

Gauntlet v0.6.3 Inquisition Faction Guide

1. Inquisition overview

How it works

The Inquisition gains **Conviction** when opposing cards are permanently lost after battles. It also sends opposing Tactics to the Graveyard through **Condemnation** and gains additional Conviction when the opponent plays or reveals Arcane cards through **Blasphemy**.

Spend Conviction on **Purges** that remove cards and Assets. The first time on your turn that you spend an Action to Purge, gain 1 additional Action that turn. If the opponent eventually cannot make their normal start-of-turn draw because both their Draw Pile and Discard Pile are empty, win through **Purification**.

Complete rules

Element	Inquisition rule
Victory	Run the Gauntlet or achieve Purification.
Resource	Conviction, maximum 4.
Normal gain	First time each turn opposing cards enter the Graveyard during the Aftermath of a battle involving you.
Doctrine	Condemnation and Blasphemy.
Faction Actions	Purge — Opening or Denouement. If one phase Action is Purge, the Inquisition may take one Action in the other phase as well.
Leaders	Grand Inquisitor and Witch Hunter.
Faction pool	13 Inquisition card titles.
Arcane card	Heresy.

Faction Actions

Purge is the Inquisition's only Faction Action.

Purge — Opening or Denouement: Spend one Action and the listed Conviction to perform one Purge. You may take one Action during both Opening and Denouement that turn, provided one of those Actions is Purge.

- Purge may occupy either Action phase.
- The other Action must occupy the other phase.
- Purge never permits two Actions in one phase.
- Purge may be taken as a Faction Action no more than once per turn.

- A Purge directly permitted without taking an Action, such as Final Judgment, is separate and does not consume the once-per-turn Purge Faction Action or activate the two-phase permission.

2. Components and setup

An Inquisition Deck includes:

- one Inquisition Leader Card: **Grand Inquisitor** or **Witch Hunter**;
- one Inquisition Doctrine Reference Card;
- one Purge Reference Card;
- one Conviction Tracker; and
- any Inquisition cards included in the Deck.

Begin with 0 Conviction. Slide the Leader over the tracker to show 0–4.

3. Conviction, doctrine, Purge, and Purification

How it works

The first time opposing cards enter the Graveyard during the Aftermath of a battle involving you each turn, gain 1 Conviction. Opposing Tactics go there instead of the Discard Pile, making battle choices more costly against the Inquisition.

During Opening or Denouement, take an Action and spend Conviction to Purge. If one phase Action is Purge, you may also take one Action in the other phase that turn. You may take the Purge Faction Action no more than once per turn.

Complete rules

Conviction

Conviction: Maximum 4. The first time each turn one or more opposing cards enter the Graveyard during the Aftermath of a battle involving you, gain 1 Conviction.

- This may occur during either player's turn.
- Several qualifying cards from the same battle still produce only 1 normal gain.
- Winning is not required.
- Conviction above 4 is lost.

Condemnation

Condemnation: During the Aftermath of battles involving you, opposing Tactics go to their owner's Graveyard instead of their Discard Pile.

Opposing Gambits already go to the Graveyard normally. Cards remaining in the opponent's Reserve are discarded normally.

Blasphemy

Blasphemy: Whenever an opponent plays a card with the Arcane trait for its Action effect, or an Arcane Gambit or Tactic they control is revealed, gain 1 Conviction.

This gain is outside the normal once-per-turn Conviction gain but cannot exceed 4. Merely copying an Arcane card's effect does not count as playing or revealing that card and does not trigger Blasphemy unless the effect

says otherwise. Arcane is a trait, not faction allegiance.

Purge

During Opening or Denouement, take an Action and spend Conviction to Purge:

Cost	Purge
1	Choose one: put the top card of the opponent's Discard Pile in their Graveyard; or choose up to two cards there with combined value 2 or less and put them in their Graveyard.
2	Choose one opposing Asset and put it in its owner's Graveyard.
3	The opponent chooses one card from their Hand and puts it in their Graveyard.
4	Reveal the opponent's Hand. Choose one card and put it in their Graveyard.

