

Fate of Witches

RULEBOOK

ALL IS NOT WELL IN THE VILLAGE...

The Council of Witches is in turmoil. The Grand High Witch is dead and the witches are fighting among themselves for the right to succeed her. But only the most powerful witch can ascend to such a high status. Meanwhile, people are disappearing and there are reports of strange happenings. With fear and suspicion rife, the villagers have called for the Witch Hunter and his trusted Hound.

You'll need your wits about as you take on the role of a head witch trying to build the highest-scoring coven. Recruit strange characters, fire up your cauldron, salvage magical items from the well, and turn to the dark arts to gain an advantage. All while evading the Witch Hunter, hell-bent on burning every witch in his way.

Fate of Witches is a coven-building card game for 1-4 players. Plan, recruit, build, and combo your way to highest-scoring coven before the end of the game.

Fate is in your hands.



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COMPONENTS

CARDS



72
Character
Cards



16
Event
Cards



16
Item
Cards



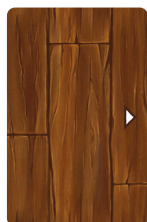
4
Cauldron
Cards



1
Night
Card



1
Day
Card



1
On Trial
Card



1
Burn Pile
Card



4
Enchantment/
Suspicion
Guides

TOKENS



25
Blessed / Cursed
Tokens



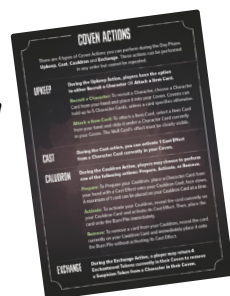
1
Witch's
Coin Token



25
Enchantment
Tokens



15
Suspicion
Tokens



4
Gameplay
Guides

VILLAGE SET UP

- 1 Shuffle the Character Cards to create a deck. This deck is the Village Deck. Place the Village Deck face down within easy reach of all players.

Draw 4 cards from the Village Deck and place them face up in 4 piles next to the Village Deck. These 4 cards are referred to as the Village Square.

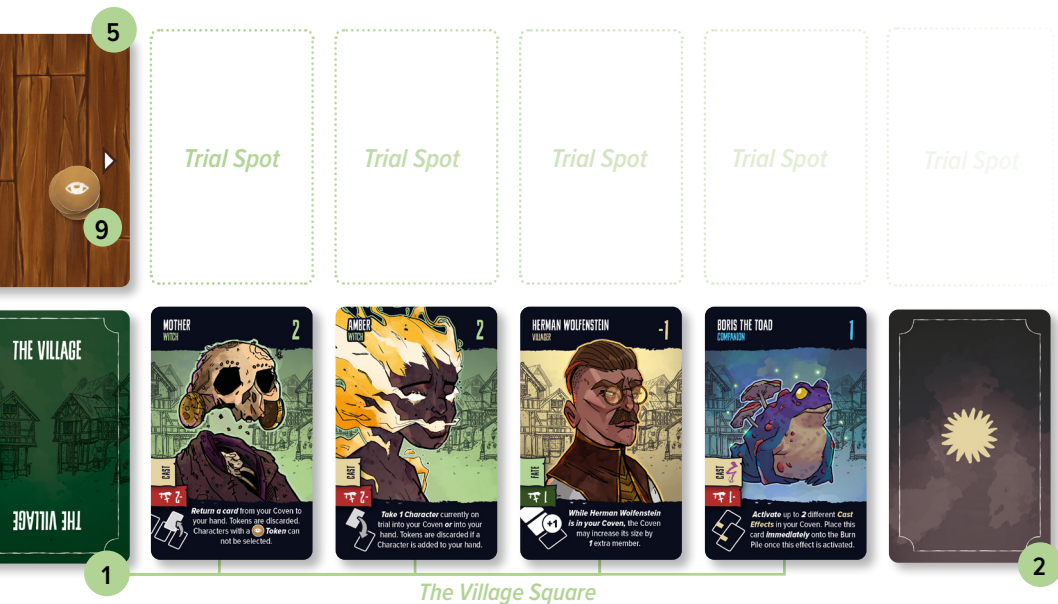
- 2 Place the Day Card next to the Village Square.
- 3 Shuffle the Item Cards to create the Well Deck. Place the Well Deck face down next to the Village Deck.
- 4 Shuffle the Event Cards to create the Event Deck. Place the Event Deck face down next to the Well Deck.
- 5 Place the On Trial Card above the Village Deck.
- 6 Place the Burn Pile Card next to the On Trial Card.
- 7 Place the Night Card next to the Burn Pile Card.
- 8 Create piles for the Enchantment and Cursed/Blessed Tokens within easy reach of all players. These 2 piles are collectively known as the Supply.
- 9 Place all the Suspicion Tokens onto the On Trial Card. Suspicion Tokens are not part of the Supply.



