

MICHAEL C. ALVES

TRIORA

RULEBOOK



COMPONENTS



1 Rulebook



1 Reference Sheets



1 Triora Board



4 Witch Boards



36 Villagers Cards
(mini-euro)



4 Witch Cards
(mini-euro)



4 Familiar Cards
(mini-euro)

02



4 Witch Meeples



4 Familiar Meeples



1 Inquisitor Meeple



1 Morgana Meeple



60 Doom Markers



48 Silver Coins



16 Zombie Tokens



36 Potion Markers



48 Herbs



1 Sacrifice Token
(black)



12 Disks to Track Points,
Initiative and Inquisition

INTRODUCTION

Triora: City of Witches

The Italian Village of Triora is located at the Valle Argentina, in Liguria.

Known for prosecuting and sentencing to death many women between 1587 and 1589 for Witchcraft.

Determined to avoid this fact, four Witches from distant lands were guided by the spirit of Morgana and came to rescue those women. The Witches will bring vengeance to the city of Triora, the Inquisition and the local nobility. The city will never be the same after their arrival.

I.O - SETUP

Place the **Triora Board** in the middle of the table and set aside an individual **Witch Board** for each player.

Each **Witch Board** must have a **Potion Marker** placed in the zero position on each potion track included on the **Witch Board** (There is a total of 12 Potion Markers for each board).

The Potion Markers will always indicate how much of each potion the player currently has in their inventory, moving backward and forward as appropriate when potions are produced or consumed during the game.

Beyond that, three (3) Red, Blue, Green, and Yellow **Herbs** must be placed inside the inner circle as follows: Two (2) Herbs of each colour must be placed in the marked area with the **HERB** symbol and one (1) Herb for each colour must be placed on the marked area with the **SEED** symbol.



Each player must separate the following pieces for each colour: 1 Large Disk, Two Small Disks, 15 **Doom Markers**, 1 **Witch Meeple**, and 1 **Familiar Meeple**.

These pieces must remain outside of the boards and be placed as and when necessary.

Set aside the **Silver Coins** and **Zombie Tokens**, they are part of a separate inventory to be used during the game.

Place a **Black Sacrifice Token** in the starting position of the **Stone Circle Track** (Marked by the yellow glow in the image below).

Place a **Disk** of each player colour on the number 20 of the points track. Each player starts with 20 **DOOM POINTS**, they represent victory points in Triora.

Set aside a colour disk for each player, shuffling them randomly and placing them one by one in the position marked by the number 4 on the **Inquisition Track** (Marked by the yellow glow). The pieces must be placed one on top of the other in order, creating a pile. The order of pieces is important and must always be maintained. In the case of a tie, the piece on top is always considered to be the one in front. When these pieces are moved, the second piece to arrive in a position already occupied by another piece is placed on top of the piece that arrived first.

Shuffle the **Villagers Cards**, place the finished pile facing down and draw a card for each space designated for them on the board.

Each player must separate a **Witch and Familiar** card from their colour and place them in the “inactive” position, with the illustrated side facing up.

Place the **Morgana Meeple** in the **Cemetery** and the **Inquisitor Meeple** in the **Castle**.



Alternatively, the players can use the **Villagers Cards** to randomize the starting position of **Morgana** and the **Inquisitor**, adding variety to the initial setup of the game. To do this, you just need to draw 2 cards from the **Villagers** deck, the first card will indicate the starting position for the **Inquisitor** and the second will indicate the starting position for **Morgana**.

Merchant – RIVER (Green Region)
Soldier - DUNGEON (Red Region)
Peasant – FIELDS (Yellow Region)
Noble – CITY (Blue Region)

We recommend this variant rule for experienced players.

Game Objective

Be the Witch with the highest amount of Doom Points at the end of the game.

The game ends in 2 ways:

1-When 3 of 4 of the Main Locations (CITY, FIELDS, RIVER, DUNGEON) are destroyed.

OR

2-When one of the players has the maximum number of points on the **Inquisition Track** (32) and is captured by the Inquisitor.



In the event of players being tied on the Inquisition Track, the order follows with the player whose marker is on top, following the order of top to bottom for the pieces tied on the same amount of points.

When all of the players have chosen a position in the turn order and received their bonus, the player who chose the lowest number on the track begins. Each player then has their turn in the order of lowest number to highest number.

When the last player finishes his second turn, the round ends, **all pieces in the turn order track must be returned to their respective owners and a new round starts**, with the players once again choosing their positions.

04

2.0 - STARTING THE GAME

The game is divided into rounds, made of 2 turns for each player. At the beginning of each round, at the **Nightfall Phase**, each player must first receive whatever bonus granted by their position in the Turn Track, placed at the top of the Triora Board.



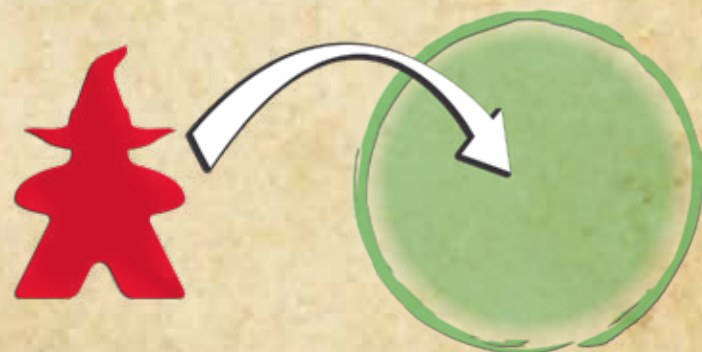
Turn Order Symbol

Starting with the player who is most advanced on the Inquisition Track and ending with the player farthest behind, each player, one at a time in order will choose one of the positions **not occupied** in the Turn Order Track on the upper right-hand side of the board.