If one Action that turn is Purge, you may take one Action in the other Action phase as well. This never permits two Actions in one phase. You may take the Purge Faction Action no more than once per turn. A directly permitted Purge is separate.

A Purge is not playing a card.

Purification

At the beginning of the opponent's turn, after their normal start-of-turn draw attempt, if they draw no cards because both their Draw Pile and Discard Pile are empty, immediately win through **Purification**.

A failed Reserve draw or effect-generated draw does not trigger Purification.

4. Leaders

Grand Inquisitor

Archetype: Judgment, Purge, and permanent removal

Motto: *We judge. We purge.*

Final Judgment: Once per turn, during the Aftermath of a battle you won, after battle cards are cleared and effects triggered by those moves are applied, you may immediately Purge without taking an Action. Reduce that Purge's Conviction cost by 1, to a minimum of 1.

The normal Conviction gain from that battle may occur before Final Judgment. Final Judgment is a Faction Ability. It does not consume the once-per-turn Purge Faction Action and does not activate the two-phase Purge permission.

Witch Hunter

Archetype: Defense, retaliation, and pursuit

Motto: *You ran. I followed.*

Relentless Pursuit: Once per turn, at the end of the Aftermath of a battle an opponent initiated against you and lost, you may spend 2 Conviction. End their turn, then advance one Position. This movement may create a pending battle; you are the attacker. Do not create an Opening or Denouement phase before that pending battle.

Accepted Terms may still prevent the resulting battle from reaching Onset.

Withdrawal has no loser, so neither Leader ability triggers from it.

5. Inquisition-specific rules

Discard Pile order

The top card is the most recently placed card unless a rule changes the order. Choosing cards from a Discard Pile does not reorder the rest.

Combined card value

When an effect allows several cards within a combined value limit, add their printed values. The total cannot exceed the limit.

No Martyrs

No Martyrs prevents the losing opponent from benefiting from effects they control that trigger from that loss or resulting retreat. It does not prevent harmful consequences, the retreat itself, or effects controlled by another player.

Heresy and copied effects

Heresy follows the shared copied-effect rule but retains permission for one additional copied-effect layer. That additional effect cannot create another layer. The selected Graveyard card remains there.

6. Canonical Inquisition card pool

Card-text boundary. The card identities and ordering below are inherited from certified clean v0.6.2 faction authority. The printed v0.6.3 effect text is the exact pinned finalized canonical-data evidence produced by the approved v0.6.3 card-language pipeline (PRs #540, #549, #550, #551, and #560). This adoption does not authorize any withdrawn or downstream v0.6.3 release surface.

Accusation

Cost: 1

Action: Choose one card in the opponent's Discard Pile. They put it on top of their Draw Pile or in their Graveyard. **Gambit/Tactic:** In the Aftermath, choose one card in the opponent's Discard Pile. They put it on top of their Draw Pile or in their Graveyard.

Confession

Cost: 2

Action: Reveal the opponent's Hand. Choose one eligible Gambit there. Until the end of the turn, if they set a Gambit, they must set that card if able. **Tactic:** After Tactics are chosen, before they are normally revealed, reveal this card if it is face down. Reveal one opposing face-down Tactic. You may return this card to your Reserve and choose another eligible Tactic from your Reserve face down.

Penance

Cost: 2

Action: The opponent chooses one: put one card from their Hand in their Graveyard; or +1 Conviction. **Gambit/Tactic:** The opponent chooses one: put one card from their Hand in their Graveyard; or +1 Battle Total.

Divine Mercy

Cost: 2

Action: Choose one card in the opponent's Graveyard and move it to their Discard Pile. Then +2 Conviction. **Gambit/Tactic:** Move one card from the opponent's Graveyard to their Discard Pile. +2 Battle Total.

