

blasphemous

THE ROLE-PLAYING GAME

QUICKSTART GUIDE



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HOW TO USE THIS QUICKSTART GUIDE

The quickstart guide for *Blasphemous, the Role-Playing Game* is divided into two sections. The first part looks at the setting and basic rules for gameplay, and the second provides a ready-to-run story: “Miasma”.

While the first section gives players a basic idea of the setting and mechanics, throughout the adventure you’ll come across additional tools that are essential for playing the game.

INTRODUCTION

Let my calvary guide me along the path to the Miracle so that, once my bones are touched by the grace of Its High Will, my pain is all the greater. For the ravages my body suffers will be the nepenthe I need for my soul, which now grieves for the eternal life it has been gifted.

This is Cvstodia, a land deserving of punishment and nurture in equal measure. And we are its children, who walk among the rasping of disease-afflicted rocks, the moaning of bitter air and the tears of rivers that flow upon the putrified flesh of this broken land. My prayers are with you. We are part of this baneful skin, which must be purged, and so I give my body in the hope that my soul is fully cleansed; and thus may it remain until the end of eternity, in my home and in yours.

Choose a holy weapon; our penance is about to begin.

WHAT IS BLASPHEMOUS, THE ROLE-PLAYING GAME?

There is an unseen horror in the world of dark fantasy that lurks in a hidden corner, beyond a shadowy veil, from where it speaks softly, making no attempt to draw attention to itself. Only silent psalms are murmured in this world, the setting for Blasphemous, and only those who can hear them have the resolve to set forth and explore it. If you are holding this rulebook, it is because you have been ensnared by the raw atmosphere of a role-playing game that unfolds in a tenebrous setting, where a painfully woeful religion impregnates each and every inch and pore of your skin.

Blasphemous, the Role-Playing Game, offers you the chance to enter the bloodiest abysses of religious-fantasy horror. In this setting, developed by Shadowlands Ediciones

and based on the eponymous videogame from The Game Kitchen, your characters are the grim followers of the religion of Cvstodia, in a world that is both twisted and sanctified by a higher will known as The Miracle. You will embody a Penitent One, travelling across an inhospitable land scarred by the most awful suffering imaginable. This is the leitmotif of a baroque setting inspired by the culture of Andalusia and which pays homage to legends and art from Spanish folklore, providing an aesthetic that is both scintillating and sinister.

CVSTODIA, THE SANCTIFIED WORLD

The bleak setting in which the hair-raising adventures of *Blasphemous, the Role-Playing Game* unfold is Cvstodia, a region scarred by the punishment inflicted upon it by higher

to echo the death rattle of a suffocating world, the people roaming its paths like viscous blood sluggishly pumped through arteries by a weak pulse.

There is no black or white in this world, but rather shades of grey, which define a blurred morality, steeped in uncertainty and fear. Ethics and faith here are upheld by an ambiguous higher will, a religion that seems to arbitrarily hand out punishments and blessings.

In the blighted region of Cvstodia, what remains standing does so by an inexplicable chance of fate, an all-pervasive frailty causing objects to crumble at the slightest touch. The cold wastelands are scattered with ruins unclaimed by a human memory bogged down by the sludge of time and blood of trauma. Meanwhile, the scarcity of resources has made hunger and misery a feature of daily life. Lastly, bodily pain is the order of the day, with guilt serving as the cornerstone of a faith that unites the different societies: peoples devoted to a perpetual martyrdom in order to gain favour with the Miracle. Suffering, therefore, has become a currency for expiating the sins of Cvstodia's inhabitants, who live in a state of both fervour and affliction.

THE PILLARS OF BLASPHEMOUS, THE ROLE-PLAYING GAME

- ✧ **Austerity:** In a dying world, resources are scarce, so hunger, sickness and fatigue permeate every inhabited corner. Communities have learnt that sharing and generosity is crucial to survival, although there are always those who take advantage of the needy. Of course, if the Miracle doesn't punish them, the guardians of the faith will.
- ✧ **Endless Dusk:** The absence of night or day, makes time's passing a bewildering matter. Just a few weak stars burn in the sky, set against a red dusk that reaches down to the line of the horizon, a sign that the world may be breathing its last breath.
- ✧ **Martyrdom and Guilt:** The perpetual torment has produced a taciturn population. Punishment and suffering infuse the skin of all who live here; a consequence of the contrition that tortures civilisation. Faith is all that unites them, and the glue is pain and guilt, leaving the people with little choice but to be stoic in the face of their agony.
- ✧ **A Crumbling World:** Anything still standing is either decaying or dilapidated. Wherever a pilgrim treads foot, they gauge their steps with obsessive diligence; if they stumble, something is likely to come crashing down, in turn drawing the attention of hostile, unnamed creatures.

rising up from the silence of the village, frightening away the crows? And now, the ensuing laughter, the prayers of thanks for the Miracle? Someone has just died. The haunting sound of this deranged emotional paradox is part of daily life in Cvstodia, a region stained by the sorrow of a people trying to transform their torment into pleasure through fervour and faith.

- ✧ **Ruins of Antiquity:** There are cemeteries of religious buildings scattered about the lands of Cvstodia. They are the vestiges of a forgotten world that only connect human memory with history thanks to the images of saints and other symbols that adorn the temple façades. Now home to forces of immense horror, they are as bewitching as they are loathsome.
- ✧ **The One and Only Faith:** How could there be room for other dogmas? The world is being punished by the vanity of those who dared to insult the true path. Hence, there is no other religion in Cvstodia than that which venerates the deeds of the Miracle.

THE MIRACLE

Ah, the Miracle! The Sorrowful Miracle! This is the only doctrine to follow, the be-all and end-all of religion in Cvstodia. It is an indecipherable higher will that both bestows gifts and inflicts suffering. It is the entity to which the people of Cvstodia pray and displays no manifest presence beyond its supernatural deeds.

If truth be told, I could define the Miracle as a great fire. Oh, please excuse me! I am Martirielle, a scribe from Albero. Allow me to try to describe this metaphor as best I can. If you had to imagine this great cosmic fire as a creative or destructive pulse, you would see how its flames can both give life and take it away. Just as fire is needed to make the bricks of a house, so too can it be the force that razes that same house to the ground. Is that not true? That is the Miracle and that is how it has manifested in the wheels of time, randomly spinning the years by and scattering its embers across the material world each time guilt stokes its flames.

We know not what end its knotty paths are leading us to, but I am going to outline a few basic principles you should know for when the Miracle manifests in your flesh.

Because sooner or later, it will...

inflicts suffering. Sinners that are not quick to expiate their wrongdoing are left to the mercy of the Miracle's tormenting hand. And the torture it dispenses is mental as well as physical, for your thoughts owe to the work and grace of the Miracle, which will grip hold of your sanity and tear it to pieces, if it sees fit.

- ❖ **Deformities:** To make its message effective, the Miracle rips open flesh, splits bones and prostrates sinners, ensuring they never forget their actions. It is common to see the deformed bodies of sinners roaming Cvstodia, the stigmata of disgrace on display to remind others of the virtue of our dogma.
- ❖ **Monstrosity:** Talking of these deformations, I have also seen people upon whom the Miracle has inflicted such aberrant transformations that I doubt their very humanity. If you ever encounter a beast whose pitiful gaze penetrates your soul, remember it may once have been a human being.
- ❖ **Twisted Are the Paths of the Miracle:** But, the Miracle is indeed discrete in its cursing and blessing! Remember, nevertheless: the pain or glory it dispenses are never arbitrary, although its deeds are not subject to our mundane logic. So, when the Miracle kisses you apparently without reason, give thanks to its divine will; it undoubtedly has something in store for you. Stoicism is the best medicine for enduring the agony.
- ❖ **Omniscience:** Ah yes, of course! The Miracle is all-seeing, so no matter what you do to hide your treacherous acts, it will follow you and deliver its merciless punishment. It is common knowledge that the Miracle hears the guilt in your heart, which beats by the grace of the heavens, and is made thunderous by the poison of your deceit.

So, with all that in mind, may your steps lead you along the path of the righteous, or the gaze of the Miracle will fall upon you, scarring your body for what remains of your existence in this world. And scarring your soul until the end of eternity.

Although time has suffered a similar fate to the material world, the crumbling remnants of the past offer some kind of historical guide for the region's inhabitants, helping to provide them with a logical order for the events that have led to today's state of affairs.

THE AGE OF THE TWISTED ONE

It is said that there was once a boy so consumed by the guilt gnawing at his spirit, that he lay down on a fallen tree trunk and prayed, begging for fair punishment for his sins. Tormented and desperate to rid himself of all moral suffering, the boy prayed and prayed. That was when the Miracle manifested in Cvstodia, imposing its will on the martyr.

The calvary of the ensuing days has reverberated throughout Cvstodia and survived for many years, even being remembered in silent masses, such was the extent of the grace that befell the boy. The martyr's limbs fused with the wood of the tree, twisting to impossible extremes; his body was bent causing untold suffering, while his face contorted into a grimace that was too much to bear for onlookers, already unable to distinguish ragged flesh from dead wood. Even the very core of the tree took root in the marrow of his bones. But despite this unthinkable torment, the pious young man uttered not a single cry, muttering only three words: "My great guilt".

The martyr's mutilated figure came to be known as the Twisted One, and today it is a symbol of Cvstodia's religion.

That was how the Age of the Twisted One began, in the aftermath of this event known as the First Miracle. Ever since, the land of Cvstodia has been touched by this divine will, which bestows blessings and inflicts suffering in ways no one can ever understand.

"Twisted are, were and will be the paths of the Miracle."
(Deogracias)

THE THEOCRACY

It comes as little surprise that it was religious scholars that developed society's beliefs and dogmas, a tempestuous process that unfolded during an undefined period of time and resulted in a theocracy taking hold in Cvstodia. That was the origin of a faith-based political system, which reigned over people's lives from the very site where the Twisted One died. Three trees grew from the land here, knotting themselves around one another, each representing one of the words uttered by the martyr: "My great guilt". And upon this tree of three trunks, a great temple was erected. Henceforth, the



until a mighty archcathedral arose, known as the Mother of Mothers.

An armed judicial wing was also set up, the Holy Inquisition, led by ministers and fanatics bent on hunting down and destroying those who opposed the cult. Although the glorious days of the Holy Office are long gone, there are still regulations in place for judging heretics in small autos-da-fé conducted by local authorities. The most common punishment is the dislocation of a convict's limbs, who is then tied to a post as an allusion to the figure of the Twisted One.

AGE OF THE TURNED THRONE

But even the most wondrous of deeds come to an end. And so, a belief system unable to interpret the Miracle's incomprehensible designs eventually led to a split within the Church; after all, everyone knows that all doctrines, sooner or later, begin to sway.

It was His Holiness Escribar who promoted new precepts of faith, passing judgement on many of the deeds of the Miracle, not because he believed them to be ineffective, but rather because he saw the divine silence as the worst possible punishment for a life of suffering and devotion. And indeed, for a time, there were no manifestations of the Miracle, which had seemingly given up on the faithful. As a result, His Holiness felt his resolve weaken, and, rebelling against the absence of the Miracle's deeds, he turned his throne around in protest, an act met with widespread condemnation.

Besides having his ministers and the Holy Inquisition under his power, Escribar built up his political and military might. To quell any opposition from those following the old doctrines he issued a papal bull, a decree to create a body of soldiers, a group of guardians brought together under the banner of the Anointed Legion, defenders of the new precepts of Escribar's doctrine.

But Escribar's actions stirred the Miracle from its silence. Divine punishment swept down like a scythe upon His Holiness, who began to writhe in his throne, tormented by an agony beyond human tolerance. The cracking of his bones, the ripping of his skin and the groans from his dying throat composed a concert of unimaginable pain, while Escribar was transformed by the power and grace of the Will into a towering tree that rose high above the bell towers. And that tree grew and grew, until suddenly bursting into flames. For ninety days, the blaze lit up the province, and the tree went on burning until all that was left was a mountain of ash.

All was now apparently calm. But, the Miracle's greatest designs were yet to be realised. After the burnt remains of the tree had piled up on the Mother of Mothers cathedral, a wind swept away the embers, and ash rained down across the land of Cvstodia.

And the land and the air lost their colour, bringing ruin across the world. And it was not only Cvstodia's land that suffered, but also its peoples, since the moment the ashes touched the skin of those whose hearts were riddled with guilt, it transformed them, twisting their minds and bodies. These people became known as the Condemned, and, despite the existence of a broad taxonomy, are often categorised into just two groups: the Punished and the Guilty.

The Punished Ones

People whose souls were consumed by guilt and were touched by the ash saw their bodies transformed into abominations that now plague the province. These wandering monstrosities are known as the Punished Ones, an accurate description indeed since these men and women are considered to be anathemas who have lost their way and fallen from the path of the faithful; their suffering will set them back on the only true path of the faith.

Mutilated beyond recognition, the Punished Ones roam Cvstodia tormented by a martyrdom that compels them to perform acts of atonement to the end of their days. Most are aggressive, their hostility echoing their sins, which is why they are feared and avoided.

The Guilty Ones

But among the many abhorrent creatures that once lost their sanity and humanity, there are those who have managed to cross through the veil of madness, clinging to their guilt with proud vainglory. These are known as the Guilty Ones - members of the Condemned who are even known to have attained full control over themselves. This is precisely why they are feared above all else in Cvstodia, as they use guilt to enhance their capabilities, giving them access to a dark power that makes them a formidable foe.

THE CLOSING OF THE MOTHER OF MOTHERS

Once the ravages of the Miracle had spread throughout Cvstodia, the doors to the Mother of Mothers closed to the world, and no one has since been able to enter the archcathedral.

as when the people most needed the guidance of the theocracy, the Church turned its back on them. As a result, the world has been left to its fate, plunged into decay and corruption, and the scant populations left in this land desolated by the cursed ash have now resigned themselves to a life of bewilderment and pain, while they attempt to understand their purpose here.

AREAS OF CVSTODIA

Cvstodia is a dying land.

It is a barren province, covered in ravines and deserts and strewn with ruins, mostly religious since the inhabitants of Cvstodia were a fanatically devout people and given to building with great fervour. There are two key places in the region: the Mother of Mothers, a colossal metropolis of temples, now closed to the outside world by order of the high priests, and Albero, one of the last remaining refuges of humanity and focal point for worshipping the Sorrowful Miracle.

Besides these enclaves, Cvstodia has a number of isolated temples and areas with differing levels of safety, although the land is essentially a dangerous one, teeming with the Condemned and horrifying monsters that peer out from the shadows at imprudent travellers walking the few remaining roads.

Of course, there are many more sites in Cvstodia worth mentioning, like the Convent of Our Lady of the Charred Visage, which stands on icy mountain peaks; the Wasteland of the Buried Churches, a cemetery of ecclesiastical ruins crawling with abominations, or the Mountains of the Endless Dusk, a harsh region replete with danger and myriad abysses which plummet into the fathomless bowels of the earth.

But we'll talk later about these places in *Blasphemous, the Role-Playing Game* in much greater depth. For the time being, you need to understand what role it is your task to embody as you travel through Cvstodia's most iconic sites.

PENITENT ONES

The pulse of the Sorrowful Miracle in Cvstodia does not only manifest through the guilt of the Condemned. To eradicate this infestation of evil there are those who, rid-dled with extreme guilt, devote their lives to their faith and the expiation of their sins. Unlike the Condemned, their contrition is genuine. These people are known as Penitent Ones, repentant believers who fight with fervour and drain their affliction by purging the land of the Punished and the Guilty, who refuse to surrender to the dogma.

