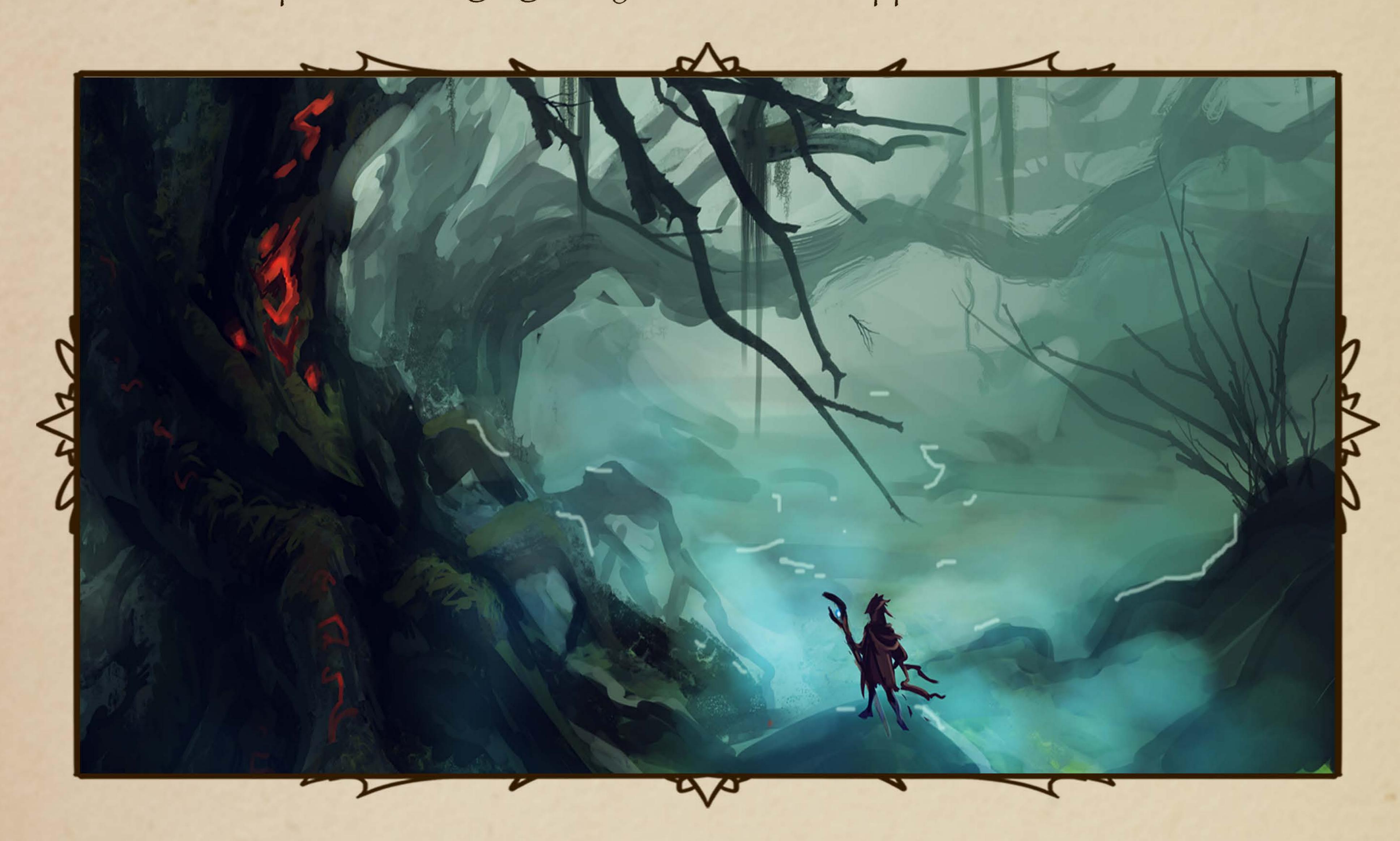


* Thematic Overview

What's the point of being a god if you're not worshipped?



How long has it been since last you cast your gaze upon the world? Mortals always were such feeble things, and mortal memories doubly so...

Doubts swarm in every place they make their homes, stones that once formed temple walls now line their hearths, and all your earthly offspring slumber. No matter. It should be short work to awaken some of your old allies, cast out the doubts, and rebuild the temples. Only a few faithful acolytes remain, but they will suffice.

You are not some feeble mortal, after all, and who could defy the will of a god?

Setting

In *Theurgy*, players take on the role of old half-forgotten gods and compete to have temples built in their honour.

At the beginning of the game, each deity has only a pair of loyal acolytes and a handful of followers situated at the rural edges of a godless world. However, as the game progresses, whole towns and cities will start to pledge their devotion to one faith or another – or else they perish.

Welcome to a land in which epic pilgrimages are undertaken, holy scriptures written, incredible miracles performed, and fantastical beasts summoned as jealous gods clash in their pursuit of reverence and glory.



* Meet the Gods-

Remember my scriptures...



Lutraz

God of Persuasion: Whenever you take the 'Pilgrimage' action, you may preach both before and after moving.



God of Haste: Whenever you take the 'Pilgrimage' action, you may move your acolytes and followers twice.



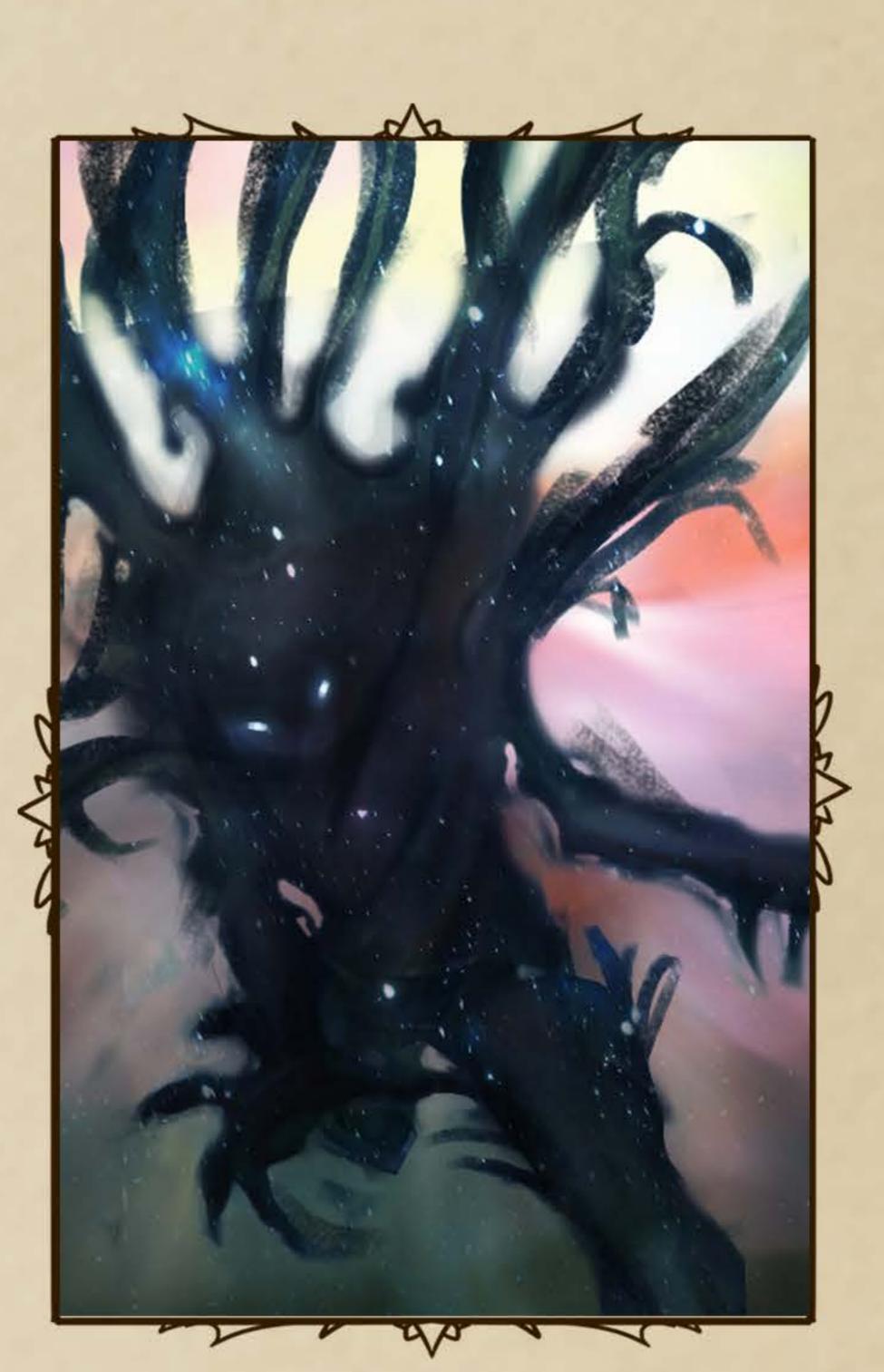
Aeoris

God of Time: Whenever you play a miracle card from your hand, you may add this card to your personal supply. You may choose to perform miracles from your personal supply instead of from your hand, after which the card is discarded.



Eseryn

God of the Night Sky: Whenever you take the 'Test the Faith' action, you may choose how to distribute sceptic tokens in the surrounding settlements. You may even place sceptic tokens where acolytes are present.



Kirjani God of Wisdom: It is not possible for another player to remove your faith token by taking the 'Spread the Word' action if you have an acolyte present in one of the surrounding

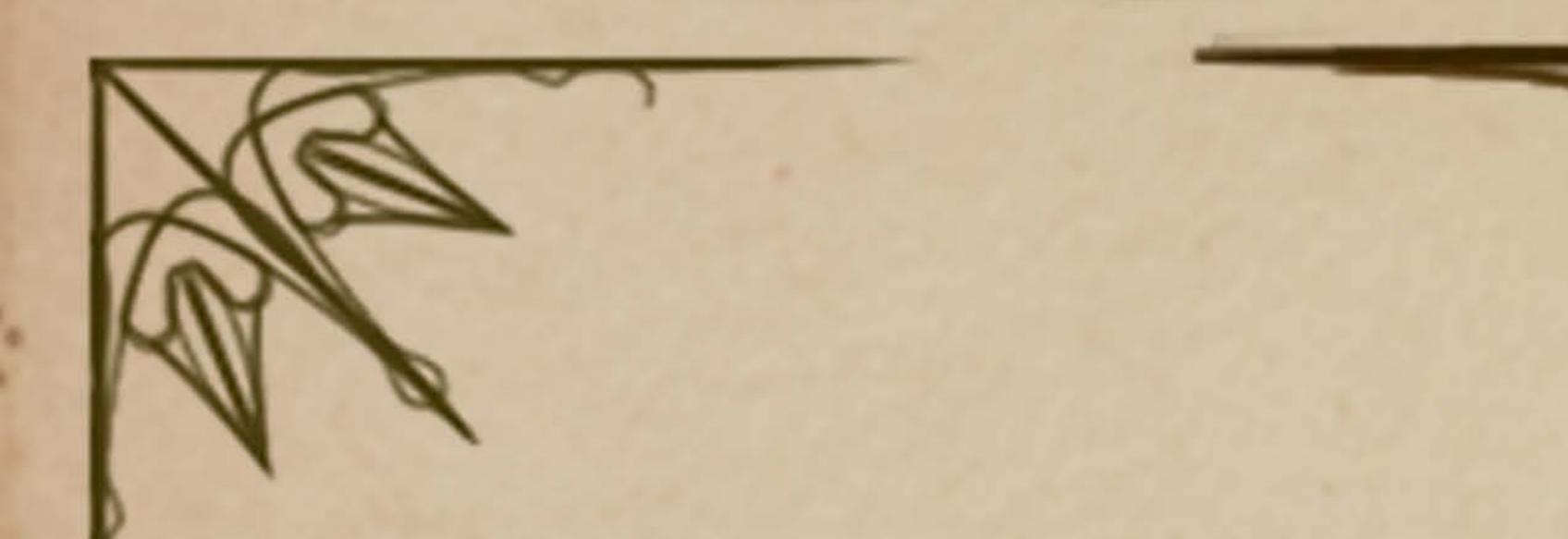


()rrun

settlements.

