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Foreword

The work of saving men’s souls can sometimes be contentious. Johann Tetzel, the blessed father and the great preacher of Germany’s salvation during these troubled times, has died. Luther, the tyrannical apostate seeks now to enlarge the devil’s hold upon the hearts of your brethren of the Prussian states—you must not let him prevail. Almost as disturbing, some of your fellow acolytes dispute your position as heir of Tetzel’s great legacy. You must act quickly. The devil is abroad in the land. Rumors of war move amid the peasants while the distressed cry of our Holy Father, Pope Leo X, goes unheard from the Vatican. You must be the instrument now—build up your holdings and secure your place both as Tetzel’s heir and Germany’s savior.

Designer’s Note

The initial prototype for this game was created by Christopher Cherrington as an assignment for the University of Utah’s Graduate Degree in Entertainment Arts and Engineering, for the Paper Prototyping course. The prototype was moved to completion by Blake G. Harrison, another student in the program.

Set in a period of great upheaval for Europe, Tetzel’s Disciple contains significant references to religious turmoil, competition, and the Reformation. The player takes the role of a Catholic preacher endeavoring to establish themselves as the premier papal representative in Germany, while Martin Luther is referred to in descriptive text as the enemy of righteousness. The descriptive text herein is meant to neither be offensive nor theologically or even historically accurate—it is used for thematic engagement and entertainment alone, and represents neither the designers’ personal beliefs, nor an attempt at unbiased education.

Introduction

Welcome to Tetzel’s Disciple. Set in the 1520’s, you’ll play as one of the followers of Johann Tetzel. The Reformation is nigh, and the souls of Germany’s citizens hang in the balance. Worse, there are other pretenders to Tetzel’s legacy who will dispute your position as his true heir. Save men’s souls and prove your legitimacy by building an indisputable religious legacy.

To get started review the rules below and take a moment to read over the card descriptions. You can play the game with several alternate rulesets you’ll see detailed below. For first time players we recommend using the base rules. For the least predictable results, Alternate 1 is the best choice, while for the most strategic play, we recommend Alternate 2.

Enjoy your stay.
Game Overview

In *Tetzel’s Disciple*, each player takes on the role of one of Johann Tetzel’s followers, competing to see who can procure a more impressive array of religious rewards—thereby cementing their place as Tetzel’s ecclesiastical heir. Play centers around requesting **blessing tokens**, with hidden cards determining success or failure. **Blessing tokens** are used to purchase **Reward Cards**. Failed requests (or some timely interference from the competition) can also lead to the player drawing **Curse Cards**, which serve to slow the player’s progress or diminish their score.

In the basic game, play proceeds for 10 rounds, after which the **Victory Point** total of each player is calculated to determine the winner.

Component Section

- **Component List**

  1 Rulebook
  1 Six-Sided Die
  2 **Blank Curse Cards** (included in the Curse Deck)
  2 **Blank Reward Cards** (included in the Reward Deck)
  2 **Blank Worship Cards** (included in the Worship Deck)
  1 **Deck of Curse Cards** (50 cards)
  1 **Deck of Reward Cards** (50 cards)
  1 **Deck of Worship Cards** (50 cards)
  1 **Round Tally Board**
  1 **Round Token**
  100 Victory Point Tokens

- **Component Setup**

  Open each deck of cards, removing the deck from its protective, plastic wrapping. Remove the 2 blank cards from each of the three decks (leaving 48 cards per deck).
Shuffle each of the three decks thoroughly, and place them where they can be easily reached by both players.

Place the **Round Tally Board** where both players can see it, placing the **Round Token** on the space numbered one (1).

Choose which deal variant you are using (see **Turn Overview: Deal Phase**, below for details), and deal the starting cards to each player.
Turn Overview

In Tetzel’s Disciple play takes place in a recurring series of five phases. In order, they are: Deal Phase; Placement Phase; Supplication Phase; Resolution Phase; and the Purchase Phase.

- **Phase 1: Deal Phase**

In round 1, each player draws six cards from the Worship Deck. Each player then chooses three cards to reveal to their opponent.

#### Deal Alternate 1 – Hidden Information

From the Worship Deck, each player draws six cards. None of the cards are revealed to the opposing player. Proceed to the Placement Phase.