In this game you play the role of a Penitent One, whose quest it is to cleanse all corruption while seeking salvation and forgiveness from the Sorrowful Miracle.

CHOSEN BY THE MIRACLE

You have one thing in common with other Penitent Ones: the unbearable guilt that torments your soul. The mission of your ministry and your purpose in this world is to cleanse that guilt by fighting against the Punished, who have lost their sanity, and the Guilty, who refuse to repent.

As soon as you are anointed as a Penitent One, you are given a weapon with which you will cleanse the land of evil; an instrument of death. You are also given a Bile Flask, to be used to restore your health during your quest. These tools should be enough to cleanse the world of the Condemned, although their power can be increased on the course of your adventures.

LEARNING FROM DEATH

Although, as one chosen by the Sorrowful Miracle, you are not impervious to death, your passing is not eternal...

That is, assuming the weight of your sins does not crush your spirit, clouding your judgement and turning your heart against the dogma. Hence, when a Penitent One chosen by the Miracle dies, their body is restored and transported by a band of cherubs (Children of Moonlight) to the last prie-dieu you prayed at. In the place where he fell, the Penitent One can find a spectral effigy representing a piece of their contrition, an image of themselves projected by their guilt, waiting to be recovered by its owner to compensate for the pains of death.

Suffering the agony of death does not only challenge the Penitent One's resilience, but also helps to reveal new ways of anticipating and overcoming whatever led to their death, allowing them to rectify their mistakes and expand their combat experience.

PRIE-DIEU

Throughout the length and breadth of Cvstodia there are small havens of peace that repel the Punished and the Guilty. These are known as prie-dieu, ornamental altars created by the faithful into which they can pour their devotion to the Miracle. A prie-dieu is more than a beacon for the Sorrowful Miracle; it is also a place where Penitent Ones can heal their wounds and restore their fervour. It is also an altar that, in the event of a Penitent One's death, serves as a guide



where they last kneeled down to pray.

When the Penitent One returns from death on the wings of the Children of Moonlight, their Strength is replenished, along with their Bile Flask charges.

But be careful, as deliberately causing death will often arouse the wrath of the Miracle.

THE ARCHCONFRATERNITIES

Each Penitent One belongs to a specific creed, a confraternity that outlines how to interpret the twisted designs of the Miracle. However, camaraderie can extend beyond the group, and this is quite common given that different religious societies must join forces to achieve a common goal. This union of members from different confraternities is known as an archconfraternity.

Theological debates and personal issues may arise within an archconfraternity which undermine a member's belief system, but hearts that are racked with guilt share a burning desire to purge the land of sin. This means that, if a Penitent One strays from the path, the ensuing moral debate may be brought up within the group and each brother can deal with it in their own way; this includes getting into quarrels and committing the sin of vanity or anger. If one person's determination fails them, the others must be sufficiently united and committed to set them back on the path, or the whole group becomes corrupt.

TEARS OF ATONEMENT

When a Penitent One eradicates guilt from the land, the stranglehold contrition has over their soul is eased by the ichor of the so-called Tears of Atonement. This is a liquid that flows from restored guilt like a tree oozing sap to heal disease. This normally manifests when a Penitent One destroys one of the Condemned and their weapon drinks from this last drop of liquid life, which drains from the fatal wound into the hilt of their weapon.

Tears of Atonement are a highly sought after holy item in Cvstodia and the primary source of a Penitent One's experience. They can be used as a currency for buying tools or as a catalyst for performing divine acts, including the expiation of one's own guilt. Besides being drained from the guilt of the Condemned, the Miracle may also reward Penitent Ones with Tears of Atonement if they undertake great acts of penance.

SHARING TEARS OF ATONEMENT

Penitent Ones from an archconfraternity must share any Tears of Atonement they have collected. This is particularly useful for sharing power among its members, as, besides being an act of solidarity between brothers, sharing Tears of Atonement creates a link between them. This enables them, among other things, to bring dead Penitent Ones back to life by making a sacrifice before the spectral effigy their companion has left after dying.





NARRATIVE GLOSSARY

- ✧ **A Penitent One:** Someone who feels the burden of their guilt, but has been chosen by the Sorrowful Miracle to undertake an act of penance, usually revealed as a prophecy. For the player characters, the Miracle has chosen them to eradicate the Condemned from the face of Cvstodia, thereby enabling them to expiate their guilt and increase their virtue.
- ✧ **Archconfraternity:** A confraternity of Penitent Ones who are duty-bound to share the Tears of Atonement they have collected. In exchange, their bond allows them to share their Fervour and bring back dead companions through a sacrifice at the spectral effigy left behind when they die.
- ✧ **Calvary:** The path that leads a Penitent One to expiate their Guilt and increase their Virtue.
- ✧ **Children of Moonlight:** Small cherubs with golden, inexpressive faces in the service of the Miracle. Many of them have been caged by unknown forces and, when freed, can become devoted servants of their liberator. It is their job to carry Penitent Ones who have been slain back to the last prie-dieu they prayed at, allowing them to be reborn, if the Miracle so wishes.
- ✧ **The Miracle:** Also the Sorrowful Miracle or Grievous Miracle, among other names. This is the deity at the centre of Cvstodia's main religious cult. The Miracle's

work is definitive and inscrutable. Its power cannot be questioned and doing so is heresy.

- ✧ **The Twisted One:** Also known as the Father and one of the central figures of worship in Cvstodia. Legend has it that a young man lay down on a log to pray for the Miracle to free him of the guilt that was torturing his soul. In response, the Miracle had him merge with the log, causing roots to grow from his hands and contorting his body.
- ✧ **Tears of Atonement:** An ichor that the Penitent Ones can drain from the Condemned and which they can drink from to improve their abilities. It may also be contained within vials, which are commonly used as currency to recruit Penitent Ones for a task.
- ✧ **The Condemned:** People that have been touched by the ash scattered from the Mother of Mothers, who were consequently plagued by guilt and transformed into monstrosities. Essentially, there are two types: the Punished (which are most common) and the Guilty (fearsome enemies that have learnt to feed on guilt). Their only purpose in life seems to be to annihilate all living beings.
- ✧ **Prie-dieu:** An altar dedicated to the Miracle. It allows Penitent Ones to commune with the Miracle through prayer. They can heal their wounds here and fill their Bile Flasks. It is also where Penitent Ones are transported to by the Children of Moonlight when they die.

ANATOMY OF A CHARACTER SHEET

The character sheet includes the following elements:

1. **Penitent One:** Name the PC wants to be known by.
2. **Experience:** Professions they have practised (or have the skills to practise).
3. **Confraternity:** If they belong to a confraternity.
4. **Virtue:** Represents how free of guilt the PC's soul is. It consists of a pool of points that the PC can spend to perform great deeds (described in the core rulebook).
5. **Guilt:** Shows how burdened with guilt the PC's soul is. It diminishes as their Virtue increases. The greater their Guilt, the harder it is to come back to life after being slain. If the PC dies for good, they are transformed into a fearsome being, which is more dangerous the greater their Guilt when they die.
6. **Guilt Bonus:** A modifier on the roll made by the PC to increase their Virtue score (and consequently reduce their Guilt) after slaying a Guilty One.



How Guilt and Virtue Work

These two scores are directly related. Spending Virtue points increases a PC's Guilt, and vice versa.

When you take part (at the GM's discretion) in defeating a Guilty One, you can increase your Virtue (and thereby reduce your Guilt) by making a roll:

1. Compare your Virtue with their Guilt and roll 1d10 for each point of difference, taking the highest result.
2. Add your Guilt Bonus and compare it with your current Virtue score.
 - If the result is higher than your Virtue, this increases by 1 and your Guilt is reduced by 1. Your Guilt Bonus is reduced to 0.
 - If the result is less than or equal to your Virtue score, this does not change but you add +1 to your Guilt Bonus.

7. **Attributes:** There are six: Discern (sensory development), Charm (charisma and presence), Faith (will and devotion), Grace (agility and dexterity), Power (strength and stamina) and Wisdom (intelligence and knowledge). These have a score of between 0 and 20, with an average of 10. To work out their modifier, subtract 10 from the attribute score. Add the modifier to the relevant rolls.
8. **Endurance:** This is reduced when the PC takes damage. If it drops to 0, the PC is dead. If they then take any amount of damage, they are permanently dead.

produced by the grace of the Miracle when a PC prays at a prie-dieu, enabling them to restore their Endurance (equal to the highest dice roll). It is measured in charges (the number of times it can be used), effectiveness (number of dice rolled) and potency (the size of the dice to be rolled). Charges can be replenished by praying at a prie-dieu, at the rate of a number of charges equal to your Faith modifier per hour.

- 10. Fervour:** A pool of points that can be spent to use Gifts. Fervour points can be replenished by praying at a prie-dieu, at the rate of a number of Fervour points per hour equal to your Faith modifier (at least 1).
- 11. Skills:** There are 12; Armoury (build and maintain weapons), Craftsmanship (build and maintain objects), Attention (perceive your surroundings), Block (intercept attacks), Empathy (persuasion, social grace), Evasion (dodge), Medicine (anatomy and healing), Religion (education and mythology), Stealth (go unnoticed), Survival (survive the wilderness), Technique (manoeuvring in combat) and Vigour (athletic abilities).

All skills have an associated attribute that acts as a threshold: the skill score cannot exceed that of the associated attribute.

reroll once. If the reroll fails Determination is not spent, unless it is a damage or protection roll.

- 13. Penances:** On completing these you obtain Determination, restoring all points obtained through Penance after praying at a prie-dieu.
- 14. Gifts:** Talents, prayers or techniques that a PC can use, depending on their description.
- 15. Gear:** The items a PC is carrying. All gear has a Load score of 0 to 5. This accumulates as “Carried Load”, and cannot exceed the “Maximum Load”.
- 16. Rosary:** A string of beads onto which the PC can add “mysteries” or beads that give additional abilities. The number of beads a PC can benefit from cannot exceed their Faith modifier.
- 17. Main Weapon:** The PC’s main weapon. Every weapon has a name, type and associated dice size, which is rolled when the weapon deals damage.
- 18. Tears of Atonement.** Attained by draining Impiety from the Condemned or by the grace of the Miracle.
- 19. Protection:** Dice the PC can use depending on what armour and other elements they are carrying. The protection used depends on the damage type received.
- 20. Fatigue:** A PC takes Fatigue points when they connect two or more consecutive journey stages.



EXPERIENCE

GUILT

CONFRATERNITY

Guilt Bonus

MOD.

DISCERN

MOD.

CHARM

MOD.

FAITH

MOD.

GRACE

MOD.

POWER

MOD.

WISDOM

ENDURANCE

Maximum	Current	Enrooted
---------	---------	----------

BILE FLASK

Charges	Effectiveness	D Potency
---------	---------------	----------------------

FERVOUR

Maximum	Current	Enrooted
---------	---------	----------

SKILLS

ARMOURY	(Grace)
ATTENTION	(Discern)
BLOCK	(Power)
CRAFTSMANSHIP	(Grace)
EMPATHY	(Charm)
EVASION	(Grace)
MEDICINE	(Wisdom)
RELIGION	(Wisdom)
STEALTH	(Grace)
SURVIVAL	(Wisdom)
TECHNIQUE	(Grace)
VIGOUR	(Power)

DETERMINATION

PENANCES

blasphemous

GIFTS

GEAR

LOAD

Maximum	Carried	Free
---------	---------	------

WEAPON

NAME

WEAPON TYPE

DAMAGE TYPE

DAMAGE

D

D

PROTECTION

FIRE		LIGHTNING	
MIASMA		PHYSICAL	
MYSTICAL			

FATIGUE

TEARS OF ATONEMENT

ROSARY

ANATOMY OF THE CONDEMNED

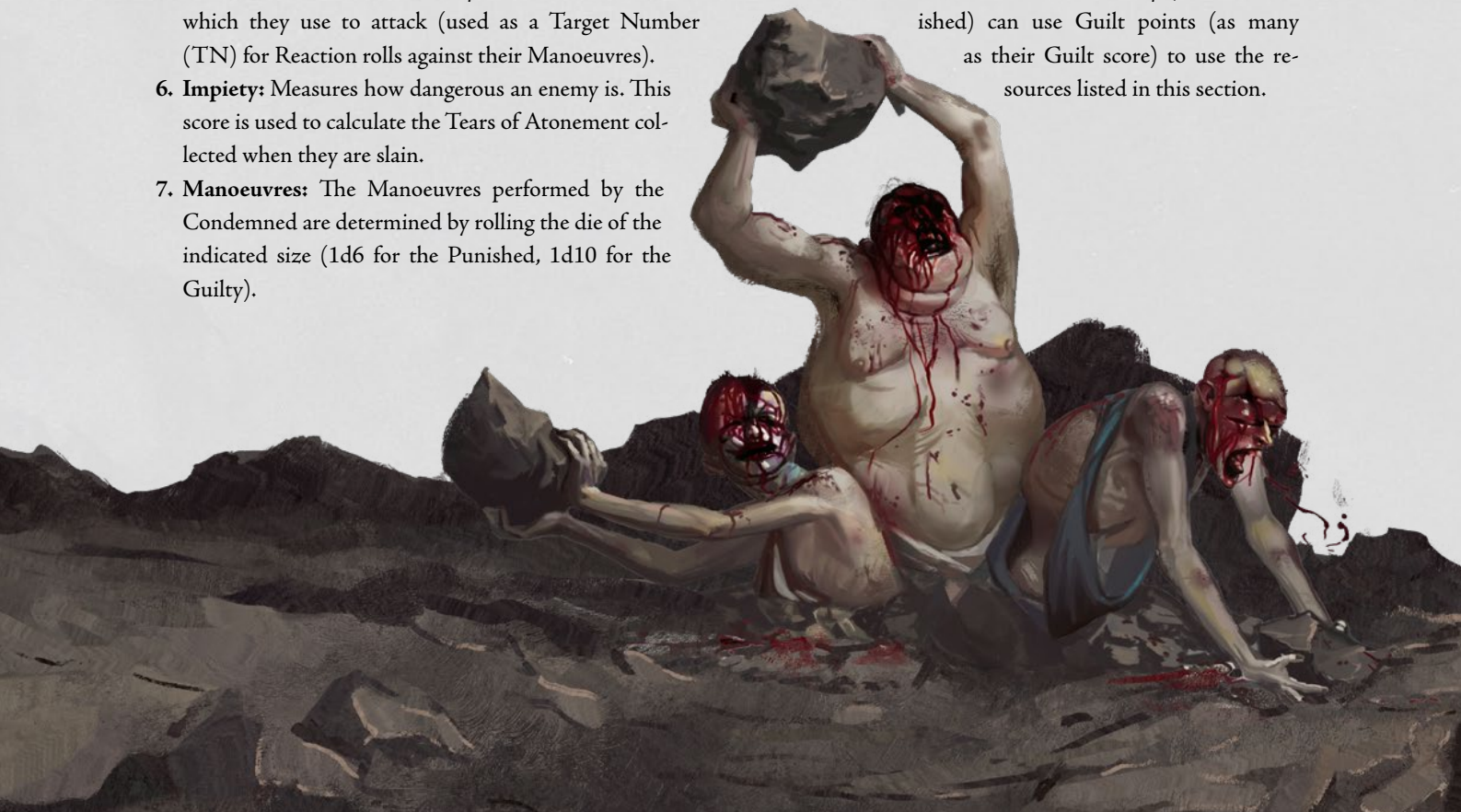
1. **Name:** Name they are known by.
2. **Description:** General appearance of the Condemned character.
3. **Guilt (only for Guilty):** Allows them to use additional resources.
4. **Endurance:** Equal to the Power score.
5. **Attributes:** The same as for the PCs, only the Condemned do not have Charm or Wisdom, reflecting their non-existent social skills and absence of reason. One of their attributes is marked by an asterisk* to indicate which they use to attack (used as a Target Number (TN) for Reaction rolls against their Manoeuvres).
6. **Impiety:** Measures how dangerous an enemy is. This score is used to calculate the Tears of Atonement collected when they are slain.
7. **Manoeuvres:** The Manoeuvres performed by the Condemned are determined by rolling the die of the indicated size (1d6 for the Punished, 1d10 for the Guilty).

