

## Heretic Operative Activation Code [Ativador]



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## About This Game

Magic is a sin. It corrupts everything it touches.

Those who use magic are branded as “Heretics” by the church, and heresy is punishable by death.

At the fringes of civilization, the mages of the Cultus Arcanum give themselves freely over to the Corruption – performing dark rituals to let loose untold nightmares upon the world.

It will take a powerful heretic to preserve the spark of magic against both the Church and the Cult.

You are that Heretic Operative.

- Control a secret society dedicated to using magic for the benefit of the world, at a time when all mages are considered “heretics” to be hunted by the Templars.
- Master over 50 different spells to overcome challenges in and out of combat. But be wary of the Corruption that accompanies magic. The more powerful you become, the greater the risk of losing control.

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- Fight enemy Cultists, zealous Templars, and ravenous monsters through a unique dice-based combat system. Employ mercenaries, devastating spells, and powerful artifacts to prevail.
  - Explore the Northern Reach, where the frayed edges of the Empire are under constant threat. From vast museums in the city of Ione, to the farms in the countryside, to ruined temples of ancient gods, to camps of raiding Orcs, every location offers unique challenges.
  - Make contact with other Heretic Operatives and recruit townsfolk to spread your Heretical influence and stop the diabolical Cultus Arcanum.
  - Encounter more than 270 different adventure cards, full of challenging decisions that change the way your story unfolds. Will you risk your life and mission to save innocents from a burning building or live with the stain on your soul from abandoning them? Will you stand your ground against the Orcs for honor's sake or be more prudent and flee? Do you bother to learn all of the verses in the Elven Song of Greeting or is now the time to take a stand against ridiculous Elven ceremony?
  - More than 7 playable Operatives (and counting), 6 different story decks, and 4 enemy cults, means your story plays out differently each time. Use different strategies and wisely deploy your resources to defeat the most challenging combinations.

Heretic Operative intertwines deep gameplay with a dynamic story to create an innovative and original experience: a unique fusion of strategy, RPG, and board game mechanics.

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Title: Heretic Operative  
Genre: RPG, Strategy  
Developer:  
C Prompt Games  
Publisher:  
C Prompt Games  
Release Date: 18 Feb, 2019

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English



Chapter 3: The Source

0 / 3 Tomb Exploration Depth

0 12 7 3 0

Harbor District

Central District

2

### Malhal Raiders



Though they have not been seen in years, Malhal Raiders have landed at the Capital!

Reports indicate that the raiders are headed along the coast, looting and burning as they go.

*(You will lose if the Cult Power gets too high.)*

Close

Turn 7 - Cult

The image shows a game interface with a central pop-up window. The background is a stylized isometric map of a coastal city with a harbor and a large cathedral. The pop-up window has a dark grey background and contains a portrait of a hooded figure, text describing the Malhal Raiders, and a 'Close' button. The top of the screen shows various game statistics and a chapter title. The bottom right corner indicates the current turn and phase.

Chapter 1: Truth

Have 3 Operatives  
Outpost

Vyrian Spellbinder

8 3/4  
2 20  
2 3

To win a combat, gain enough Battle Points to meet or exceed the enemy's Combat Rank.

Play cards (combat spells or maneuvers) to roll battle dice and gain Battle Points.

? More about Damage Types

**Rounds: 3 / 3**

Hunter

Combat Rank: 45

A living nightmare of tooth and claw.  
Relentless in their pursuit of prey.

Lose: 1 Damage  
Any 1 rolled: Applies Exhausted

ROUND 2  
Vyrian Spellbinder uses Blood Whispers  
Blood Die : 1  
Blood Die : 4  
Blood Die : 4  
Blood Die : 3  
Damage taken from blood dice!  
Hunter applies Exhausted!  
Battle points = 42 vs 45

ROUND 3

42  
45

Turn 8 - Adventure

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This sure looked like a game I would like, and I was not wrong.

Approach this as you would a roguelike - the rules are sparsely explained, and you will die a lot until you figure things out. (Even after you figure things out, you will still die a lot.)

When you are first playing and learning, it is easy to think of the game as "cheap", and your fate decided by the whims of chance, but this is not true. Like any good roguelike, there are steps you can take to get the engine rolling, and paths that are optimal - and suboptimal - in various situations. Bad dice rolls will mean failure and death - but good strategy will often be enough to overcome failure. It won't feel this way to you early, but persevere and you'll figure it out.

Hopefully there is DLC with more scenarios forthcoming, or maybe expansions! It's a great little game.. Neat boardgame style of RPG with a hint of rogue-like mixed in.

The combat could use either a better tutorial or clearer explanation. There's a lot of data and systems thrown at you right off the bat but it does make sense as you play more of it and get a sense of how everything links together.. Digital Boardgames are a bit of an odd genre. As a fan of both physical board games and digital strategy games I've struggled to grasp the hybrid. Why represent a complex strategy game with cards and dice rolls when you don't have to, especially if your game doesn't have a physical equivalency.