3.0 - TURNS

“For each turn, at the **Night Phase**, the player must place their **Witch Meeple** or their **Familiar Meeple**. The order does not matter. To place the Witch or the Familiar, the card corresponding to that piece must be flipped to indicate that the piece has been used for that round.”

Alternatively, the player may leave the Meeple lying down when it has already moved in the round, and leave the unused piece standing.

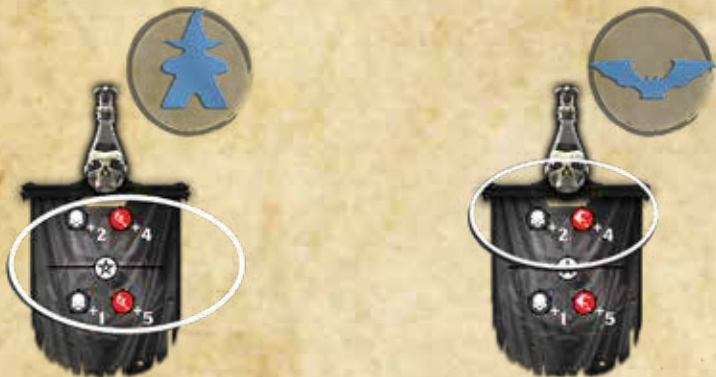


4.0 - NIGHT PHASE

At each player turn during the Night Phase, he must place his Witch or Familiar in one of the many actions available at the Game Board.

Be aware of two important rules:

- 1- The Familiar can never be placed in a space that already has a **Witch** or a **Familiar**, independently of its owner.
- 2- A **Witch** can be placed in areas where there are already other Witches or Familiars. The Witch receives a bonus, marked by the Pentagram symbol, in addition to the normal action of the area.



Anytime the player chooses to place his Witch, immediately receive one (1) Cauldron, which must be immediately used to produce potions he desire, or the Cauldron will be wasted (see – 5.0 Producing Potions).



(Witch Card - Cauldron Reminder)

“During the first round of the game, both the Witches and the Familiars will be placed from outside the Board to one of action spaces, keeping in mind the rules above.”

The Meeple are not recalled at the end of the round. From the second round onward, both the Witches and the Familiars must always be moved from one area to another on the board when they are used. **It is not allowed to move a piece to the same circle that the piece already is at the moment.**



It is worth noting that the Forest contains six different circles, allowing for a piece to be moved from one circle to another without leaving the forest. This is the only area that the same piece can be used for an action in two consecutive rounds.



TIP - It is important to remember that the Witch and the Familiar must always be moved to a new location.

Even though the Board has roads, the Witches and the Familiars are able to move themselves from any area to any other area for placement, there is no limit on distance or movement. The roads and streets of the Board are only relevant for the Inquisitor and the Witch Morgana who uses them to move.

All events that occur during a player turn are realized at the order of their choice. The player can, for example, pick the Cauldron for moving his Witch first, then get the Witch bonus in the sequence to finally pay the potion required to activate the place where he moved. The order is up to the player's choice.

5.0 PRODUCING POTIONS

As soon as a player gets a Cauldron, he can immediately produce a potion from a formula of his choosing for each Cauldron that he has gained.

On the individual Board for each player, there are different formula options specified and the quantities of potions produced. Each Cauldron gives the player the right to choose one formula to produce. (Notice that each Cauldron produces one formula, not necessarily one Potion)



To produce a formula, the player must have the coloured Herbs indicated for the formula in the space marked by the HERB symbol on his individual Board. He must choose the formula to move that exact combination of coloured Herbs in the HERBS area to the SEEDS area, moving the Herbs in an anti-clockwise direction in the Board's circle. This indicates that he has used those types of HERBS to make his potion and gathered the remaining seeds from those plants in order to be able to plant them later on.

After moving the Herbs to the SEEDS area, the player must move the marker for the produced potion accordingly.

06



TIP – A player cannot manufacture a formula for which he does not have the necessary Herbs to produce. It is important to note that each Witch has three (3) Herbs of each colour on its individual Board, this number will never be altered, the Herbs will be turned to represent different states in the production cycle of Herbs, however it is not possible to get more Herbs or to lose them.

White Herbs such as the ones used in the Arcanum formula mean “herb of any color”. The player can use herbs of any color to pay for this cost.

6.0 WITCH'S BONUS AND COVEN BONUS

Witch's Bonus: Whenever a Witch is placed for use in an action, beyond the normal effects that the action confers to a player, the Witch can choose to receive the **Witch's Bonus**. This bonus may be received before or after the main action and it is always optional. The bonus is marked on the Board with the Pentagram symbol.



Coven Bonus: Anytime a Witch is placed in a location already occupied by another player, each player who already has a Witch in that location prior to the arrival of the new Witch receives that location's Witch Bonus again. This bonus is given the name Coven Bonus.

Familiars never count towards the Coven Bonus or the Witch's Bonus.

In the event that it is a deciding factor, the player who is doing the action will be the first to receive the bonus and perform the location's action. Then following turn order, the other players may also receive the bonus until all players entitled to the bonus have had the opportunity to receive it.



7. THE ACTIONS

Each area on the Board allows different actions for placement of a meeple. Different areas have a cost, usually a specific potion. If the player is not able to pay the cost, he does not receive the benefits of that action or from the placement of his piece (If he placed his Witch, then he can still choose to receive the area's Witch's Bonus).