PLAYER SET UP



Player's Graveyard

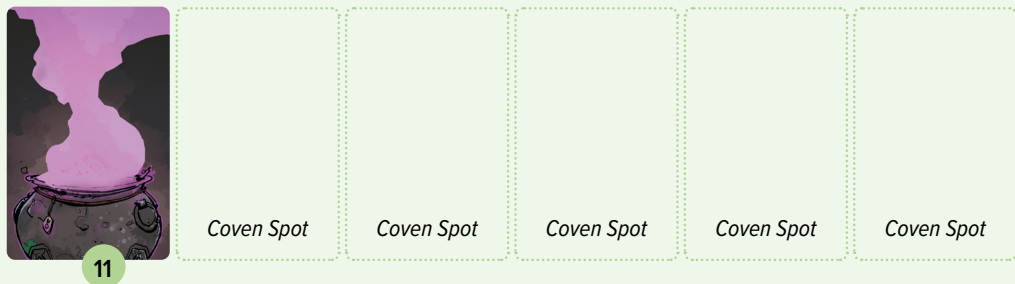


The Village Square

- 10 Give each player an Enchantment/Suspicion Guide and a Reference Card.
- 11 Give each player a Cauldron Card. Leave space (Coven Spots) for at least 5 Character Cards to the right of the Cauldron Card and leave space for the Graveyard to the left of the Cauldron Card.
- 12 Give the player who's had the worst day the Witch's Coin Token (player marker).

- 13 The Witch's Coin Holder deals each player 4 cards from the Village Deck. Each player keeps one card from their dealt hand and then passes the remaining cards in a clockwise direction to their neighbour.

Each player continues to keep one card from the cards handed to them and then passes the remaining cards, repeating this process until a hand of 4 cards has been selected. You are now ready to play.



HOW TO PLAY: OVERVIEW

The game is played over several rounds: each consisting of three phases: **Dawn, Day** and **Night**.

Phase 1

DAWN

Skip this phase on the first round.

The Witch's Coin Holder takes the following actions:

- 1 Repopulate the Village Square by drawing 4 cards from the Village Deck and placing 1 card on top of each of the 4 Village Square Piles.



- 2 Pass the Witch's Coin clockwise to the next player.



Move onto the Day Phase.

Phase 2

DAY

Starting with the Witch's Coin Holder and proceeding clockwise, each player takes it in turn to perform the following two actions:

- 1 **Draft Action**

Choose **ONE** of the following actions:

Draft from the Village Square

Take 1 card from the top of any Village Square Pile and add it to your hand. Cards taken from the Village Square are not replaced until the Dawn Phase.

Draft from the Village Deck

Take the top card of the Village Deck and add it to your hand.

Visit the Well

Take 3 cards from the top of the Well Deck, choose 1 card to add to your hand, and then put the remaining 2 cards back at the bottom of the Well Deck in any order.

- 2 **Coven Actions**

Perform the following Coven Actions in any order (full details of each action can be found on pages 10-11); **Upkeep, Cast, Cauldron and Exchange**.

Once all players have had their turn, proceed to the Night Phase.



Phase 3

NIGHT

The current Witch's Coin Holder draws from the Event Deck. There are two types of Event Cards; Night Event and Day Event.

1 Night Event

If a Night Event Card is drawn, read the card aloud. The card takes effect immediately, and the card is then placed onto the Night Card unless stated otherwise. A Night Event Card will usually prompt you to draw another Event Card.



2 Day Event

If a Day Event Card is drawn, read the card aloud and then immediately place this card onto the Day Card. This signifies the end of the round.



Move onto the Dawn Phase.

The End

FINAL ROUND

The end phase of the game is triggered when the last Event Card is drawn.

- 1 If a Day Event Card is drawn. Place this card onto the Day Card. Then move on to the Dawn Phase.

