

Sancti et Malum (a.k.a. “The Faithful and the Fallen”)

A game of cards and dice for 1 to 4 players

Components:

25 Cards, 6 black six-sided dice, 3 red and 3 white score markers (wood discs).
Plus a score card, cards for tallying die totals, and reference cards for turn order.

Objective:

To defeat "the Fallen" as a team of individual players.

Set-up:

Shuffle and place the cards face-down on the table to form a draw deck.

The Cards:

The Fallen are represented by the red half of the cards and the Faithful (the players) use the white half of the cards. Any player can roll for the Fallen during the confrontations. (You'll be trying for a lower total so they can be more readily defeated).

Each card indicates a number of dice that can be rolled (two to six) and sometimes a number of re-rolls. Like in push-your-luck games, this means that you can re-roll any number of the dice up to that maximum number of rolls. (The first "roll" is all the dice, then start counting the "re-rolls" after that.)

For example: Gabriel gets "2 re-rolls +2." This means that you roll the five dice on the Gabriel card once, then you can re-roll any number of those dice UP TO two more times, then add a modifier of "2" to the total on the dice after your last roll. (You can stop before the re-roll limit is reached if you have reached a good total.)

Notice also that most modifiers for the Fallen have an "n" after the number. This represents the number of players, and should be multiplied. For example: Beelzebub's card says "2 re-rolls +3n." If there are three players, that means "2 re-rolls +9" (3 times the number of players).

Some cards also have additional rules. The "Evil Host" causes an additional card to be drawn from the deck and added to the Fallen for the current turn. Playing a "Holy Choir" card allows the player to play an additional card from their hand during a confrontation if they wish. Divine Intercession allows an extra die to be rolled by each Angel that player has on the table, and "Satan's Hinderance" takes a die away from every Angel in play during that confrontation.

Turn order:

1. All players draw cards from the draw deck to build their hand up to three cards. Keep these cards hidden from the other players. (You're all on the same team but working separately as partners.)
2. Draw one card from the draw deck for each player, and place it face-up on the table with the red half readable. On the red half of these cards are your common enemies for the current confrontation. Roll dice for the Fallen as indicated on these cards and add in all the modifiers. If one of the cards is "the Evil Host," draw an additional card from the deck and roll as indicated, adding the total to all of other die rolls for the Fallen.

Use the "Roll Tally" cards and red markers to keep track of the total rolled for the Fallen. This represents the total power being brought to the battle by your unholy opponents.

3. Each player chooses an Angel card from their hand to help combat the enemy, holding it face-down (for now). After all players have committed a card, flip them face-up. These are the members of the Angelic Host chosen to combat the Fallen for this confrontation. Roll dice as indicated, keeping a total of all players' die rolls added together. If one of these cards is a Holy Choir, the player that played that card may play an additional card from his/her hand if they wish, and roll dice as indicated. If one of the cards played is Divine Intercession, add an additional die to the total. Finally, add all modifiers to the total rolled, and add all player's totals together to represent the collective power of your Angelic Host.

4. Compare the Evil total with the Holy total. Whichever is the higher number wins this confrontation. The winning team of the first confrontation places a scoring disc on the score card at the "one." Use the red disc for the Fallen, and the white disc for the Faithful. If ever there's a tie, the entire confrontation is nullified and doesn't count as a win for either side.

Whatever the outcome, place all used cards into a discard pile, then continue. If the draw pile should be depleted, shuffle the discards and set them face down to form a new draw deck, then continue.

The End:

When either the Fallen or the Faithful have won five confrontations, the game is over and that faction has won. (You can choose to play to a higher total number of victories if you like.)