God of Mysticism: You may perform the 'Divine Intervention' action even if it was the action you performed last turn.





*Components -

108 Cards



51 Miracles



3 Capital Events



24 Secret Objectives



30 Monsters

230 Punchboard Tokens





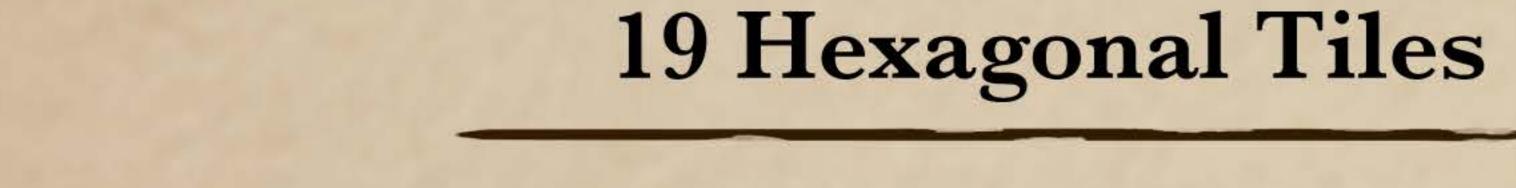




6 sets of 20 Faith Tokens



80 Sceptic Tokens





1 Capital



3 Forests



3 Farms



3 Marshes



3 Mines



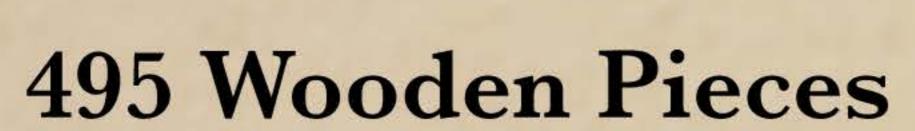


3 Fishing Villages 3 Markets



30 Monster Tokens

6 Player Mats







6 sets of 12 Temples 6 sets of 50 Cubes 6 Action Pawns



6 sets of 2 Acolytes



100 Grey Cubes



4 Disks

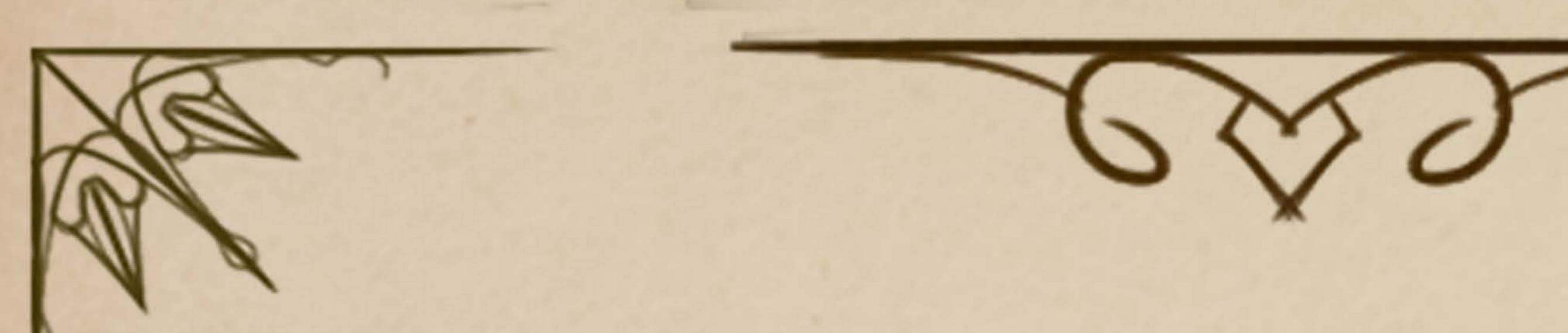


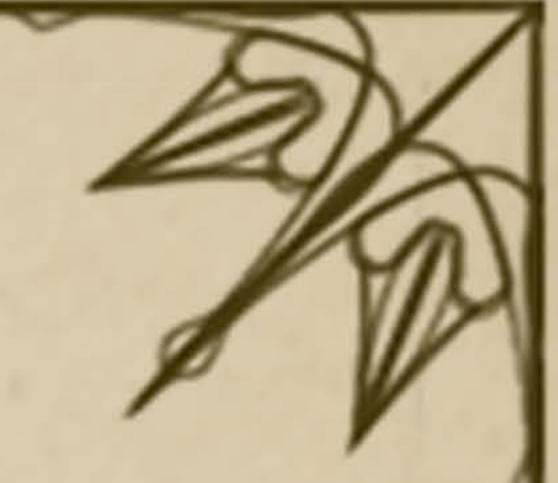




1 Anomaly Token







* How to Use

Before you learn the rules, you should learn the rules of the rules.





This rulebook is divided into 5 sections.

- 1. Setting up for your first game.
- 2. Setting up for a full game.
- 3. Sequence of Play
- 4. The Four Actions
- 5. Additional Clarifications

It is important to read sections 1, 3 and 4 before you attempt your first game. Once you've played a 'discovery game', then set up your next game as instructed in section 2. You will only need to refer to section 5 during a game if you are unsure about how a particular card or rule works.

Suggestions for teaching the game to new players are given in white parchment text boxes. These are suggestions specific to teaching Theurgy based on our own experiences over many sessions, though we're aware that there are many different learning styles so of course do whatever works best for you!

As with most games, Theurgy sounds a lot more complicated on paper than it is in practice. The best way to learn is to get stuck in. Good luck!

Sidebar

Throughout the rulebook, key concepts and other points of interest are explained in the sidebar.

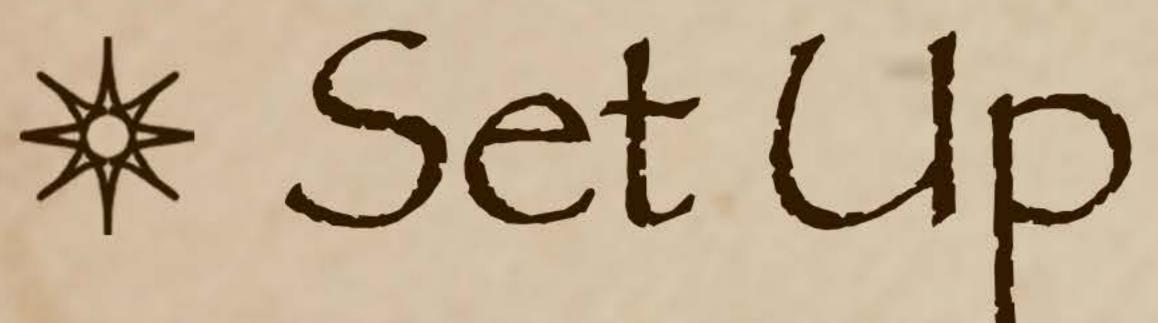
Make sure you pay close attention to the sidebar as well as to the main text – it is just as important!

If you come across something in the main text which you don't understand, check the sidebar (on the current or the next page) again.









How to set up for your first game.

In a full game of Theurgy, players have some strategic choices to make during set up. However, the very first time you play, it's going to be tricky to make these choices! For your first 'discovery game', we therefore suggest that you use the slightly simpler set-up procedure given below. Instructions for setting up for a full game are given in the next section.