Complete the Dawn phase and then each player takes their turn for one final Day Phase.

Once the last player finishes their Day Phase, the game ends and the player with the highest score wins.

- 2 If a Night Event Card is drawn. Resolve this card immediately and then move on to the Dawn phase.

Complete the Dawn Phase and then each player takes their turn for one final Day Phase using the previous Day Event Card for this round.

Once the last player finishes their Day Phase, the game ends and the player with the highest score wins.

Full breakdown for scoring on page 16.

CHARACTER CARDS

There are three types of Character Cards: Witches, Villagers and Companions.

Name and Type

Base Character Value:

This is the base value of the Character. A cards value can be modified with Tokens, attached Item Cards and by your current Enchantment Level.

Effect Type:

Character Cards have 2 types of Effects: Cast and Fate. Some effects may have additional icons which are affected by Day Events Cards.

Effect Copy

Graveyard Value:

This is the Graveyard Value of the Character. When this card is placed into a player's Graveyard the base Character Value of this card is replaced by the Graveyard Value.

Note

There is no limit to the number of Character and Well Cards you can hold in your hand.



Effect Icon

ITEM CARDS

Effect Type:

All Item Cards are labelled Item, however some may also have the Graveyard Icon. This means the card is active even when in a player's Graveyard.

There is no limit to the number of Item Cards that can be attached to a single Character Card. Well Cards cannot be attached to a Cauldron Card or a Character already in your Graveyard.

Effect Icon

Name and Type

Effect Copy



EVENT CARDS

There are two types of Event Cards:

Day and **Night**.

You can tell an Event Card type by the icon in the corner of each card (Moon & Star for Night and Sun for Day), but it is also clearly stated just above the event name.



Night Event



Day Event

Night Event

A lot of crazy things happen in this town at night. The Night Event Cards represent these events. Several events can happen in one night, so be prepared. Keep drawing Night Event Cards until you reach a Day Event or cannot draw anymore.

Day Event

Daytime in the Village can be just as hectic and downright dangerous as the night, with the Witch Hunter and the Hound on the hunt, as well as random visitors passing through.

The Day Event Cards represent the activities and goings-on during the day. These cards have an ongoing effect that is active throughout the round until a new Day Event Card is revealed or the game ends.

Example of a Night Event Card



Example of a Day Event Card



COVEN ACTIONS

There are 4 types of Coven Actions you can perform during the Day Phase. **Upkeep**, **Cast**, **Cauldron** and **Exchange**. These actions can be performed in any order but cannot be repeated.



UPKEEP

During the Upkeep Action, players have the option to either **Recruit a Character** OR **Attach a Item Card**.

Recruit a Character

To recruit a Character, choose a Character Card from your hand and place it into your Coven. Covens can hold up to 5 Character Cards, unless a card specifies otherwise.



Attach a Item Card

To attach a Item Card, select a Item Card from your hand and slide it under a Character Card currently in your Coven. The Well Card's effect must be clearly visible. The attached card takes effect immediately.

There is no limit to the number of Well Cards that can be attached to a single Character Card. Well Cards cannot be attached to a Cauldron Card.



CAST

During the Cast action, you can activate 1 **Cast Effect** from a Character Card currently in your Coven.

Only **Cast Effects** can be activated in this manner. Fate and Item Effects are active as soon as they are placed into or attached to your Coven.



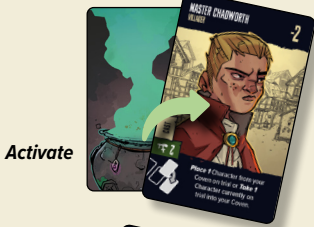
Prepare

CAULDRON

During the Cauldron Action, players may choose to perform **ONE** of the following actions: **Prepare**, **Activate**, or **Remove**.

Prepare

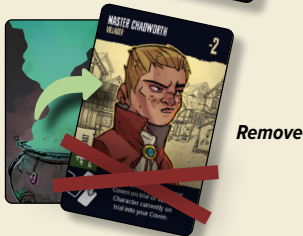
To Prepare your Cauldron, place a Character Card from your hand with a **Cast Effect** onto your Cauldron Card, face down. A maximum of 1 card can be placed on your Cauldron Card at a time.



