

MICHAEL C. ALVES

# TRIORA

RULEBOOK





# COMPONENTS



Rulebook



2 Reference sheets



1 Triora Board



4 Witch boards



36 Villagers cards  
(mini-euro)



4 Witch cards  
(mini-euro)



4 Minion cards  
(mini-euro)

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4 Witch meeples



4 Familiar meeples



1 Inquisitor meeple



1 Morgana meeple



60 Doom tokens



48 Silver coins



16 Zombie tokens



36 Potion cylinders



48 Herbs cubes



1 Sacrifice token  
(black)



12 Disks



# INTRODUCTION

## Triora: City of Witches

The Village of Triora is located at the Valle Argentina, in Liguria - Italy. From 1587 to 1589, many women were accused of witchcraft and sentenced to death after trial.

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.

## 1.0 - SETUP

Place the main board in the middle of the table and set aside an individual Witch's Board for each player.

Each individual board must have a potion marker placed in the zero position on each of the different potion tracks included on the individual 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 backwards and forwards as appropriate when potions are produced or consumed during the game.

On the individual board for each player, three (3) Red, Blue, Green, and Yellow cubes must be placed inside the inner circle. Two (2) cubes of each colour must be placed in the marked area with the **HERB** symbol and one (1) cube 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 Token, Two Small Tokens, 15 Pentagons, 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 and Zombie pieces, they are part of a separate inventory to be used during the game.

Place a Large Black Token in the starting position of the Stone Circle track (Marked by the yellow glow).

Place a colour marker for each player on the number 20 of the points track. Each player starts with 20 **DOOM POINTS**, they represent victory points in Triora (Marked by the yellow glow)

Set aside a colour marker 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 of markers. 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 die position already occupied by another piece is placed on top of the piece which arrived first.

Shuffle the Villager 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 from their colour and place the card "inactive" (coloured part) facing up.

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



Alternatively, you can use the Villagers cards to randomise 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 two 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 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 two ways:

1-When three of five of the Main Locations (CITY, FIELDS, RIVER, DUNGEON) were destroyed.

OR

2-When one of the players reaches the maximum number of points on the Inquisition Track (32 points) 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, 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.

Each round is composed of two turns for each player. 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**, when the players once again choosing their positions in the turn order.

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## 2.0 - STARTING THE GAME

The game is always divided in rounds. At the beginning of each round, each player must first receive whatever bonus which is guaranteed for each round, they are specified by a symbol of a “black and white Sun/Moon and an Hourglass”.



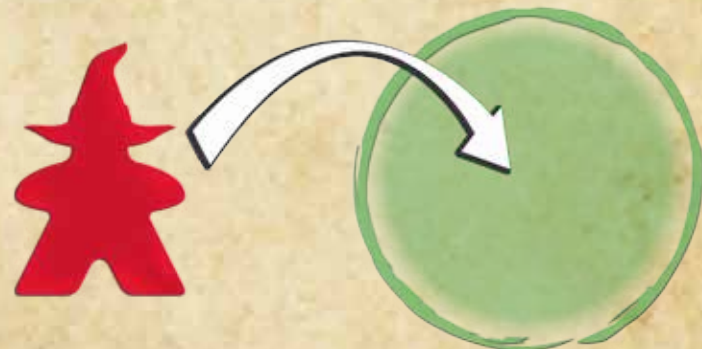
Passing Turn Symbol

After this, each player, one at a time in order, will choose one the positions **not occupied** in the Turn Order Track on the upper right hand side of the board, **starting with the player who is most advanced on the Inquisition Track** and ending with the player farthest behind. The player will place their coloured marker on one of the options, receiving then the bonus indicated by their chosen position.

## 3.0 - TURNS

For each turn, the player must place their Witch Meeple and their Familiar Meeple. It does not matter which Meeple is placed first or second. To place the Witch or the Familiar, the piece corresponding to the card must be turned to indicate that the piece has already been used for that round.

Alternatively, you may leave the Meeple lying down who has already moved in the round, and leave the unused piece standing.