1: Create the board

1.1 The 19 hexagonal tiles are divided into the following settlement types:



3 x Forests



3 x Markets



3 x Farms



3 x Marshes



3 x Fishing Villages

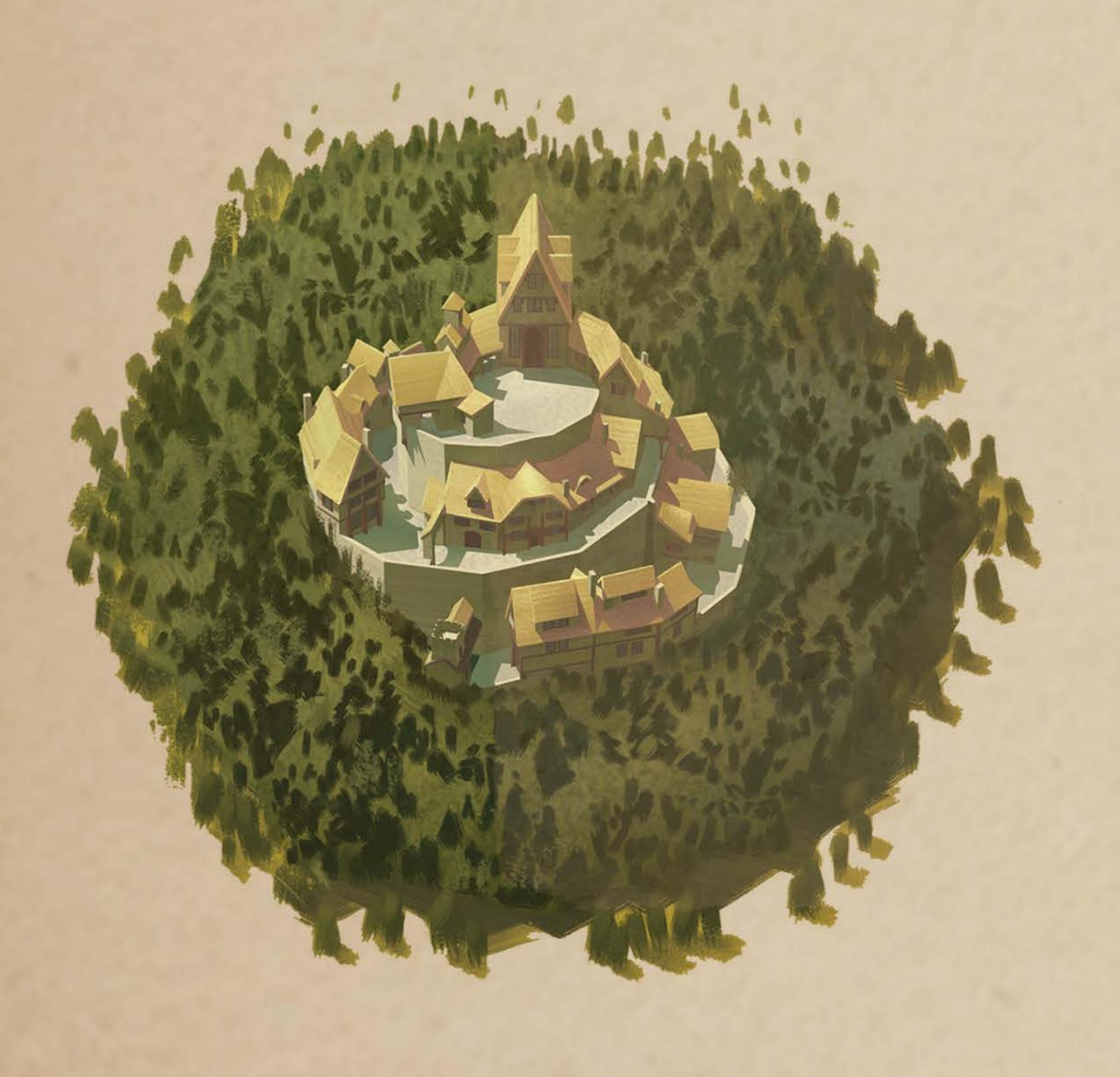


3 x Mines



1 x Capital

- 1.2 Place the Capital in the centre of the play area.
- 1.3 Shuffle together 1 of each of the 6 remaining types.
- 1.4 Randomly place these 6 tiles face-up around the Capital to form an inner ring.
- 1.5 Shuffle together the remaining hexagonal tiles.
- 1.6 Randomly place these 12 tiles face-up around the inner ring to form an outer ring.



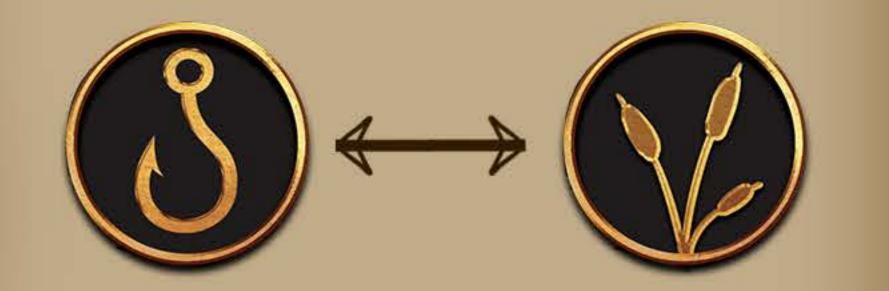
Hexes & Settlements

Throughout this guide, the terms 'hex' and 'settlement' are used interchangeably.

Building the Map

If all three tiles of the same settlement type end up sharing the same vertex, swap the tile on the inner ring with another tile on the inner ring as follows:







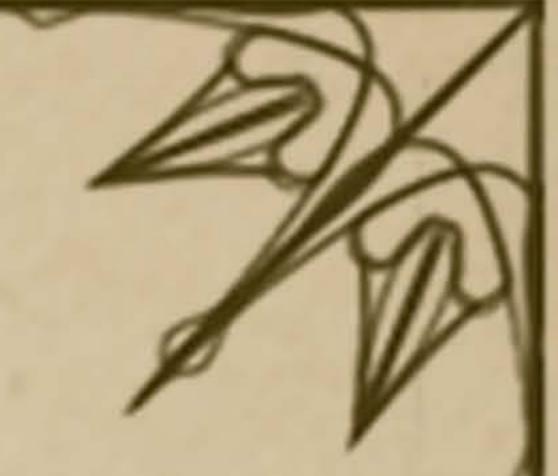
Example:

Suppose the three Farms all share one vertex. To solve this problem, the Farmland on the inner ring is swapped with the Market on the inner ring.







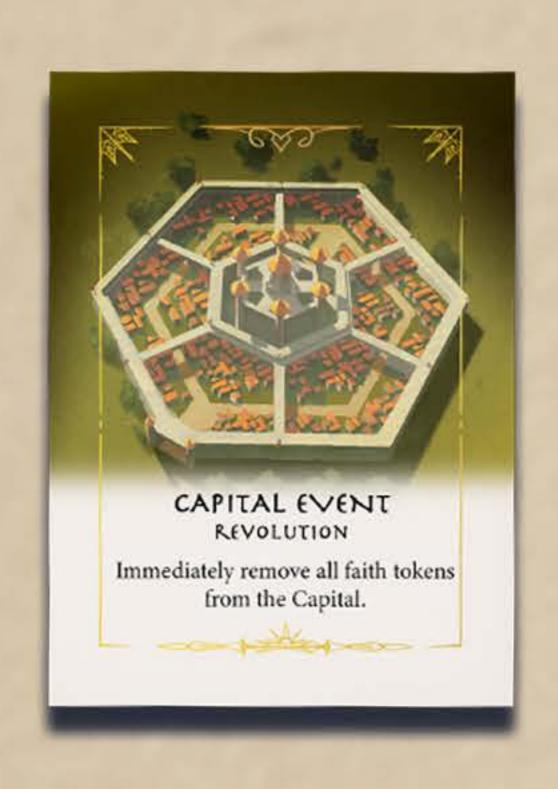


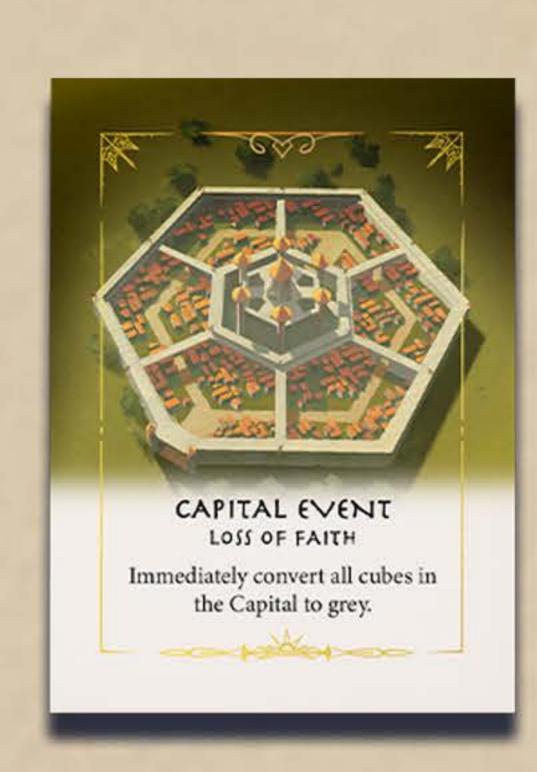


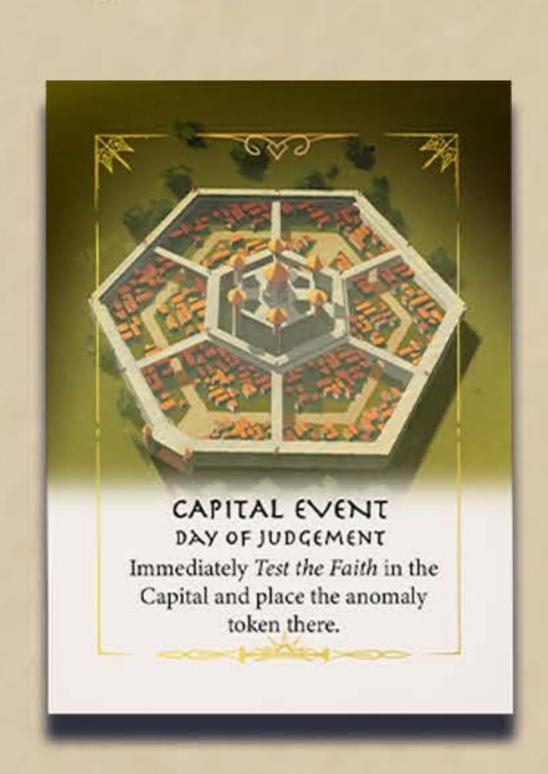
How to set up for your first game.

2: Prepare the Miracle Deck

2.1 Make sure any Capital Events have been removed from the Miracle Deck.







- 2.2 Shuffle the Miracle Deck and then deal 3 miracle cards face-down to each player. Players may look at their own miracle cards.
- 2.3 Split the remainder of the Miracle Deck into four roughly equal piles: A, B, C, D.
 2.4 Shuffle the Capital events and randomly insert them face- down into these piles as