Activate

Activate

To activate your Cauldron, reveal the card currently on your Cauldron Card and activate its Cast Effect. Then, place the card onto the Burn Pile immediately.



Remove

Remove

To remove a card from your Cauldron, reveal the card currently on your Cauldron Card and immediately place it onto the Burn Pile without activating its Cast Effect.

EXCHANGE

Once per Day Phase, a player may return 4 Enchantment Tokens currently in their Coven to remove a Suspicion Token from a Character in their Coven.



SACRIFICE

Sometimes, being evil is the most effective way to score points.

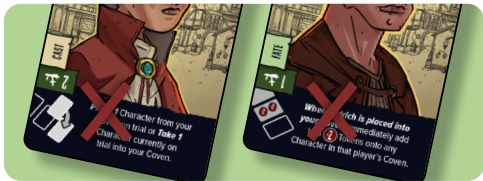
Some Characters possess a unique Cast Effect called **Sacrifice**. When this Cast Effect is activated by a player, that player chooses 1 Character Card (including all attached tokens and cards) from their Coven and moves that card to their Graveyard.

When a Character Card is added to a player's Graveyard, the Character's is rotated 180 degrees, any Blessed/Cursed Tokens present are flipped over to reveal their opposite side, Enchantment Tokens are returned to the supply and any Item cards are re-attached to the bottom of that card.

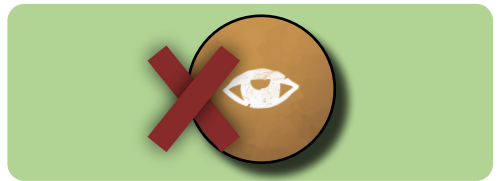
The total graveyard value of a Character present in a players Graveyard is made of it Graveyard Card Value, Blessed/Cursed Tokens and any attached Items Cards with Graveyard icons. The original Character Value is not used once a Character has entered a player's Graveyard.



Before you start sacrificing everyone, remember the following:



A Characters in your Graveyard can no longer active its Cast or Fate effect.



A Character with any **Suspicion Tokens** cannot be Sacrificed.



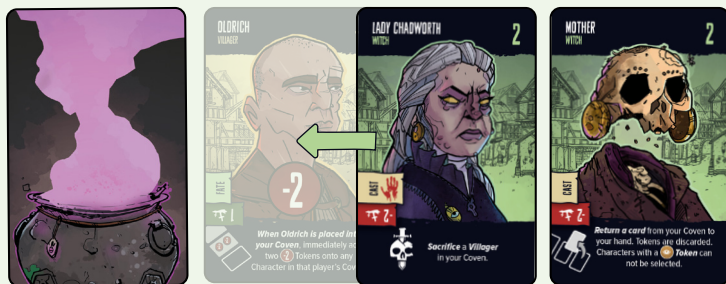
Item Cards can not be attached to a Character currently in your Graveyard. A Item Card in your Graveyard can no longer use its effect unless it has a Graveyard Icon.



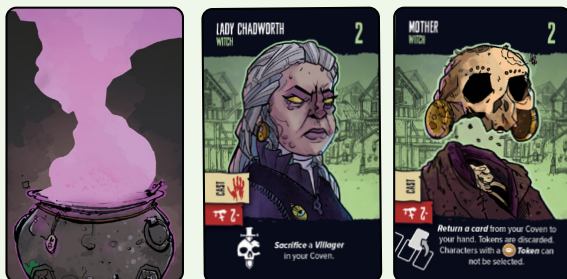
Remember to adjust your end score by the Enchantment Guide. Gain points for each card in your Graveyard depending on your current Enchantment Level.

EXAMPLE OF
SACRIFICE

Step 1. Player activates Lady Chadworth's Cast Effect and Sacrifices Oldrich. Oldrich's current Character Value is -3 (-1 Base Character Value and -2 Cursed Token).



Step 2. Oldrich is placed into that player's Graveyard. Oldrich is turned upside down to indicate they have been sacrificed, Blessed/Cursed Tokens are flipped and Enchantment Tokens are returned to the supply. Any item cards are re-attached to the new bottom of that card. Lady Chadworth and all remaining Character Cards currently in that player's Coven are then moved towards the Cauldron.



Step 3. Oldrich has been Sacrificed, his new value +3. At the end of the game this new value will be added to the final Coven score.