Enter Heretic Operative. The description reads "Inspired by games like Pandemic, Arkham Horror, and Talisman" and that was a big selling point for me. Having recently become an obsessive for the Arkham Horror card game, I knew what this meant for the game in general - action-point, narrative driven "built to probably kill you" by design. Great.

What I hadn't considered is the wealth of content and the sheer convenience of playing a game like Arkham in digital format. Heretic Operative is extremely "teachable" as a game because it takes a lot of well-tread concepts from its contemporaries. I don't remember the last game this complex that was so easy to pick up, and definitely uses its commonground to get you on board quickly.

I can't speak from experience how accessible Heretic Operative may be for an outsider to the legacy game genre, but in terms of convenience this is a great introduction to the genre and a great game to play in general.. This is a brilliant concept smoothly and modestly delivered. One could wish more maps, hotseat mode, rpg like campaign with developing skills of the major operative, a randomly generated map.. A many-layered digital board game with lots of interesting game mechanics. Quick play sessions (30 mins) make this easy to pick up and play, but I feel like there is a lot of depth to master!. Fun text based/card style game, a lot based on RNG and rolls but really unique and fun to play if you want something to take up a little time or a lot if you have it.

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Great mechanics, progression and it's fun! Don't play many board games but I like the short game structure that escalates quickly and forces you to prioritise and spend wisely.. Bloody loved this. Good flavour, nice tight design, some really clever narrative effects in the mechanics (Curious + Openminded => reduces Tranquillity? brilliant).

I can't decide whether some setup mixes are too punishing or whether I'm just not good enough at it, and it's not that big a game, but it's well worth your time and money. New content coming soon, too, apparently. I really like this game. It almost feels like a board game version of darkest dungeon. The game can be difficult but it is a truly enjoyable experience.. For the price, Heretic Operative is hours of fun. It's quick, there are a huge number of permutations, and it has a great, self-contained world. You do have to go into it with the right attitude - think of board games like Arkham Horror or Mansions of Madness where you are really up against huge odds and sometimes, a bad roll will kill everyone no matter how good your plan is. If you like those games and that concept, you will love Heretic Operative - it captures the dynamic perfectly. Like Arkham Horror the underlying map does not change so the replay value comes from trying out different combinations of heroes, enemies, and quests and you can get a lot of run time out of those combos.

In short, huge amounts of fun and priced to move. Totally recommend for Lovecraft fans and anyone else into the eldritch horror genre!. DO NOT BUY, wanderer!

Move along. Buying and playing this game won't make any sense.

There is an old and checked way. People buy sh\*t, play sh\*t, complain about sh\*t and lootboxes on forums and youtube. Again, and again, and again.

So playing such games should be considered as sociopathic behavior and undermining the very core principles established by great Vaas gamedesigner in some galaxy far, far away.

Well, you was warned.. For the price, Heretic Operative is hours of fun. It's quick, there are a huge number of permutations, and it has a great, self-contained world. You do have to go into it with the right attitude - think of board games like Arkham Horror or Mansions of Madness where you are really up against huge odds and sometimes, a bad roll will kill everyone no matter how good your plan is. If you like those games and that concept, you will love Heretic Operative - it captures the dynamic perfectly. Like Arkham Horror the underlying map does not change so the replay value comes from trying out different combinations of heroes, enemies, and quests and you can get a lot of run time out of those combos.

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### **Heretical Notions #1:**

Heretic Operative has now been out for nearly a month!

First off, I want to deeply thank all our players for checking out our difficult, dark, and strange digital board game. C Prompt Games is very small - just two of us - and building Heretic Operative has been a labor of love over the past year.

I personally read every single review and discussions forum post and it means a lot to me when people take the time to leave us a review, give us feedback, or ask questions to learn more about the game.

We are just getting started with Heretic Operative. There is more content, both free and in DLC forms, coming down the road for the rest of 2019 (and beyond, if possible), and of course we will be continuing to provide balance and bugfix patches as well.

We will have more information to share with everyone about the timeline for DLC releases fairly soon. Meanwhile, the next patch is coming in the next week or two. The details are still being sorted out but expect some minor balance changes and bugfixes, along with a handful of new (free) Adventure cards.

*Cultist activity is on the rise at Copec's Tavern, and an oft-overlooked Townsfolk there may be the key to staying one step ahead of them....* **Patch Notes - 1.0.5:**

1.0.5 patch is live now! Combat UI has been tweaked slightly to improve tension and there are a few new Adventures to be found in commonly-visited areas (and of course, bugfixes).

Next week we'll share some more details about our first DLC and the free content that accompanies it.

New content:



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- Added 4 new Adventure cards.

