relative model and attach it to their color's Base. Then, they take their **Penitent Cards**, choose one and place it on the designated slot of their **Penitent Board**, placing the others underneath it.

5. Each player places one of their Player Cubes on the 0 value of their **Fervor** 🔥, **Wound** ♥, **Tears of Atonement** ☹, **Destiny** ⚙, **Whisper** ⚡ and **Pain** ☠ Tracks.
6. Each player places a **Bile Flask Token** on their Player Sheet, displaying the empty side.



PILGRIMAGE SETUP

Perform these steps by drawing the first card of the Pilgrimage Deck placed on the Map:

1. Read aloud the colored text on Pilgrimage Card 1, then turn it over and place it on the Setup slot of the Map.
2. Follow what stated in the Setup paragraph on Pilgrimage Card 1.
 - A. Penitents:** place the Penitents' models on the indicated Area and adjust the Charts on the Penitent Board as indicated.
 - B. Tomes:** place on one side of the Table the indicated Tomes and place a Prie Dieu in each Area displaying the same name and number as those Tomes.
 - C. Enemies:** follow what stated to place Enemies on the Map (see Upgraded Enemies box). For each type of Enemy you placed, place its relative Enemy Card on the slot of the Miracle Board with the right Level indication (I, II, III, see image). For each Enemy Card you placed, roll the d10, repeating the roll if the result is 0. The result of the die indicates the Vestige Card Deck from which to draw a card; this must be revealed and placed on the designated slot under the Enemy Card.
 - D. Nemesis:** place the Nemesis' model where stated.
 - E. Combat Cards** : take the designated deck and place it on the relative slot under the Arena. If the deck also contains Fervent Combat Cards, create a second deck with only them and place it on the relative slot under the Arena.



F. Quests: look for the Public Quests indicated in the relative deck and place them on the designated slots of the Map. Pair each of them with a Quest Token and place them on the relative slot of the Map. For each one, read the colored text and perform the indicated setup (see *Breviary - Public Quests*).

G. Behavior: follow what stated.

H. Rules: follow what stated.

3. Shuffle the remaining cards of the Pilgrimage Deck and put them back on their slot of the Map.
4. Each player rolls the d10. The player with the highest result (reroll when tied) obtains the **Sunset Token**, they will be the first to play their Turn.

Pilgrimage
THE DREAMING PRISONER

SETUP

A	Penitents:	 1 each with 2  , 3  .
B	Tomes:	 2,  4,  12
C	Enemies:	<ul style="list-style-type: none"> • Draw a LV I Procession Card but place the Enemies only in  2,  12,  16. • Draw a LV II Procession Card but place the Enemies only in  7,  4. • Draw a LV III Procession Card but place only an Enemy in  5.
D	Nemesis:	Ten Piedad. Place him in the Arena.
E	 :	Hunted Ten Piedad
F	Quests:	Set up the Public Quest 1, 2, 5.
G	Behavior:	Place the Pilgrimage Card 3 revealed on the relative slot of the Map, place the Pilgrimage Card 2 on top of it.
H	Rules:	Place the Pilgrimage Card 4 revealed on the relative slot, over this card.

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UPGRADED ENEMIES

Enemy Cards have a black and a red side. For a balanced game, use these cards on their black side. If all players agree, it is possible to use these cards on their red side, thus increasing the difficulty and dangerousness of the Enemies that Penitents will have to face throughout the game.





GAME FLOW

The game is divided into Rounds, which are divided into two phases: **Dawn** and **Sunset**.

DAWN PHASE

Proceeding clockwise, each player plays their turn performing, in order, what listed in the following steps.

- Beginning of Turn:** the player resolves, in an order of their choosing, all Effects displayed on the game components in their possession that activate in this phase: generally, these Effects are displayed on Bead Vestige Cards and Relics obtained by completing Public Quests.
- Movement (optional):** the player can move their Penitent to an Area connected to the one they're currently in up to two times. If the Penitent leaves an Area with an Enemy in it, they suffer the Vengeance Effect  indicated on its Enemy Card.



- Collecting (optional):** the player can choose whether to apply the Collecting Effect of the Area their Penitent is in (see *Breviary - Collecting Effects*). Some Areas display two of these Effects, separated by the symbol /, in this case the player must choose which Effect to apply. If the Penitent is in an Area with a Prie Dieu in it, they may choose, as an alternative to resolving the Area's Collecting Effect, to resolve one of the Collecting Effects displayed on the Prie Dieu Card placed on the Map.



- Action (mandatory):** the player must choose an Action for their Penitent to perform among Combat, Dash and Exploration, and resolve it.
 - Combat:** if there is an Enemy in the Area the Penitent is in, it is possible to resolve this action by applying what stated in Combat (Action) (see *Breviary*).
 - Dash:** the player moves their Penitent to a connected Area, applying what stated in Dash (Action) (see *Breviary*).
 - Exploration (Safe Areas only):** the player may only perform this Action if their Penitent is in a Safe Area (see p. 7). When a player resolves this Action, they must apply what stated in Exploration (Action) (see *Breviary*).
- Quest Action (optional, Safe Areas only):** the player may only perform this Action if their Penitent is in a Safe Area (see p.7). They may choose a Quest Action indicated on a card for which they meet the Requirement, choosing among the Public Quest Cards or their Personal Quest cards.



- End of Turn:**
 - The player resolves, in an order of their choosing, all Effects displayed on the game components in their possession activating in this phase.
 - If the player's Pain  value is maxed out (3), they can reset it and choose one of the following options:
 - Draw a Personal Quest Card, read it and place it revealed in front of you.
 - Draw a Vestige Card with a type of your choosing.



- If the Miracle Board has free Enemy slots displaying the Procession symbol , the player keeps revealing Procession Cards until they reveal one with the level indicated on the free Enemy slot (I, II, III) displaying an Enemy whose Enemy Card is not already on the Miracle Board. Then, they resolve it (see *Breviary - Procession Cards and how to resolve them*).



- **Sacrifice:** the player hurts their own Penitent in order to gain Fervor; it is possible to resolve this Maneuvre by applying what stated in Sacrifice (Maneuvre) (see *Breviary*).



MANEUVRES

Maneuvers are Effects usable an indefinite number of times throughout the game. However, no Maneuvre can be performed while resolving an Action or Quest Action (unless specified otherwise in the Maneuvre's description). Each Maneuvre states the moment it can be used. The Maneuvres at players' disposal are the following:

- **Consume:** the player uses their Bile Flask to cure their own Penitent; it is possible to resolve this Maneuvre by applying what stated in Consume (Maneuvre) (see *Breviary*).

- **Equip:** the player reorganizes their own Weapon Dice and their Prayer and Bead Vestige Cards; it is possible to resolve this Maneuvre by applying what stated in Gear Up (Maneuvre) (see *Breviary*).



SUNSET PHASE

Apply what stated on the Pilgrimage Card - Behavior placed on the Map.



Now you know the basic rules of the game,
for specific rules and examples consult the Breviary.



blasphemous

THE BOARD GAME

Blasphemous: The Board Game Rulebook v0.7

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