#### Deal Alternate 2 – Strategic Knowledge

From the Worship Deck, deal ten cards face up. The player with the lower number of blessing tokens picks a card and puts it in their hand (if players have the same number of blessing tokens, both players roll a six-sided die, with the player who rolls the higher number drawing first). Next, the other player chooses a card. Alternate choosing cards until all ten of the revealed cards are removed from the table. Each player should end with 5 cards. Proceed to the Placement Phase.
**Phase 2: Placement Phase**

The **Placement Phase** is all about determining the round’s **offering**. To determine the **offering**:

- Take the top card from the **Worship Deck**, and place it face down between the two players;
- Each player then chooses a card from his/her hand, and places it face down beside the first card;
- These three cards become the **offering** for that turn.

![Figure 6 – Example Placement Phase](image)

**Phase 3: Supplication Phase**

During the **Supplication Phase**, each player requests **blessing tokens**. The phase runs like this:

- First, the player with less **blessing token** at the start of the turn gets to make the first request. If there’s a tie between the two player’s **blessing tokens** (such as on turn 1, when they both have zero), the players each roll a six-side die to determine who gets to make the first request—high roller wins (in case of a tie roll, repeat until a winner is determined).
- Second, the player making the first request picks a number of **blessing tokens** to request, between 0 and 20;
- Third, the other player then makes their own request, again between 0 and 20;
- Fourth, the first player may then spend a **blessing token** (if they have one) to alter their requested number;
- Fifth, the second player may then spend a **blessing token** (if they have one) to alter their requested number;
- Steps four and five repeat until neither player changes their request.
• Phase 4: Resolution Phase

During the Resolution Phase, the cards in the offering is revealed, and each player sees whether their request made during the Supplication Phase.

- If the total number of the three cards from the offering is more or equal to a players number of asked blessing tokens, then that player receives the requested number of blessing tokens;
- If the total number of the three cards from the offering is less than a player’s number of asked blessing tokens, then that player receives only 1 blessing token, and they must draw a curse card from the curse deck;

![Figure 7 – Example Resolution Phase](image)

• Phase 5: Purchase Phase

During the Purchase Phase the players resolve curse cards and purchase reward cards.

- Both players roll a six-sided die to determine who gets to make purchases first, high roller wins (in case of a tie roll, repeat until a winner is determined);
- The players then take turns purchasing reward cards from the reward deck. Each card costs 10 blessing tokens, and resolves according to the card’s description;
Continued Play and Victory
Following the Purchase Phase, players repeat phases 2-5 four times (until they have one card remaining).

The players advance the round token to the next round, and then run through phase 1 again, this time drawing only 5 cards (to bring their hand total back up to 6). Each player still then shows three cards to the opposing player.

The players run through phases 2-5 five times (until they have one card remaining), advance the round token, and repeat the process until the end of round 10.

Following the completion of round 10, the players total up their victory points to determine the winner.

Victory Alternate 1 – Faster Play
Instead of playing to ten turns, players play till one of them reaches 30 Victory Points.

Indulgences and Card Limits
Any card drawn under the effect of the indulgences card does not count toward the hand limit, nor the draw limit of the deal phase. In other words, the player may have more than six cards if the indulgences card has been used.

Card Terminology
As Needed – Cards marked “As Needed” are held in secret until the triggering condition listed in their description occurs, at which time the card is revealed and its affects resolved.

Example: The Indulgences Reward Card is held in reserve until a poison card that would affect the player is drawn, at which time the card is then played.

Discard – The card is placed into a discard pile next to the relevant deck (Worship Cards by the Worship Deck, etc.). If any of the three decks run out of cards, the discard pile is shuffled to replace the deck.

Face-Up – Cards are revealed to both players, and both players are given the opportunity to inspect them.

Play Immediately – The card is played and resolved immediately.

Trash – The affected card is removed from the game.
Card List and Explanations

- **Curse Cards** – 50 cards, made up of 6 each of the following 8 cards, and 2 blank cards for you to use making your own curses.

1. **Envy**

   Envy relates to the number of **Reward Cards** the opposing player has, *not* their score.

2. **Gluttony**

   Gluttony takes effect the next time the holder makes a **Reward Card** purchase.
3. **Greed**

Generally speaking, Greed requires players to have 20 or more **blessing tokens** to purchase **Reward Cards**.