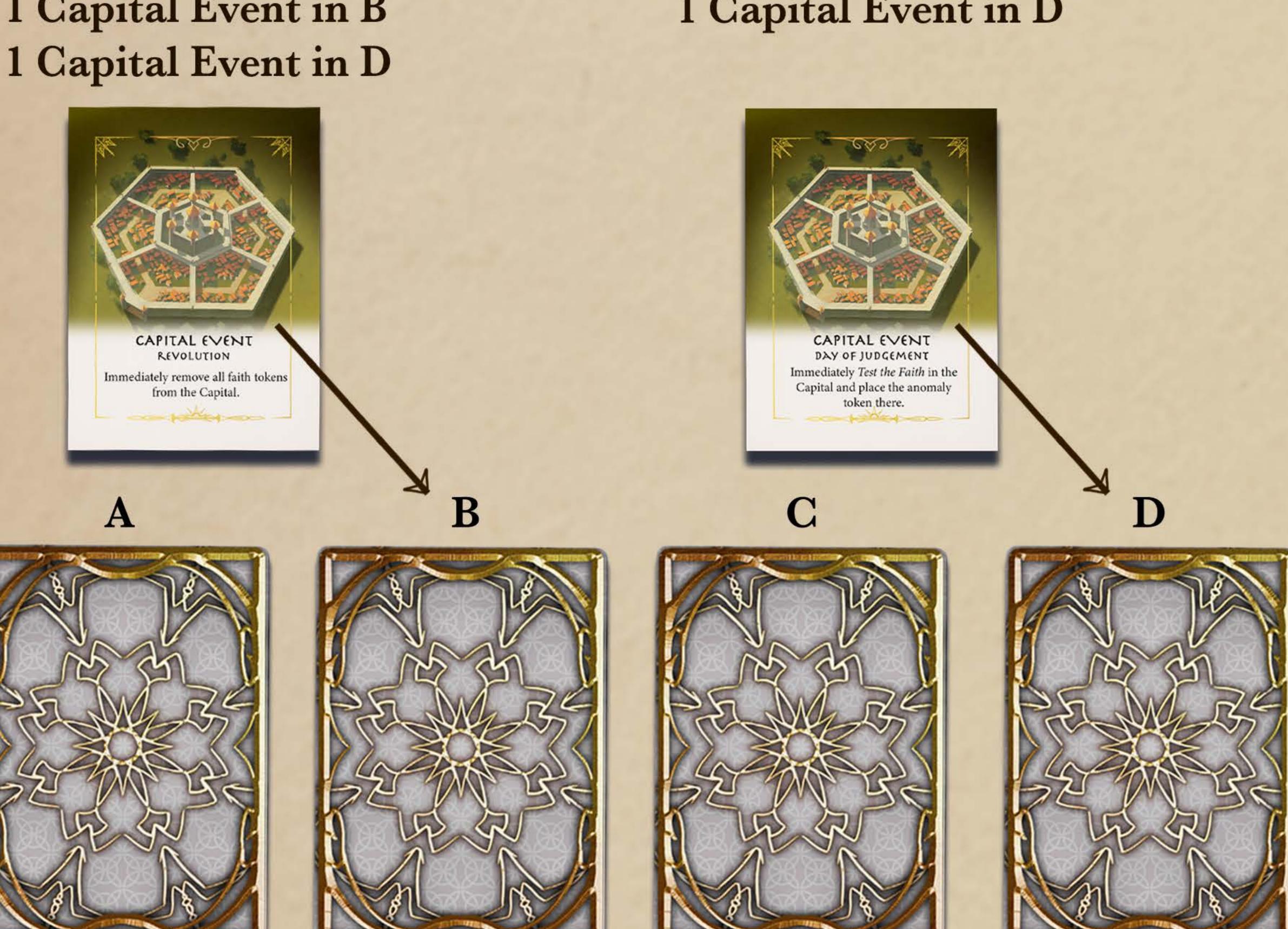
2-3 Players

1 Capital Event in B

follows:

4-6 Players

1 Capital Event in D



- 2.5 Shuffle each pile individually.
- 2.6 Place C on top of D, B on top of C, and A on top of B to reform the Miracle Deck.
- Do NOT shuffle this deck!
- 2.7 Place the Miracle Deck face-down next to the board.

Capital Events

Capital events generally make it harder to take or hold control of the Capital.

If ever a player picks up a Capital Event card from the Miracle Deck, they carry out the instructions on the card immediately and then return the card to the box. They then draw back up to a hand of three miracle cards.

Note that only two of the three Capital events are used in a 2-3 player game, and only one of the events are used in a 4-6 player game.

Also note that only two of the three Capital events are truly disastrous. Indeed, there is a 1/3 chance that the event in play will actually help you if you have presence in the Capital. The question is whether or not this is a risk worth taking...?





How to set up for your first game.

3: Prepare the Monster Deck

- 3.1 Shuffle the Monster Deck and place it face-down near the board.
- 3.2 Then draw the top three Monsters and place them face-up in a row for all the players to see.
- 3.3 Place the four disks next to the Monster Deck.
- 3.4 Arrange all of the monster tokens in a common supply pool so that each token can be easily seen.



The Monster Tokens

By arranging the tokens into 6 rows of 5 monsters each, players will be able to locate the monster token they are looking for nice and quickly.

4: Prepare the Secret Objectives

- 4.1 Go through the Secret Objective Deck and remove any objectives which are not compatible with the player count. The compatible player counts are indicated in the top right corner of each card.
- 4.2 Shuffle the remaining Secret Objective cards and deal one face-down to each player. Players may look at their own secret objective.
- 4.3 Return the remaining Secret Objective cards to the box. They will not be used in this game.

5: Select Your Deities

Each deity has a unique power. Although all the powers are balanced so that no deity is more powerful than any other, some deities are easier to form strategies with than others. In our opinion, the deities may be ordered in complexity (from lowest complexity to highest) as follows:

Lutraz < Kelerix < Orrun < Kirjani < Aeoris < Eseryn

For your first couple of games, we suggest using the less complicated deities.

Miracle Cards



Monster Cards



Objective Cards



Finishing the Decks

If, during the course of the game, you finish the Miracle or Monster Deck, simply reform the deck using the cards in the Discard Pile.





* Set Up

How to set up for your first game.

- 5.1 Each player chooses one of the six deity mats.
- 5.2 Each player then collects the action pawn, faith tokens, cubes, meeples, and temples which match their deity's colour and places them in a personal supply pool beside their player mat.
- 5.3 Place the four disks next to the Monster Deck.
- 5.4 Finally, place all the grey cubes and sceptic tokens in a common supply pool within easy reach of all the players.

6: Populate the map

- 6.1 Randomly determine a starting player.
- 6.2 The possible starting locations are those hexes in the outer ring which are adjacent to just one hex in the inner ring:



6.3 In a full game, players will choose their starting locations strategically. For your first game, however, each player can simply choose their nearest starting locations:

2-3 Players

Each player must choose TWO directly opposite hexes on the outer ring.

They place one of their acolytes and three cubes in each of their starting hexes. They also place one faith token on a vertex on each of their starting hexes.

4-6 Players

Each player must choose ONE starting hex on the outer ring.

They place both of their acolytes and three cubes in their starting hex.

They also place one faith token on a vertex on their starting hex.

Cubes

Cubes represent the residents of a settlement. Cubes of your own colour represent your followers. Grey cubes represent the non-believers – people who do not yet follow any of the gods.

Meeples

Meeples represent acolytes – loyal servants of the gods who serve as their mortal presence in the land.

Faith Tokens

Faith tokens represent a deity's cultural influence, i.e. the extent to which that deity is recognised in the surrounding settlements' histories, customs, and practices.

Hint

For reasons which will soon become clear, it is a good idea for your starting faith tokens to be placed on a vertex which is shared by three hexes.



* Set Up

How to set up for your first game.

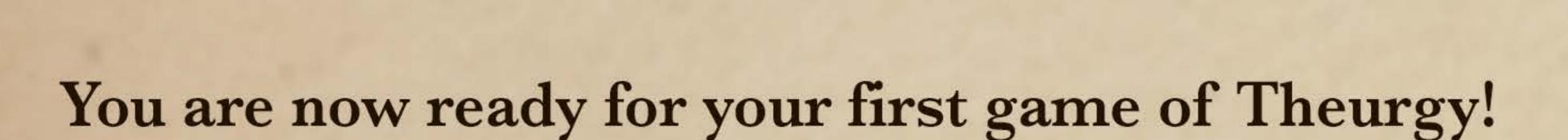
6.4 Once all players have chosen their starting locations, place 3 grey cubes onto each remaining hex on the outer ring.

6.5 Place 5 grey cubes and 1 sceptic token onto each hex in the inner ring.

6.6 Place 8 grey cubes, 2 sceptic tokens and the anomaly token in the Capital.

In a two-player game, your board should look something like this:





Sceptic Tokens

Sceptic tokens indicate the level of scepticism toward the gods in a settlement.

The Anomaly Token

The anomaly token indicates that an inexplicable supernatural event has occured in a settlement.

No Resource Limit

The number of cubes, temples and tokens are not meant to be limited. In the highly unlikely event that you run out of a particular resource, use substitutes.

The First Player

Because the game finishes as soon as a player meets one of the winning conditions at the end of their turn, there is an ever-so-slight advantage to being the first player.

However, in the full game, this advantage is offset by the fact that the first player is the last player to choose their deity and starting location.





To set-up for a full game of *Theurgy*, follow the procedure given in the section above. However, when it comes to preparing the secret objectives and selecting your deities, now do the following:

Prepare the Objective Deck, Choose Starting Locations, Select Deities

i. Go through the Secret Objective Deck and remove any objectives which are not compatible with the player count. The compatible player counts are indicated in the top right corner of each card.

ii. Shuffle the remaining cards in the Secret Objective Deck and then deal TWO cards face-down to each player. Players may look at their own secret objective cards.





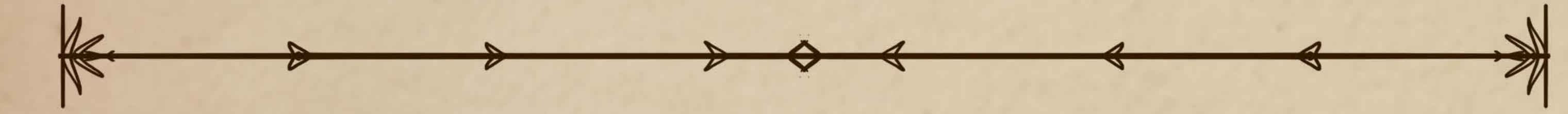
iii. Randomly determine a starting player.

iv. In reverse order, beginning with the last player, each player discards one of their secret objective cards and chooses a deity and their starting location(s).

v. Players collect the action pawn, faith tokens, cubes and temples which correspond to their chosen deity and place them in a supply pool beside their player mat.

vi. In reverse order, each player sets up their starting location(s) as per the previous section.

vi. Finally, place all the grey cubes and sceptic tokens in a common supply pool within easy reach of all the players.



You are now ready for a full game of Theurgy!

Choosing Your Deity and Objective

Players will want to try and match their deity with their objective.

For example, if you choose the objective which requires you to have the fewest cubes, it probably isn't a good idea to choose Lutraz as your deity, as Lutraz's power helps them to gain lots of cubes very quickly!

Choosing Your Starting Location

Players will want to consider both their objective and the pending monsters when choosing where to start.

If your objective is to build temples in Marshes, for example, then it's beneficial if you're able to start in a Marsh! If a Demon is available for summoning, maybe it's best to avoid starting in a Mine...

*Sequence of Play **Sodhood rules.

This section of the rulebook describes the general flow and aim of the game. Since this section is very brief, it might be a good idea to read it aloud for all the new players at the table.

Theurgy is a turn-based game. Beginning with the starting player and proceeding clockwise, players use their turn to perform a single action by placing their action pawn onto any one of the available action spaces on their player mat.



The Action Spaces

The four actions are: Pilgrimage, Spread the Word, Divine Intervention, and Test the Faith.

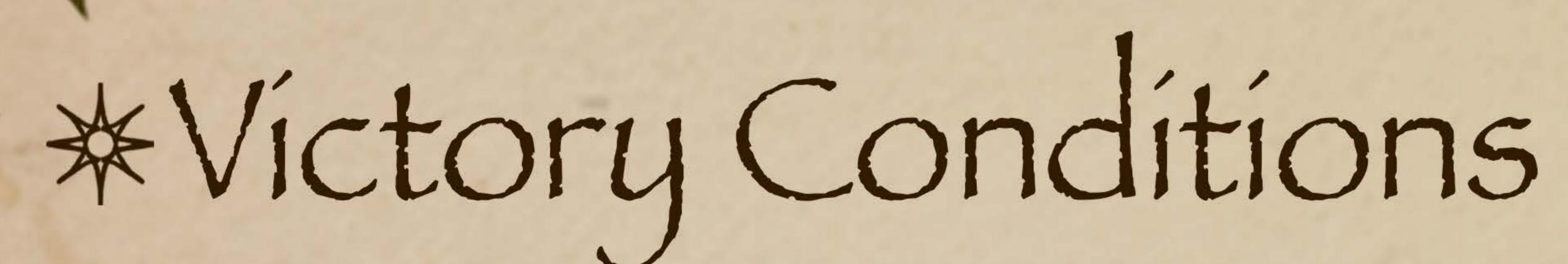
It is important to place your action pawn onto an action space because, unless otherwise instructed, a player may not perform the same action twice in a row by leaving their action pawn on its current space. You MUST always move your action pawn to perform an action.