Each placement gives you the option of paying the activation cost once and receive the advantages of the place once.

AREAS

CITY, FIELDS, RIVER, DUNGEON

COST: 1 Potion of the Type specified on the Board or 1 (one) piece of a Zombie

Upon placement in one of these four areas, the player may pay the activation cost of the area to place one of his coloured markers Doom Markers in one of the 5 (five) spaces of Doom. Doing so, he moves towards the destruction of Triora.

When placing a marker, the player contributes to the end of the game and assume control for the destruction of that area. At the end of that game, the players who caused the most destruction to each of the areas will receive extra points as indicated on the Board. Upon placing a marker, the player must collect the bonus indicated by the area. If all of the 5 (five) Doom Markers locations of one of the areas are already filled, the player will not be able to place more markers in that area, and he also will not receive the bonus that it provides.



It is worth noting that between the five (5) spaces for the marked destruction of each area, there is a marking for the number of players. In games with four players, each of the five (5) areas are present, in games with three (3) players, only four (4) of these areas should be used, and in games with two (2) players only three (3) should be active.

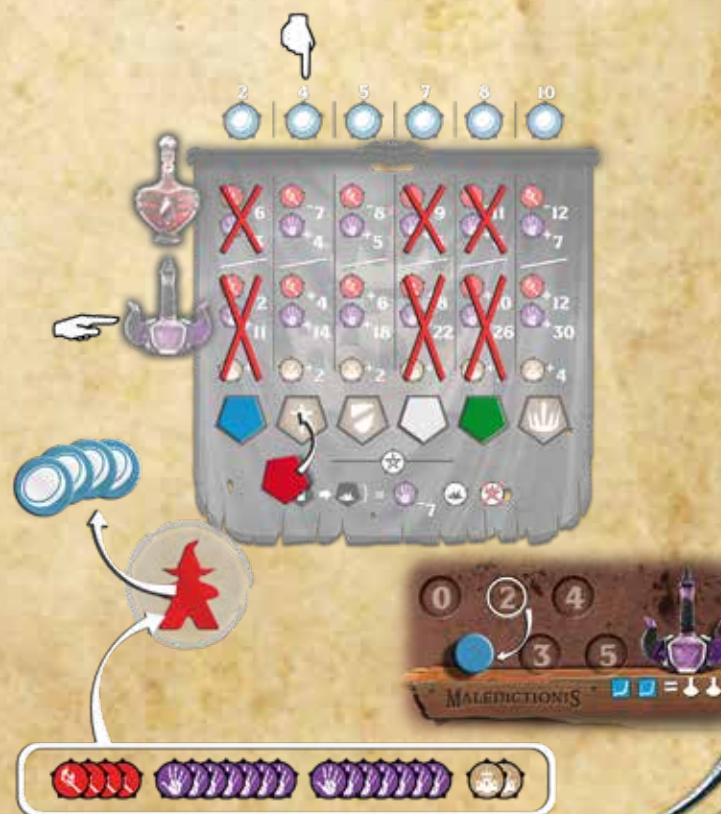


CASTLE

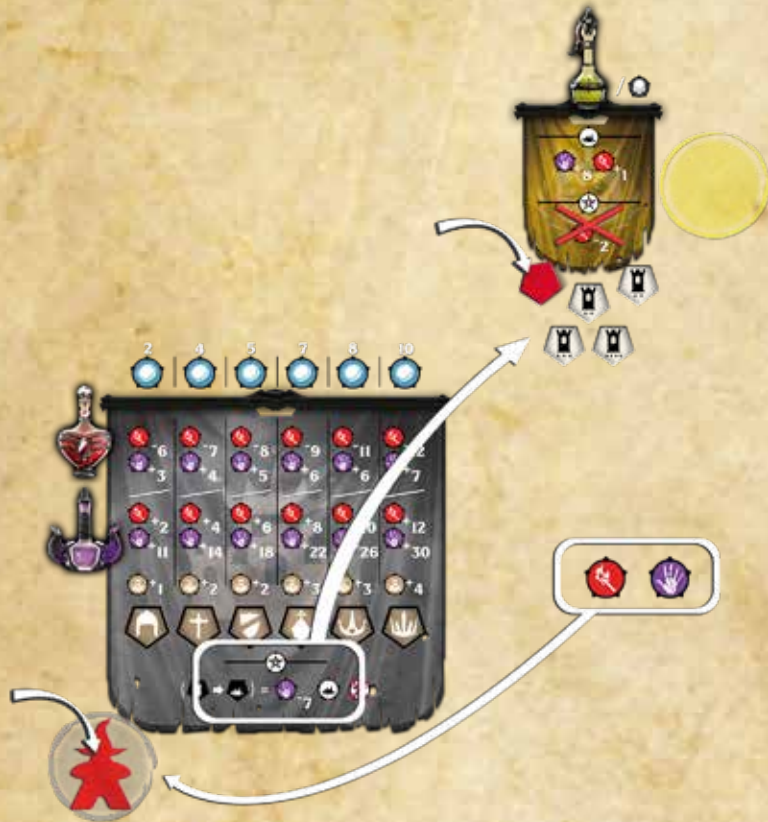
COST: 1 Potion of each of the two types indicated and an amount of silver.

Upon placement in the Castle, the player must choose to either enchant, using the uppermost potion, or curse, using the Maledictionis potion. Enchanting reduces your points on the Inquisition track while cursing will confer you more Victory points, in the manner indicated by the Board. However, in order to complete an action, the player must pay a fee in silver coins equivalent to the target of your magic attack. Use the table to choose the potion and the quantity of silver that you would like to pay. If you cannot pay the silver necessary, you cannot realize the action. Place your marker using the column that you paid and receive the bonus indicated by the column. Each area can be used in this way only once, since each important person in Triora may only be manipulated once.