SUSPICION TOKENS

Suspicion Tokens are the mark of the Witch Hunter and the Hound who they believe is suspicious of witchcraft.

Throughout the game Suspicion Tokens will be placed on Characters in Covers.

Beware, Characters with Suspicion Tokens may be placed on trial. Also, do not accumulate too many Suspicion Tokens because at the end of the game you will be penalised for this. The more Suspicion Tokens, the greater the points deduction See Suspicion Chart.

Removing Suspicion

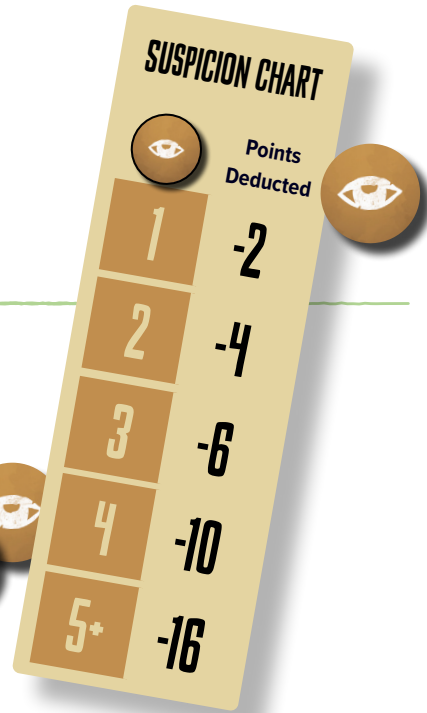
Players may remove Suspicion Tokens in one of two ways;

Activate a Character Effect:

Some Character Effects allow players to replace, move or remove Tokens.

Exchange Enchantment Tokens:

Once per Day Phase, a player may return 4 Enchantment Tokens currently in their Coven to remove a Suspicion Token from a Character in their Coven.



Cauldron

Suspicion Tokens cannot be placed onto a player's Cauldron Card.



Sacrifice

Character Cards with Suspicion Tokens cannot be Sacrificed.

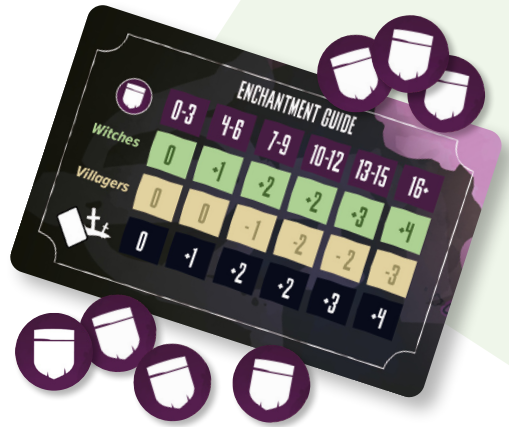
If a Suspicion Token is present when a Character Card Effect is activated, which requires that card to be immediately discarded (e.g. Boris the Toad), place that card on trial instead of the Burn Pile.

ENCHANTMENT

Enchantment Tokens represent how magically imbued your Coven is. The more Enchantment Tokens in your Coven, the more your Character Values will increase or decrease.

At the end of the game, modify all your Witches' and Villagers' Base Character Values currently in your Coven according to the Enchantment Guide and then add points for each Character in your Graveyard according to the chart.

There is no limit to how many Enchantment Tokens can be placed on one Character Card. However, if a Character is moved to your Graveyard with Enchantment Tokens, all Enchantment Tokens must be returned to the supply.



Example: If at the end of the game you have 7 Enchantment Tokens in your Coven, you would add an additional 2 point to all Witches in your Coven and subtract 1 point to all Villager and add 2 point for each Character in your Graveyard.

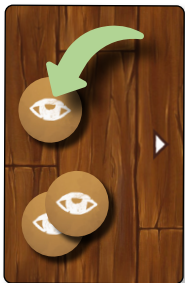
ON TRIAL

Throughout the game, Characters may be placed on trial. The Trial Area is located next to the On Trial Card. There is no limit to how many Character Cards can be placed on trial.

When a Character Card is placed on trial, the Character, along with all attached Item Cards and Tokens, is moved to the Trial Area.

If a Character is placed on trial with any Suspicion Tokens, remove all Suspicion Tokens and return them to the On Trial Card.