There are no end-of-round upkeep phases in *Theurgy*. Players simply take their turns one after another until a player finishes their turn having met one of the three winning conditions.

Open and Hidden Information

Your objective card and your hand of miracle cards are hidden information – you may not (and you would not want to) show other players these cards.

The monsters in your horde and the current position of your action pawn are open information.



Who could defy the will of a god?

The aim of *Theurgy* is to be the first to meet one of three winning conditions at the end of your turn, all of which involve building temples. The value of X varies with the player count:



Establish the Official Faith

Build X temples, including one in the Capital.



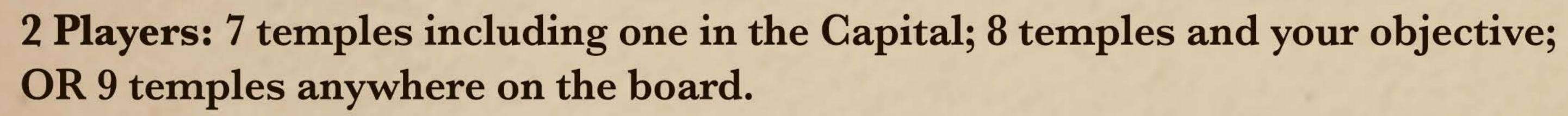
Fulfil Your Calling

Build X + 1 temples, and meet your secret objective.



Spread Across the Land

Build X + 2 temples anywhere on the board.



3 Players: 6 temples including one in the Capital; 7 temples and your objective; OR 8 temples anywhere on the board.

4 Players: 5 temples including one in the Capital; 6 temples and your objective; OR 7 temples anywhere on the board.

5-6 Players: 4 temples including one in the Capital; 5 temples and your objective; OR 6 temples anywhere on the board.

Remember

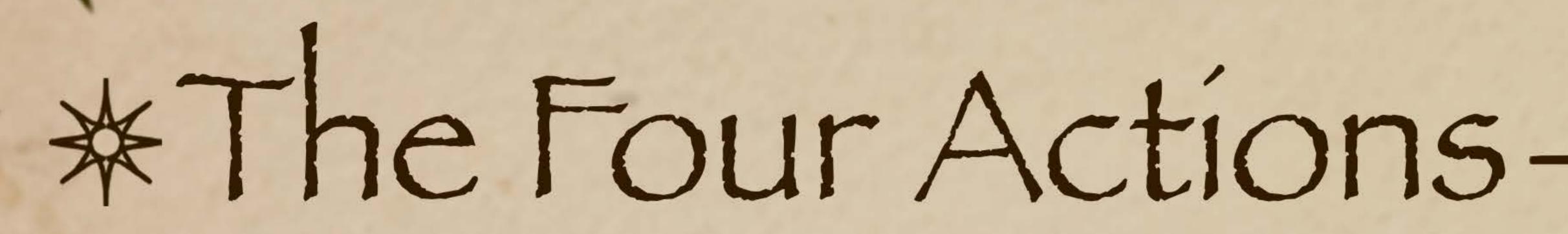
If you meet a victory condition during someone else's turn, hold your tongue.

You only win if you have still met that condition by the end of your own turn!

Hint

As you approach the late stages of the game, it may become clear that one player is dangerously close to winning. When this happens, it can be a good idea for the rest of the group to set-aside their differences and work together to knock over a few of the front-runner's temples.

However, players will usually need to be clever when it comes to knocking over their rivals' temples. It isn't always obvious, but there is often a way!



How to act like a god.

This section describes the different actions players may take in the game. If you try to teach everyone all of the actions at once, chances are that they will feel overwhelmed with information and very little of it will actually sink in. In our experience, it is therefore best to teach these actions as you play.

Here's a good method of teaching:

Make yourself the starting player and begin by taking the Pilgrimage action. Then, in order, have each other player take a Pilgrimage action.

For your second turn, take a Spread the Word action, and then have each other player in order take a Spread the Word action.

For your third turn, take a Divine Intervention action, and for your fourth turn, take a Test the Faith action. Encourage the other players to take the same actions on their turn. This way, everyone gets to try out the four actions nice and early on in the game.

Once everyone has tried all four actions, you may continue the game as normal by taking whichever action you think is best.

Remember that, in the full game, players may perform any of the actions available to them – they DO NOT need to take the actions in a particular sequence. It just so happens that taking the actions from left to right on your player mat is often a good way to start the game.

It is likely, for the first few turns at least, that you will need to refer back to the rulebook in order to remind people how the actions work. Helpful reminders about how the actions work are also given on the player aids.

Importance of 'Test the Faith'

Temples are only ever built as a result of a 'Test the Faith' action.

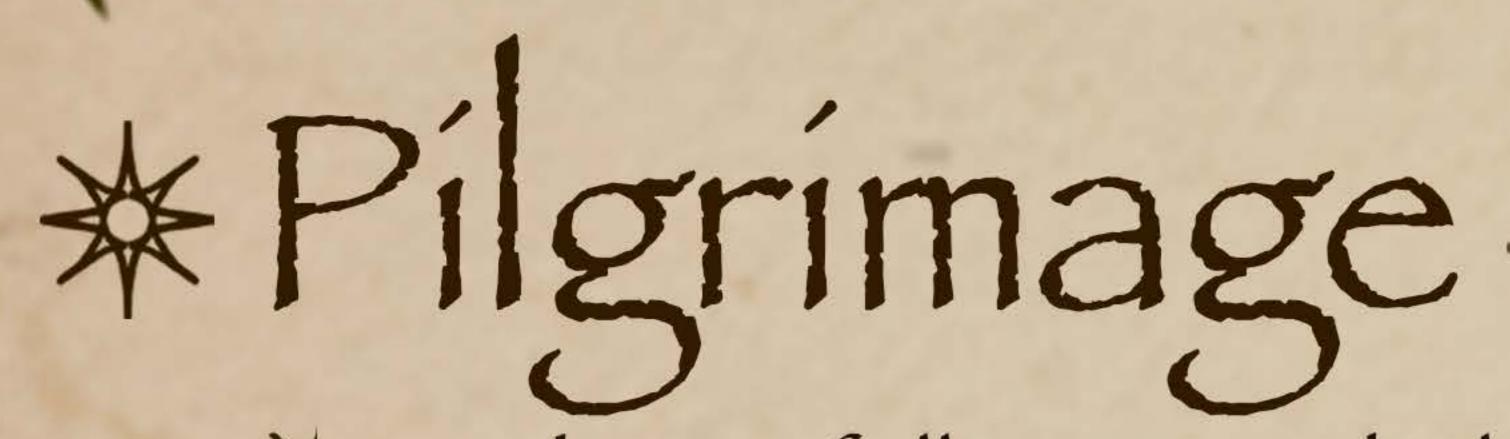
Many first-time players often leave it too long before taking their first Test the Faith action. If you leave it too long before you start building temples, you might find it difficult to catch up with more experienced players.

Getting first-time players to take a Test the Faith action on their fourth turn can help them remember that this is an action you need to perform throughout the game, not just in the late stages!



The Action Pawn

Don't forget to place your action pawn onto to the space of the action you are taking!



Send your following on holy pilgrimages to convert the non-believers to your cause.

By taking the 'Pilgrimage' action, you may move any number of your own cubes and acolytes anywhere on the board into adjacent hexes. Each cube and acolyte can only move once.

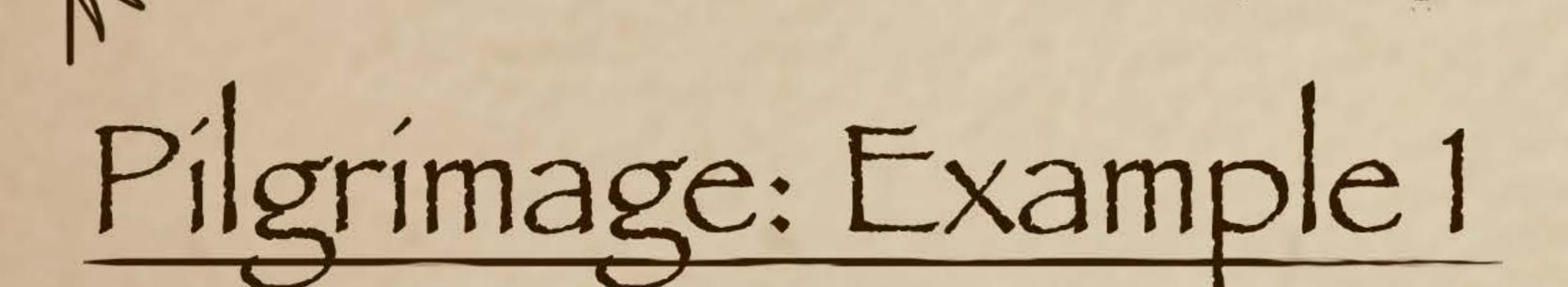
ONCE during a 'Pilgrimage' action, each acolyte may EITHER preach OR fight. An acolyte may preach or fight before, after, or instead of moving.

Preach

Remove one undefended cube of an opposing colour in the acolyte's hex and replace it with a cube of your own colour. This is sometimes referred to as 'converting a cube'.

Fight

Remove one undefended monster token from the acolyte's hex. The player who controls this monster discards their corresponding monster card.





Kelerix decides to Pilgrimage. They choose to move their cube in the Fishing Village to the Forest and to leave their remaining cubes where they are.

Kelerix also wants to convert one of Lutraz's cubes. They can't convert either of Lutraz's cubes in the Mine as they are being defended, so they move their acolyte to the adjacent Market and preach there. They replace Lutraz's cube in this Market with one of their blue cubes from the supply.

Defending Cubes

A cube is considered defended if it is sharing a hex with an acolyte of the same colour. Notice that grey cubes can never be defended.

Defending Monsters

A monster token is considered defended if it is sharing a hex with an acolyte belonging to the player who owns the corresponding monster card.

Discarding Cards

Discarded cards are placed face-up in either a Monster or Miracle discard pile with the most recently discarded card on top. Players may look through the discard piles at any time, but they may NOT change the order of the cards.

Caveat

It is not possible to move a cube on the very same turn on which it was converted.



Send your following on holy pilgrimages to convert the non-believers to your cause.