Greed may be mitigated by the **Monastery** reward card, which decreases the number of **blessing tokens** required to purchase Reward Cards. See the Monastery card entry for details.

4. **Guilt**

If the player does not have 5 **blessing tokens** to lose, their **blessing token** total is reduced to zero.
5. **Lust**
This curse applies to the next three supplication phases. If the game would end before three supplication phases would pass, discard the Lust card when tallying the final score.

6. **Pride**
This curse lasts until the end of the game, or until removed by a Reward Card effect.
7. Sloth
This curse applies to the next three supplication phases. If the game would end before three supplication phases would pass, discard the Sloth card when tallying the final score.

8. Wrath
The terminology “using a Poison card on the opposing player” refers to any time that the player cursed by Wrath uses a poison card during the Supplication Phase.

Lust/Sloth Breakdown
If affected by both Lust and Sloth, the player may choose to request zero (0) or 10 blessing tokens.
• Reward Cards – 50 cards, made up of 2 blank cards, for you to use making your own rewards, and the following reward cards:

<table>
<thead>
<tr>
<th>Card Name</th>
<th>Number of Cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cathedral</td>
<td>6</td>
</tr>
<tr>
<td>Indulgences</td>
<td>5</td>
</tr>
<tr>
<td>Monastery</td>
<td>6</td>
</tr>
<tr>
<td>Penitence</td>
<td>6</td>
</tr>
<tr>
<td>Purify</td>
<td>5</td>
</tr>
<tr>
<td>Revelation</td>
<td>3</td>
</tr>
<tr>
<td>Shrine</td>
<td>14</td>
</tr>
<tr>
<td>Talents</td>
<td>3</td>
</tr>
</tbody>
</table>

1. Cathedral
Cathedrals are worth 2 victory points.
Shrines are worth 2 victory points.
Bonus points example: If a player controlled 6 Shrines, the Cathedral would grant that player 2 points, plus 3 bonus victory points for the Shrines (plus the 2 per shrine = 12) For a total of 17 victory points. If the player controlled 6 Shrines and 2 Cathedrals, it would be 4 points (for the Cathedrals), plus 6 bonus victory points (6 shrines = 3 bonus points per cathedral) for the shrines (plus 2 per shrine = 12), for a total of 22 victory points.
2. **Indulgences**

Used when a **Curse Card** would be drawn by the player holding the **Indulgences** card.

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3. **Monastery**

**Monastery** cards have a cumulative effect—i.e., if you control three **Monastery** cards, you pay 6 **Blessing Tokens**.

Further, **Monastery** cards affect the **Greed** curse, so a player with 2 **Monastery** cards in play could purchase a **Reward Card** even while under the effect of the **Greed** curse while possessing only 16 **blessing tokens**, rather than 20.
4. **Penitence**

*Penitence* can be played even if the player has no *curses* currently affecting them. If this is done, the player only receives the 5 *blessing* tokens.

![Penitence Card](image)

*Penitence* card:

**Player Choice: As Needed**

Discard this card to trash a Curse Card and nullify its effect. Receive 5 blessing tokens.

“When Jesus heard it, he said unto them, They that are whole have no need of the physician, but they that are sick: I came not to call the righteous, but sinners to repentance.”

Matthew 9:12

5. **Purify**

*Purify* may only be used when a *poison card* that would affect the player using the card has been revealed in the *offering*—meaning the player may only use *purify* if they would otherwise be forced by the *poison card* to draw a *curse card*.

![Purify Card](image)

*Purify* card:

**Player Choice: As Needed**

Discard this card to change a revealed Poison Card into a x2 Worship Card.

“And I will... refine them as silver is refined, and will try them as gold is tried: they shall call on my name, and I will hear them. I will say, It is my people: and they shall say, the Lord is my God.”

Zechariah 13:9
6. **Revelation**

May be played at any time.