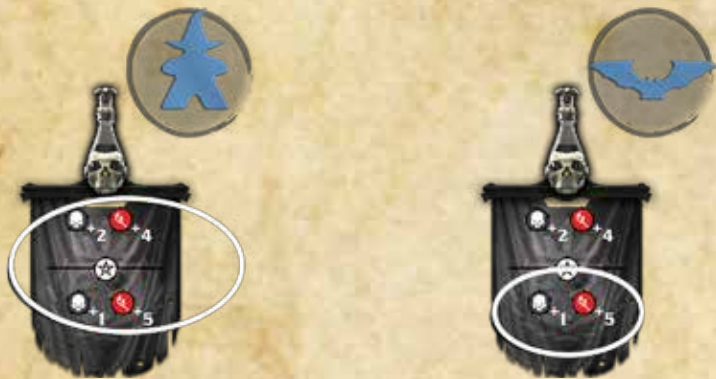
## 4.0 - PLACING MEEPLES AND PERFORMING ACTIONS

Be aware of two important rules for placement:

Be aware of two important rules for placement:

1- The Familiar can never be placed in a space that already has a Witch or a Familiar.

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 their Witch, he immediately receives one (1) cauldron, which must be immediately used to produce potions should he desire (see – 5.0 Producing Potions).



(Witch Card - Cauldron Reminder )

During the first round of the game, both the Witches and the Familiars must be placed outside the Board until they are used in one of the actions described in the rules above.

The Meeples will not be recalled at the end of the round. At the beginning of the second round, both the Witches and the Familiars must always be moved from one area to another on the board when they are used, as it is

not allowed to place a piece in the same circle that the piece is in at the moment.



*(It is worth noting that the Forest contains six different circles, as soon as one piece is moved in one part of the forest to another. This is the only area that the same piece can be used for an action in two consecutive rounds.)*



*TIPS - 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 remove 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 use them to move themselves.*



## 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.



To produce a formula, the player must have the coloured cubes 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 cubes in the HERBS area to the SEEDS area, moving the cubes 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 to gather the remaining seeds from those plants in order to be able to plant them later on.

After moving the cubes to the SEEDS area, the player must move the marker for the produced potion to conform with the formula and increase the value conforming with the amount of potions produced.

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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) cubes of each colour on his individual Board, this number will never be altered, the cubes will be turned to represent different states in the production cycle of Herbs however it is not possible to get more cubes or to lose them.

## 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 on a player, the Witch can choose to receive the **Witch's Bonus**. This bonus may be received before or after the main action and is always optional.

The bonus is marked on the Board with the Pentagram symbol.



**Coven Bonus:** Anytime a witch is placed in a location where a Witch or another player is already, 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.





## 7.0 THE ACTIONS

Each area on the Board allows different actions for placement of a piece. 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

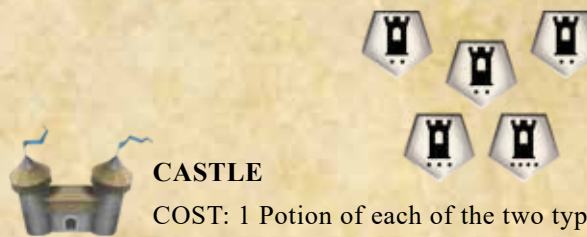
Upon placement in one of these four areas, you may pay the activation cost of the area to place one of your coloured markers in one of the 5 (five) spaces of Doom. Doing so, you move towards the destruction of Triora.

When placing your marker, you contribute 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 your marker, you must collect the bonus indicated by the area. If all of the 5 (five) Doom locations of one of the areas is already filled, you will not be able to place more markers in that area, and you will also not receive the bonus that it provides.