✧ Each Manoeuvre has a narrative description and associated effect in terms of game mechanics.

✧ Unlike the Punished, the Guilty perform a manoeuvre after each of a PC's turns, and have an additional Manoeuvre for every two Followers (NPC controlled by a player) or every two NPCs in the Battlemap.

8. **Special:** Some of the Condemned have special skills included in this section.

9. **The Power of Guilt:** The Guilty (not the Punished) can use Guilt points (as many as their Guilt score) to use the resources listed in this section.



OVERVIEW OF THE GAME MECHANICS

MECHANICS GLOSSARY

- ❖ **Dice:** There are six dice types: four-sided dice (d4), six-sided dice (d6), eight-sided dice (d8), ten-sided dice (d10), twelve-sided dice (d12) and twenty-sided dice (d20). There is also the two-sided dice (d2), which can be represented by rolling any other dice, a 1 being an odd result and 2 an even one.

In *Blasphemous*, the Role-Playing Game, the d20 is used to resolve tasks, while the other dice determine the damage or protection in combat, among other situations.

- ❖ **GM:** Gamemaster. This figure ensures the PCs follow the rules, controls the non-player characters (NPCs) and outlines the story to be played, describing the scenes and NPC actions.
- ❖ **Dice Scale:** *Blasphemous, the Role-Playing Game* works with the following dice scale: d2 → d4 → d6 → d8 → d10 → d12. If a die has to be downgraded, this is done following the scale (from d8 to d6, for example); likewise, if a die has to be increased, this is done following the scale (d6 to d8, for example). If a d12 has to be increased, add +2 to the total.
- ❖ **PC:** Player Character. These are the characters controlled by the players. In *Blasphemous, the Role-Playing Game*, the PCs are Penitent Ones.
- ❖ **NPC:** Non-Player Character. These are the characters controlled by the gamemaster.
- ❖ **XdY:** The dice roll code, X being the number of dice rolled and Y the dice type.

- ❖ **XdY↑ or XdY↓:** An arrow pointing upwards (↑) next to a dice roll indicates that, of the dice being rolled, only the highest counts. Likewise, an arrow pointing downwards (↓) indicates that of the dice being rolled, only the lowest result counts.
- ❖ **XdY+:** A + symbol next to a dice roll indicates that all dice rolled must be added together to obtain a final result.

BASIC ROLL

If the GM thinks that the task a PC is trying to perform might fail or lead to interesting consequences, they can ask for a dice roll.

The player rolls $1d20 \pm$ the attribute modifier against a **Target Number** (abbreviated as TN). This TN could be:

- ❖ A **Difficulty**: 5 easy, 10 normal, 15 difficult, 20 very difficult, 25 almost impossible, 30 impossible.
- ❖ An **adversary's attribute** score (for example, going unnoticed against a guard means using the guard's Discern score as a TN).
- ❖ An **adversary's roll** (for example, trying to hide from a guard patrolling the area a PC is searching in means using the total of their roll as the TN).

Compare the total of the roll with the TN:

- ❖ If it is **greater**: you are successful.
- ❖ If it is the **same**: this is a punished success; in other words, you succeed in your task but suffer some kind of hardship as a result.
- ❖ If it is **less**: you fail.



- ⌘ If it is **greater** and you roll a **20** on a d20: This is a **miraculous success**; in other words, you succeed in your task and gain an additional benefit as agreed with the GM.
- ⌘ If you roll a **1** on a d20: This is a **barren fail**; in other words, you fail automatically with no possibility of re-rolling.

If the result is less than the value of the associated skill, you can reroll the d20 and use the highest result.

For combat see the section “Confrontations”, on the next page.

MODIFIERS

A modifier can be applied at the discretion of the GM, based on the circumstances under which a task is performed (lack of light, absence of knowledge, adverse weather conditions, etc.). This could be: Minor (1), Moderate (3), Major (5), Absolute (10) or Definitive (20).

If the modifier *helps* the PC to carry out their task, it is known as a **Blessing** and it is **added** to the roll total. If the modifier hinders the task, it is known as a **Retribution**, and is subtracted from the roll total.

Some actions carried out by the Penitent Ones can unleash the volatile and unpredictable rage of the Sorrowful Miracle: letting an ally die in the hope they become a Guilty One so you can then slay them and obtain a reward, playing cat and mouse with the last enemy standing to prolong combat and thereby replenish Fervour, etc.

When any of these circumstances arises, you can roll 1d6 to define the punishment imposed or choose from the following list:

1. The PC's maximum Endurance is halved (rounding down).
2. The PC halves the damage they deal (rounding down).
3. Bile flasks can no longer heal you.
4. Bile flasks deal you damage equal to how much they should heal.
5. When the PC dies, a portion of Tears of Atonement (1d6, 1d8, etc.) evaporates instantly.
6. If the PC dies, they do so permanently, with no chance of rebirth.

Which acts are deserving of the Miracle's punishment and which are not is left entirely to the GM's discretion.

To free themselves of a punishment imposed by the Miracle, a PC must expiate their wrongdoing, for which they have to perform some kind of exculpatory task.

CONFRONTATIONS

In *Blasphemous, the Role-Playing Game*, combat is carried out on Battlemaps clearly divided into Zones, in which several characters can be located simultaneously. The Zones are used as a positional reference, allowing everyone involved to know where each character is at any given moment, albeit without being excessively meticulous (which direction they are facing, for example, is not important: combat is already chaotic enough with the PCs constantly changing position within the same Zone).

Higher ground is always indicated in the Battlemap with arrows pointing towards this space, indicating that the characters must climb up to access it.

The order of combat turns among PCs and their enemies involved in a confrontation is determined by **Initiative**, which is based on a combattant's Grace score.

Confrontations follow the steps below:

positioning PCs and enemies according to their Grace score, starting with the highest (this means whoever has the highest Grace score goes first). If there is a draw, the PC goes first; if two PCs draw, whoever has the highest Free Load goes first (this is the difference between Maximum Load and Carried Load).

2. The PC that goes first has three available actions. For one action, they can:

A. MOVE: The PC moves to an adjacent Zone. There is no limit on the number of characters that can occupy a space, and the other characters do not affect their movement. They can move between spaces separated by white lines; they cannot move through walls.

If the PC crosses through a Zone with enemies, they must succeed on a Grace roll [Evasion], for which the TN is equal to the highest attribute among the enemies in the Zone; if they fail, each enemy deals one Physical damage point per contact and their Move action ends immediately.

If a white line is marked with an arrow, this indicates higher ground, which must be climbed to access. Moving a character in the direction of the arrow requires spending two actions. This additional cost only applies when moving in the direction of the arrow; only one action is required to move downhill against the direction of the arrow.

- B. SURVEY:** The PC chooses a target and can select one of the following characteristics to find out about the enemy:

- ❖ A specific **attribute** score.
- ❖ Their remaining **Endurance**.
- ❖ One of their unknown special **skills**.
- ❖ Their **Impiety** score.
- ❖ The **next Manoeuvre** they are going to make (including the damage it will deal; the GM must determine this and note it down, carrying it out accordingly when it is their turn in the Initiative order).

- C. ATTACK:** The PC chooses a target within reach (in the same Zone for melee attacks).

They roll the damage according to the weapon they are attacking with, reducing the enemy's Endurance by the result (if several dice are rolled, only the highest counts).

they die and the PC immediately gains a number of Tears of Atonement equal to half the enemy's Impiety (rounding down).

If the damage dealt is equal to twice the enemy's Endurance points, they are in their death throes until the end of the round and can be executed (see below).

If a PC makes the highest possible damage roll, they inflict Martyrdom: they roll the dice and reroll it adding the new result. This can only be done once. The Punished Ones cannot inflict Martyrdom.

D. EXECUTE: The PC finishes off an enemy in their death throes describing the cruellest possible death; they immediately gain 1 Fervour point and a number of Tears of Atonement equal to half the dead enemy's Impiety (rounding up).

E. MANAGE ITEMS: The PC swaps weapons, uses their Bile Flask, etc.

F. DENOTE: The PC spends Fervour to use or maintain a Gift.

G. PRAY: The PC gains 1 Fervour point. The Miracle only allows this action to work in a situation of extreme urgency, such as in combat.

H. SHARE DEVOTION: The PC can give a number of Fervour points no higher than their Faith modifier (minimum 1) to someone in their archconfraternity whatever distance there is between them. The Miracle only allows this action to work in a situation of extreme urgency, such as in combat.

I. PURGE: The PC can reduce their Endurance to gain the equivalent number of Fervour points (up to a number equal to their Faith modifier). The Miracle only allows this action to work in a situation of extreme urgency, such as in combat.

J. RESERVE: The PC takes any number of actions (out of the three available for the round) and forfeits them for their Initiative turn, saving them to be used as Reaction at any moment. The PC moves to the back of the Initiative order. If they have unspent reserved actions when their turn comes round again, they can use them then. Actions can only be reserved once per round.

someone takes action against them in the round:

✧ **Dodge:** To evade an enemy attack, the PC makes a Grace [Evasion] roll against a TN equal to the attribute score used by the opponent for the strike (marked with an asterisk* in their profile).

If successful, the PC avoids all damage and can move to an adjacent Zone.

If they fail, the PC takes the corresponding damage, but they can still use their protection (unshielded) to reduce the damage to a minimum of 1.

✧ **Block:** To intercept an enemy attack, the PC makes a Power [Block] roll + Shielded protection against a TN equal to the attribute score used by the opponent for the strike.

If the PC's Power score is less than the opponent's, the Reaction fails automatically.

If they succeed on the roll, the PC avoids all damage.

If they fail, the PC takes the corresponding damage, but they can still use their protection (unshielded) to reduce the damage to a minimum of 1.

✧ **Parry:** To parry an enemy attack, the PC makes a Grace [Block] roll + Shielded protection against a TN equal to the attribute score used by the opponent for the strike.

If the PC's Power score is less than the opponent's, the Reaction fails automatically.

If they succeed on the roll, the PC ignores the attack and can immediately make an Attack action against the enemy without spending an action.

If they fail, the enemy deals the maximum damage, but the PC can use their protection (shielded) to reduce this to a minimum of 1.

3. When the PC has used all their actions, the turn passes to the next combatant in the Initiative order.

4. If any of the PCs have untaken actions at the end of the round, they must be used now or forfeited.

5. When everyone involved in the combat has taken their actions, the round is over and a new one begins, with combatants taking actions according to their Grace scores.

6. Combat continues until the PCs have slain all their enemies.



patterns called Manoeuvres, which are defined in their statistics.

The Condemned always follow the **Chain of Punishment**, which determines their **targeting priority**: the nearest target is the first; if there are several, they select the last target to have taken an action.

INERTIA

If a Condemned combatant has a Manoeuvre that specifies that “they move”, but they already have a valid target without needing to do this, they instead add an additional die to the damage they deal (although they still only use the highest result). Any Condemned whose Manoeuvre specifies that they “Flatten”, rather than move, are not affected by Inertia, as their impetus on the attack causes them to advance without stopping if a target is in the way.

DAMAGE AND PROTECTION

DAMAGE

This is the number of points that must be subtracted from an opponent’s Endurance when they are attacked in combat. It is normally measured based on a dice roll of a specific type associated with the power of the performed attack (the size of the weapon, strength of the prayer, etc.). There are five different damage types: Physical, Fire, Miasma, Mystical or Lightning.

If a PC’s Endurance falls to 0, they are dying. In this state they can make only one action on their turn, the enemies ignore them in their Chain of Punishment —although any Manoeuvres that affect the Zone they are in will still deal them damage—, and if they take any further damage at all, they die permanently. Restoring just one Endurance point is enough to no longer be dying.

Endurance points can be restored by praying at a prie-dieu, at the rate of a number of Endurance points per hour equal to the Faith modifier (minimum 1).

DEATH AND RETURN TO LIFE

When a Penitent One dies, 1d4 of their Fervour becomes Enrooted in a spectral effigy, which then enables them to come back to life at the last prie-dieu they prayed before.

Fallen Penitent Ones are often brought back by the Children of Moonlight, who appear next to a dead PC to touch and then transport them in a heartbeat to the last prie-dieu

charges restored (the time it takes for a Penitent One to reappear depends on how long it takes to completely restore their Endurance, Fervour and Flask charges —see the “Restoring Endurance” help box, on page 31—).

On their death, a Penitent One leaves behind a spectral effigy enrooted with their image, formed by 1d4 (a 4 is rerolled and added up again) Fervour (and perhaps Endurance, if the required Fervour cannot be covered). These points are held within the effigy and can only be recovered when the PC makes direct contact with it.

When a PC dies, and to determine if the Sorrowful Miracle brings them back, they must make a Faith roll against a TN equal to 20 minus their current Guilt. The PC can spend as many Fervour points as they wish, gaining a +1 on the roll for each point. These points now become part of their spectral effigy.

Remember that a 1 on the d20 is a barren fail and cannot be modified.

Success means they are reborn at the last prie-dieu they prayed at. If they fail, they are transformed into a Guilty One (the PC is effectively removed from the game).

One of the benefits of belonging to an archconfraternity is that its members can spend Fervour and/or Endurance to bring a fallen companion back to life through the effigy they leave behind when they die. Between them all, in any proportion, they must equal the number of Fervour and Endurance points the fallen character leaves behind when they die, thereby allowing them to appear through the effigy once their levels are restored.

PROTECTION

When you take damage of a type you have protection against, roll the dice and use the highest result to reduce the damage received by that amount. No protection roll can reduce damage to below 1.

Some protection can weaken with use: if when you make a protection roll, the result is lower than the damage suffered, the protection die drops a level (from d10 to d8, for example). The core rulebook contains the complete rules on making and repairing objects, but for this quickstart guide you can use a simpler version: protection can be restored through acts of craftsmanship, at the GM’s discretion, which normally requires time, tools and maybe a Grace [Craftsmanship] roll. In addition, when they arrive at a settlement, the GM can allow their PCs to automatically repair any damaged gear.

The rules for travelling in *Blasphemous, the Role-Playing Game* have been designed to allow PCs to easily move around the different areas of Cvstodia, encountering different dangers as they go based on their performance throughout their journey in the form of Confrontations and Fatigue generated by their movement.

These rules are described in full in the core rulebook, but here you can use this simplified explanation:

To Make a Pilgrimage, each PC makes a Power [Vigour] roll with a TN equal to the Danger Level of the area they are travelling around (In the case of the Wasteland of the Buried Churches, the Danger Level is 10). On a successful roll, there are no problems. On a fail, a 1d20 is rolled to determine the negative outcome:

❖ **For results equal to or less than the place's Danger Level:** The PCs have to fight. To determine the number of Punished Ones they have to deal with, throw as many d6 as there are PCs and use the highest result (with a minimum equal to the number of PCs involved in the

besides the first, or each time this outcome is repeated, add a Punished One into the Confrontation.

Generate enemies randomly until they reach the number determined by the roll.