Gameplay:

- The Barkeep at Copec's Tavern can now generate more resources, and help in some adventure cards.
- The feast summoned by "Conjure Feast" no longer requires an Action Point to use, and can be used twice before disappearing.
- Tavern Adventure card "Cultist Ambush" now has an option that spends Influence instead of rumors, to avoid redundancy with the general use of Rumors to redraw Adventures.
- "Elven Herbalist" Adventure card is now more generous as to what constitutes "lack of Corruption".

Misc:

- Combat round results are now hidden until combat dice are finished rolling.
- Fixed a typo in Shadow Cult "Unnatural Darkness" card.
- Mercenary deck now has a proper repeatable "empty deck" reward. (Thanks: tiavals)
- Added a large notification popup when starting a new game or loading a saved game to make it clearer what is going on if the launch process is taking a long time.

Bugs:

- Blood spell "Mutilation" now properly gives Arcane skill. (thanks: Rainbow Lotus & tiavals)
  - Fixed an internal string that could appear on the Ambush card view.
  - Conjuraton spell "Conjure Feast" is no longer referred to as "Arcane Feast" in some places.. **Heretical Notions #3:**
- Hello again, fellow Heretics!

The Blood Cult has been out for a little over a month now and hopefully everyone has had a chance to wrestle with some of the challenges that they bring.

We've been a little quiet lately working on some internal C Prompt stuff like new game prototypes and other forward-looking pieces. However, we are definitely not yet done with Heretic Operative!

In the next few weeks we'll be pushing out a balance patch, touching a number of areas but primarily focused on giving magic a boost. While we don't want to lose the unique feel that the existing magic system has - forcing Operatives to confront the dangers of Corruption - we do want to make sure that using spells is viable even on harder difficulty setups.

As a very small studio, we really appreciate the time players have put into the game. We read every review and discussion post, so don't hesitate to share your thoughts!

. **Heretical Notions #2:**

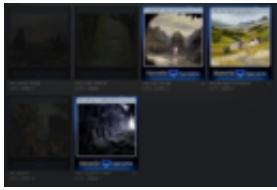
April is upon us, and the first DLC is right around the corner. We're finalizing a few details before we announce all the details but with any luck it should be out this month.

Alongside the DLC will be a new free starting Operative for you to use - Aethys the Enduring.

- **Natural Bloodmage:** Bonus damage to Blood dice while injured.
- **Enduring Will:** Recovers Health every turn.

Like all our starting Operatives, using Aethys can really change up the strategies can use and the risks you can take.

Also - we now have trading cards! Check your Steam Inventory for them if you are an existing player. They are all based on various locations in the game.



**. Blood Cult is now live! (1.1.2 patch notes):**

Our first DLC, "Heretic Operative - Blood Cult", is now live! Available for \$2.99 USD (or local equivalent), the Blood Cult brings an new enemy to the game with 20 new cards and challenging Cultist abilities to overcome.

Let us know what you think in the forums or by leaving us a review!

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**New content:**

- New Cult: Blood Cult (DLC)

[https://store.steampowered.com/app/1060830/Heretic\\_Operative\\_Blood\\_Cult/](https://store.steampowered.com/app/1060830/Heretic_Operative_Blood_Cult/)

- New Operative: Aethys the Enduring

Aethys is available upon reaching level 4, and is free for all players.

**Gameplay:**

- Arcane damage abilities now always give you at least one combat die, even if your Arcane skill is very low.

**Bugs:**

- Ambient volume setting was being ignored in some circumstances, now fixed.

- Frontier Adventure card "Finders Keepers" now correctly increases Corruption. (thanks: Zeru)

- Fixed an issue where the "Twisted Fate" story could fail if you recruited the Astrologer on the same turn the defeat timer completed. (thanks: Zeral)

- Fixed some inconsistent uses of Elven Archive vs Elf Archive.

- Difficulty icons for the Hideout now properly show that it contains both Social and Physical skill challenges.

- Added some bullet-proofing against combat abilities that result in no rolled dice.

- Fixed an issue where an incorrect Operative target could be listed in the log after drawing Event and Enemy cards.

**Misc:**

- Experimental support for text mods.

**. Heretic Operative 1.1.3:**

The 1.1.3 build is now live. This is a very minor update, fixing a bad description string for Blood Cultists.

It also includes a "reference" set of text for all the strings in the game, for anyone interested in doing text or language mods for the game. Thanks to Steam user "etrigane" (<https://www.youtube.com/user/evasowana>) for showing there's some possible interest in this sort of thing.

For more details on how to do text mods, I've posted a brief set of instruction docs on our Discord (<https://discord.gg/KfjK973>). The underlying game engine is fairly well suited for modding or adding new cards, so if there is interest in card mods, I'd love to add support for them in the future.

Meanwhile, I hope everyone is having a good time fighting the Blood Cult!

Please leave a review if you can, as our Steam reviews make a huge difference in how new people discover the game.

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