*It is worth nothing 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.*

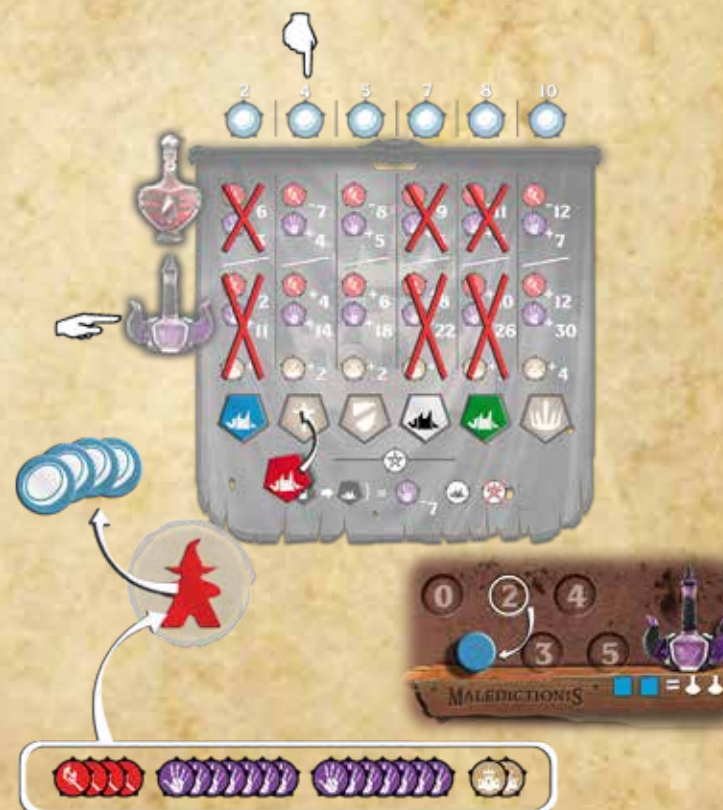


#### CASTLE

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

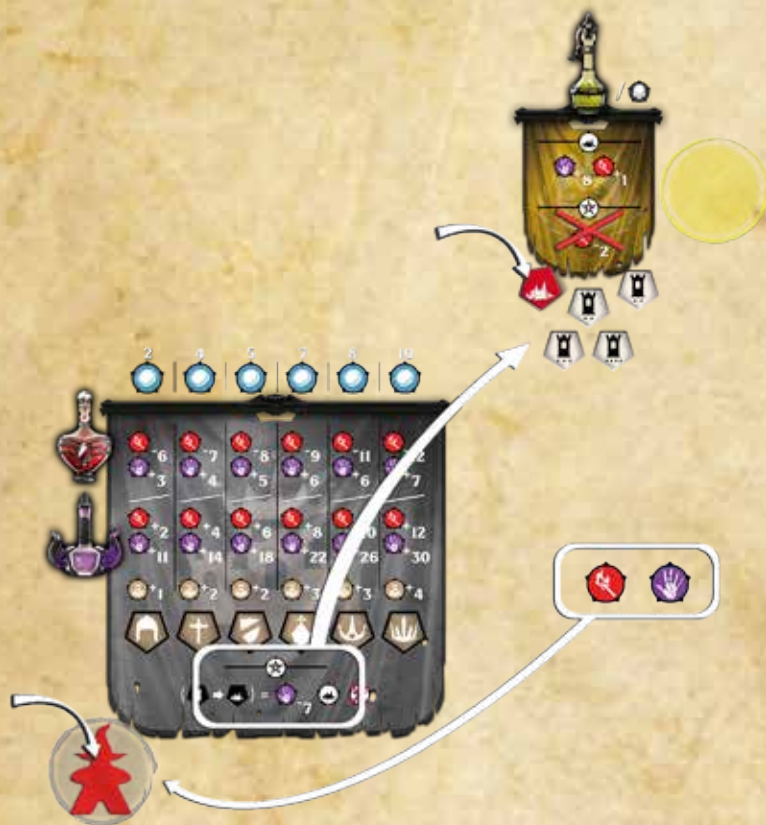
Upon placement in the Castle, you must choose to either enchant yourself, using the uppermost potion, or curse, using the Maledictionis potion. Enchantment reduces your points on the Inquisition track while cursing will confer you more Victory points, in the manner indicated by the Board. However, in order to complete an action you 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 realise 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 you to exchange seven (7) Victory points for the possibility of placing one of your markers in any of the spaces already free in the CITY, FIELDS, RIVER, OR DUNGEON. Upon placing this marker, you will receive the benefits as if you had realised that action, except for the Witch's Bonus of that area.