❖ **For results higher than the place's Danger Level:** The PCs suffer 2d4↑ Fatigue.

Fatigue must be taken by any member of the group and can be shared among them, thereby reflecting how they can help each other in challenging situations.

Each Fatigue point requires the PC to spend 1 Endurance or Fervour point.

Each time this outcome is repeated, move the Fatigue die up a size (d4 to d6, d6 to d8, etc.)

Once all the negative outcomes that may have arisen from the roll made by each traveller have been resolved, the Pilgrimage stage is considered over and the PCs can carry on. Normally, crossing through an area requires only one stage.





MIASMA

“Miasma” is an introductory story for *Blasphemous, the Role-Playing Game*. Everything you need to play it can be found in this quickstart guide.

Besides providing an adventure for exploring the rules and getting a feel for the game’s tone, “Miasma” has been designed to be used as a model for you to create your own stories, as it contains a multitude of narrative resources that are described in the core rulebook (the Chain of Favours, difficult decisions, etc.).

This is an adventure for an archconfraternity of four Penitent Ones, but you can easily adjust its Confrontations for smaller or larger groups of players.

Throughout the text you’ll find help boxes with summaries of the rules being applied at that point in the game. They will help you as GM to deal with each situation, as well as improvise modifications in terms of narrative and game mechanics, as you deem fit.

READY-TO-READ TEXTS

All the texts in quotation marks can be read word for word to the players or paraphrased if you’d rather they had a more natural feel.

ZAMBRA

“Cvstodia’s Endless Dusk shadows the PCs on their recent journey. The travelling Penitent Ones form part of the archconfraternity of the Unforgiven Wanderer. They are covered

in dust thrown up from the road and the remains of ash hanging in the air following the death of Punished Ones slain by the Sorrowful Miracle’s chosen ones.

A decaying wooden sign by the road indicates you are arriving in Zambra, a small village that, according to a traveller you met, contains a prie-dieu, an altar dedicated to the Miracle, where you can pray to heal your ailments and where you will be taken by the Children of Moonlight if death catches up with you.”

Zambra is one of the many small villages scattered around Cvstodia which survives the ravages of the Miracle thanks to the aura of devotion emanating from its prie-dieu, located in the chapel. This is easily found thanks to its bell-tower, whose intermittent toll reminds villagers of time’s unrelenting passage.

The chapel, therefore, should be the PCs’ first port of call, and, as they approach, they see the following:

- ✂ On one side, a devotee hoisted up a wooden post driven into the ground, their arms tied behind their backs to emulate the figure of the Twisted One.
- ✂ A sea of candles packed together around a small stone carving of the symbol of the Miracle.
- ✂ A huddle of widows wrapped in black shawls muttering to one another as the PCs pass by.

As the PCs make their way through the village, the inhabitants lower their eyes and bow their heads as a sign of respect, the party’s penance garb and helmets making it clear they are Penitent Ones.

Charm score is intercepted by **Dionisio**, the local priest who manages the chapel at the heart of life in Zambra.

Dionisio approaches the PCs, hitching up his habit to allow him to run over and celebrate the archconfraternity's arrival, as he cries out that their arrival is undoubtedly the work of the will of the Sorrowful Miracle. He hastily accompanies the PCs to the chapel, either side of whose doors stand two soldiers from the Anointed Legion. They bow their heads when the PCs reach the door as a mark of respect.

CHAPELS AND CHURCHES

In a world dominated by faith and religion, the central feature of any settlement is always some kind of associated building, which commonly plays host to the *prie-dieu*, an altar that allows the inhabitants to remain a safe distance from the Condemned. These temples are often the first places Penitent Ones head for when they arrive in a settlement, and where they can pray.

By way of a rough comparison, but one that should be easily understood by regular role-players, the chapels and churches in *Blasphemous, the Role-Playing Game* are similar to the archetypal taverns found in medieval fantasy settings. Not so much in terms of the activities that take place there, but rather because they are useful places for finding out more about the area and perhaps deciding on what steps to take next.



rived by the name of **Bernardo** suffering from a terrible disease. He came in search of **Alvar**, a local kisser of wounds, in the hope this man could heal his sickness. However, Alvar left the village a few days ago heading for Alboronia, a neighbouring settlement, and has not yet returned.

THE REMNANTS OF THE THEOCRACY

The reigning theocracy in Cvstodia fell apart when the Mother of Mothers closed its doors and the world was covered in ash. Many of its members were left outside, cut off, believing themselves to be heirs of the world's government.

Although nobody remembers what the world was like before the closure of the archcathedral, today a number of old theocrats, or their descendants, roam Cvstodia acting in their own interests and with no formal organisation to unite them beneath a single banner.

Bernardo is by the prie-dieu in the chapel, flanked by his four litter bearers, ready to receive the PCs, assuming they agree to grace him with their presence.

It is dark and gloomy inside the chapel. The four bearers are kneeling around the altar of the Miracle, as a sign of their devotion and murmuring prayers for their master to be healed of his disease. They are dressed in simple clothes with thick ropes tied around their waists and shoulders to help them to bear the weight of the litter, in which their master is now resting. Bernardo can be seen faintly through the drapes that keep him partially hidden, and from which a putrid, blister-infested hand emerges offering his ring to the PCs, if they approach.

Bernardo begs the PCs to find Alvar and bring him here before he is entirely consumed by the sickness. In exchange he offers a vial containing 40 Tears of Atonement, an immaculate bead from his rosary for each PC and some of the notes he has been collecting on his travels around Cvstodia, which will reveal new goals for future adventures.

This reduces the amount of Fervour a Penitent One leaves embedded where they have died to 1. Anyone bearing one of these beads can choose to break it and immediately recover the Fervour that has been enrooted and/or be immediately transported to the place where it was embedded in their spectral effigy.

PERMANENT DEATH

If any of the PCs suffers a permanent death during the story, their player can take on the role of one of the soldiers of the Anointed Legion. Their profiles and rules are outlined later in the guide (pages 47-49).

THE WAY TO ALBORONIA

The paths that join Zambra and Alboronia have long been overwhelmed by weeds and ash, faded by the rain and cracked by tree roots. Although short, the path is dangerous, as you have to pass through what the inhabitants of Zambra call “the Withering Woodland”.

A Short Journey

Usually, when the PCs decide to move, they use the Pilgrimage rules, but here we're going to overlook these and lead the players directly to their first Confrontation and the rules of combat.

The PCs make their way through this small woodland, plagued by dry, gnarled trees, when they hear the ringing of a bell accompanied by footsteps and barely intelligible, murmured prayers. As Penitent Ones who have made many pilgrimages, the PCs know that a Procession of Punished Ones (a group of the Condemned who for some reason have remained together) is approaching. In the group are **Charging Knell** and **Enraged Pilgrims** (see their statistics on pages 30-31).

For this first Confrontation set up a Battlemat with the following Zones:



Enraged Pilgrims as there are PCs-1 around him (in 11, 13, 15, 16, etc.). In total, there should be as many enemies as there are PCs.

1. Let the PCs individually choose their starting Zone.
2. Create an Initiative Order to establish the characters' action turns following the indications laid out on page 21.
3. Run the Confrontation following the guidelines on pages 21-24.
4. At some point, it will be the turn of one of the Punished Ones. Roll 1d6 to decide which of the Manoeuvres indicated on their character sheet they will use and apply the corresponding effect. Don't forget to describe it. This is role-playing, not a board game.
5. Continue combat until all the PCs' enemies are slain. It shouldn't be difficult. However, if things start going wrong, remember that the Miracle often brings back Penitent Ones who die without completing their penance.

Fleeing

Sometimes if the going gets too tough for the PCs, they might prefer to flee instead of fight to the death. To do this, a PC must get into a Zone on the edge of the Battlemat and make a Power [Evasion] roll, once per round.

The GM can impose Retributions based on how difficult the terrain is and how many enemies there are involved.

However, the PCs can also receive Blessings for any remaining actions they might have when they flee (minor: +1, for one remaining action; and moderate: +3, for two remaining actions).

If the PC succeeds on the roll, they are able to flee to safety, and cannot return until the Confrontation is over.

ENRAGED PILGRIM

A scrawny traveller dressed in rags, trudging slowly towards a destination he has long forgotten. They often carry everyday objects, which they use to strike anyone who gets in their way.

Endurance 9

Discern 10 | **Faith** 11 | **Grace** 8 | **Power** 9*

Impiety: 2



MANOEUVRES (1D6):

1-4: *The pilgrim advances slowly, their weapon held in front of them between their praying hands. They will stop at nothing.*

✂ They move one Zone and deal 1d4 Physical damage.

5-6: *The pilgrim steadily advances, using any feature of the terrain to recover their breath.*

✂ They move one Zone and deal 1d6 Physical damage, leaving their target {Displaced} (this means the target is forcibly moved into an adjacent Zone).

CHARGING KNELL

This hefty character carries a huge, cracked bell which they either use as a protective shell or as a ram for charging at their enemies.

Endurance 15

Discern 5 | **Faith** 12 | **Grace** 7 | **Power** 15*

Impiety: 21

MANOEUVRES (1D6):

1-3: *They charge rampantly, protected by the bell and guided by its weight until something brings them to a halt.*

✂ They move two Zones and deal 2d6↑ Physical damage to a target in each of the Zones they charge through.

charge with unimaginable force at anything that crosses their path.

- ✧ They move two Zones and deal 2d6↑ Physical damage to a target in each of the Zones they charge through, who are left Stunned (the target, therefore, cannot make any action except try to recover with a Power [Vigour] roll against a TN of 15. Failing this means they will suffer further damage; in addition, all damage they take while Stunned increases by a level).

6: *They charge using the bell as a shield and ram, directed by its weight.*

- ✧ They move two Zones and deal 2d6↑ Physical damage to all enemies in each of the Zones they charge through.

SPECIAL:

Armoured: When they attack, the Charging Knell cannot be harmed thanks to the bell it uses as a protective shell.

To deal it damage, a PC must use one action to reposition themselves behind their enemy, from where they are free to attack using any of their other actions (no roll is required to reposition; stating the purpose of the action is enough).



that has attacked them, meaning PCs must reposition themselves in each new round.

Alternatively, the Charging Knell can be damaged with a successful Parry.

Replenishing Endurance

Combat often reduces the PCs' Endurance, which can be replenished as follows:

- ✧ **First Aid:** A PC can spend an action and make a Wisdom [Medicine] roll for them or an ally to replenish 1d4 Endurance. This normally consumes 1d2 of the healer's Resources, a mechanic outlined in the core rulebook. For this quickstart guide it is assumed that a PC can only provide first aid for an ally once per Confrontation or after seeking Refuge.
- ✧ **Rest:** At a refuge, a PC replenishes a number of Endurance points per hour of rest equal to their Power modifier (minimum 1).
- ✧ **Praying at a Prie-dieu:** When a PC prays at a prie-dieu they can replenish a number of Endurance and Fervour points per hour equal to their Faith modifier (minimum 1); alternatively they can gain a number of Bile Flask charges per hour equal to their Faith modifier.
- ✧ **Bile Flask:** They can spend one of their charges pouring the bloody bile from the flask over their wounds. This requires them to roll a number of dice equal to its effectiveness, of a type (number of sides) as indicated by the flask's potency. They restore a number of Endurance points equal to the highest result.

ALBORONIA

Following their Confrontation with the Procession of the Punished Ones, the PCs soon reach Alboronia.

A short distance from Zambra, Alboronia is a humble village with no more than 50 inhabitants scattered around the settlement. Its most striking feature is perhaps the dry fountain in the village square, bearing an effigy of the Twisted One carved out of solid stone.

Unlike in Zambra, when the PCs walk around Alboronia they are not met with looks of zealous admiration. However, it doesn't appear to be out of disinterest or apathy, but rather due to some kind of sickness: here and there,

doorways, the villagers seem to be struggling to breathe in the ashen air around them.

Two elements break the monotony of sickness:

- ✧ Near the square, created by the open space left between the dozen or so buildings that make up Alboronia, a criminal can be seen held in stocks covered in fresh wounds and rotten food. Nearby is **Aurelio**, the *alguacil*, whose job it is to keep order in Alboronia. He explains that the prisoner, by the name of **Alano**, is a thief who sneaked into the village and was caught trying to break into one of the houses. Alano defends himself, arguing that he was merely looking for something to eat after a long journey.

Alano is hinting at his familiarity with the surroundings of Alboronia, which might be of use to the PCs later on, when they decide to move on.

- ✧ At one of the entrances to the square where Alano is being tormented, there is a jittery, grey-haired old woman. She is dressed all in black, wears a headscarf and her face is dominated by a huge hooked nose. Spread out in front of her is an array of objects, her wares, which she has managed to scavenge from around Alboronia and sells to make her living. They are arranged haphazardly on a blanket, which she also uses to carry them on her back.

Urraca, as she is known by, tries to persuade the PCs to take a look at her display of trinkets (tiles, fragments of pottery, etc.). There isn't really anything of any value, but while the PCs are looking she mentions some of the nearby locations where she claims to have found her wares. Like with Alano, Urraca can also be a source of information on the surroundings of Alboronia, and might be of use to the PCs for a future journey.

GOODS AND RESOURCES

Blasphemous, the Role-Playing Game uses an abstract system for measuring the prices of things. These are often traded based on their value in Resources, represented by items that might be useful (like firewood, resin for repairs, rope, etc.), and/or Tears of Atonement. It is not the purpose of this guide to introduce the mechanics for buying and selling goods and services, which are described in the core rulebook, but it is useful to know that this system exists.

of 10 can overhear a conversation between two villagers in which one asks if this disease might not be a blessing sent by the Miracle, the purpose of which is not yet clear... At this point, the PCs have no way of knowing this, but this line of reasoning will be important later on, as it will trigger a series of events that will greatly endanger the PCs' task.

Like when the PCs first came to Zambra, their first port of call on arriving in Alboronia should be the village church and the prie-dieu it houses. If they stop someone to ask about Alvar, the kisser of wounds, this person will direct them towards the temple, covering their mouth with a threadbare linen cloth in a vain attempt to avoid spraying the visitors in yellow phlegm.

Unlike at their first destination, nobody comes out to greet them. The handful of streets formed by the scant, crumbling buildings are almost completely deserted. The groans of the sick, however, reach them from all angles and are undoubtedly louder and more acute from inside of the chapel.

The modest church is empty, so they have no difficulty in reaching its prie-dieu. If the PCs want to, they can kneel before it to pray.

Near the altar is an adjoining room, emanating from which are the moans of the sick. The place seems to have been converted into a makeshift hospital, where patients have nothing but straw mattresses to lie on. A dozen of the sick are being diligently treated by an old man, **Alvar**, who holds them in his arms so that he can kiss their groaning chests and alleviate their suffering.

Everyone is held in awe by the arrival of the Penitent Ones, including Alvar himself, who quickly leaves what he is doing to join them and ask why they have come.

WITHERED SEEDS

As soon as the PCs mention the theocrat and the need to help him, Alvar confirms his duty to do just that, but by the same token he cannot leave Alboronia in its current plight. He explains how he came to the village after a pilgrim came to Zambra with news of the people's terrible suffering, and immediately set off, travelling along secret paths, to alleviate the villagers' suffering. Unfortunately, he's missing the ingredients needed to prepare a remedy for the village, which is why he can't leave Alboronia.

The PCs might volunteer to find these ingredients. If they don't, Alvar suggests it to them, indicating that in "Where Olive Trees Wither" they should be able to find

but challenging journey.

CONSUMED BY GUILT

If the PCs force Alvar to leave Alboronia, he will be consumed by Guilt and immediately transformed into a Guilty One, an Expeller of Miasma.