7. **Shrine**

**Cathedrals** are worth 2 **victory points**.

**Shrines** are worth 2 **victory points**.

Bonus points example: If a player controlled 6 **Shrines**, the **Cathedral** would grant that player 2 points, plus 3 bonus **victory points** for the **Shrines** (plus the 2 per **shrine = 12**) For a total of 17 **victory points**. If the player controlled 6 **Shrines** and 2 **Cathedrals**, it would be 4 points (for the **Cathedrals**), plus 6 bonus **victory points** (6 **shrines = 3 bonus points per cathedral**) for the **shrines** (plus 2 per **shrine = 12**), for a total of 22 **victory points**.
8. Talents
Can only be played when the Opposing player draws a Reward card. This effect Can be triggered by a Purchase or by use of a card Such as the Reward Card “Talents” or the Curse Card “Gluttony”.

- Worship Cards – 50 cards, made up of 2 blank cards, for you to use making your own rewards, and the following reward cards:

<table>
<thead>
<tr>
<th>Cards</th>
<th>Number of Cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number Cards</td>
<td>7 of Each</td>
</tr>
<tr>
<td>(1, 2, 3, 4, &amp; 5)</td>
<td></td>
</tr>
<tr>
<td>x2</td>
<td>5</td>
</tr>
<tr>
<td>Poison Card</td>
<td>8</td>
</tr>
</tbody>
</table>

1. Number Cards

Number cards are played during the Placement Phase. During the Reveal phase, the sum of the number cards in the offering determines whether players get blessing tokens or not.

Example – If a 3, 4, and 3 were the offering pile, a supplication of 10 or less would result in the player receiving blessing tokens. A supplication of 11 or more would result in the player receiving 1 blessing token and 1 curse card.
2. **x2 Worship Card**

Doubles the sum of the **Offering** pile.

Example – an offering of 2, 4, and a x2 would be 12.

3. **Poison Card**

If a **poison card** is revealed in the **Offering**, both players receive no **blessing tokens**, and if a player asked for any number of **blessing tokens**, that player must draw a **curse card**.

In other words, unless a Player requested 0 **blessing tokens** (whether through Strategy or forced by the curse card, “**Sloth**”, which may also be strategic), the player will be penalized.
Key Word Glossary

Blank Curse Cards – Two blank curse cards are included in the deck of curse cards. These can be used either to create your own curses, to create additional copies of the curses already in the game, to replace lost curse cards, or you can simply ignore them.

Blank Reward Cards – Two blank reward cards are included in the deck of reward cards. These can be used either to create your own rewards, to create additional copies of the rewards already in the game, to replace lost rewards cards, or you can simply ignore them.

Blank Worship Cards – Two blank worship cards are included in the deck of worship cards. These can be used either to create your own worship cards, to create additional copies of the worship cards already in the game, to replace lost worship cards, or you can simply ignore them.

Blessing Tokens – The currency of the game, blessing tokens are gained through the resolution phase. If the player’s supplication was equal to or less than the offering, the player gains the number of blessing tokens their supplication requested. If the player’s supplication was greater than the offering, then the player gets only 1 blessing token, and must draw a curse card. If the player asked for more than zero (0) blessing tokens in their supplication and a poison card was used, the player gets no blessing tokens, and must draw a curse card. If the player requested zero (0) blessing tokens and a poison card is in the offering, the player gets zero (0) blessing tokens, but does not have to draw a curse card.

Cathedral – The cathedral is a reward card that goes into play immediately, though its affects don’t occur until the game ends. The card grants the controller 2 victory points for controlling the cathedral. Further, the player gets 1 bonus victory point for every two shrines they control. This effect is cumulative—so if the player controls 3 cathedrals and 2 shrines, they get 3 bonus victory points.

Curse – A card drawn from the deck of curse cards, which negatively affects the player drawing it.

Curse Card – A card from the deck of curse cards.

Curse Deck – See the deck of curse cards entry.

Deal Alternate 1 – Hidden Information – From the worship deck, each player draws six cards. None of the cards are revealed to the opposing player. Proceed to phase 2: placement.
Deal Alternate 2 – Strategic Knowledge – From the worship deck, deal ten cards face up. The player with the lower number of blessing tokens picks a card and puts it in their hand (if players have the same number of blessing tokens, both players roll a six-sided die, with the player who rolls the higher number drawing first). Next, the other player chooses a card. Alternate choosing cards until all ten of the revealed cards are removed from the table. Each player should end with 5 cards.

Proceed to the phase 2: placement.

Deal Phase – See phase one: deal phase.