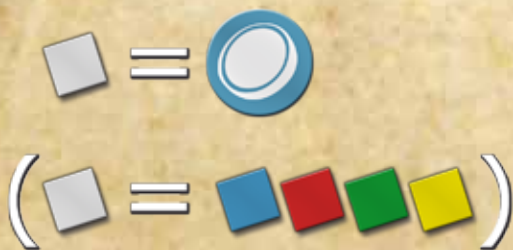


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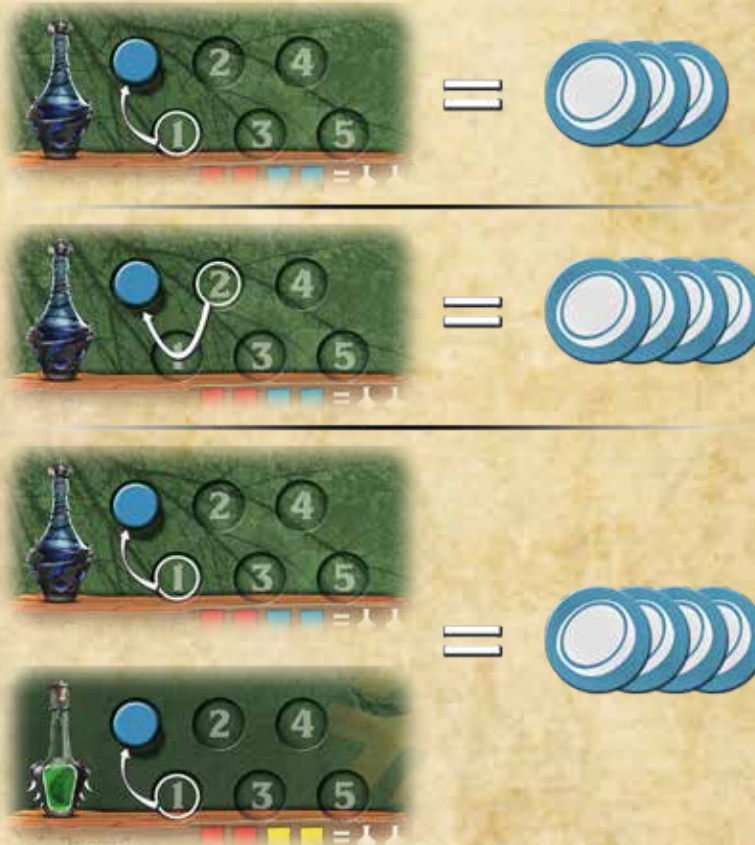
**ALCHEMIST'S LAIR**  
COST: NONE

The Witch's Bonus in this area allows you to sell one (1) potion for three SILVER or two (2) potions for four (4) SILVER. If you do not have potions to sell, this bonus will not have any benefits.



The Witch's Bonus in this area allows you to sell one (1) potion for three SILVER or two (2) potions for four (4) SILVER. If you do not have

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



**STONE CIRCLE**  
COST: NONE

Upon placement in this area, you must move the black marker one 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 you to make at least two extra moves with the marker, without receiving the benefits of these extra movements. You may realise 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 count as a single sacrifice.

In the event that you receive this bonus in addition to the Coven Bonus, you can choose to advance one or two spaces, or none at all, always following the order in which the player who is realising an action resolves his action and his bonus and only then does each player in the turn order chooses to realise or not the Coven bonus. You can always choose which of the two Witch's bonuses you would like to realise to receive the Coven bonus of 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 you may pay the action cost to receive two (2) Undead pieces and four (4) of the 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 allows 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 you always have 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 whichever other 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, in the opposite event 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, in this way you will pay for the potions to satisfy a Cultist 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, a piece may never again be placed in each of the spaces in the Forest.

Each space is considered a separate area for actions, as soon as 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 **you 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 realise that same action that was realised in the previous round and this does not happen with any other placement area in the game.



Upon placement in this area you immediately receive 4 shovels that must be used at the movement cubes are moved into the "Seed" area to the "Planting" area or from the area "Harvest" to the "Herbs" area.

(Shovels are never used to move from "Planting" to "Harvest" nor from

"Herbs" to "Seeds" See the rule in the next topic.)

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 still will move in the direction of a Witch who is in the first position in the Inquisition track and they meet in the Forest.