No Martyrs

Cost: 3

Card form: Asset

Asset: After Tactics are revealed, before dice are rolled, you may discard this card. If the opponent loses, they cannot benefit from effects they control triggered by that loss or resulting retreat; Retreat +1.

Gambit/Tactic: If the opponent loses, they cannot benefit from effects they control triggered by that loss or resulting retreat; Retreat +1.

Excommunication

Cost: 3

Action: Choose one or more cards in the opponent's Discard Pile with combined card value up to 5. Put them in their Graveyard. **Gambit/Tactic:** In the Aftermath, choose one or more cards in the opponent's Discard Pile with combined card value up to 3. Put them in their Graveyard.

Guilt by Association

Cost: 3

Action: Choose one card in the opponent's Discard Pile. Put every card there with that title in their Graveyard. **Gambit/Tactic:** In the Aftermath, choose one opposing Gambit, Tactic, or other card the opponent controlled in this battle. Put every card in the opponent's Discard Pile with that title in their Graveyard.

Act of Faith

Cost: 3

Action: Reveal up to three cards from the top of the opponent's Draw Pile. Put one in their Graveyard and the rest in their Discard Pile. **Gambit/Tactic:** In the Aftermath, reveal up to two cards from the top of the opponent's Draw Pile. Put one in their Graveyard and the rest in their Discard Pile.

If only one card is revealed, put it in the Graveyard.

Tyranny

Cost: 4

Card form: Asset

Asset: Once per turn, when one or more opposing Gambits or Tactics are revealed, before their effects apply, you may spend 1 Conviction to negate one of them. **Gambit/Tactic:** Negate one opposing Gambit or Tactic that has not taken effect.

A Tactic Tyranny cannot undo an ordinary Gambit effect that has already been applied, but may negate a delayed Gambit effect that has not yet been applied.

Burning at the Stake

Cost: 4

Action: The opponent reveals their Hand. Put the card there with the highest card value in their Graveyard; choose among ties. If it has the Arcane trait, +1 Conviction. **Gambit/Tactic:** In the Aftermath, if the opponent lost, they reveal their Hand. Put the card there with the highest card value in their Graveyard; choose among ties. If it has the Arcane trait, +1 Conviction.

If the opponent has no cards in Hand, the effect does nothing.

Heresy

Cost: 5

Trait: Arcane

Gambit/Tactic: You may spend 4 Conviction to apply the Gambit or Tactic effect of one card in the opponent's Graveyard that can apply now.

Hellfire

Cost: 5

Action: Spend any amount of Conviction. Put that many cards from the top of the opponent's Draw Pile in their Graveyard. **Gambit/Tactic:** After Tactics are revealed, spend any amount of Conviction. For each Conviction spent, choose one: +1 Battle Total; or, if you win, put the top card of the opponent's Draw Pile in their Graveyard in the Aftermath. You may choose either option more than once.

Each Conviction provides only one chosen benefit.

Martyrdom

Cost: 5

Unique: Maximum one copy per Deck

Aftermath: In the Aftermath before battle cards are cleared, if you lost and this card is in your Hand, you may play it. If you do, put cards remaining in the opponent's Reserve in their Graveyard instead of their Discard Pile. After battle cards are cleared, Conviction = 4; put this card in your Graveyard.

7. Quick reference

- Conviction maximum 4.
- First qualifying opposing Graveyard entry each turn gives 1 normal Conviction.
- Condemnation sends opposing Tactics to the Graveyard.
- Blasphemy triggers from opposing Arcane cards played for their Action effects and from revealed Arcane Gambits or Tactics.
- The first Action spent to Purge each turn grants 1 additional Action that turn; at most 1 Action may be spent on Purge each turn.
- Final Judgment occurs after battle cards are cleared and is separate from the Action-Opportunity Purge limit.
- Withdrawal has no loser and does not trigger victory-, loss-, or retreat-based abilities.
- Purification checks only the opponent's normal start-of-turn draw.