At the end of the game, markers on the board will indicate the amount of Crowns that you received representing the corruption of the local nobility and this will give you extra points in the table indicated on the Board.



The Witch's Bonus in the Castle is special. It allows the player to exchange seven (7) Doom Points for the possibility of placing one of your markers in any of the spaces still free in the CITY, FIELDS, RIVER, OR DUNGEON. Upon placing this marker, the player will receive the benefits as if you had realized that action, except for the Witch's Bonus of that area.



does not have potions to sell, this bonus will not have any benefits (To sell a potion, simply reduce the quantity in the inventory of your individual board and receive the SILVER indicated by the inventory).

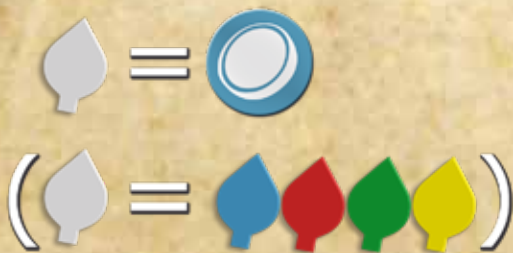


08



ALCHEMIST'S LAIR
COST: NONE

The placement in this area grants player 2 Caldrons, that can immediately be used to produce up to 2 formulas. (see topic 5.0 "Making Potions") For this productions only, the player may use SILVER in place of any necessary HERB, paying one silver each herb.



The Witch's Bonus in this area allows the player to sell one (1) potion for three SILVER or two (2) potions for four (4) SILVER. If the player



STONE CIRCLE
COST: NONE

Upon placement in this area, the player must move the black sacrifice token in a clockwise direction and obtain the benefit contained therein.



You may make sacrifices to increase the bonuses. For each of the combined sacrifices that you choose to deliver, the black marker must move forward one house and you must receive the benefits indicated in each area through which the marker passes. You may deliver the same combination of sacrifices multiple times, such as, for example, deliver two (2) SILVER three (3) times for a total of six (6) SILVER and

advance three (3) spaces ahead.

The Witch's Bonus in this area allows the player to make at least two extra moves with the marker, without receiving the benefits of these extra movements. You may do these two movements in the middle of a normal movement resulting from an action in the form of skipping up to two of the positions whose benefits do not interest you, receiving those you otherwise would have from normal movements to which you are allowed.

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A pair of Vitae potions counts as a single sacrifice.

In the event that the player receives this bonus in addition to the Coven Bonus, he can choose to advance one or two spaces, or none at all, always following the order in which the player who is realizing an action resolves his action and his bonus and only then does each player in the turn order chooses to realize or not the Coven Bonus. You can always choose which of the two Witch's different bonuses you would like to receive from this area.

Another Witch's Bonus option is to receive two (2) Inquisition to advance one extra position in the marker for the Witches' circle and receive the indicated bonus.



CEMETERY

COST: 1 NECROMANTIAE POTION

Upon Placement, in this area, the player may pay the action cost to receive two (2) Undead pieces and four (4) of Inquisition.



Advance your Inquisition four (4) places, collect the Undead pieces and place them in your lair. The Witch's Bonus in this area gives you one extra Undead piece but also causes you to advance five more points in the Inquisition track.

Undead may be used to pay the Action cost for the CITY, FIELDS, DUNGEON or RIVER in the place of a potion linked to each of these areas.

Undead do not have any other use.

TIP - the most useful aspect of the Undead is their versatility, offering a flexible alternative to guarantee that the player always has what is necessary to activate an action that you need in a round.



ANCIENT TOWER OF THE WIZARD

COST: 1 ARCANUM POTION

The Ancient Tower of the Wizard is a peculiar area, to activate this action you must use one Arcanum Potion.

If you are able to complete the action of this area you may choose another area on the Board and complete the action of that area as if you had placed your piece there. If you are placing the Witch, you may also copy the Witch's Bonus of that area, else you may only complete the normal action.

You do not need to pay the COST of the POTIONS of the Principal Action of the area in which you copy. *You still need to pay the potions to sell them for the Witch's Bonus in the Lair of the Alchemist, you also need to pay for the potions to satisfy a Villager card since these potions are not part of the basic cost of the main action.* You do not need to pay the Castle Potion, but you still must pay the SILVER in choosing that area. In this instance, you choose if you are Enchanting or Cursing.



FOREST COST: NONE

The Forest has six different spaces for placement. However, different to other locations, only one piece may stay placed in each space in the Forest.

Each space is considered a separate area for actions, and when multiple Witches are placed in the Forest they do not create the Coven Bonus despite each of them receiving the Witch's Bonus for their own normal placement.

As a result of this unique characteristic, multiple Familiars may be present in the Forest at the same time and **the player may move them from one of the six Forest spaces to the other.** This allows one Witch or Familiar that was already in the Forest be moved to another space in the Forest and realize that same action that was realized in the previous round, this does not happen with any other placement area in the game.



Upon placement in this area, the player receives 4 shovels that must be immediately used to either move Cubes that are in the "Seed" area to the "Planting" area or from the "Harvest" area to the "Herbs" area.

(Shovels are never used to move from "Planting" to "Harvest" nor from "Herbs" to "Seeds" See the rule in the topic 8.1.)

The Witch's Bonus in this area is two (2) shovels, following the same rules as the main action.