Deck of Curse Cards – The deck that contains the game’s 48 curses and the two blank curse cards. The card backs are black, the card fronts are backed in grey, outlined in black, and have black and white illustrations. The curse cards for the seven deadly sins are illustrated with portions of prints made by Pieter Brueghel. Curse cards negatively affect the players of the game.

Deck of Reward Cards – The deck that contains the game’s 48 reward cards and two blank curse cards. The card backs are white, the card fronts are backed with white, outlined in dark brown, and have colored illustrations. Reward cards benefit the players by providing victory points, removing or avoid curse cards, and generally turn the game to their advantage.

Deck of Worship Cards – The deck that contains the game’s 48 worship cards and two blank worship cards. The card backs are brown, the card fronts are backed with light brown, and are outlined in dark brown. Worship cards are utilized during the supplication and resolution phase of the game to gather blessing tokens and occasionally to hinder the opposing player’s game.

Envy – Envy takes affect during the scoring phase. If the player affected by envy controls less reward cards at the game’s end, they lose 3 points. This references the number of reward cards controlled—specifically the shrines, cathedrals, and monasteries—the player controls at the game’s end, NOT the victory point totals.

Gluttony – The next time the player cursed by gluttony would draw a reward card, for any reason, the player instead draws two. The opposing player takes one (first pick), and the cursed player takes the other.

Greed – In order to purchase a reward card, the player must have sufficient blessing tokens that they would have 10 blessing tokens remaining after the purchase. So as a general matter that means the player may not make a purchase unless they have 20 blessing tokens, although the monastery card mitigates this affect.
Guilt – The cursed player loses 5 blessing tokens. If they have fewer than 5 blessing tokens already, then their blessing token count is reduced to zero (0).

Indulgences – The indulgences card is played when the player would otherwise draw a curse card, allowing the player to draw a worship card instead. Any worship card drawn by the player as a consequence of using the indulgences card does not count against the player’s hand limit for the deal phase—in other words the indulgences card can result in the player holding 7 or more cards.

Lust – For the next three supplication phases, the player must request 10 blessing tokens or more. If the game finishes before three supplication phases have occurred, the cursed player simply discards the lust curse. If a player is affected by multiple lust curses, the effect is not cumulative. For example, if a player was under the effect of five lust curses, the player would still only have to request 10 or more blessing tokens. If the cursed player is affected by both lust and sloth, the player may choose to request 0 or 10 or more blessing tokens.

Offering – The offering is created during the placement phase and is made up of the sum of the top card from the deck of worship cards, and a worship card offered up by both players. The sum of these three cards constitutes the offering and determines whether the player’s supplication results in the player getting their request, a single blessing token and a curse card, or, if a poison card was used as part of the offering, no blessing tokens and a curse card.

Monastery – Goes into play immediately, and takes effect immediately. Provides the player with two victory points, and reduces the cost of reward cards purchased in the future by 2 blessing tokens. The reduction effect stacks, so a player with two monasteries under their control has the cost of reward cards reduced by 4.

Number Cards – A subset of worship cards, the number cards are numbered 1-5, and the displayed number of the card is used in determining the offering. Number cards can be doubled by use of the x2 card during the placement phase.

Penitence – Penitence is a reward card that when discarded removes one of the curses effecting the discarding player, who also gets to draw 5 blessing tokens. If the player is not under the effect of a curse, then they may still discard penitence to get 5 blessing tokens.

Phase 1: Deal – Each player draws six cards from the deck of worship cards and then reveals three of them to the opposing player. If an alternate ruleset are being used (see Deal Alternate 1 – Hidden Information and Deal Alternate 2 – Strategic Knowledge), those rules apply. In rounds 2-10, the character draws five cards to bring their total up to six (or more if an indulgence card had been used previously).

Phase 2: Placement – The top card from the deck of worship cards is taken and placed between the two players, and then each player places one of their worship cards between the two players as well. These three cards form the offertory.

Phase 3: Supplication – Each of the players makes supplication for a stated number of blessing tokens, with the option to pay blessing tokens to alter their supplication.
Phase 4: Resolution – The offering is revealed to both players, and players receive their reward. If the supplication was equal to or less than the offering, the player receives their requested supplication. If the supplication was more than the offering, the player receives only one blessing token and must draw a curse. If poison was used, any player requesting more than zero (0) blessing tokens receives no blessing tokens, and a curse. If poison was used and the player requested zero (0) blessing tokens, they receive zero (0) blessing tokens and are not required to draw a curse.

