



Vengeance

A CHAPTER
OF RESONANCE

RULES BOOKLET

Introduction to the Verilous Rules of Vengeance

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This grimoire is your only safeguard.

THE SOLE GUIDE CAPABLE OF CONTAINING & RESTRAINING THE DEMONIC FORCES YOU HAVE UNLEASHED.

ITS PAGES ARE NOT A PROMISE OF SALVATION, BUT A FRAGILE BALANCE BETWEEN MASTERY... AND ANNIHILATION.

Keep control, Witch!

FOR THE PUNISHMENT OF POWER POORLY CONTAINED MAY PROVE FATAL.

This is a warning!

THE PATH OF YOUR VENGEANCE IS YOURS ALONE. THE CONSEQUENCES AS WELL.

With precise descriptions and detailed presentations.

Formulas compiled from many centuries of black magic practice.



**Vengeance...
is mine!**

The Path of Vengeance

Vengeance is a card game of black magic for 1 to 4 players.

Each player embodies a fearsome Witch, pursuing her own design of retribution.

A Demon has been summoned.

It is now up to you to seize control of it and complete the steps that mark the path toward the fulfillment of your dark work.

Ingredients of the box

✦ 6 WITCH CARDS ✦



✦ 3 DEMON CARDS ✦



✦ 16 VENGEANCE TOKENS ✦



✦ 1 DEMON TOKEN ✦



✦ 6 SPELL CARDS ✦



✦ 8 VENGEANCE & GATE CARDS ✦



Each Spell card is unique and corresponds to a specific Witch card.

he Gate and Vengeance cards are numbered from 1 to 8 and must be placed in the correct order.

✦ 66 RITUAL OBJECT CARDS ✦



x26 Herb cards

x22 Mineral cards

x18 Potion cards

✦ 18 TRANSIENT OBJECT CARDS ✦



x7 Herb cards

x6 Mineral cards

x5 Potion cards

✦ 13 ARTIFACT CARDS ✦



✦ 13 INCANTATION CARDS ✦



The Artifact cards are numbered from 1 to 13, which represents their value.

The Incantation cards are numbered from 1 to 13, which also represents their value.

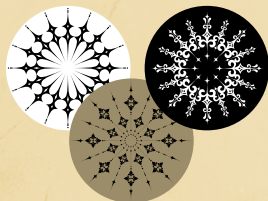
✦ 6 SOLO CARDS ✦



✦ 16 GATE TOKENS ✦



✦ 3 CHAINS TOKENS ✦



✦ 4 HELP CARDS ✦



✦ THIS BOOKLET ✦



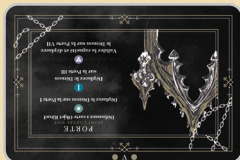
Demons
COMING SOON

Set Up

1 Players sit in a circle around the playing area, and each player receives a Help card.



4



5



6



3

2 Place the Gate and Vengeance cards to form a circle at the center of the play area. Then place the Demon token on Gate I.



2



1



8

5 Create three piles, one for each type of Ritual Object card (purple backs), face up.



4 Shuffle the 13 Artifact cards and form a face-up pile.



5 Also create a face-up pile with the 13 shuffled Incantation cards.

6 Shuffle the Transient Object cards (gold backs), then place them face down beside the play area. A Transient Object is revealed at the beginning of each round.



Vengeance or the art of retribution

2 TO 4 PLAYERS

MULTIPLAYER MODE

Objective of the Game

As a Witch, you must activate your **3 Vengeances** and **2 personal Gates** by manipulating Ritual Objects (Herb, Crystal, Potion) during the different rounds of the game. Each Gate and Vengeance card indicates the Ritual Objects required to activate it.

Your goal is to be the first to activate all 5 of your objectives, while preventing the Demon from losing all of its Chain tokens that keep it under control.

Warning: if the Demon loses its 3 Chain tokens, all Witches lose the game. To claim your revenge, be the first to complete all your Vengeances!

Game Preparation



SELECTING THE DEMON TO MANIPULATE

Randomly choose 1 Demon card face up that will be used throughout the game.

The other Demon cards will not be used.

Place the 3 Chain tokens stacked on the Demon card.

SELECTING A WITCH

Deal 2 Spell cards to the youngest player. That player **chooses one card and keeps it**, placing the other back under the Spell deck. Continue the same ritual for each player clockwise.

With 4 players, shuffle the remaining Spell cards before dealing 2 cards to the last player.

Players also take the Witch card corresponding to their Spell card and place it beneath it. Unused Witch and Spell cards are placed aside next to the playing area.



Each player also takes the 5 Vengeance and Gate tokens needed to mark completed objectives.

STARTING RITUAL OBJECT CARDS

Each player receives 3 Ritual Object cards, which they add to their hand (kept hidden from other players):



✦ 1 Herb card

✦ 1 Mineral card

✦ 1 Potion card

STARTING ARTIFACT & INCANTATION CARDS

Each player receives 1 Artifact card and 1 Incantation card. These cards are added to the player's hand.

Note : there is no hand size limit during the game.