- The Forest contains a special extra rule, the Inquisitor does not affect Witches or Familiars in the Forest. **If the Inquisitor investigates the Forest, he does not increase the Inquisitor value for the players upon meeting Familiars or Witches in the area.**
- **The Forest is still considered a single place for the movement and presence of the Inquisitor and of Morgana.**

Witches and Familiars are effectively hidden in the Forest.

The Inquisitor will still move in the direction of a Witch who is in the first position in the Inquisition track even if they are in the Forest."



SWAMP HOUSE COST: NONE

Upon Placement in this area the player can obtain a Villager, paying for the potions necessary to corrupt a Villager in Triora to your cause. Every time the player comes to this place you also get 3 Inquisition points.

Each Villager card has its own cost and benefit described on the card. To take a card the player must pay for the potions described on the card and then take it for himself. After this, the cards in the lowest positions must be moved, filling the five (5) starting positions and a new card must be drawn from the Citizens pile to fill the space that became empty.



Two cards always remain revealed in the bottom of the card track, these cards are the next cards to enter the track. These cards cannot be acquired while they are in this position.

For a Herb to be moved from the HERBS area to the SEEDS area, the player must use Cauldrons to produce potion formulas.



The Witch's Bonus in this area is a Cauldron which permits you to create a potion formula. **The Player may choose to realize this bonus before or after taking the card you want.**



A Herb may only be moved from the Planting area to the HARVESTING area when a round reaches its end.

At the end of each round, after the Inquisitor and Morgana's movements, all the Herbs in the PLANTING area must be moved to the HARVESTING area, this represents the growth of the seeds which were planted and now may be harvested, moving to the HERBS area (this effect happens before the bonus from the Villagers' cards).

8.0 RESOURCES

8.1-Shovels, Herbs, Seeds, Planting and Harvesting

As soon as a player receives a shove, he must immediately use it. Each shovel allows a Herb that is already in the SEEDS pile to be moved to the PLANTING pile or for a Herb in the Harvesting area to be moved to the area marked HERBS. Effectively, the Shovel is used to PLANT or HARVEST a HERB.



It is not possible to stockpile Shovels. If a player does not have Herbs that can be moved from the SEEDS to PLANTING areas or from the HARVESTING to the HERBS areas, the Shovels are lost.

8.2- Doom Points, Silver, Undead, Villagers and Inquisition.

There are different resources available for different actions on the Board.

8.3 DOOM POINTS (VICTORY)

Doom Points are represented by the purple symbol containing the Witch's claws. They represent the amount of doom and disgrace that the Witch is bringing to Triora. The Witch with the highest total of points at the end of the game will become the new Leader of the Coven of Witches.



8.5 UNDEAD

Undead are represented by the skull icon. They represent hordes of Undead controlled by the Witch who may be dispatched to attack different regions of Triora in search of her revenge. To obtain Undead, the player must take the markers in the inventory and leave them on their Board to represent the number of Undead they have.



8.6 VILLAGERS

Villagers are cards that may be acquired in the actions of the Swamp House or in one of the choices for the action of the CITY.



These cards grant a bonus to the player in the end of each round.

- 1)**SOLDIER**: Reduces Inquisition by 2.
- 2)**MERCHANT**: Produces 1 Silver.
- 3)**PEASANT**: Produces 1 Shovel.
- 4)**NOBLE**: Produces 1 victory point (*At the end of the game, each Noble grants you 2 Crowns, as indicated on the card, which also gives extra points*).

8.4 SILVER

Silver is represented by the blue icon and represents riches that the Witch is pillaging with every step. The silver tokens must be taken from the inventory and kept with the player to represent the number of resources that he has accumulated. The silver will be useful to corrupt the castle guards and to navigate the Alchemist's Lair, in addition to being used to make sacrifices in the Stone Circle.



At the end of the game, groups of Villagers of different types grant extra points as indicated on the Board. They also count as 1 Doom Marker to obtain control of the destruction of one region based on their kind.



Soldiers are worth a Doom Marker in the DUNGEON, Nobles in the CITY, Merchants in the RIVER and Peasants in the FIELDS.

As soon as a player receives Inquisition and goes beyond the Inquisition Track, the value that he was not able to gain on the Inquisition Track is taken from the Doom Points of that player.



9.0 INQUISITION

The Inquisition represents the level of persecution by the Inquisitor and the amount of information that he has about each one of the Witches in order to hunt them. As soon as a player wins or loses an Inquisition value he must adjust his position on the **Inquisitor Track**.

The Inquisitor will always pursue the player with the highest value on the Inquisitor Track. In the event of two or more players tied, the player who moved his piece last into position will always place their marker on top of the markers of the other players and is considered to be at the front of the Track.



Players must be careful with their Inquisition Points since at the moment they have 32 Inquisition points and their Witch is in the same area as the Inquisitor, she is captured and executed. This is one of the ways to end the game. That player is automatically considered having lost and his final points are forfeited.



At the end of the game, the players who are ahead of the Inquisition lose the amount of points indicated on the Board.

	=		1°	2°	3°	4°
			-24	-16	-08	00

TIP – Avoiding the Inquisitor and moving stealthily is essential for your Witch to be able to become the new Coven Leader!

10.0 DAY PHASE



After all the players have had their turn, placing both the Witch and the Familiar, the round reaches its end.

At the end of the round, at the Day Phase, the Inquisitor and Morgana must be moved and their effects resolved.

a) Inquisitor

The Inquisitor must be moved at least two spaces, using the roads as a route and always looking to move as close as possible towards the Witch with the highest value on the Inquisition Track.