EXPELLER OF MIASMA

The old man grows in stature, transforming into a hideous creature. His habit turns into armour, a second skin hardened by the pustules and scabs spreading across it. As if unable to contain his own saliva, his white beard is covered in the residue of a sickly, oozing and dripping miasma.

Guilt 1 | Endurance 20

Discern 12 | Faith 13* | Grace 8 | Power 10

Impiety: 18 (+10)

MANOEUVRES (1d10)

1-4: *He seizes you and pulls you towards him, giving you a kiss of corruption.*

- ✧ He moves one Zone and deals 1d4 Miasma damage to an enemy in the same Zone.

5-7: *He grabs hold of you and pulls you into an embrace, expelling his putrid breath straight into your face.*

- ✧ He moves one Zone and deals 1d4 Miasma damage to an enemy in the same Zone. You must succeed on a Power [Vigour] roll to avoid vomiting and, therefore, losing as many actions as the damage taken.

8-9: *He takes a deep breath, sucking up the life force of those around him.*

- ✧ All enemies in his Zone and in an adjacent Zone take 1d6 Mystical damage. The Expeller replenishes a number of Endurance points equal to the total damage caused by the Manoeuvre.

0: *His putrid breath sweeps across anyone in front of him, infecting them with his miasma.*

- ✧ Everyone in his Zone must make a Power roll against the TN of the Expeller's Faith score (13). If they fail, they catch a random disease contained within his breath (roll 1d4):

ment: they have one available action less on each round (which is accumulable for each time this result is repeated).

2. They are overcome by uncontrollable shaking: they cannot make reactions.
3. Their skin tears with every movement, causing terrible wounds: after each action taken, the PC suffers 1d2 Physical damage.
4. The target's muscles and tendons contract so violently they fracture multiple bones, immediately killing the victim.

The infected disease lasts until the Expeller of Miasma or the PC has been killed, or until the PC prays at a prie-dieu.

THE POWER OF GUILT (1 point):

- ✧ **Second Breath:** He immediately replenishes a number of Endurance points equal to his Power score.







WHAT IF ALVAR DIES?

If PCs choose to force Alvar to leave Alboronia, he turns into a Guilty One who they have to slay. But saving Bernardo, the ailing theocrat waiting in Zambra, will be difficult without Alvar's help. In this scenario, you can use one of the following alternatives:

- ❖ When he dies, Alvar leaves behind his leather satchel, which contains medical books complete with annotations. By studying these books, the PCs can gather a series of different ingredients and try to prepare a remedy themselves that can save Bernardo. Continue with the story, but have the PCs gather at least one additional ingredient at Where Olive Trees Wither.
- ❖ In Alvar's leather satchel is a kind of golden ichor he was keeping for emergencies. This ichor is a kind of panacea he bought from a travelling merchant, which he was rigorously studying in an effort to reproduce it. Its use on Bernardo will rid him of all disease, but they need the ingredients requested by Alvar to anoint the seeds with the ichor and ensure its effectiveness.

- ❖ In Alvar's satchel are letters he exchanged with another member of his confraternity, who wrote to him from a village several days' journey away. The PCs can set off on a Pilgrimage to track this man down and take him to Zambra to help save Bernardo.

WASTELAND OF THE BURIED CHURCHES

If, on the other hand, the PCs choose to look for the olive tree seeds requested by Alvar, he gives them indications on how to continue their Pilgrimage: they must cross the Wasteland of the Buried Churches where they will come to an elevator that can take them up the mountain on a chain, driven by a cog mechanism (a kind of primitive cable car).

If they'd prefer not to trust the elevator, they could attempt to scale the mountain's sharp, icy cliffs, although Alvar warns them that a false step could send them tumbling to their deaths.

The PCs can obtain information on the area if they talk with Urraca, who gives them a Minor Blessing (+1) on their

stocks if they ask the *alguacil*, and serve them as a guide, thereby giving them an additional Moderate Blessing (+3).

Whatever they decide to do, it is now time to **Make a Pilgrimage** (see the rules for this on page 25).

For the Confrontations during the pilgrimage (the Battlemat with Zones can be found in the Annexes) you can use any of the Processions that appear in this story, adding or removing Punished Ones, or even mixing them, as you see fit.

Bear in mind that if the PCs are taking someone with them (like Alano, for example), this person must be represented in the Battlemat, and can suffer the effects of any of the manoeuvres. Being a character untrained in the art of combat, Alano has just one action that he can use to Move as far from danger as possible. Use 8 for all his attributes (with a -2 modifier).

Once all enemies and obstacles have been overcome, the Pilgrimage stage is over and the PCs can continue. Crossing the Wasteland of the Buried Churches requires a single stage.

The stage ends with the PCs reaching the elevator, which they can easily find following Alvar's indications.

THE ELEVATOR

The elevator is formed by a large, intricately carved wooden platform, which rides on a thick chain and is adorned by posts bearing effigies of the Twisted One. On the floor of the platform is the ratchet mechanism next to a crank that activates the lift, which latches onto the next link in the chain through a hook that stops it from sliding backwards.

When the PCs are halfway up they hear an ear-piercing shriek. It is coming from winged figures (Seraphim and Winged Faces) flying towards them from the mountain. A Confrontation is inevitable.

Run this encounter as follows:

Note: Zones 1 to 9 correspond to the positions INSIDE the elevator; the rest (Zones 10 to 19) are positions OUTSIDE the elevator; the PCs can only position themselves in the Zones inside the elevator, since all the others are in the air.

1. As GM, position a number of Seraphim equal to half the number of PCs (rounding down) in any area outside of the elevator. Then position as many Winged Faces as there are PCs in any Zone outside the elevator. In total, there should be a number of enemies equal to the num-



ber of PCs + ½ PCs (i.e., for 4 PCs, there should be 4 + 2 = 6 enemies; for 5 PCs there should be 5 + 2 = 7 enemies, etc.).

2. Let the PCs individually choose a position in a Zone inside the elevator.
3. Determine the Initiative Order based on each character's Grace score. Carry out the PCs' actions and Punished Ones' manoeuvres in this order. Remember that the Punished Ones follow the Chain of Punishment to choose a target (the nearest; if there are more than one, the last to have acted).
4. Continue the combat until the PCs have slain all their enemies, following the rules outlined on pages 21-24.

WINGED FACE

A pale wax face crowned with two pairs of wings and wearing a golden halo, whose purpose seems to be that of a guardian sentinel. Some of their versions are bigger and have four faces.

Endurance: 4

Discern 12 | **Faith** 10 | **Grace** 13* | **Power** 4

Impiety: 2

MANOEUVRES (1d6):

1-4: *They fly around erratically trying to make contact with their enemy, who they can wound by merely brushing against or biting them.*

✂ They move up to two Zones and deal 1d2 Physical damage.

5-6: *They spit fireballs that spread out in all directions.*

✂ They deal 1d2 Fire damage to all enemies in the same Zone or an adjacent one.



Flight: The Winged Faces are airborne thanks to their wings. Any character that wishes to make a melee attack against them must move into their Zone and spend an action to leap towards them (no roll required), or reach them after a Parry.

SERAPH

A winged figure wearing a corset, whose face is framed by a golden halo and covered by an expressionless iron mask. Their swift flight owes to two pairs of wings and they wield a heavy spear with which they lunge at their enemies.

Discern 12 | Faith 12 | Grace 13* | Power 12
Impiety: 8

MANOEUVRES (1d6):

1-3: *Propelled by powerful wings and leading with their long spears, they pounce upon their enemies.*



ping) and deal 1d8 Physical damage to a target in the same Zone as them and in the Zone they move into.

4-5: *They plunge down upon their enemy unleashing their fury.*
❖ They deal 2d6↑ Physical damage to a target in their Zone.

6: *Using their spear as a counterweight, they spin around creating a small cyclone of iron and rage.*
❖ They deal 2d6↑ Physical damage to all enemies in their Zone, leaving them {Displaced} (meaning the target is forcibly moved into an adjacent Zone).

SPECIAL:

Flight: The Seraphim use their massive wings to stay airborne. Any character that wishes to make a melee attack against them must move into their Zone and spend an action to leap towards them (no roll required), or reach them after a Parry.

CLIMBING

As an alternative to taking the elevator, the PCs could attempt to climb the mountain to reach Where Olive Trees Wither. Each PC must make a Power [Vigour] roll against a TN of 15:

- ❖ Failing the roll means they get themselves into a dangerous situation and their progress is slowed down. The party takes 2d4↑ Fatigue (see page 40 for the rules on Fatigue).
- ❖ Failing a roll to get out of a dangerous situation, or a barren fail, means the PC falls, smashes against the rocks and is immediately killed.
- ❖ Succeeding on the roll is enough to reach the top of the rock face.

WHERE OLIVE TREES WITHER

Reaching the top of the mountain brings them to a snow-covered wasteland, strewn with sharp rocks and dry trees. The icy wind whips across the land here, forcing the PCs to shout above the noise and wrap themselves in their blankets to withstand the extreme cold.

The PCs must walk among these withering olive trees in the faint hope of finding some of its fruits.

that stands out from the rest thanks to the smallest of green shoots sprouting from one of its branches.

If they move the snow away from its roots, they see that one of its fruits must have only just fallen, although they also notice regularly spaced footprints in the snow indicating that someone has been here and removed it relatively recently. They are clearly fresh footprints (the heavy snowfall in these parts would cover any tracks in a matter of hours) and therefore easily followed.

Minutes later and the PCs reach an overhanging rock face, at the bottom of which is a wooden cabin, sheltered from the ravages of the wind. The flickering of candlelight can be seen through its one and only window and the footprints lead up to the door.

Inside the cabin are two people. The first is a broad-shouldered, thickset man with a long beard and dishevelled appearance, who introduces himself as **Urbez**. The other person cuts a twisted, hunchbacked figure, slumped on a straw mattress in the corner, immobilised by a bone disease that has also taken his power of speech.

If confronted in any way, Urbez shows himself to be a devout follower of the Miracle, to which he prays on a daily basis to keep his companion alive. Such is his devotion that there is a small altar bearing the symbol of the Miracle set into a niche, and which can be used by the PCs as a prie-dieu.

Urbez recognises the Penitent Ones as the Sorrowful Miracle's chosen ones and will submit to any request or order they might give him. He will not wield any weapons against them.

If allowed, Urbez explains that he dragged his companion here, where the icy cold has numbed his joints and lessened the intolerable pain he was suffering. Nevertheless, from time to time, he is overwhelmed by agony, which Urbez alleviates using an ointment made from any olive seeds he is lucky enough to find.

When he talks about the seeds and the remedy he makes using a mortar and pestle, he points to a small chest containing a few grains of the sought-after ingredient, a few medicine books and personal belongings.

- ✧ The PCs can take the seeds from Urbez. He will let them do this, fighting back the tears and ignoring the groans of protest from his companion.
- ✧ Alternatively, Urbez could give them advice for exploring Where Olive Trees Wither, warning against leaving the vicinity of the cabin at the risk of running into any Punished Ones that might be prowling around in the area.





ANY IDEA THAT WORKS

One of the distinctive features of role-playing games is that there is no predetermined script, no right or wrong way to overcome obstacles.

In this scene, the obstacle consists of the PCs getting their hands on the olive tree seeds, causing as little harm as possible. Both options mentioned here have their drawbacks, but there is nothing to stop the PCs finding a third alternative. And you, as the GM, need to take this into consideration and have them face any possible consequences for their actions. For example, in one of the playtests, the PCs decided to offer to take charge of Urbez's companion and take him to Alvar, who may be able to find a remedy for his disease.

HARVESTING SEEDS

If the PCs opt for scouring *Where Olive Trees Wither* for new seeds, it's time for a new Pilgrimage.

The rules are the same as previously described (page 25): each PC makes a Power [Vigour] roll against a TN of 12 (the Danger Level of *Where Olive Trees Wither*) to withstand the rigours of the journey. If they fail, they must roll 1d20 to generate a negative outcome.

However, besides wanting to travel, this time the PCs are also looking for something specific. And for this they need to Explore (see the box below).

Explore

- ✧ Exploring is one of the tasks the PCs can undertake during a journey (besides Safeguarding, Gathering and Storytelling, which do not appear in this guide, but are explained in detail in the core rulebook). When exploring, a PC has to divide their attention between withstanding the fatigue caused by the journey and the need to find a relevant element along the way. Normally, an exploring PC is on the look out for anything that stands out, but, in this case, the PC is specifically looking for an olive tree with any green shoots, which suggest it may be bearing fruit.

limited by another [Skill] attribute combination associated with the task in question: in the case of exploring, the PC is limited by their Discern [Survival]. They must therefore apply the lowest modifier between Power (the attribute needed for Making Pilgrimage, see page 25) and Discern (the attribute needed to Explore), and they can only benefit from the skill with the lowest score between Vigour (for Making Pilgrimage) and Survival (for Exploring). This is a reflection of how the PC's least developed capacities are a limiting factor when performing a task.

- ✧ Any number of PCs can explore while travelling, as long as they apply the aforementioned limitation.
- ✧ Unfortunately for the PCs, olive seeds are hard to come by, so the TN for the explorers' roll is 20. If the PCs follow Urbez's advice, they gain a Moderate Blessing (+3) on their roll for finding the seeds, and if they ask him to act as their guide, the Blessing is increased to Major (+5).
- ✧ Bearing in mind that only one roll is made and is compared with a single TN. If the PC decides to explore, they must roll against a TN of 20, while travelling only entails a TN of 12.

Like for any other Pilgrimage, once all the negative outcomes have been overcome, the travelling stage is considered successfully completed. If an exploring PC was successful, they find the seeds. Otherwise, they must try again with another round of dice rolling.

THE PILGRIM'S FATIGUE

Pilgrimage is a tiring task, which can not only generate fatigue, but also leave the PCs drained of all their energy: for each consecutive travelling stage, they take one Fatigue point. Each of these points add a modifier to all Pilgrimage rolls, starting with a Minor Retribution (-1), before moving up to a Moderate Retribution (-3), then a Major one (-5), an Absolute (-10) and finally a Definitive Retribution (-20).

To remove accumulated Fatigue, the PCs can rest: for every three hours of rest, they can subtract one Fatigue point. Resting away from the safety of a prie-dieu leaves the PCs "Exposed" (see the box below).

Exposed

Exposed is a condition that affects any PC vulnerable to the mercy of Cvstodia's perils. It is down to the GM to decide whether or not a PC is Exposed (it may be because they have been lingering in the same place, roaming a dangerous area, using the predictability of an enemy's movements to play cat and mouse, etc.).

Whenever a PC (or group of PCs) is considered Exposed, they must roll a d20 with a TN equal to the place's Danger Level, based on how exposed you deem the PC to be). Results equal to or below the TN mean the GM can generate a negative outcome.

PCs can minimise the risks from being Exposed by seeking refuge: to do this a PC must succeed on a Discern [Survival] roll with a TN equal to the place's Danger Level; on a success, they find a place where they can take refuge, allowing them to roll 2d20 and take the desired result after the effects of being Exposed are revealed.

PCs can only enjoy any potential benefits once any negative outcomes arising from being Exposed have been resolved (in other words, if they have to fight, they must first deal with their enemies before benefiting from rest).

PROCESSIONS IN THE FROZEN WASTES

If the PCs have to fight in Where Olive Trees Wither, we recommend using one of the following processions:

- ✧ A Wandering Tomb accompanied by the Crucified.
- ✧ A Wandering Tomb and one of the Crucified, accompanied by Seraphim.
- ✧ A Charging Knell, a Wandering Tomb and some Seraphim.
- ✧ The Crucified flanked by Enraged Pilgrims.
- ✧ Winged Faces accompanying the Crucified.
- ✧ Enraged Pilgrims roaming the area.

