



# Theurgy on Tabletopia

## Card Updates

The Tabletopia version of Theurgy includes the very latest versions of the Miracle and Monster cards. Some of these cards use terms which, though fairly intuitive, are not explicitly defined in the rulebook. Here's what you need to know:

**Mortals:** cubes of any colour

**Followers:** cubes of your own colour

**Non-believers:** grey cubes

**Neighbouring:** adjacent

Also note that there is a difference between **destroying** and **removing** temples. When you destroy a temple, you turn it into a ruin. When you remove a temple, you simply take it off the board.



## Capital Events

Unfortunately, due to persistent technical difficulties, it has not been possible to include Capital Events in the Tabletopia version of Theurgy. Fortunately, while a fun addition, the Capital Events are not necessary for the game to play well!



## Updates to Deities

We have updated the following deity abilities based on player feedback:

**Lutraz:**

Lutraz's acolytes may preach once before and once after moving.

**Aeoris:**

After playing a miracle from their hand, Aeoris may add this miracle to a personal supply. Instead of playing a miracle from their hand, they may choose to play a miracle from their supply, after which the card is discarded as normal.

**Eseryn:**

When placing sceptic tokens after a Test the Faith action, Eseryn may choose how to distribute these sceptic tokens in the neighbouring settlements. They may even place these sceptic tokens where acolytes are present.