Upon setting his target, the Inquisitor will take the shortest route, moving from area to area using the streets in the direction of the Witch with the highest Inquisition value. He will investigate each of the areas through which he passes, including the area in which he started from, for a total of 1 to 3 affected areas. Encounters with other Witches and Familiars besides the initial target do not interrupt the Inquisitor movement, but finding the target ends the movement.

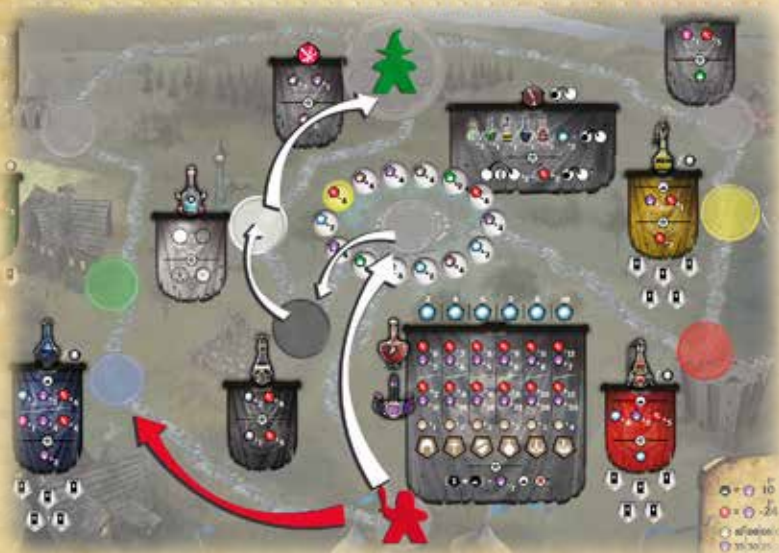
(The target is defined as the initial Inquisitor's movement and it only will change the next time that a movement is started, even if the positions on the Track change during the movement.)



In the event the Inquisitor has two equidistant routes to arrive at his target he will choose the route that passes through the Cemetery or the Tower (The same applies to the movement of Morgana).

Anytime the Inquisitor investigates a region with a Witch, that Witch's player receives 5 Inquisition points and advances on the Track. Anytime the Inquisitor investigates a region with a Familiar, the Familiar's player receives 2 Inquisition points as well.

If at any moment a player reaches the limit of the Inquisition (32 points) and his Witch is in the same space as the Inquisitor, the game enters its final phase and that player automatically loses the game.



TIP – There is no way to force a player into a situation in which the Inquisitor can eliminate him. The players must be careful with their actions when they have very high values on the Inquisition Track. Players must remember that the Inquisitor movements can affect their Familiar and their Witch, resulting in up to 7 Inquisition points. Merchant Cultists can cause even more Inquisition points at the end of the round in that they are able to raise the value and capture by the Inquisitor.

* OPTIONAL RULE: SELF-PRESERVATION INSTINCT

One possible optional suggested rule is that no Witch is foolish enough to place herself in a position in which the Inquisitor would kill her. With this rule, it is not a valid play to make a movement which puts one's own Witch into a situation in which she may end up in the presence of an Inquisitor and with 32 Inquisition points. The player may also not allow an action in which an opponent's action causes this situation.

All players are responsible for analyzing the actions of other players that are close to being eliminated when playing with this rule.

Think of this rule as being the same as a player placing his own King in a check in Chess.

b) Morgana

The legendary Morgana is darkening Triora and similarly to the Inquisitor, she will move in each round. She will move up to two spaces always trying to arrive in the position closest to the Witch who has the lowest value on the Inquisition Track. She will move in the same way as the Inquisitor using the roads. She will, however, interact only with the Witches she meets, ignoring Familiars, likewise in the areas and places through which she passes.

Each player who has a Witch who had contact with Morgana can choose to receive 3 Inquisition to gain 5 Doom Points or to receive 3 Inquisition and gain 3 Shovels. These bonuses are not obligatory, the player may choose to receive nothing to avoid the 3 Inquisition points.



In the event that the Witch's Spirit has two equidistant to arrive at her target, she will choose the route which passes through the Cemetery or the Tower (the same applies for the Inquisitor).

c) Herbs

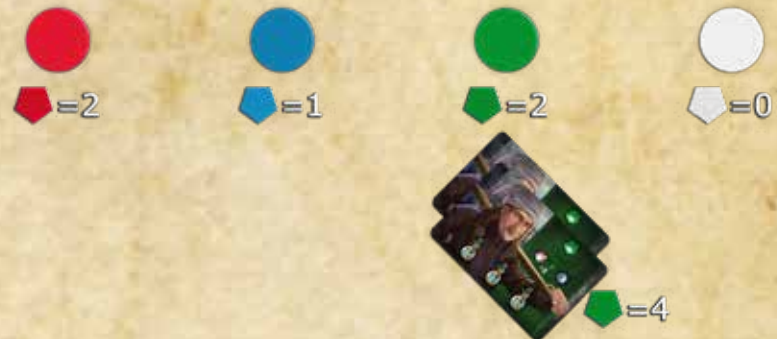
After moving Morgana, all of the Herbs on the players' Board that are in the PLANTING area must be moved to the HARVEST area.



11. END OF THE GAME

There are two ways for the game to end:

When three of the Doom areas, CITY, DUNGEON, RIVER or FIELDS are completely ruined, or rather have 5 markers in the case of four players, 4 in the case of three players and 3 in the case of two players.



The game also ends when a Witch is taken by an Inquisitor after being in the same location as him and with 32 points in the Inquisition Track.