Position each enemy in a different Zone of the Battlemat (found in the Annexes), starting at the centre and distributing them at your discretion.

A grieving soul to whose body a statue has been tied to expiate her sins. She roams about naked, walking slowly under the weight of the stone statue she has been burdened with and which she uses as a weapon against anyone that gets in her way.

Endurance 12

Discern 9 | Faith 11 | Grace 7 | Power 12*

Impiety: 3

MANOEUVRES (1d6):

1-4: *She unleashes a powerful strike with the statue she is carrying.*

✧ She moves one Zone and deals 1d8 Physical damage, leaving the target Displaced (this forcibly moves the target into an adjacent Zone).

5-6: *She raises the statue and lets it crash down in front of her, its weight quickly and powerfully displacing the target.*

✧ She moves to the Zone occupied by the nearest enemy and deals 1d6 Physical damage to all enemies in that Zone.





WANDERING TOMB

A sluggish and heavy stone golem, an animated wandering figure created from a bas-relief carved into the lid of a sturdy coffin carried on its back and which serves as a protective shield. The bones lying inside the coffin control the golem's will, causing the stone figure to move.

Endurance 15

Discern 5 | **Faith** 10 | **Grace** 6 | **Power** 15*

Impiety: 9

MANOEUVRES (1d6):

1-4: *It moves slowly and delivers a powerful, two-handed strike.*

- ✧ It moves one Zone and deals 2d6↑ Physical damage to its target, which is {Displaced} (this forcibly moves the target into an adjacent Zone).

5-6: *It stops and strikes the ground, causing it to shake.*

- ✧ All enemies in the same Zone take 2d8↑ damage and are Knocked Down (the PC must apply a Moderate Retribution of -3 on all rolls until they succeed on a Grace [Vigor] roll with a TN of 15 or there are no enemies left in their Zone).

Impenetrable Defence: The stone coffin on its back makes it almost impossible to deal damage to this enemy from behind.

A PC must therefore spend an action to reposition, after which they can attack freely using any of their other actions (there is no need to make any rolls; dedicating the action to this purpose is enough).

The Wandering Tomb will always try to turn to face an attacking enemy, so the PC must undertake this repositioning action for each new round.

Alternatively, the Wandering Tomb can be damaged after a successful Parry.

Strength of Stone: Being made of stone allows it to reduce all Physical damage suffered with a 1d8 protection roll (down to a minimum of 1). This protection weakens as if it were armour (each time the damage roll exceeds the protection roll, the latter drops a level).

THE RETURN

With the seeds in their possession, the PCs must return to the elevator, which entails no risk and does not require a Pilgrimage. Once they have taken the elevator (or climbed down the rock face —using the same mechanics as described for the ascent—) the situation varies based on the actions that have been undertaken until now.

If the PCs left Urbez without any seeds, they will be witness to his remorse: he has been present throughout the worst of his companion's agony and, with tears in his eyes and unable to alleviate the sick man's torment, he has put him out of his misery.

The PCs watch Urbez as he walks to the cliff's edge and throws himself off with a stifled cry. The Guilt Urbez has suffered as a result of the merciful death he offered his companion has turned him into a Guilty One, the Olive Picker. Thanks to this transformation, he survives the fall.

- ✧ If the PCs were coming down in the elevator, Urbez will leap onto this a round before it touches the ground, landing ape-like in a crouching position, ready for battle (use the same Battlemap as for the fight between the Winged Faces and Seraphim).
- ✧ If the PCs climbed back down the mountain, Urbez launches his attack from the ground, hurling his staff at them to knock them off the rock. They must all make a Grace or Power (they can choose) [Vigour] roll. If they

they will have to fight Urbez on the ground.

THE OLIVE PICKER

As a Guilty One, Urbez maintains his sturdy build, but his back has developed an enormous hunch to support his now exceptional size. His staff has merged with his body, through gnarled roots that emanate from his fingertips. His skin has transformed into hard bark, covered in deep creases, giving him the robust appearance of an olive tree. Where his eyes used to be are now two deep and empty cavities, emerging from which are roots that spread around his face like small, swollen veins. From his wounds, where blood would once have flown, there now oozes a black oil. He will occasionally try to speak, but the only sound his mouth can produce is an exact imitation of the pitiful and agonising groans of his companion in his dying minutes. His arms and legs crack, realigning in impossible positions with every new movement.

Guilt 2 | Endurance 45

Discern 13 | Faith 10 | Grace 13 | Power 15*

Impiety: 16 (+20)

MANOEUVRES (1d10):

1-4: *He takes a gulp of air and then breathes out a fetid cloud.*

✧ He deals 2d4↑ Miasma damage to an enemy up to one Zone away.

5-7: *He stretches out his arm and delivers a sweeping strike with his enormous staff.*

✧ He deals 2d4↑ Physical damage to all enemies in the same Zone, leaving them {Knocked Down} (the PC must apply a Moderate Retribution of -3 on all rolls until they succeed on a Grace [Vigor] roll with a TN of 15 or there are no enemies left in their Zone).

8-9: *He points at an enemy, delivering his sentence. He then immediately launches his staff as if it were a javelin of impossible strength and size. He then leaps forwards to retrieve it.*

✧ He deals 2d10↑ Physical damage to an enemy up to two Zones away. He then moves to that Zone in a single bound.

0: *He pounds his staff into the ground, causing it to shudder, before pole vaulting into the air and plummeting back to earth using his staff as a harpoon.*

✧ He moves one Zone and deals 2d10↑ Physical damage.

Immeasurable: Urbez is immense in size and the staff that has merged with his body affords him staggering reach, hence his ability to attack enemies in his Zone and adjacent ones as if it were a melee attack. This condition does not affect the PCs, who must still be in the same Zone as the Guilty One to be able to make a melee attack.

The Power of Guilt:

✧ **Fast:** He carries out a new manoeuvre immediately.

✧ **Second Breath:** He immediately recovers a number of Endurance points equal to his Power score.

If the Olive Picker survives this first encounter with the PCs, the olive grove around his cabin becomes his domain, and anyone who needs the fruit from these trees will have to face him to get it.

Once any possible conflict with the Olive Picker has been resolved, the PCs must once again cross through the Wasteland of the Buried Churches to return to Alboronia,



short one this time: remember that each PC makes a Power [Vigour] roll, generating a negative outcome if they fail. For any Confrontations that arise, you can use one of the Proccessions suggested on page 41.

A BURNT OFFERING

On their arrival in Alboronia, the PCs realise something isn't right. An angry mob has gathered in the main square, led by Aurelio, the *alguacil*. Some twenty villagers are crowded around the dry fountain bearing the effigy of the Twisted One, chained to which is Alvar, desperately crying out for help. Instead of water, the fountain is filled with dry sticks ready to be lit.

Standing on the fountain's edge, Aurelio is commanding the small crowd to listen, proclaiming that the disease is nothing less than the Miracle's kiss, and that the kisser of wounds has no authority to intervene in the designs of the Sorrowful Miracle. That is why he must be purged by the kiss of fire.

As Aurelio ends his speech, his eyes fall upon the PCs and he points them out to the crowd, screaming: "They want to deny us its love... don't let them!"

The village square then becomes a Battlemat for a fight against the inhabitants of Alboronia who have not succumbed to the weakness inflicted by the disease. Their only aim is for the flames to claim Alvar's life, thereby expiating his wrongdoings. If the PCs don't want the kisser of wounds to die, they will have to do something.

Set this Confrontation up as follows:

1. In Zone 13 is the fountain with the effigy of the Twisted One, to which Alvar has been chained.
2. As GM, position 4 villagers in each of the Zones 12, 19, 18, 16 and 15 (making a total of 20). Position Alvar in Zone 13, along with Aurelio.
3. The PCs are in Zone 17, which is where they enter the village from.
4. Before the PCs have the chance to act, Aurelio hurls a torch into the sticks, which begin to burn and smoke.

At the beginning of each round, starting with the first, Alvar takes 1d Fire damage. This damage begins with d4 and the dice level increases with each passing round (d6 for the second, d8 the third, d10 the fourth, etc.). This damage is dealt directly to Alvar's Endurance, which has an initial score of 8. If this drops to 0, he dies in the flames.

damage to the chain that's holding him, bringing its Endurance down from 20 to 0, at which point it breaks apart and the old man is free to move.

Alternatively, a PC carrying skeleton keys (like Guzman), can try to force the lock with a Grace [Craftsmanship] roll with a TN of 15. If successful, Alvar is automatically freed.

At the start of each round that the PCs spend in Zone 13, the rising fire deals them the same damage as it does to Alvar.

6. The villagers are not Punished Ones, but rather normal people whose interests now run counter to those of the PCs. They are ordinary country folk, untrained in the art of combat and armed with work tools, sticks and stones. Each of them, therefore, has just one action and acts as part of a mob together with the other villagers they share a Zone with:

- ✧ Give them the following scores Discern 10, Faith 11, Grace 8 and Power 8.
- ✧ On their Initiative turn, all villagers in the same Zone act in unison, rolling a number of d4 equal to the number of villagers in the Zone (using only the highest result; they cannot inflict Martyrdom).
- ✧ Although they haven't lost their minds, their behaviour is determined by the energy of the mob, and a Chain of Punishment can be used to determine the target of their attacks: they will, therefore, attack the PC closest to Alvar first, followed by the next closest and then the last PC to act. Their prime concern is to ensure the kisser of wounds is consumed by the flames.
- ✧ Likewise, although at the GM's discretion, to avoid complications we recommend they act as if they only had one manoeuvre available to them, which allows them to move a Zone or attack an enemy up to two Zones away, according to the Chain of Punishment.
- ✧ Lastly, remember that if the PCs wish to cross through a Zone with enemies in, they must succeed on a Grace [Evasion] roll to avoid suffering one damage for each enemy there. In addition, failing on the roll means their movement ends there and then.

Describe to the players how the villagers pounce on the PCs with whatever weapons available to them: sticks, stones, nails and teeth, tearing at their clothes and dragging them to the ground to halt their advance.



Alboronia, they will have to decide the fate of its inhabitants. Many of those that form part of the mob have family waiting at home, safe from the violence, and who will beg for mercy for their loved ones. Others will point to Aurelio as the instigator of their actions, and ask the PCs to direct their wrath against him.

If Alvar survives and there is anyone left standing in Alboronia who can benefit from his medical knowledge, he prepares the remedy with the ingredients the PCs have brought back and pours it into the village's water supply. As a result, the sick can make a gradual recovery and, more importantly, the spread of the disease is halted.

If Alvar dies, and as GM you deem it suitable, you can have him return to life on the outskirts of the village, transformed into the Expeller of Miasma (page 33). He has come back to wreak his revenge on those who dragged him to his death. If the PCs stand against him, he won't hesitate to include them in his deadly rampage.

RETURN TO ZAMBRA

If everything has gone moderately well, the PCs return to Zambra with Alvar. He knows a secret path that he uses when he has to travel around the nearby villages. If the PCs let him guide the group, there will be no Confrontations on the way and they can watch as the old man negotiates his way around the roots and rocks until finding a path that would be virtually invisible to anyone who doesn't know it.

After travelling along this hidden path, you can consider the PCs as familiar with it from now on, thereby allowing them to travel the distance between Zambra and Alboronia in a matter of hours and without the risk of any encounters with Punished Ones.

In the event that the PCs do not have Alvar with them, they will have to deal with a Confrontation like the one on their outward journey (pages 28-30).

On their arrival in Zambra, the panorama that greets the PCs is different based on the time that has passed since they left (or at the GM's discretion, who can present the players with the situation they consider most interesting for the game): count up the number of times the group has evidently lost time (for example, waiting somewhere while one of their archconfraternity brothers caught up with them after falling prey to death).

If the group hasn't lost time more than once:

Zambra doesn't look very different to when they left it. On their arrival in the village, Dionisio, the priest, hurries to find the PCs to tell them that Bernado is at death's door inside the chapel.

Alvar makes his way as fast as his old legs can carry him and kneels down next to the litter to make his diagnosis, assessing the theocrat's wounds as his breathing starts to fade.

As GM, you can either decide if Alvar is successful in his task or leave the outcome to fate, resolving it with a roll. In this case, the kisser of wounds must succeed on a Wisdom 14 [Medicine 12] roll against a TN of 20. If successful, he hastily prepares a remedy that he pours down the throat of the dying member of the Miracle cult, forcing him to swallow, which he does with difficulty. He then kneels down beside him, takes him in his arms and kisses his wounds, which slowly heal, the theocrat's threadbare rasp becoming deep, albeit laboured, breathing...

It takes Bernardo a few hours to recover, but, as soon as he is able to sit up again, he asks to see the PCs to thank them, offer them his blessing and settle his debt with them. He also invites them to join his retinue.

TOO LATE

If the group hasn't lost time more than three times:

They arrive a matter of minutes after Bernardo's death. Before even stepping foot in Zambra, the PCs see the silhouette of his bearers carrying his litter to the graveyard outside the village, with his body wrapped in the shroud he used as a curtain. Escorted by two members of the Anointed Legion, he is being led to his burial.

As the PCs look on, they witness Bernardo's resurrection as a Guilty One, brought back from death by the weight of his Guilt. As soon as his servants have taken him beyond the prie-dieu's range of influence, the absence of his devotion leads to his transformation into the Consumed Theocrat (see page 49).

The PCs have two soldiers from the Anointed Legion on their side in this combat, who will fight against the man that used to be their master.

Followers

A PC can attract a number of Followers equal to their Charm modifier. In addition, the PCs can hire helpers, mercenaries, militiamen, bearers or any other kind of assistant, but the control of these characters rests in the GM's hands.

As a general rule, ordinary NPCs have a single action in combat, those trained to fight have two actions and the PCs have three.

As mortals trained in combat, the soldiers of the Anointed Legion have **two actions** on their Initiative turn. However, if they are chosen by a player to replace their fallen PC, they can have three actions to avoid an unnecessary imbalance between all the players (this NPC is simply considered to perform exceptionally well in combat from that moment onwards).

As mortals, the soldiers of the Anointed Legion cannot restore their Endurance using the bile contained in a Bile Flask or by praying at a prie-dieu (they need rest and medical assistance to recover). They can accumulate Fervour points and use the Gifts that require these to work.

In combat, Guilty Ones have an additional Manoeuvre after every two Followers (or after one if there are no others).

SOLDIER OF THE ANOINTED LEGION

Combatants trained to safeguard the theocracy by order of His Holiness Escribar and easily identified by the sacred crimson bandages worn beneath their intricately wrought armour. Although the theocracy lost control of Cvstodia when the arch-cathedral was closed, the confraternity endured and there are many who come together, swearing to protect both the old, surviving theocrats and the new ones.

Endurance 12

Discern 12 | **Charm** 9 | **Faith** 11 | **Grace** 11 | **Power** 12 | **Wisdom** 8

Skills: Attention 6, Block 8, Craftsmanship 2, Empathy 3, Evasion 3, Medicine 5, Religion 5, Survival 5, Technique 2, Vigour 10.





Blessing from His Holiness: Their bodies are covered in bandages anointed by oils blessed by His Holiness Escribar, which gives these warriors 1d6 protection against Lightning damage (this mystical protection does not deteriorate). They can also spend 1 Fervour point and imbue their weapon with lightning bolt power: scale up the dice rolled to determine the weapon's damage (1d6 up to 1d8) and the damage is considered to be Lightning.