## SWAMP HOUSE COST: NONE

Upon Placement in this area you can obtain a villager, paying for the potions necessary to corrupt a villager in Triora to your cause. Every time you come 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 you must pay for the potions described on the card and then take it for yourself. 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 Cultist 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 satisfied while they are in this position.



For a cube 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. **You may choose to realise this bonus before or after taking the card you want.**



A cube 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 Witch's movements, all the cubes in the PLANTING area must be moved to the HARVESTING area, this represents the growth of the seeds which were planted and that 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 cube that is already in the SEEDS pile to be moved to the PLANTING pile or rather that a Cube in the Harvesting area 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 cubes that can be moved from the SEEDS to PLANTING areas or from the HARVESTING to the HERBS areas, the shovels are lost.

### 8.2- Victory 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 used for actions in the Swamp House or for one of the choices for the action in the CITY.



These cards grant a bonus to the player in the final round.

- 1)**SOLDIER**: Reduce Inquisition by 2.
- 2)**MERCHANT**: Produce 1 Silver.
- 3)**PEASANT**: Produce 1 Shovel.
- 4)**NOBLE**: Produce 1 victory point (*At the end of the game, each noble grants you 2 Crowns, as indicated in 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 amount 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 contain 1 Doom marker to obtain control of the destruction of each Region.



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



## 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 a 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 being 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.



The choice of position in the Turn Order Track always follows the order of highest to lowest in the Inquisition Track.

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





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 being one of the ways to start and end the game. That player is automatically considered having lost and his final points are forfeited.



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

#### a) Inquisitor

At the end of each round, 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.

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



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

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			-24	-16	-08	00

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



## 10.0 END OF A ROUND



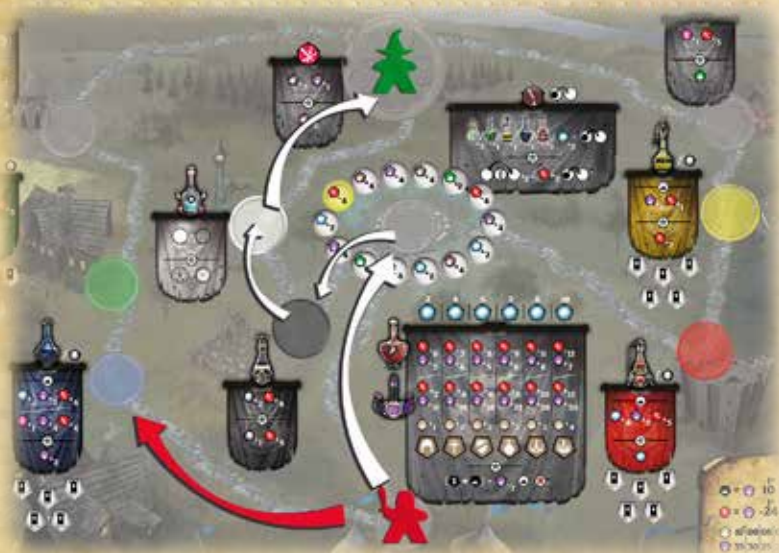
After all the players have had their turn, placing both the Witch and the Familiar, the round reaches its end.

**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 advancing on the Track. Anytime the Inquisitor investigates a region with a familiar, the familiar's player receives two Inquisition points.

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 she would be killed by the Inquisitor. 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. You may also not allow a play in which an opponent's play causes this situation.

All players are responsible for analysing the plays 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 checkmate in Chess.

**b) Morgana**

The ancient Witch is darkening Triora and like that of 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 cubes 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 and 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 realised, including the Inquisitor's movement and the Phantom of the Ancient Witch and also receive the Cultists' 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 realised for the tallying of Doom points, remembering that a player taken by the Inquisitor while being at the limit 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 eighteen points, divided between the two as 9 points for each)

Points are rounded down when required.

## 11.1 AREA CONTROL

Firstly, each area must be checked to see who possesses the most control over the Doom 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 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 I.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.