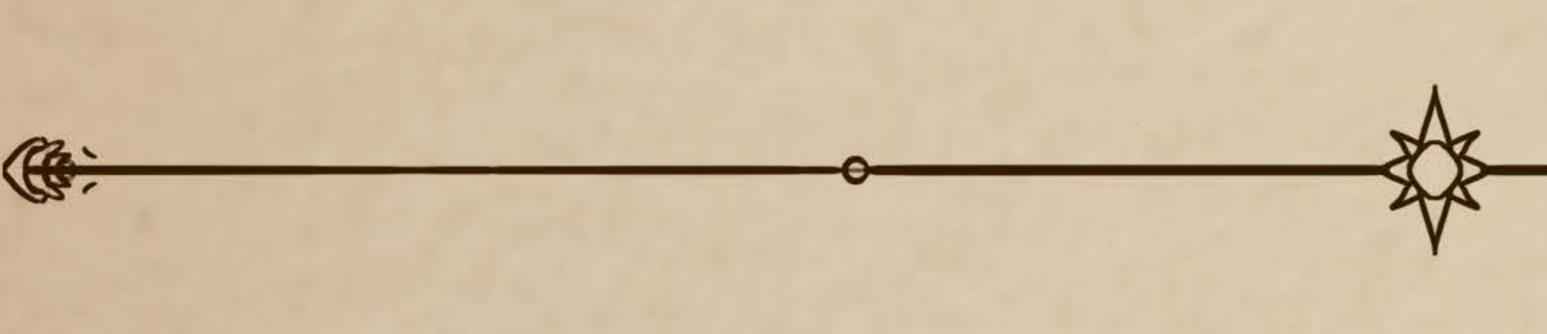
Pilgrimage: Example 2



Lutraz decides to Pilgrimage. They choose to move their cube in the Mine to the Market and to leave their remaining cubes where they are.

Luraz moves their acolyte into the adjacent Fishing Village. Instead of converting Kelerix's cube here, Lutraz decides to fight Kelerix's Siren. The Siren is undefended and so the token is simply removed and Kelerix discards their Siren card.

It's worth stressing the fact that acolytes defend cubes and monsters in the same way. A rival acolyte cannot convert any of your cubes or fight any of your monsters if you have your own acolyte present in the same hex. That's all there is to it!





Strategic Positioning

How you position your acolytes is crucial. You need your acolytes not only to prevent your rivals from converting your own followers, but also to perform miracles in strategic locations and to keep your monsters from harm.

Lutraz and Kelerix

Both Lutraz and Kelerix have abilities associated with the Pilgrimage action. Lutraz's acolytes may preach twice (once before and once after moving), while Kelerix's acolytes and followers can move twice.

Lutraz's ability certainly looks very dramatic, especially in the early game when there is a lot of grey on the board, but they have to work quite hard to keep this early game advantage!



Increase your cultural influence in a settlement by spreading the word of your mythological religion.

By taking a 'Spread the Word' action, a player may place one of their faith tokens on ONE vacant vertex on any hex where they have at least one cube of their colour present.

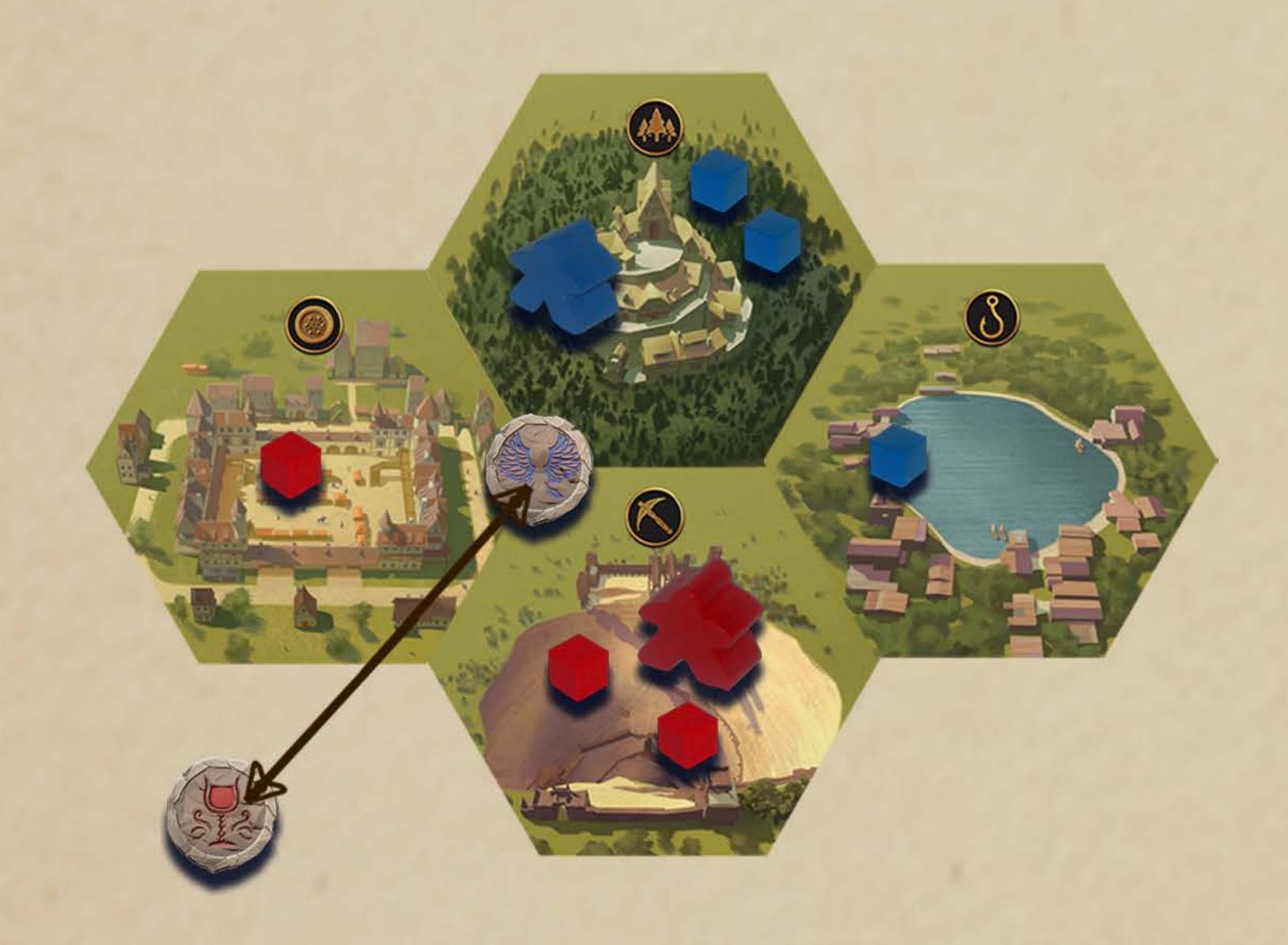
If a player has more cubes of their colour surrounding a faith token than the player who owns the faith token, they may INSTEAD use their action to replace this faith token with one of their own.

Spread the Word: Example 1



Lutraz chooses to take the 'Spread the Word' action. They may choose to place one of their faith tokens on any one of the vertices highlighted above.

Spread the Word: Example 2



Lutraz chooses to take the 'Spread the Word' action. They have three cubes surrounding Kelerix's faith token, while Kelerix only has two. They therefore decide to use the action to replace Kelerix's faith token with one of their own.

Vacant Vertex

A vertex that is not currently occupied by a faith token.

Kirjani

Kirjani's ability is associated with the 'Spread the Word' action. It is not possible for other players to replace Kirjani's faith tokens IF Kirjani has an acolyte present in one of the surrounding settlements.

This ability is much more subtle than some of the other deity abilities, but it can be incredibly powerful—especially if Kirjani is able to get a foothold in the Capital, or if they decide they want to take over someone else's territory. They don't need large numbers of followers to do well.

Hint

Faith tokens are very powerful pieces. You want to make sure that you position your cubes carefully so as to prevent your rivals from replacing your tokens on their 'Spread the Word' actions.



*Divine Intervention

Use your divine power to intervene in the mortal world.

By taking a 'Divine Intervention' action, a player may EITHER perform a miracle OR summon a monster.

A player may also activate the effect of, and/or move, any number of monsters in their horde at any point during their 'Divine Intervention' action. Of course, each monster can only be activated and moved ONCE per 'Divine Intervention'.

Perform a Miracle

Select ONE of your two acolytes to perform the miracle. Often, though not always, miracles affect the settlement in which the acolyte performing the miracle is present. Whenever the card uses the phrase "this hex", it is referring to the hex occupied by the chosen acolyte.

Players perform miracles by revealing and discarding a miracle card from their hand. The effect of the miracle is detailed on the miracle card. ALL sceptic tokens in the settlement where the miracle is performed are removed and returned to the supply.

After a player has played a miracle card, they then have the choice of discarding any number of further cards from their hand. The player then draws back up to three cards at the end of their turn.

The name of the miracle card.

The card's effect.

The card's effect.

The card's effect.

Divine Intervention: Example 1



Kelerix performs a miracle using their acolyte in the Forest. All three of the sceptic tokens which have accumulated there are removed and Kelerix carries out the effect detailed on their card.

Kelerix decides that they don't like either of their two remaining miracle cards, so they discard them along with the miracle they just performed. Finally, they draw three more cards.

Miracles and Sceptic Tokens

Sceptic tokens are always removed from the hex occupied by the acolyte performing the miracle, regardless of whether or not the miracle affects that hex, another hex, or no hex at all.

The idea here is that people tend to be a lot less sceptical when miracles are performed right in front of them!

Discarding Extra Cards

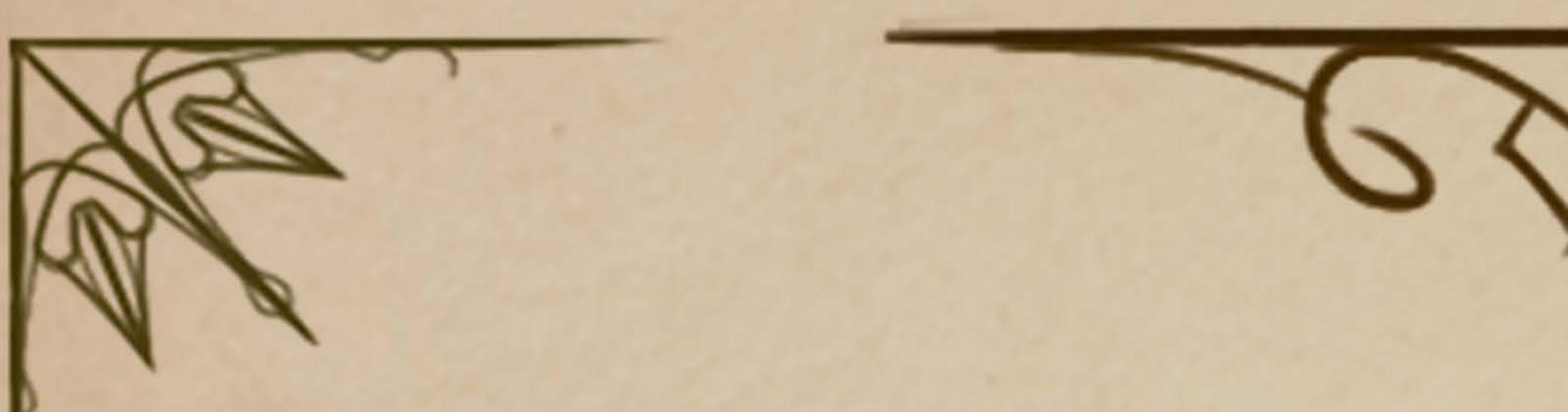
Although all of the miracles in the deck are useful, the utility of a card will likely depend on your position on the board.