Character Cards remain on trial until either a player retrieves them using a Character effect or they are placed into the Burn Pile due to an Event.



SCORING

Once the Final Round is completed (see details on page 7), the game ends and it's now time to add up your Coven Score. Follow the below steps to calculate your Final Coven Score.



Add up the Character Value

Add up the Character Values, including any Tokens and attached Item Cards in your Coven.

Add 'End Of Game' Effects

Add points for any 'End of Game' Character or Item Card Effects that you have in your Coven.



Add up the Graveyard Score

Add all Sacrificed Characters currently in your Graveyard (see page 12 for details).

Check Enchantment Guide

Modify Character Values according to your current level on the Enchantment Tracker and add points for each Character in your Graveyard according to the chart.



Check Suspicion Chart

Refer to the Suspicion Chart (left) and deduct points depending on the total number of Suspicion Tokens in your Coven.

END OF GAME

Once all players have added up their total Coven Score, the player with the highest scoring Coven wins and is crowned the new Grand High Witch.

In the event of a tie, the players with the most Witches in their Coven wins. If there is *still* a tie, subtract 1 point for each Villager in their Coven. If no winner is declared, the game is a tie.



SCORING EXAMPLE



How to add up this Covens Score

- The Character Value of Baba Mugfang, Raven and Adah totals 2 points.
- Raven has a Blessed Token which adds 2 points.
- The Item Card (Saint Pete's Skull) attached to Baba Mugfang adds 4 points.
- Raven has an end of game effect, gain 1 point for each other Witch in the Coven. Adding 1 point.
- Adah has an end of game effect, gain 1 point for each character in your Graveyard. Adding 2 points.
- The total value of the Graveyard is 7 points (see page 12 for details).
- There are 4 Enchantment Tokens in play which means we add 1 point for each Witch in the Coven, adding 2 points. We then add 1 point for each Character Card in your Graveyard, adding 2 points.
- There is 1 Suspicion Token in play which is a penalty of -2 points.
- Totalling in a score of 20 points.



SOLO MODE

Fate of Witches plays very smoothly as a 1-player game.



Solo Mode Setup

To play the Solo Mode, remove the Witch's Coin Token from the game as all Event Card are always resolved by the player. The Solo Mode is played the same way as the standard game with the following exceptions:

The Village Square

The Village Square in Solo Mode serves as the opposing Coven. Tokens can be placed onto Character Cards in the Village Square if prompted by an Event Card or player action.

If a Token is present on a Character Card at the end of the Round, do not place a new Character Card onto that Card during the Dawn Phase.

Draft from the Village Square

If you draft a Character Card from the Village Square which has a Token, instead of adding that card to your hand set it to one side. These cards are still classed as being in your hand, however the Token(s) remain on that card.

Play the game with these alterations, then check your end result against the Solo Scoring Chart on the next page.

Each answer will give you a word or phrase. String the words together to discover your full Witch title. For example, you might end up as **The Mystical Witch whose heart is Ruthless and is quite the Tinkerer**



SOLO SCORING CHART

1. How many Enchantment Tokens are in your Coven?

- 0-2: The Common
- 3-6: The Mystical
- 7-9: The Arcane
- 10+: The Divine

2. What was your final Coven score?

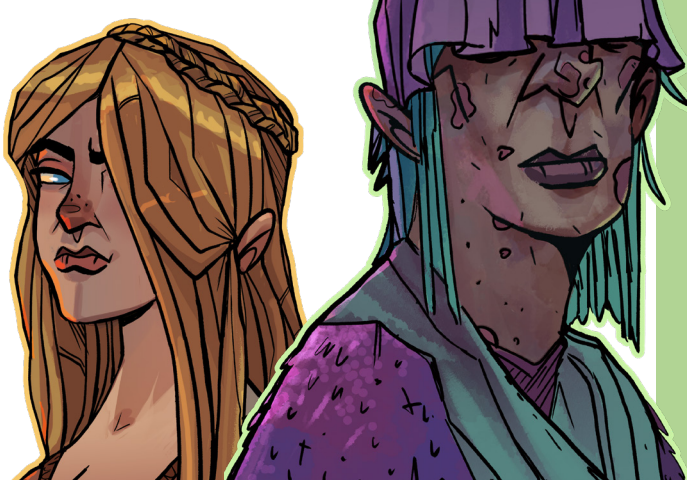
- < 9 = Fool
- 10 - 19 = Familiar
- 20 - 29 = Apprentice
- 30 - 39 = Witch
- 40 - 49 = High Witch
- 50 > = Grand High Witch