ON THE TABLE



IN HAND



Game round

A game is played over several rounds. Each round allows the Demon to move across the cards placed at the center of the playing area. The Demon's movement is determined by the cards played in the middle. Round after round, its movements will alter the balance and influence the course of the game.



I. REVEAL A TRANSIENT OBJECT CARD

At the beginning of each round, reveal one card from the Transient Object deck (golden back) and place it at the center of the circle formed by the Gate and Vengeance cards.

II. EACH PLAYER PLAYS ONE ACTION

All players act **simultaneously**. Each player must perform **one action** among the five available actions:

- ✦ Play 1 Ritual Object card from your hand, face down
- ✦ Play 1 Artifact card from your hand, face down
- ✦ Play 1 Incantation card from your hand, face down, to cast one of your Witch's Spells
- ✦ Draw 2 Ritual Object cards
- ✦ Draw 1 Artifact card

Note: performing an action every round is mandatory.

There is no turn order; players must act quickly to perform an action before their opponents.



Detail of the possible actions

PLAY A RITUAL OBJECT CARD FROM YOUR HAND, FACE DOWN

The player places a Ritual Object card face down at the center of the play area. Each Ritual Object influences the Demon's actions and movement.

The card is revealed during the Round Resolution phase. (see the *Round Resolution* chapter for more details).

There are three types of Ritual Objects:

- ✦ Herb card
- ✦ Mineral card
- ✦ Potion card



PLAY AN ARTIFACT CARD FROM YOUR HAND, FACE DOWN

The player places an Artifact card face down at the center of the playing area. **Artifact cards allow the player to remove all cards of one Ritual Object type from the play area:** Herb, Mineral, or Potion.

The Artifact card is revealed and activated during the Round Resolution phase (see the *Round Resolution* chapter for more details).

After use, Artifact cards are permanently discarded from the game.

Tip: novices tend to use Artifact cards early, but experienced Witches know it is often wiser to save them for the final rounds.

Note: if several players play an Artifact during the same round, the number on the card determines the activation order, from highest to lowest.

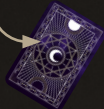
If no Ritual Object cards are present in the center of the playing area, the Artifact card is discarded immediately.



PLAY AN INCANTATION CARD TO CAST A SPELL,

FACE DOWN, TO CAST ONE OF YOUR WITCH'S SPELLS

The player places an Incantation card ☒ face down in the center of the playing area. Incantation cards allow players to cast their Witch's Spells. Each Witch has two different Spells listed on her card, and each Spell consumes one Incantation card.



Spells are revealed, announced, and activated during the Round Resolution phase.

A player may cast only one Spell per round.

Note: if several players play an Incantation card in the same round, the number on the card determines the activation order, from highest to lowest.

DRAW 2 RITUAL OBJECT CARDS

The player draws 2 Ritual Object cards from the available decks and adds them to their hand: Herb card 🍀, Mineral card 🪨 or Potion card 🧪. **It is possible to draw two cards of the same type.**

Note: if a deck is empty, players cannot draw cards of that type.

DRAW 1 ARTIFACT CARD

The player draws 1 Artifact card 📖 from the Artifact deck and adds it to their hand. **There are 13 Artifact cards available in a game.**

Note: if the Artifact deck is empty, this action can no longer be performed.

III. ROUND RESOLUTION

Several steps are performed to determine which Ritual Object prevails.

Reveal all cards placed at the center of the playing area and resolve them in the following order.

IF INCANTATION CARDS ARE REVEALED

Incantation cards ☒ cast the Witches' Spells at the beginning of the resolution phase. Since Spells are specific to each Witch, refer to the *Spells section* to determine their effects.



The player announces the chosen spell aloud, even if its effect resolves at the end of the round.

If several Incantation cards are revealed, the numbers on the cards determine the order of activation, from highest to lowest.

Incantation cards used during the round are permanently discarded from the game.

IF ARTIFACT CARDS ARE REVEALED

The player who placed an Artifact card 📖 removes all cards of one Ritual Object type from the center: Herb, Mineral or Potion.

If several Artifact cards are played during the same round, the numbers on the cards determine the activation order, from highest to lowest.



Example : In the center are 2 Potion cards, 1 Mineral card, 1 Herb card, and 2 Artifact cards (numbered 12 and 4).

The player with Artifact 12 activates first and removes the 2 Potion cards.

Then the player with Artifact 4 removes the Mineral card.

Only the Herb card remains and will determine the action of this round.



Artifact cards used during the round are permanently discarded from the game.




IF RITUAL OBJECT CARDS REMAIN

All remaining Ritual Object cards are counted to determine the Demon's action.

The action is determined by the Ritual Object type present in the greatest number.

In case of a tie:

Mineral  takes precedence over Herb 

Potion  takes precedence over Herb  and Mineral 



Example: if there are 2 Mineral cards and 2 Herb cards, the Mineral action is resolved.