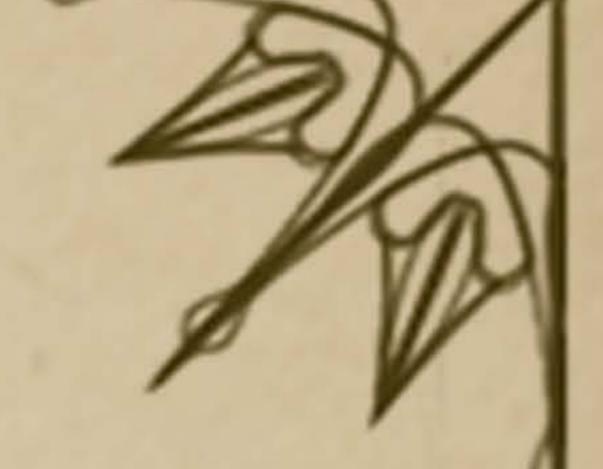
If you don't think you're going to use a card any time soon, then after performing a miracle you can discard it to draw another.

Orrun and Aeoris

Orrun is able to take the 'Divine Intervention' as frequently as they desire, empowering them to summon a greater number of monsters into their horde and react swiftly to their rivals' miracles.

After playing a miracle from their hand, Aeoris is able to place that card in their own personal supply to use later. This means Aeoris is able to perform the same miracle twice during the game, and has many more choices during their Divine Interventions.





*Divine Intervention.

Use your divine power to intervene in the mortal world.

Summon a Monster

To summon a monster, a player selects one of the three face-up monster cards in the central play area and places it beside their player mat to indicate that it is under their control. This monster is now a part of their horde.

The player then finds the corresponding monster token and places it into any settlement which matches the settlement type given on the monster card (see below). Remove ALL sceptic tokens present there. The monster's ability is triggered immediately.

Finally, place one of the clear disks on each of the monster cards that were not taken. If ever a monster card would receive a third disk, discard it and return the two disks to the supply. Draw monster cards from the monster deck until there are once again three available.



A Guide to the Monsters

Each monster card contains the following pieces of information:



A monster may be summoned into any settlement which matches the settlement type given on its card. You DO NOT need an acolyte or any pieces of your colour present in the settlement.

How Many Monsters?

There are 30 monster cards in the game: 5 monsters for each of the 6 settlement types. No monsters are ever directly summoned into the Capital, although they can be moved to the Capital.

Monsters vs. Miracles

The big difference between monsters and miracles is that miracles just have an immediate one-time effect, while monsters will affect the board again and again so long as they're alive.

Complexity

The monster cards introduce a significant amount of complexity to the game. It's therefore not unusual for first-time players to largely ignore the monsters and focus on using miracles instead. However, once you've played a couple of times, you'll start to see how useful it is to have a couple of monsters in play!



*Divine Intervention.

Use your divine power to intervene in the mortal world.

Every monster has one of two ability types. They either have an active ability or a passive ability, indicated respectively by:





If a monster's ability is *active*, it may be triggered each time its owner takes a 'Divine Intervention' action. The player may choose at what point during their action to trigger the ability; before or after performing a miracle or summoning another monster, and before or after moving the monster if it is *roaming*.

If a monster's ability is *passive*, it has a permanent ongoing effect and the ability does not need to be specifically triggered.

Additionally, each monster is either *roaming* or *territorial*, denoted by the following symbols respectively:





If a monster is *roaming*, it may move into an adjacent hex whenever its owner takes a Divine Intervention action. The player may choose at what point during their action to move their monster; before or after performing a miracle or summoning another monster, and before or after triggering the monster's ability if its ability is *active*.

Whenever a monster moves into a hex, remove ALL sceptic tokens there. A monster may NOT move during the Divine Intervention on which it was summoned. If a monster is territorial, it can never move.

A couple of monsters move in unusual ways. When a monster does not move according to the normal rules, this is indicated by the following symbol:



The way in which the monster moves is then detailed on the card.

Finally, there are six "legendary monsters" – one for each settlement type. Two acolytes are required to fight a legendary monster, which is indicated by the presence of this symbol:

Pending Monsters

Some cards refer to "pending monsters". A pending monster is just one of the three monsters that are currently face-up and available for summoning.

Summoning Monsters

Monsters can be summoned into ANY hex which matches the settlement type given on the monster card. You DO NOT need to have an acolyte present or any other pieces present in the settlement where the monster token is placed.

Monsters and Sceptic Tokens

ALL sceptic tokens are removed from a hex whenever a monster is summoned **or moved** into it. Again, people stop being so sceptical when there's a monster in their back garden!

Engine Building

The monsters introduce a small element of engine building to Theurgy. Since monsters move and activate their abilities each time you take a 'Divine Intervention' action, the greater the number of monsters in your horde, the more interesting and powerful your Divine Interventions become.



Use your divine power to intervene in the mortal world.

Divine Intervention: Example 2



Kelerix decides to summon the Manticore, which must be placed into a Marsh. The two sceptic tokens which have accumulated in their chosen Marsh are then removed. The Manticore's ability is immediately triggered. The Manticore may remove a cube from anywhere on the board, so Kelerix decides to remove Lutraz's cube in the Market.

Divine Intervention: Example 3



Kelerix decides to perform a Miracle using their acolyte in the Forest. All the sceptic tokens there are removed and Kelerix carries out the effect detailed on their card.

Kelerix already owns the Manticore, which has an active ability. They therefore decide to trigger the Manticore's ability to remove Lutraz's cube in the Market.

Kelerix ends their turn by discarding their used miracle card. They decide they like the look of their other two miracle cards, so they choose not to discard any more cards and simply draw a single card to bring their hand back up to three.

Wounding Acolytes

Some monsters and miracles require you to place an acolyte on its side. This indicates that the acolyte is wounded.

While an acolyte is wounded, it is as though it is not there. It cannot defend cubes or monsters, use a deity ability, move, prevent sceptic tokens being placed as a result of a 'Test the Faith' action, or perform a miracle.

The acolyte may stand upright on the player's next 'Pilgrimage' action, but they may do nothing else during that action, i.e. they may not move, preach, or fight.

Monster Clashes

Some Monster abilities instruct you to move acolytes and cubes, while other Monsters prevent movement. In the event of a clash, monsters which prevent movement take priority over monsters which require movement. For example, the Orc cannot push an acolyte out of a hex occupied by the Giant Spider.

Monster Abilities

It is always optional whether or not to trigger a Monster's active ability. However, once triggered, the ability must be carried out in full even if that is not totally beneficial to the player who owns the monster! Passive abilities can never be ignored.



This is probably the most complicated action in the game - and it is also the most important! It will almost certainly help you teach if you are able to show everyone the example Test the Faith actions below.

'Test the Faith' is the action you need to take to build temples. When you 'Test the Faith' in a settlement, the residents there will be converted to the religions which have the most cultural influence in that settlement. They will tear down old temples, and use the stones to build new ones in their place.

When a player takes this action, carry out the following steps:

Move the Anomaly Token

The player chooses to 'Test the Faith' in any settlement which DOES NOT already contain the anomaly token. The player then moves the anomaly token to their chosen settlement.

Count Up Faith Tokens

All players count the number of faith tokens they have on the vertices of the chosen settlement. Sceptic tokens are also counted – they will work exactly like faith tokens, except that they belong to Grey.

Carry Out Conversions

The colour with greatest number of faith tokens present gets to carry out conversions first. They convert x cubes of EACH other colour present in the settlement to their own colour, where x is the difference in their number of faith tokens.

If two or more players are ever tied for the greatest number of faith tokens, they carry out their conversions simultaneously and share their conversions equally (rounding down when necessary).

After the player with the greatest number of faith tokens has finished their conversions, the player with the second-most faith tokens carries out their conversions in the same way, and so on down to the player with the fewest faith tokens.

Build and Destroy Temples

The player who now has the greatest number of cubes in the settlement destroys any rival temple already present there and places one of their own temples into the settlement. If there is a tie for the greatest number of cubes, or grey have the greatest number of cubes, any temple already present there is destroyed but no temple is built.

Place Sceptic Tokens

Finally, ONE sceptic token is added into EACH adjacent settlement that DOES NOT contain an acolyte or a monster.

Anomalies

The thematic idea behind 'Test the Faith' is that you are triggering an anomalous event in a settlement and seeing which deity the people turn to in order to explain this anomaly. The spread of scepticism reflects the fact that people tend to be incredulous about their neighbours' claims!

Choosing a Settlement

You may choose to 'Test the Faith' in ANY settlement which does not already contain the anomaly token. You DO NOT need to have an acolyte or any other pieces present there.

Conversions

Since on a 'Test the Faith' action you convert other players' followers according to the difference between your numbers of faith tokens, you will not be able to convert another player's followers if they have more faith tokens around that settlement than you do.

The order in which players carry out conversions is important. The player with the most faith tokens always carries out their conversions first.



Test the Faith: Example 1



Red decides to test the faith of this Farmland. They move the anomaly token to this hex and count up the number of faith tokens present there. They have two faith tokens present, while no one else has any.

They convert two of Grey's cubes: they have two faith tokens, Grey have zero, and 2-0=2. This gives them the majority in the settlement. They build a temple, and place one sceptic token in each adjacent hex which does not contain an acolyte or monster.

The hex now looks like this:





Destroying Temples

Whenever you are instructed to destroy a temple, place it on its side. The temple has now become a ruin. Ruins are worth 1/2 temple for the purposes of meeting a victory condition, but they are NOT temples. Cards which refer to temples are NOT to be taken as also referring to ruins.

Restoring Ruins

If ever you would build a temple in a settlement where you already have a ruin, you simply turn your ruin upright and restore it to a temple.

You will therefore never have both a ruin and a temple of the same colour in the same settlement.

Eseryn

Eseryn has a power associated with Testing the Faith – they may distribute the sceptic tokens they would ordinarily place in the surrounding settlements however they wish. They may even place these sceptic tokens where acolytes are present. This power might not look like much, but it can be very dangerous when used well.



Test the Faith: Example 2



Red is getting ahead, so Blue decides to 'Test the Faith' of this Farmland even though they don't have any presence there. They move the anomaly token to this hex.