When the end of the game is triggered, the game must continue until the end of the round. All steps of the round must be realized, including the Inquisitor's movement and the Ghost of Morgana and also receive the Villagers' bonuses which each player controls at the end of the round. After this, the game enters in the final tallying of points. After receiving all the bonuses from the end of the round, the final proceedings must be realized for the tallying of Doom Points, remembering that a player taken by the Inquisitor while being at the limit in the last place of the Inquisition value has his points forfeited and will invariably be in last place.

In the case of a tie between players, the positions' values will be divided (For example, if two players tie for first, they occupy first and second position for a total of 16 points, divided between the two as 8 points for each).

Players only earn points in locations where they have at least one marker or Villager.

11.1 AREA CONTROL

First, the players must check who possesses the most control over the Doom Markers of each of the following areas: FIELDS, CITY, DUNGEON and RIVER

The first player will receive 10 points, the second 6 and the third 3.

However, you must remain aware that the Villagers have an influence on the control of Doom Markers in the areas.

- Each **Peasant** Villager is worth 1 marker in the FIELD. (Green Area)
- Each **Merchant** Villager is worth 1 marker in the RIVER. (Yellow Area)
- Each **Noble** Villager is worth 1 marker in the CITY. (Blue Area)
- Each **Soldier** Villager is worth 1 marker in the DUNGEON. (Red Area)

11.2 VILLAGERS' BONUSES

For each set of different Villagers, the player will gain extra points;

Each set of 2 Different types is worth 3 Points

Each set of 3 Different types is worth 9 Points

Each set of 4 Different types is worth 18 Points

Each Villager card can only be part of one set, and each player can build their groups as they see fit.



I 1.3 INQUISITION PENALTY

In order, the player with the highest Inquisition value loses 24 points, the second 16, the third 8, and the fourth 0. Players with 0 Inquisition points can still lose points.

In the event of tied Points, the player with the piece on top is considered the player with the highest Inquisition value.



I 1.4 CROWNS



Each player must verify the number of crowns obtained in the markers in the Castle and also in the Noble Villagers he has.

The players receive points based on the number of Crowns following the table which is on the Board.

	10 ⁺	09	08	07	06	05	04	03	02	01
	35	30	25	20	15	11	08	06	04	02

I 1.5 REMAINING POINTS

In the end, each player receives 1 Doom Point for each Potion, pieces of Undead and Silver in their inventory. However, Herbs do not worth points, no matter in which area they are in.



I 1.6 VICTORY

The player with the highest Doom Points wins the game. If he has been eliminated by the Inquisitor, his points are forfeited and the player with the next highest valid total points will be the winner.

In the event of a tie, the player with the least amount of Inquisition will be victorious, remembering that if there is a tie on the Inquisition track, the piece on top will be considered to be in front.

I 2.0 RULES FOR TWO PLAYERS

This rule in the end “reduces” the spaces and makes the two player game more strategic, feel free to use or not, at your leisure.

Each player takes a Familiar of one of the Witches that are not being used. Anytime you are to move your Familiar, you must, before or after moving it, move your secondary Familiar. This other Familiar does not make actions and has no effect other than to occupy a space in the area and prevent other Familiars from entering.

Remember that this Familiar does not suffer any negative effect in being taken by an Inquisitor and is subject to the same restrictions as other Familiars. It cannot be placed where there is already another piece. He does not have any other function nor does it activate areas.

You cannot occupy with your Familiars an area that is already taken by another Familiar, but you can move one of your Familiars from an area to free that position for your second Familiar at the same turn.

TURN OVERVIEW

1. Resolve Turn Order at the Nightfall Phase. Each player, following in the order of highest on the Inquisition track, chooses which position he wishes to stay and receives the indicated bonuses.

2. The player who has chosen the lowest number position will be the first to play his turn at the Night Phase.

3. The player on his turn at the Night Phase chooses to move his Witch or Familiar piece. The piece can not remain in the same circle as was placed in the previous turn.

a) If you move the Witch, get a Cauldron, and also receive the bonus indicated by the Witch Bonus symbol of the place. Flip the Witch Card.

b) If you move the Familiar, you should move it to a circle that is not occupied by a Witch or a Familiar. Flip over the card Familiar Card.

4. The next player, following the order of the chosen positions, plays his turn until all have performed a turn.

5. The first player realizes his second turn. If he moved the Familiar he must now move the Witch, and if he moved the Witch now he must move the Familiar.

6. Players in sequence perform the second turn of each.

7. After all players play two turns, the end-of-round happens, then The Day Phase begins.

a) Move the Inquisitor 2 steps down the shortest path to the highest Witch on the Inquisition track. When meeting Witches, players must receive the appropriate Inquisition.

b) Move Morgana 2 steps down the shortest path to the lowest Witch on the Inquisition track. When meeting Witches, players can receive one of two Morgana bonuses.

c) Move all herbs in the Harvesting area.

d) Receive the bonus of the Villagers' cards of Triora.

8) Start the next round with a new Nightfall Phase.

FAQ

1. Can I have more than 5 of the same potion?

No, the potion limit is defined by the spaces on the Witch Board.

2. How many potions can a Cauldron do?

A Cauldron makes a formula. Each formula can produce one or two potions depending on which formula the player chose. A formula is always marked by the equality relationship "=" between Herbs and potion symbols.