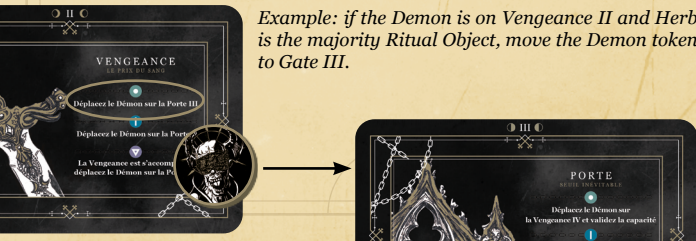
If no Ritual Object cards remain after Artifact cards or Spells have been resolved, the round ends and a new round must be played to determine the Demon's action.

Once the resolution phase is finished, all cards played in the center are permanently discarded.

DEMON MOVEMENT

The Gate or Vengeance card on which the Demon stands indicates its next position.

Example: if the Demon is on Vengeance II and Herb is the majority Ritual Object, move the Demon token to Gate III.



ACTIVATING AN OBJECTIVE



If the Vengeance or Gate card is activated by the winning Ritual Object, all players who have that objective activate it and place a token on their Spell card.

The Demon then loses 1 Chain token.

If a player activates a Vengeance for the first time, they draw 1 Incantation card ^{x1} and add it to their hand.





PASSIVE GATE ABILITIES


Each Gate grants a passive ability to your Witch.


When a passive ability is activated for the first time, place a token on your Spell card to indicate that the objective has been completed.

There are four possible abilities:

+1 : when drawing Ritual Objects, if you choose a Herb, draw one additional Herb card.

+1 : when drawing Ritual Objects, if you choose a Potion, draw one additional Potion card.

+1 : when drawing an Artifact, draw one additional Artifact card.

+1 : when completing a Vengeance, draw 2 Incantation cards instead of 1.

Once activated, **passive abilities remain active for the rest of the game.**

GATE ARRIVAL EFFECTS

When the Demon arrives on a Gate card, it immediately triggers its effect:

Draw a Ritual Object: All players draw 1 Ritual Object card and add it to their hand.

Discard a Ritual Object: All players must discard 1 Ritual Object card from their hand.

The Demon Recovers a Chain: Take 1 previously discarded Chain token and place it back on the Demon card.

End of the game

If, at the end of a round, the Demon loses all of its Chain tokens, all players lose the game.



As soon as a player activates all 5 of their objectives (3 Vengeances and 2 Gates), that player wins the game.

If all Transient Object cards have been revealed, the game ends without any player achieving victory.



A Very Personal Vengeance...

FOR 1 PLAYER

SOLO MODE
COMING SOON



Spells

There are several types of Spells. If the wording on the cards does not seem entirely clear, the following excerpts from ancient grimoires may help clarify how spells are resolved.

Transform the Incantation Card

Your Incantation card is immediately transformed as indicated on your Spell card. There is no need to draw or add another card to represent this transformation.

Play a Card from Your Hand

A Spell requiring you to play one or more cards from your hand means that the cards placed in the center of the playing area must come from your hand.

Remove a Card from the Center of the Play Area

When it is time to apply your Incantation, remove the cards as specified in your Spell.

A Transient Object is considered a Ritual Object.

Note: a card transformed into an Artifact before the action may also be removed.

A card that counts as three Ritual Objects of the same type still counts as only one card if it must be removed from the center of the playing area.

Change a Card

Spell cards changed after a Spell effect are not permanently removed from the game. They may even be taken again if the Spell is cast once more.

A Witch targeted by a Spell card change chooses her new card from the reserve placed beside the playing area.

Draw One or More Cards

Perform this action by drawing cards from the face-up decks.

If one of the decks required by the Spell is empty, the Spell can still be cast, but part of its effect is lost.

Example: Play 1 Ritual Object card from your hand immediately and draw 1 Artifact card.

If there are no Artifact cards left, that part of the Spell is simply lost.

Discard a Card from a Hand

Cards discarded through a Spell are permanently removed from the game.

The targeted Witch chooses which card(s) to discard from her hand.

If a Witch must discard one or more cards but does not have enough cards in hand, part of the Spell effect is lost.

Artifact cards and Incantation cards are not Ritual Objects.



Witches

There are six Witches in this region seeking vengeance.
Discover their profiles below:



HAJNALKA
UNPREDICTABLE SHADOW

« This vengeance is mine! »



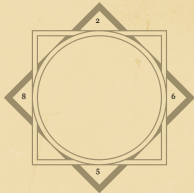
MYOSOTIS
WILD SENTINEL

« The call of the forest...No one can resist it
for long. »



THYLANE
CRUEL CHILD

« One, two, three—find a casualty. Four, five, six—put it on a crucifix.
Seven, eight, nine—under the shade of a pine. Ten, eleven, twelve—in his
flesh I will delve. »



VIRÁG
ENTOMOPHAGOUS RECLUSE

« Grind the bones of my enemies to concoct a
little pick-me-up. »



ZINNIA
FLORENTINE GYPSY

« I see a decision, a painful end and a prodigious
satisfaction. »





Thank yous

This game is currently being funded on Kickstarter. Thank you to all our backers for their support!

Game created by:

Sergio Matsumoto

Illustrated by:

Manon Polier

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