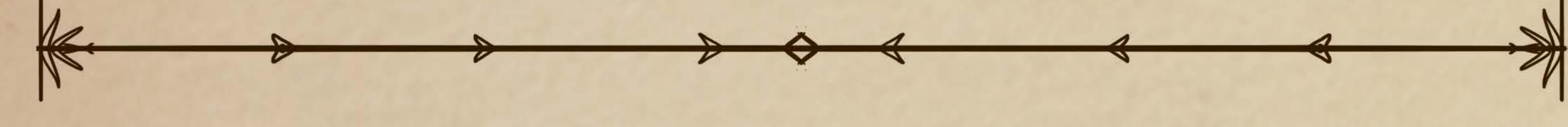
Grey have the most tokens, so they carry out conversions first. They have two tokens, while Red has one, and 2-1=1. So, Grey converts one red cube.

Red have the next most tokens, but there is no one left to convert. They can't convert a grey cube, because Grey have more tokens than they do. So, conversions are over. Red and Grey are now tied for a majority in the Farmland. As a result, Red's temple is destroyed.

Finally, Blue adds one sceptic token to each adjacent settlement which does not contain an acolyte or a monster.

The hex now looks like this (the sideways temple is a ruin):





Temples and Ruins

Remember that ruins are not temples. If an objective card tells you that you must have a temple in each of the Farmlands, then a ruin in the Farmlands will not do.

Likewise, if you only have a ruin in the Capital, you cannot have met the first winning condition, which requires a **temple** in the Capital.

Building up Scepticism

At the beginning of the game, sceptic tokens may not present too much of a problem. However, as the game progresses and more sceptic tokens are added, they can become a real nuisance.

If you let scepticism build up, other players will start to exploit opportunities to knock your temples down, especially in the late game. It's therefore important to keep on top of scepticism by performing miracles and summoning monsters!

*Test the Faith-

Test the people's faith to see which god they turn to for answers... and to build the temples you so desperately desire.

Test the Faith: Example 3



Red decides to 'Test the Faith' of this Farmland. They first move the anomaly token to this hex.

Red and Grey tie for the greatest number of faith tokens, and so they carry out their conversions simultaneously and split them equally.

Both Red and Grey have 2 faith tokens, while Yellow only has 1, and 2-1=1. They therefore each convert 1 of Yellow's cubes.

Blue has no faith tokens. Both Red and Grey could therefore convert 2 of Blue's cubes to their own colour. However, Blue only has 3 cubes in the hex and these have to be shared between Red and Grey equally. So, both Red and Grey each only convert 1 of Blue's cubes.

The hex now looks like this:



Red and Grey are done with their conversions - there is no one left for them to convert. Yellow has the next greatest number of faith tokens (in this case, just 1 token) and so they get to carry out conversions next.

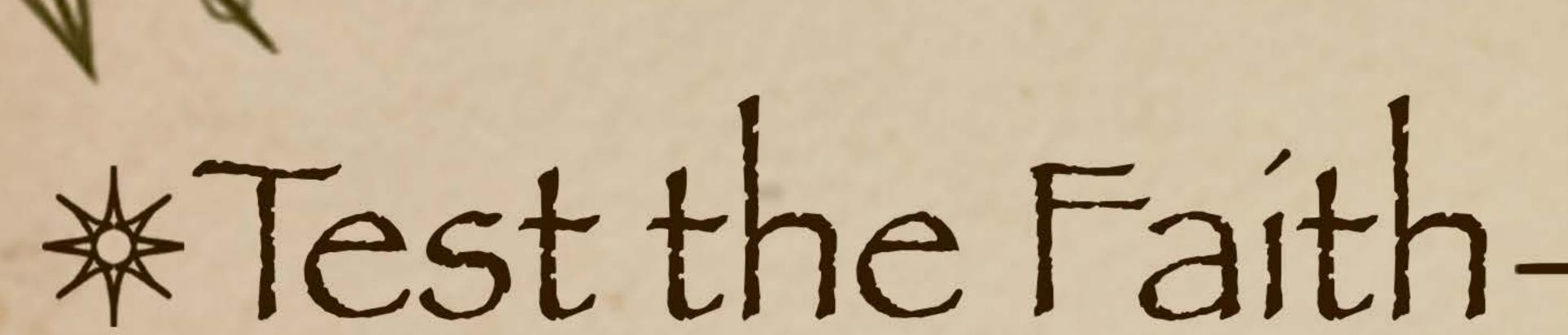
Hint

You can prevent sceptic tokens being placed in settlements where you would like to build a temple by strategically positioning one of your acolytes or monsters there.

Hint

Don't leave it until the last minute to start destroying your rival's temples. If you leave it too late, your efforts will likely be in vain.

The stronger your understanding of how 'Test the Faith' works, the more easily you will be able to find ways to build and destroy temples.



Yellow cannot convert the grey cubes, as Grey have more faith tokens than they do. Likewise, Yellow cannot convert the red cubes. However, Yellow does get to convert 1 blue cube as they have 1 more faith token than Blue. Once they have converted Blue's cube, there is no one left for them to convert and all the conversions are finished.

At the end of the conversions, Red has the most cubes in the settlement and so they build a temple. Each adjacent hex without an acolyte or monster present then receives one sceptic token.

At the very end of this 'Test the Faith' action, the hex looks like this:



In order to do well in Theurgy, it is very important for players to understand how 'Test the Faith' works. In our experience, some players grasp the algorithm very quickly and can easily see how a settlement will be affected if the faith is tested there, while other players struggle.

For the first few times the action is taken, talk through the algorithm step- by-step so that everyone can see what exactly is going on. This is a good idea even if all the players feel pretty confident with the algorithm as it will prevent you from missing any of the steps.

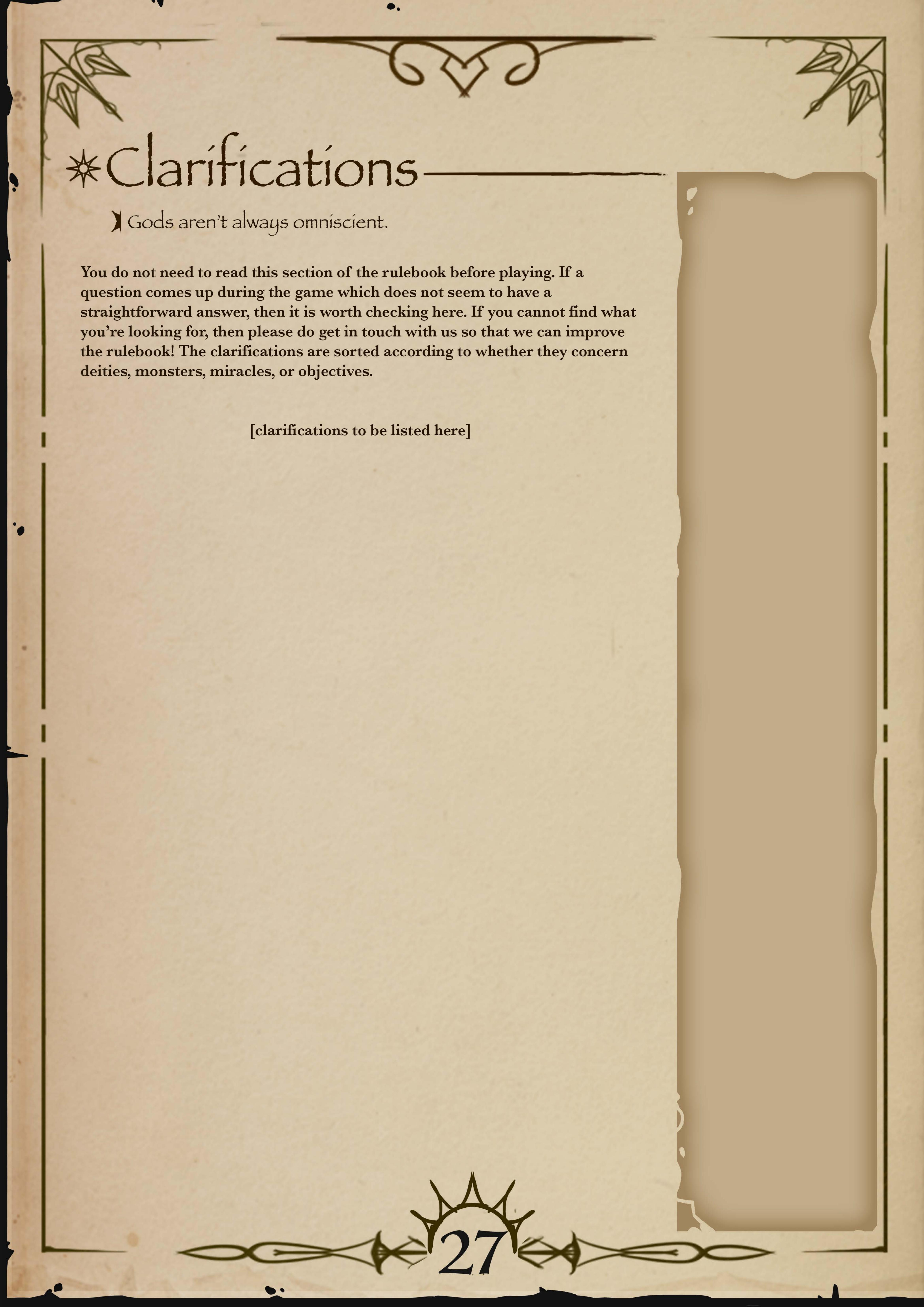
Don't forget to add the sceptic tokens to adjacent hexes without acolytes or monsters – this is a common error!

Hint

It's rarely a good idea to leave one of your own temples in a hex which does not contain any cubes. If the faith is tested there, since you have no cubes, your temple will be destroyed.

After all, you won't have more cubes present there than anyone else!

Indeed, a common way of destroying someone's temple is by using a miracle or monster to clear the settlement of cubes and then testing the faith in the empty settlement.



*Acknowledgements

Theurgy would not have been possible without the hard work and support of so many people. Without our friends, playtesters, artists, graphic designers, manufacturers, fulfilment partners, and Kickstarter backers the game just would not have been possible. To all of these people, we owe many thanks. There are, however, a few people it would be remiss not to mention by name.

We could not have managed without the support of Robert Rowatt, Darren & Andrea Goddard, Lisa & Hugh Davies, and Marion Dowling. Their encouragement and generosity helped us hugely.

Toby Newberry, our friend and thematic consultant, really brought the game alive. The feedback of other good friends, especially Sarah Macindoe, Lydia Drabkin-Reiter, and Patick Kidger, was also invaluable throughout the entire design process.

Our voiceover actor, Andy Wisher, and our animator, Greg May, together produced an outstanding promotional video which we were very proud to show off. Our photographers Jamie Voong and James Dowling also did an amazing job at showing off the game's astonishing artwork, which was produced by the extraordinarily talented Ben Flores, Katerina Poliakova, Fabian Parente, Carl Stjarnlov, Michael Foght and Bellafquih Mohammed.

Developing tabletop games is 100% a team effort, and we're very grateful to have worked with such lovely people.