3. I want to use two Blue Herbs and two Green Herbs to make 2 Molestum Potions. Do I need to use 2 Cauldrons?

No, each formula requires only one Cauldron. The Molestum potion has two formulas for the player to choose, one that produces a potion for a blue and a green Herb, and one that produces two potions for two blue and green Herbs. By gaining a Cauldron, the player may choose to make the first or second formula option for this potion. That is, when receiving a Cauldron choose between making a potion for a Blue Herb and a Green Herb, or two potions for two Blue Herbs and two Green Herbs.

4. I'm playing in 3 players, I got zero on the Inquisition track, and consequently, the last place. Do I still lose points?

Yes, you lose 8 points for being ranked third. Even if you have zero points of Inquisition, or playing with fewer players, negative points must be received normally. It is worth noting that two or more players may be in the Zero value of the track, but the top piece will be considered ahead and players should lose points normally.

5. I do not have Doom Markers or a Citizen cards for one of the locations, such as the City, but only one other player has pieces and cards referring to that area. Am I entitled to second or third place points?

No. You will only participate in the points of a locality if you have at least one Doom Marker or a Citizen referring to that locality. (Ex: A Noble would allow scoring in the City.)

6. Can I make the effect of a place without spending the potion? Can I spend two potions to make the effect twice when allocating my piece?

No. When the player goes to a place that requires the expenditure of a potion, he must do it so that he can receive the advantages of the place. Likewise, it can't activate the location more than once with the same piece movement. Each time you place the Witch or Familiar in a location the player can activate it only once, paying the costs also only once.

7. Can I spend a potion to gain effects in a location where all spaces for placing Doom Markers are already filled? I want to gain the effects even without being able to put my marker.

No. The City, the Fields, the River, and the Dungeon will only give you their effects if you put your Doom Marker. You can still receive the Witch Bonus if you go there with your Witch, you do not have to spend the potion to only receive the Witch Bonus, as this effect does not depend on the Doom Markers.

8. Can I keep Cauldrons or shovels for later use?

No. Both should be used immediately upon taking.

9. How should rounding be done?

If you need to round a value, always round it down.

10. The Witch of another player was picked up by the Inquisitor with 32 points of inquisition and was taken to the fire. I was disputing with him the mastery of pieces of Doom in a locality, his pieces still count?

Yes. In this case the player who was caught by the Inquisition has their points cleared and is out of the game, but will still occupy their positions on the trail of the Inquisition and in the domain of each location. Its points will be zeroed, but if it was first in the domain of a location it will remain the first.

11. The Witch of another player was picked up by the Inquisitor with 32 points of inquisition and was taken to the fire. He has a Soldier card, and will lose inquisition before the end of the game, what happens?

It will reduce your inquisition normally, but this will not change the situation, the inquisitor has already picked it up. Despite this, he may end up not being the player to occupy the highest inquisition value at the end of the match, and this may change the score of the other players. The player who was caught will make zero points but must perform all end-game procedures normally, continuing to occupy positions on the Inquisition track and in the contest for the highest destruction in each location.

12. A Witch was caught by the Inquisitor and got 32 points of inquisition, what time does the game end?

As the Inquisitor always moves at the end of the round, players will not have the opportunity to play another turn or round. Players must perform all remaining end-of-turn procedures, such as finishing the inquisitor's move if necessary, moving to Morgana and resolving the Citizen card bonus. Only then can they start counting the points to finish the game.

13. I am moving my Witch to a location that needs to pay for a potion to be activated. Can I use the cauldron I just won by moving the witch to make this potion and use it on the same turn?

Yes. After moving your piece to one of the locations you choose the order of all things you will on your turn. This includes "Paying the cost and receiving benefits from the location," "Receiving the Witch Bonus," "Using the Cauldron received for moving the Witch piece." You can not use the benefits of the place before paying the potion to activate it, but you can, for example, by allocating your witch in the Fields, activate the Witch Bonus of the place first to get Shovels, moving your cubes with those shovels to have the necessary Herbs, then use the cauldron you gained by moving your Witch, make the Pestilentiae potion needed to activate the Fields, then spend the potion, receiving the bonus from the location, and placing your Doom Marker on the Fields.

14. What do the White Cubes represent in the Alchemist's Lair and the Arcanum Potion Formula?

A cube of any color. In the case of the Lair, it means that the silver used there is equivalent to any Herb you need, whereas in the Arcanum Potion Formula they mean that a Herb of any color can be used to meet the costs of that Formula.

WITCHES AND FAMILIARS



Known as one of the oldest witches, Brigid will use every method at her range to get what she wants. Her specialties are fire and conjuration.



Powerful transmutator, Cerida is indeed the Witch with the greatest mystical powers out of the four. Her mystical connection makes her disconnected from mortal questions, which makes her very dangerous. Her powers over transmutation and curses are especially remarkable.





Clidina is the youngest witch of the four. Although she does not like meaningless destruction, she knows that things can not always be solved peacefully. Her mastery is over spells involving water, healing and protection.



All nature responds to Druantia when she decides to act. A stern, wiser woman who will not let the inquisition continue to act with impunity. Her control over natural forces gives Druantia the respect of all witches.



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Special Thanks: To Rafael Leme for the hours discussing and planning the game which was essential for the game to take the shape it has today. To Guilherme "Zang" for the suggestions and critics that were exceptionally valuable for the game's growth. To Emyr F. Lima and Gustavo Matsunaga for the hours spent in making the prototypes a reality so we could take them to events for playtesting. To Elder S. Albuquerque for the help in events, teaching mechanics and collecting feedback from the players.



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Embu-Guaçu/SP - CEP 06.900-000
CNPJ 22.558.292/0001-15

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A Game developed with Arcano Games Studio

Arcano Games LTDA.
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CNPJ 08.882.874/0001-21

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