Consort of the Shroud. They can add an additional die of the same type to the damage rolls for their weapon (they use the highest).

GEAR:

- ✧ Medium Armour (1d6) (-1 on Evasion rolls)
- ✧ Sword (1d6)
- ✧ Shield (1d4)

WAY TOO LATE

In the worst-case scenario, when the PCs arrive back in Zambra they find the theocrat already transformed. Everyone has sought refuge in the chapel, where they are praying at the prie-dieu to be saved from the Guilty One, and the two Anointed Legion soldiers have fallen in battle, their bodies now decomposing on the outskirts of the village.

The PCs will have to do battle with the Consumed Theocrat unaided.

A smart decision could be for the PCs to sneak into the village unnoticed by the death-dealing Consumed Theocrat, and make their way to the chapel to pray before the prie-dieu so as to be reborn in Zambra should they be slain by the Theocrat.

GROUP TASKS

When the whole group undertakes the same task together and the success of all its members is of great importance, the task is resolved as a group: all players make the corresponding roll (to avoid being seen by the Theocrat roll Grace [Evasion] against the Theocrat's Discern TN, which is 11). At least half +1 of the PCs must succeed on the roll for this to work (i.e., at least 3 PCs in a group of 4).

The Theocrat has grown in size and fused with his litter, which, in turn, has sprouted roots and merged with the four bearers, who move it slowly without receiving any orders, as if controlled by a single mind. The bearers are now wrapped in bandages, which do little to stop their putrid flesh from falling from their bodies with their jolting movements. The Theocrat remains inside the litter, his hand emerging from time to time to indicate the target of his next attack and revealing his body is still covered by a death shroud.

Guilt 3 | Endurance 32

Discern 11 | Faith 14* | Grace 5 | Power 8

Impiety: 29 (+30)

MANOEUVRES (1d10):

1-2: *He creates a miasma blast that emanates from inside the litter and spreads out as a cloud of toxic smoke.*

- ✧ He deals 3d6↑ Miasma damage to all enemies in the same Zone, and 1d2 to all enemies in an adjacent Zone.

3-4: *He summons a sudden storm, fuelled by his fervour.*

- ✧ He deals 3d6↑ Lightning damage (scaled up to 2d8↑ if the target is wearing metal armour) to an enemy in an adjacent Zone.

5-6: *He stretches out his inhuman hand to catch a Penitent One.*

- ✧ He catches a target in his Zone and takes a Bile Flask from them, which he uses to recover; if they don't have one, he unleashes his wrath on the target tossing them into the air: he deals 3d10↑ Physical damage and hurls the target a distance of two Zones.

7-9: *He absorbs devotion from around him, which he feeds on to unleash a devastating power storm.*

- ✧ He drains 3d10↑ of Fervour from a target up to two Zones away (any excess is subtracted from his Endurance). The amount subtracted is transformed into Lightning damage that is dealt to everyone in his Zone (except the PC he has drained power from).

0: *In an explosion of unfettered rage he causes his enemy's blood to boil.*

- ✧ He deals 3d12↑ Physical damage to an enemy up to one Zone away.

Disease Carriers: The bearers deal 3d2↑ Miasma damage to anyone in the same Zone as the Theocrat at the end of the round.

Safe from Harm: Regardless of his Manoeuvre, at the start of each round he moves one Zone, as far away from danger as he can.

Putrefying Shroud: The Shroud he has been wrapped in serves as the Theocrat's protection, affording him 1d6 protection against all damage types. This applies to the whole ensemble (bearers, Theocrat and litter) and suffers from deterioration like any other armour.

THE POWER OF GUILT (3 points):

Brutal: The Guilty One inflicts Martyrdom on this roll and can reroll any dice that shows the maximum result, adding up the new result (once for every Guilt point).

Successive Guilt points can be consumed to continue rolling any dice showing the maximum result.

Second Breath: He immediately recovers a number of Endurance points equal to his Power score.

When defeated, the Consumed Theocrat disintegrates into ash, leaving behind his notebook, his rosary with the beads that he might have promised the PCs as payment for their services and the agreed upon vials of Tears of Atonement. All else turns to ash, including his litter and bearers.

Among his notes are indications on how to get to some old ruins that he had been planning on visiting, which might serve as the PC's next destination. But that is another story.





Aldara

EXPERIENCE

Singer, Hired Flesh, Acolyte

CONFRATERNITY

-

GUILT

9

9

-1 MOD

DISCERN

13

+3 MOD

CHARM

11

+1 MOD

FAITH

11

+1 MOD

GRACE

9

-1 MOD

POWER

10

0 MOD

WISDOM

ENDURANCE

9

Maximum

Current

Enrooted

BILE FLASK

2

Charges

1

Effectiveness

D 4

Potency

FERVOUR

11

Maximum

Current

Enrooted

SKILLS

-	ARMOURY (Grace)
4	ATTENTION (Discern)
9	BLOCK (Power)
-	CRAFTSMANSHIP (Grace)
11	EMPATHY (Charm)
4	EVASION (Grace)
2	MEDICINE (Wisdom)
8	RELIGION (Wisdom)
4	STEALTH (Grace)
-	SURVIVAL (Wisdom)
2	TECHNIQUE (Grace)
7	VIGOUR (Power)

DETERMINATION

1

PENANCES

- Barefoot; each travel roll automatically reduces her Endurance by 1 (+1 Determination)

GIFTS

Saeta: You can imbue your allies with the spirit of the Miracle. Spend an action singing during a Confrontation: a number of allies equal to your Charm modifier, wherever they are located in the Battlemap, can add this modifier to a roll they make until your next turn.

However many times your Saeta is heard in the same round, the modifier can only be applied once.

Your song is so deep and heartrending that you cannot keep singing it for long. Consequently, you can't use the Saeta effectively outside of a Confrontation.

Three Brothers' Cante Jondo [Prayer]: Use an action and spend 4 Fervour points to generate a Cante of unfathomable depth, which destroys the organs and shatters the bones of anyone within earshot: up to 2 enemies of your choice up to two Zones away take 2d8 Mystical damage (use the highest result).

GEAR

- Penance Helmet (Load 1)
- Bile Flask (Load 1)
- Rosary (Load 0)
- Vial with 5d20 Tears of Atonement (Load 0)
- Horn (Load 1)
- Whip (Load 2) (damage 1d4)
- Brigandine Armour (Load 3) (Protection 1d6) (-1 to Dodge)

WEAPON

NAME

Crack of the Afflicted

WEAPON TYPE

Whip

DAMAGE TYPE

DAMAGE

1 D 4

PROTECTION

FIRE	1d6	LIGHTNING	
MIASMA		PHYSICAL	
MYSTICAL			

FATIGUE

TEARS OF ATONEMENT

LOAD

9

Maximum

8

Carried

1

Free

ROSARY

Dofores



EXPERIENCE

Innurer, Fighter

CONFRATERNITY

Anointed Legion

GUILT

9

Guilt Bonus

10

0 MOD.

DISCERN

9

-1 MOD.

CHARM

12

+2 MOD.

FAITH

10

0 MOD.

GRACE

13

+3 MOD.

POWER

9

-1 MOD.

WISDOM

ENDURANCE

13

Maximum

Current

Enrooted

BILE FLASK

1

Charges

2

Effectiveness

D 4

Potency

FERVOUR

12

Maximum

Current

Enrooted

SKILLS

-	ARMOURY (Grace)
2	ATTENTION (Discern)
4	BLOCK (Power)
6	CRAFTSMANSHIP (Grace)
-	EMPATHY (Charm)
5	EVASION (Grace)
2	MEDICINE (Wisdom)
3	RELIGION (Wisdom)
-	STEALTH (Grace)
-	SURVIVAL (Wisdom)
4	TECHNIQUE (Grace)
8	VIGOUR (Power)

DETERMINATION

1

PENANCES

- Protect the Church of Cvstodia (Rule of the Confraternity)
- Cilice: Reduces maximum Endurance by 2d2 (use the highest result) +1 after praying (+1 Determination)

WEAPON

NAME

Steely Fumes

WEAPON TYPE

War Censer

DAMAGE TYPE

DAMAGE

1

D 8

D

PROTECTION

FIRE	1d10	LIGHTNING	
MIASMA		PHYSICAL	1d6
MYSTICAL			

FATIGUE

TEARS OF ATONEMENT

GEAR

- Penance Helmet (Load 1)
- Bile Flask (Load 1)
- Rosary (Load 0)
- Vial with 5d20 Tears of Atonement (Load 0)
- War Censer (Load 4) (damage 1d8)
- Plate Armour (Load 5) (Protection 1d10) (-5 to Dodge)

GIFTS

Aroma of the Miracle: The incense smoke emanating from your war censer inflames your spirit, filling you with a fierce determination to slay all enemies of the Miracle: Use an action to breathe in the smoke emanating from the censer; for 1d4 rounds, the damage increases by a number of points equal to your Power modifier. While under these effects, you can neither further increase the damage you deal nor reduce the damage you suffer.

Blessing of His Holiness: Your body is wrapped in bandages anointed by oils blessed by His Holiness Escribar, which give you 1d6 protection against Lightning damage. You can also use a Fervour point and imbue your weapon with lightning bolt power: scale up the dice rolled to determine the weapon's damage (1d6 up to 1d8, for example), which is considered to be Lightning.

Weight of Sin [Technique]: You can rise up and perform a plunging attack on the Zone you are in, sending a wave hurtling across the ground that delivers merciless punishment. Use an action to jump and spend two Fervour points: the damage from the attack affects up to two enemies of your choice in your Zone and is considered Mystical. It does not affect enemies that are not in contact with or below the ground.

LOAD

Maximum	Carried	Free
12	11	1

ROSARY



Guzman

EXPERIENCE

Criminal, Hunter, Pilgrim

CONFRATERNITY

-

GUILT

9

Guilt Bonus

13

+3 MOD

DISCERN

8

-2 MOD

CHARM

10

0 MOD

FAITH

14

+4 MOD

GRACE

10

0 MOD

POWER

8

-2 MOD

WISDOM

ENDURANCE

10

Maximum

Current

Enrooted

SKILLS

-	ARMOURY (Grace)
3	ATTENTION (Discern)
6	BLOCK (Power)
-	CRAFTSMANSHIP (Grace)
4	EMPATHY (Charm)
2	EVASION (Grace)
2	MEDICINE (Wisdom)
-	RELIGION (Wisdom)
8	STEALTH (Grace)
5	SURVIVAL (Wisdom)
-	TECHNIQUE (Grace)
4	VIGOUR (Power)

GEAR

- Penance Helmet (Load 1)
- Bile Flask (Load 1)
- Rosary (Load 0)
- Vial with 5d20 Tears of Atonement (Load 0)
- Dark Cloak (Load 0 while it is worn; otherwise Load 1)
- Skeleton Keys (Load 1)
- Two Daggers (Load 2 + Load 2) (Protection 1d2)

LOAD

Maximum

Carried

Free

10

8

2

BILE FLASK

1

Charges

1

Effectiveness

6

Potency

DETERMINATION

PENANCES

blasphemous

WEAPON

NAME

Attrition and Contrition

WEAPON TYPE

Two daggers

DAMAGE TYPE

DAMAGE

1 D 4

1 D 4

PROTECTION

FIRE	1d6	LIGHTNING	
MIASMA		PHYSICAL	
MYSTICAL			

FATIGUE

TEARS OF ATONEMENT

FERVOUR

10

Maximum

Current

Enrooted

GIFTS

Opportunist: You are a specialist at passing unseen. Whenever there is an element you can use to hide, you can do so by spending an action and making a Grace [Stealth] roll, with a Moderate Blessing (+3). If you deal damage without being seen, add an extra die of the same type of your deadliest weapon (use the highest result).

Pathless Wanderer: You have a Moderate Blessing (+3) on all rolls made during a pilgrimage.

Holy Knife Wound [Technique]: Spend 3 Fervour points following a successful Dodge action to attack an opponent you have evaded (this attack does not require an action).

ROSARY

Tafeo



CONFRATERNITY Order of the True Burial

Guilt Bonus

+1

MOD.

11

DISCERN

+3

MOD.

13

CHARM

-1

MOD.

9

FAITH

+1

MOD.

11

GRACE

-1

MOD.

9

POWER

0

MOD.

10

WISDOM

ENDURANCE

9		
Maximum	Current	Enrooted

BILE FLASK

2	1	D	4
Charges	Effectiveness	Potency	

FERVOUR

9		
Maximum	Current	Enrooted

SKILLS

-	ARMOURY (Grace)
2	ATTENTION (Discern)
2	BLOCK (Power)
-	CRAFTSMANSHIP (Grace)
3	EMPATHY (Charm)
-	EVASION (Grace)
-	MEDICINE (Wisdom)
3	RELIGION (Wisdom)
-	STEALTH (Grace)
-	SURVIVAL (Wisdom)
5	TECHNIQUE (Grace)
2	VIGOUR (Power)

DETERMINATION 1

PENANCES

- Take the remains of the unburied and give them a burial (Confraternity Rule)

blasphemous

GIFTS

Conductor: You take on your role as leader and can coordinate the efforts of your archconfraternity. Use an action or reaction during a Confrontation so that a target gains one of the following benefits:

- Miserere: Gain an additional action.
- Salve Regina: The result of a d20 can be replaced by your Charm score.
- Dies irae: The result of a damage or protection dice can be replaced by your Charm modifier.

Blessing of Isidora: You can hold the remains of a bone in your hands and, after a small prayer, speak with it. It may know things about its past or have information about recent events that have taken place nearby (having heard a conversation that took place close to where it was found, for example). You can ask a question for each Fervour point you spend, after which you must keep and preserve the bone to give it a rightful burial (keeping it for the sole purpose of asking further questions is against the rules of the confraternity).

NOTE: Are there bones around here? A member of the Order of the True Burial will ask this question quite often, and, unless the GM has already decided on an answer because they believe it will benefit the story, we suggest allowing the PC to make a Discern [Survival] roll to find a bone (the TN is based on how unusual it would be to find such remains in that place).

Mythology: You have a staggering knowledge of Cvstodia, its myths and legends. Whenever you wish to find out something about one of these areas, make a Wisdom [Religion] roll for the information. Even on a failed roll, the GM will provide you with at least a small fragment of information (assuming there is one to offer).

Taranto to My Sister [Prayer]: Use an action and spend 5 Fervour points to summon scorching rays that smite nearby enemies. All enemies in your Zone and an adjacent Zone of your choice take 1d8 Mystical damage (it cannot inflict Martyrdom).

GEAR

- Penance Helmet (Load 1)
- Bile Flask (Load 1)
- Rosary (Load 0)
- Vial with 5d20 Tears of Atonement (Load 0)
- Baton (Load 0)
- Book containing psalms and musical scores (Load 1)
- Writing instruments (parchment, ink, inkwell and feather) (Load 2)
- Good quality haversack (+4 Maximum Load)
- Knife (Load 1) (Damage 1d2)
- Chainmail armour (Load 4) (Protection 1d8) (-3 to Dodge)

LOAD

Maximum	Carried	Free
13	10	3

WEAPON

NAME	Stinger of the Punished Soul
WEAPON TYPE	
DAMAGE TYPE	

DAMAGE 1 D 2

PROTECTION

FIRE	1d8	LIGHTNING	
MIASMA		PHYSICAL	
MYSTICAL			

FATIGUE

TEARS OF ATONEMENT

ROSARY

Veremundo



CONFRATERNITY

Confraternity of the Silent Sorrow

Guilt Bonus

0 MOD.

10

DISCERN

-1 MOD.