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



## I I.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 <sup>+</sup>	09	08	07	06	05	04	03	02	01
	35	30	25	20	15	11	08	06	04	02

## I I.5 REMAINING POINTS

At the end, each player receives 1 point for each Potion, pieces of Undead and Silver in their inventory, however cubes do not gain points, no matter in which area they are in.



## I I.6 VICTORY

The player with the highest 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 victory.

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.



## 12.0 RULES FOR TWO PLAYERS

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

Each player takes a familiar and one of the witches which have not been used. Anytime that you are to move your familiar you must, before or after moving your familiar, move a second familiar, this familiar does not constitute an action and has no other effect other than to occupy a space in the area and prevent other familiars 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 he occupy an area.

*You also cannot occupy with your familiars an area already taken by another familiar, but you can move one of your familiars from an area to free that position for your other familiar at the same turn.*

## TURN OVERVIEW

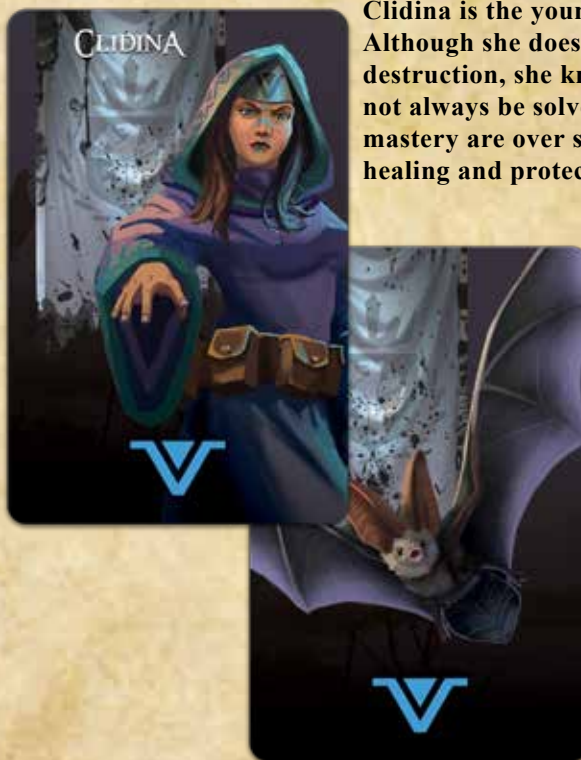
- 1. Choice of Turn Order.** Each player, following in the order of highest on the inquisition track, chooses which position he wishes to stay and receives the indicated bonuses.
- 2. The player who has chosen the lowest number position will be the first to play his turn.**
- 3. The player on his turn chooses to move his witch or familiar piece. The piece can never remain in the same circle as the 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. Turn 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. Turn over the card from the familiar.**
- 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 round of each.**
- 7. After all players play two shifts, the end-of-shift stage 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.**
  - e) Start the next round.**



# WITCHES AND FAMILIARS



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



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 are over spells involving water, healing and protection.



Powerful transmutator, Cerida is indeed the Witch with the greatest mystic 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



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.



# POTIONS



Potion of Love, used to enchant and subjugate wills and hearts.

AMORIS



Curse Potion, created by sinister processes, it is capable of bringing great suffering to its victims.

MALEDICTIONES



A potion of mystical transmutation. It can be used to activate powerful rituals in places of great magical power.

ARCANUM



The potion of the dead, it is capable of animating rotten bodies to serve its user.

NECROMANTIAE



The potion of corruption. The fumes from this potion cause envy, greed, and selfishness.

AMBITIONIS



A potion capable of spreading plagues and diseases destroying all plants and animals where it is poured.

PESTILENTIAE



A powerful potion of life force, capable of healing wounds and diseases or giving strength to ancient rituals of nature.

VITAE



A very powerful poisonous preparation that is capable of rendering mortal even the waters of a river.

MOLESTUM



The invocation potion brings monsters and creatures from the night to the place where it is poured.

INVOCATIONIS

# CREDITS

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Pieces can be different from those displayed in the rulebook.  
Made in China. THIS PRODUCT IS NOT A TOY AND WASN'T MADE  
TO BE USED BY CHILDREN WITH 13 YEARS OLD OR LESS.

[www.meeplebrjogos.com.br](http://www.meeplebrjogos.com.br)

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