3. How many Characters are in your Graveyard?

- 0: whose soul is Kind
- 1-2: whose eyes are Untrustworthy
- 3-4: whose heart is Ruthless
- 5+: whose hands are Blood Stained

4. How many Well Card are in your Coven?

- 0-1: and is quite the Wonderder
- 2-3: and is quite the Tinkerer
- 4-5: and is quite the Well Dweller
- 6+: and is quite the Hoarder



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**Thank you to my family
and friends. A special to
my wife, who was there
from the start.**

This Game was
designed by



SOLO SCORESHEET

Score	Title
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GAMEPLAY OVERVIEW

The game is played over several rounds: each consisting of three phases: *Dawn, Day* and *Night*.

PHASE 1 DAWN

Skip this phase on the first round.

The Witch's Coin Holder takes the following actions:

1. Repopulate the Village Square.
2. Pass the Witch's Coin clockwise to the next player.

PHASE 2 DAY

Starting with the Witch's Coin Holder and proceeding clockwise, each player takes it in turn to perform the following two actions:

Draft Action

Choose one of the following actions:

Draft from the Village Square: Take 1 card from the top of any Village Square Pile and add it to your hand.

Draft from the Village Deck: Take the top card of the Village Deck and add it to your hand.

Visit the Well: Take 3 cards from the top of the Well Deck, choose 1 card to add to your hand, and then put the remaining 2 cards back at the bottom of the Well Deck in any order.

Coven Actions

Perform the following Coven Actions in any order;

Upkeep, Cast, Cauldron and ***Exchange***.

PHASE 3 NIGHT

The current Witch's Coin Holder draws from the Event Deck.

If a Night Event Card is drawn, read the card aloud. The card takes effect immediately, and the card is then placed onto the Night Card unless stated otherwise. If a Day Event Card is drawn, read the card aloud and then immediately place this card onto the Day Card. This signifies the end of the round.

COVEN ACTIONS

There are 4 types of Coven Actions you can perform during the Day Phase.

Upkeep, Cast, Cauldron and Exchange. These actions can be performed in any order but cannot be repeated.

UPKEEP

During the Upkeep Action, players have the option to either Recruit a Character OR Attach a Item Card.

Recruit a Character: To recruit a Character, choose a Character Card from your hand and place it into your Coven. Covens can hold up to 5 Character Cards, unless a card specifies otherwise.

Attach a Item Card: To attach a Item Card, select a Item Card from your hand and slide it under a Character Card currently in your Coven. The Well Card's effect must be clearly visible.

CAST

During the Cast action, you can activate 1 Cast Effect from a Character Card currently in your Coven.

CAULDRON

During the Cauldron Action, players may choose to perform one of the following actions: Prepare, Activate, or Remove.

Prepare: To Prepare your Cauldron, place a Character Card from your hand with a Cast Effect onto your Cauldron Card, face down. A maximum of 1 card can be placed on your Cauldron Card at a time.

Activate: To activate your Cauldron, reveal the card currently on your Cauldron Card and activate its Cast Effect. Then, place the card onto the Burn Pile immediately.

Remove: To remove a card from your Cauldron, reveal the card currently on your Cauldron Card and immediately place it onto the Burn Pile without activating its Cast Effect.

EXCHANGE

During the Exchange Action, a player may return 4 Enchantment Tokens currently in their Coven to remove a Suspicion Token from a Character in their Coven.

ICONS AND EFFECTS REFERENCE

SUSPICION CHART



Bloody Hand



Graveyard



Witchbolt



Sacrifice



Points
Deducted



Fate Character Effect

This effect is active immediately when the card is placed into a Coven.



Cast Character Effect

This effect is activated during a Cast Action (see page 11).



Item Card Effect

This Item Card is active when attached to a Character in a player's Coven but not when present in a player's Graveyard.



Item Card and Graveyard Effect

This Item Card is active when attached to a Character in a player's Coven and in a player's Graveyard.

1	-2
2	-4
3	-6
4	-10
5+	-16