9

CHARM

+2 MOD.

12

FAITH

-1 MOD.

9

GRACE

+4 MOD.

14

POWER

-1 MOD.

9

WISDOM

ENDURANCE

14		
Maximum	Current	Enrooted

BILE FLASK

1	1	D	6
Charges	Effectiveness	Potency	

FERVOUR

12		
Maximum	Current	Enrooted

SKILLS

-	ARMOURY (Grace)
2	ATTENTION (Discern)
3	BLOCK (Power)
8	CRAFTSMANSHIP (Grace)
3	EMPATHY (Charm)
4	EVASION (Grace)
2	MEDICINE (Wisdom)
5	RELIGION (Wisdom)
-	STEALTH (Grace)
-	SURVIVAL (Wisdom)
-	TECHNIQUE (Grace)
5	VIGOUR (Power)

DETERMINATION

1

PENANCES

- Perpetual silence (Confraternity rule; he cannot open his mouth and must communicate with sign language or similar methods).
- Naked skin; he doesn't wear armour (+1 Determination)

GIFTS

Blessing: You can dedicate an action to praying to the Miracle to receive its blessing: A number of targets (which CANNOT include yourself) equal to your Faith modifier can add +1 to all rolls made until the start of your next turn.

You can also use the Blessing outside of a Confrontation.

Merciless Judgement (Confraternity Gift): When you make a damage roll, you can replace the result with your Grace or Power modifier (whichever is highest). The limit for this is the highest result possible from the die associated with the wielded weapon; Martyrdrom cannot be inflicted in this way.

Viridiana's Gift [Prayer]: Use an action and spend a Fervour point to restore the Endurance of a target (which cannot be you) up to two Zones away: the first Fervour point allows them to recover 1d4 Endurance; for each additional Fervour point you can add an additional die (use the highest result) or scale up all rolled dice by one level (from d4 to d6, for example).

When you use this prayer, if the Endurance points you restore exceed your current Endurance score or if your highest dice roll is a 1, your Power (and therefore your maximum Endurance) is permanently reduced by one point and you begin to age ahead of your time, with grey hair, wrinkles, loss of strength, etc.

GEAR

- Penance Helmet (Load 1)
- Bile Flask (Load 1)
- Rosary (Load 0)
- Vial with 5d20 Tears of Atonement (Load 0)
- Greatsword (Load 5) (Damage 1d10)

WEAPON

NAME	Weight of Sorrow
WEAPON TYPE	Greatsword
DAMAGE TYPE	
DAMAGE	1 D10

PROTECTION

FIRE		LIGHTNING	
MIASMA		PHYSICAL	
MYSTICAL			

FATIGUE



TEARS OF ATONEMENT



ROSARY

Reliquary of the Suffering Heart: This bead allows a character who spends a Bile Flask charge to regenerate an Endurance point at the start of each round, until reaching the maximum.

LOAD

Maximum	Carried	Free
14	7	7



Aldara



Dolores



Guzman



Tadeo



Veremundo

TOKENS: CREATURES AND NPCs



Enraged
Pilgrim



Enraged
Pilgrim



Enraged
Pilgrim



Enraged
Pilgrim



Enraged
Pilgrim



Charging
Knell



Charging
Knell



Expeller of
Miasma



Winged Face



Winged Face



Winged Face



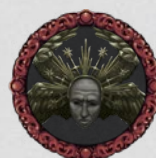
Winged Face



Winged Face



Winged Face



Winged Face



Seraph



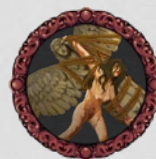
Seraph



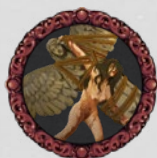
Seraph



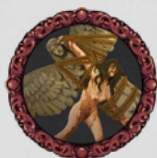
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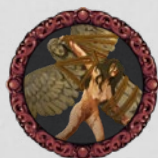
Crucified



Crucified



Crucified



Crucified



Wandering Tomb



Wandering Tomb



The Olive
Picker



Soldier of the
Anointed Legion



Soldier of the
Anointed Legion



Soldier of the
Anointed Legion



The Consumed Theocrat

CONFRONTATION ACTIONS

ATTACK. Deal damage according to your weapon (maximum roll inflicts Martyrdom).

DENOTE. Use a Gift.

EXECUTE. Finish off an enemy in their death throes.

MANAGE ITEMS. Swap weapons, use your Bile Flask, etc.

MOVE. Move to an adjacent Zone (Grace [Evasion]evades enemies).

PRAY. Gain 1 Fervour point.

PURGE. Reduce Endurance to gain Fervour (max. Faith Modifier).

RESERVE. Forfeit actions to save them.

SHARE DEVOTION. Give Fervour to someone in your archconfraternity (max. Faith Modifier).

SURVEY. Find out about the enemy:

- † Attribute or Impiety score.
- † Remaining Endurance.
- † Unknown special skills.
- † Next Manoeuvre and its damage.

REACT

† **DODGE.** Grace [Evasion] + Shielded protection.

† **BLOCK.** Power [Block] + Shielded protection.

† **PARRY.** Grace [Block] + Shielded protection.

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† **BLOCK.** Power [Block] + Shielded protection.

† **PARRY.** Grace [Block] + Shielded protection.

ENRAGED PILGRIM



A scrawny traveller dressed in rags, trudging slowly towards a destination he has long forgotten. They often carry everyday objects, which they use to strike anyone who gets in their way.

CHARGING KNELL



This hefty character carries a huge, cracked bell which they either use as a protective shell or as a ram for charging at their enemies.

CHARGING KNELL 21 IMPIETY

MANOEUVRES

- **1-3:** They move two Zones and deal 2d6† Physical damage to a target in each of the Zones they charge through.
- **4-5:** They move two Zones and deal 2d6† Physical damage to a target in each of the Zones they charge through, who are left Stunned.
- **6:** They move two Zones and deal 2d6† Physical damage to all enemies in each of the Zones they charge through.

SPECIAL

- **Armoured:** Charging Knell cannot be harmed when attacked head-on to the bell (serves as protective shell).

A PC must use one action to reposition themselves behind it (no roll is required), then attack it using any of their other actions. The Charging Knell will always face an attacking enemy, so PC must reposition themselves each new round.

Alternatively, the Charging Knell can be damaged with a successful Parry.



ENRAGED PILGRIM 2 IMPIETY

MANIOBRAS

- **1-4:** They move one Zone and deal 1d4 Physical damage.
- **5-6:** They move one Zone and deal 1d6 Physical damage, leaving their target {Displaced} (this means the target is forcibly moved into an adjacent Zone).



EXPELLER OF MIASMA



The old man grows in stature, transforming into a hideous creature. His habit turns into armour, a second skin hardened by the pustules and scabs spreading across it. As if unable to contain his own saliva, his white beard is covered in the residue of a sickly, oozing and dripping miasma.

WINGED FACE



A pale wax face crowned with two pairs of wings and wearing a golden halo, whose purpose seems to be that of a guardian sentinel. Some of their versions are bigger and have four faces.

SERAPH



A winged figure wearing a corset, whose face is framed by a golden halo and covered by an expressionless iron mask. Their swift flight owes to two pairs of wings and they wield a heavy spear with which they lunge at their enemies.

CRUCIFIED



A grieving soul to whose body a statue has been tied to expiate her sins. She roams about naked, walking slowly under the weight of the stone statue she has been burdened with and which she uses as a weapon against anyone that gets in her way.

WINGED FACE 2

IMPIETY

MANOEUVRES

- **1-4:** They move up to two Zones and deal 1d2 Physical damage.
- **5-6:** They deal 1d2 Fire damage to all enemies in the same Zone or an adjacent one.

SPECIAL

- **Flight:** The Winged Faces are airborne thanks to their wings. Any character that wishes to make a melee attack against them must move into their Zone and spend an action to leap towards them (no roll required), or reach them after a Parry.

DIS	FA	GRA	POW
12	10	13	4

EXPELLER OF MIASMA 18

IMPIETY

MANOEUVRES

- **1-4:** He moves one Zone and deals 1d4 Miasma damage to an enemy in the same Zone.
- **5-7:** He moves one Zone and deals 1d4 Miasma damage to an enemy in the same Zone. You must succeed on a Power [Vigour] roll to avoid vomiting and, therefore, losing as many actions as the damage taken.
- **8-9:** All enemies in his Zone and in an adjacent Zone take 1d6 Mystical damage. The Expeller replenishes a number of Endurance points equal to the total damage caused by the Manoeuvre.
- **0:** Everyone in his Zone must make a Power roll against the TN of the Expeller's Faith score (13). If they fail, they catch a random disease contained within his breath (page 31).

THE POWER OF GUILT

- **Second Breath:** He immediately replenishes a number of Endurance points equal to his Power score.

DIS	FA	GRA	POW
12	13	8	10

CRUCIFIED 3

IMPIETY

MANOEUVRES

- **1-4:** She moves one Zone and deals 1d8 Physical damage, leaving the target Displaced (this forcibly moves the target into an adjacent Zone).
- **5-6:** She moves to the Zone occupied by the nearest enemy and deals 1d6 Physical damage to all enemies in that Zone.

DIS	FA	GRA	POW
9	11	7	12

SERAPH 8

IMPIETY

MANOEUVRES

- **1-3:** They flatten a Zone (move through without stopping) and deal 1d8 Physical damage to a target in the same Zone as them and in the Zone they move into.
- **4-5:** They deal 2d6 Physical damage to a target in their Zone.
- **6:** They deal 2d6 Physical damage to all enemies in their Zone, leaving them {Displaced} (meaning the target is forcibly moved into an adjacent Zone).

SPECIAL

- **Flight:** The Seraphim use their massive wings to stay airborne. Any character that wishes to make a melee attack against them must move into their Zone and spend an action to leap towards them (no roll required), or reach them after a Parry.

DIS	FA	GRA	POW
12	12	13	12

WANDERING TOMB



A sluggish and heavy stone golem, an animated wandering figure created from a bas-relief carved into the lid of a sturdy coffin carried on its back and which serves as a protective shield. The bones lying inside the coffin control the golem's will, causing the stone figure to move.

THE OLIVE PICKER



His staff has merged with his body, through gnarled roots that emanate from his fingertips. His skin is made of hard bark. His eyes are two deep and empty cavities, emerging from which are roots that spread around his face. His arms and legs crack, realigning in impossible positions with every new movement.

THE CONSUMED THEOCRAT



The Theocrat has grown in size and fused with his litter. This has sprouted roots and merged with the four bandaged bearers. They move it as if controlled by a single mind. From time to time, the Theocrat emerges his hand from the inside to indicate the target of his next attack.

MANOEUVRES

- **1-4:** He deals 2d4↑ Miasma damage to an enemy up to one Zone away.
- **5-7:** He deals 2d4↑ Physical damage to all enemies in the same Zone, leaving them {Knocked Down}
- **8-9:** He deals 2d10↑ Physical damage to an enemy up to two Zones away. He then moves to that Zone in a single bound.
- **0:** He moves one Zone and deals 2d10↑ Physical damage.

SPECIAL

- **Immeasurable:** He can attack enemies in his Zone and adjacent ones as if it were a melee attack. This condition does not affect the PCs, who must still be in the same Zone as the Guilty One to be able to make a melee attack.

THE POWER OF GUILT

- **Fast:** He carries out a new manoeuvre immediately.
- **Second Breath:** He immediately recovers a number of Endurance points equal to his Power score.



MANIOBRAS

- **1-4:** It moves one Zone and deals 2d6↑ Physical damage to its target, which is {Displaced}.
- **5-6:** All enemies in the same Zone take 2d8↑ damage and are Knocked Down.

SPECIAL

- **Impenetrable Defence:** The stone coffin on its back makes it almost impossible to deal damage to this enemy from behind. A PC must therefore spend an action to reposition, after which they can attack freely using any of their other actions (there is no need to make any rolls; dedicating the action to this purpose is enough). The Wandering Tomb will always try to turn to face an attacking enemy, so the PC must undertake this repositioning action for each new round. Alternatively, the Wandering Tomb can be damaged after a successful Parry.
- **Strength of Stone:** Being made of stone allows it to reduce all Physical damage suffered with a 1d8 protection roll (down to a minimum of 1). This protection weakens as if it were armour (each time the damage roll exceeds the protection roll, the latter drops a level).



THE CONSUMED THEOCRAT

MANOEUVRES

- **1-2:** 3d6↑ Miasma damage to all enemies in the same Zone, and 1d2 to all enemies in an adjacent Zone.
- **3-4:** 3d6↑ Lightning damage to an enemy in an adjacent Zone.
- **5-6:** Takes a Bile Flask from a target in his Zone, which he uses to recover; if they don't have one, he deals 3d10↑ Physical damage and hurls the target two Zones away.
- **7-9:** He drains 3d10↑ of Fervour from a target up to two Zones away (any excess is subtracted from his Endurance). The amount subtracted is transformed into Lightning damage that is dealt to everyone in his Zone.
- **0:** 3d12↑ Physical damage to an enemy up to one Zone away.

SPECIAL

- **Disease carriers:** 3d2↑ Miasma damage to anyone in the same Zone as the Theocrat at the end of the round.
- **Safe from harm:** at the start of each round he moves one Zone.
- **Putrefying Shroud:** 1d6 Protection against all damage types.

THE POWER OF GUILT

- **Brutal:** inflicts Martyrdom on this roll.
- **Second Breath:** recovers a number of Endurance points equal to his Power score.





THE WITHERING WOODLANDS



THE ELEVATOR





WASTELAND OF THE BURIED CHURCHES



WHERE OLIVE TREES WITHER

BEYOND THE QUICKSTART GUIDE

This quickstart guide offers a simplified version of the core rules for *Blasphemous, the Role-Playing Game*, but the core rulebook gives you much more:

- ✧ Free character generation. Combine different Experiences and Confraternities to create your unique PC, with open character progression and no classes or archetypes.
- ✧ Manage your PC's gear with simple load rules.
- ✧ Choose the penances your PC follows to strengthen their Determination.
- ✧ Travel around Cvstodia with detailed descriptions of the region's different environments, using the Pilgrimage rules to gather Resources and collect Tears of Atonement, thereby increasing your power.
- ✧ Discover hidden corners, new places and unexplored settlements.
- ✧ Generate and make your own gear, using Resources you gather in Cvstodia.
- ✧ Improve your gear: transform your weapon into a virtuous object imbued with unimaginable powers; strengthen your Bile Flask with quicksilver; string new beads onto your rosary to create a devastating combination; find new and powerful relics or hearts to attach to your weapon.
- ✧ Develop a unique combination of Gifts in the shape of prayers, talents and techniques, limited only by the number of Tears of Atonement you can accumulate.
- ✧ Build a see and develop it using the Resources you accumulate. Attract pilgrims and convert them into members of the confraternity who are responsible for different areas of the see: Build a library where you can find information, a reliquary for storing objects of devotion that attract new pilgrims and a training ground for militant custodians, who you can take with you on pilgrimage or who you can control as an alternative to the Penitent Ones.
- ✧ Rules for playing with mortal PCs who don't benefit from the Miracle's favour.
- ✧ Free the Children of Moonlight held captive throughout Cvstodia and give them roles as Bonded Ones, Messengers or Guardians, among many other things.
- ✧ Create your own Processions with an extensive bestiary that includes all of the Condemned characters that appear in the first videogame, or use the creation rules to make your own Punished or Guilty enemies.
- ✧ Access to a broad range of hints and tips for narrating and creating your own stories and dozens of tables for inspiring or generating new content as you go.