Phase 5: Purchase – Players roll a six-sided die to determine who gets to purchase first (high roll wins—in case of tie, repeat till there is a high roll). Players then take turns purchasing reward cards. Each card costs a default of 10 blessing tokens, though the cost can be decreased by monasteries, or effectively increased by the curse of greed.

Placement Phase – See phase 2: placement.

Poison Card – A worship card played during phase 2: offering, the poison card takes affect during phase 4: resolution, and damages players who request more than zero (0) blessing tokens during their supplication. If any player requested more than zero (0) blessing tokens, they receive zero (0) blessing tokens instead, and must also draw a curse card. The Poison card interacts with the purify reward card, the wrath curse card, and may interact with the revelation reward card. If a player discards purify to avoid the effects of the poison card, the other player will still be poisoned.

Pride – When another player receives a reward card, the cursed player loses one blessing token. The curse lasts until the end of the game, or until removed by a reward card effect.

Purchase Phase – See phase 5: purchase.

Purify – Purify turns a poison card revealed as part of the offering during phase 3: resolution into a x2 worship card for purposes of the player using purify only (the poison card remains effective against the other player). Purify may only be used if it would affect the player using purify—meaning the player may only discard and use purify if they would otherwise be forced to take zero (0) blessing tokens and a curse card. (note: this means the player can themselves play a poison card, request more than zero (0) blessing tokens, be poisoned, and use the purify card to evade the poison while still poisoning the other player).

Revelation – Revelation lets the player see the hidden cards within the offering and change one of them by substituting a card from his hand, or the top card from the deck of worship cards.

Resolution Phase – See phase 4: resolution.

Reward Card – A card from the deck of reward cards.

Reward Deck – See deck of reward cards

Round Tally Board – The round tally board is used to illustrate which round the players are currently on. In normal play, after round 10 the game ends.
**Round Token** – The token used to illustrate which round the players are in on the **round tally board**.

**Shrine** – A **reward card** that goes into effect immediately, and gives the player **2 victory points** at the game’s end.

**Sloth** – The player must request **0 blessing tokens** for the next three **supplication phases**. If the game finishes before three **supplication phases** have occurred, the cursed player simply discards the **sloth curse**. If the cursed player is affected by both **lust** and **sloth**, the player may choose to request 0 or 10 or more **blessing tokens**.

**Supplication** – Made during **phase 3: supplication**, the **supplication** is the player’s requested number of **blessing tokens**. If in **phase 4: resolution** the player’s **supplication** is found to be equal to or less than the **offering**, the player is given the requested number of **blessing tokens**. If the player’s **supplication** is more than the **offering**, the player gains only **1 blessing token**, and must draw a **curse**. If poison is used, special rules apply (see the **poison card**).

**Supplication Phase** – See **phase 3: supplication**.

**Talents** – A **reward card** that can be played when the opposing player draws a **reward card**, at which time the player holding **talents** can discard it to draw two **reward cards** of their own.

**Victory Point** – The method of tracking who wins the game. **Victory points** are tallied and counted after the tenth round in normal play. The person with the most **victory points** wins.

**Worship Card** – A card from the **deck of worship cards**.

**Worship Deck** – See **deck of worship cards**

**Wrath** – The **wrath curse** stays on the cursed player until they use a **poison card** on the opposing player. For purposes of this card, “using a **poison card** on the opposing player” refers to any time that the player cursed by **wrath** uses a **poison card** during the **supplication phase**.

**X2 card** – A **worship card** that has the effect of doubling the other two cards in the **offering**. Has no effect on **poison cards**.
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Credits


Game Design – Blake G. Harrison, University of Utah, Entertainment Arts and Engineering Program.

Prototype Design – Christopher Cherrington, University of Utah,


Shrine Art: https://www.pinterest.com/pin/434597432766989575/


Revelation Art: http://becuo.com/joseph-smith-first-vision-art

Purify Art: https://fleshandspiritblog.wordpress.com/


Poison Art: https://www.pinterest.com/uticaborn/pirate-accessories/
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