



SEPTIMA

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RULEBOOK



MINDCLASH
GAMES

INTRODUCTION

Merry meet, fellow Witches! I'm glad that so many of you have answered my call. Hear my words: The Spirits visited me in my dreams. My time is passing and soon I must bestow upon one of you my title of Septima, leader of all Witches of the World. In a year's time, on the Witches' Sabbath, the wisest of you will inherit all my knowledge. Now go, as your task is great and the time is short! You may seek advice from my trusted Crow. She is the smartest bird I've met, although...

CAW! You bet I'm the smartest! Come on, you little rascals, Granny wants a nap, so let me show you around Noctenburg, teach you what's what.

... I wish she would show some manners. At least once.

COMPONENTS

COMMON COMPONENTS



1 Main board (2-sided)



1 Ritual board

6 PATIENT TOKENS



2 Blind Patients

2 Infected Patients

2 Paralyzed Patients



12 Spell markers



1 Trial bag



1 Trial & Scoring Aid sheet



1 Season marker



1 Moon Phase marker



1 Turn Step marker



16 Angry Citizen meeples



1 Hunter die



5 Hunter pawns



24 Witch tiles



6 Building tiles (2 different backs)



3x10 Spell cards
(3x2 Scoring and 3x8 Regular)
In 3 colors: Earth (green), Air (blue), Fire (red)



9 Book of Divinations cards



8 Prologue cards



16 Crystals



8 Good Luck Charm tokens



5 Lunar Ingredient markers
(Berry, Skull, Herb, Mushroom, Root)



80 Ingredient tokens
(16 of each: Berry, Skull, Herb, Mushroom, Root)



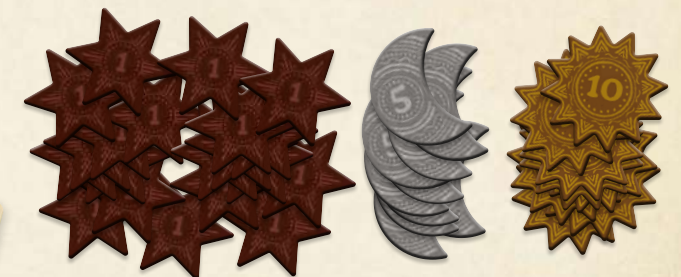
9 Septima Action markers



1 Starting Player token



56 Potion tokens
(8 of each type)



48 Wisdom tokens
(30x "1" Wisdom, 10x "5" Wisdom, 8x "10" Wisdom)



1 Scoring pad



1 Septima 2-player Overlay tile

PLAYER COMPONENTS

IN 4 DIFFERENT COLORS



1 Player board



9 Action cards



1 Leader pawn



1 Ritual track marker



6 Loyal Citizen meeples

IN GENERIC COLOR



3 Patient Track markers

1 Suspicion marker



1 Player Aid sheet
(2 sides: Prologue Setup & Potions, Season Sequence)

See the list of Solo components on page 24.



Oh, yes, punching! I **love** punching paper and throwing it around! Wait, what are you doing, stacking all of them in neat piles? Come on, who does that?

The following components are meant to be **unlimited** (in the unlikely event that you run out and need more, use any suitable proxy): Crystals, Ingredient tokens, Good Luck Charm tokens, Potion tokens, and Wisdom tokens.

Loyal and Angry Citizen meeples, however, are strictly **limited**.

THE GOAL OF THE GAME

You are the leader of a powerful witch coven, striving to gain the most wisdom over the four seasons of the game in order to become the new Septima.

You will, among other things, brew potions, heal patients, perform rituals to collect powerful spells, and complete the tasks in your Book of Divinations to achieve this goal.

During the game, you will play action cards. Each action you perform together with another coven will become more powerful, but also raises suspicion and holds the risk of your coven falling prey to the relentless witch hunters. At the end of each season, a witch trial is held, where you must sway the opinion of the townsfolk in order to save the current witch on trial from banishment—and who knows, they may even join your coven in gratitude!

GAME MODES

Septima has two game modes: the Basic Game and the Full Game. In your first few games, we recommend playing the Basic Game, which is a simpler version that uses fewer components. The Full Game uses all the components, adds a few rules, and gives you more decisions to make. Every rule and most components exclusive to the Full Game shows the Full Game symbol

Septima also comes with a Solo mode. Solo rules are all shown at the end of the Rulebook. For the Solo mode, set up a 2-player game, learn the Full Game rules, and then continue reading the Solo setup and rules starting on page 25.



If you are seasoned scholars of long and winding adventures, you may want to jump into a Full Game, but beware! I also happen to be a seasoned scholar and I also happen to live here. And I definitely wouldn't!

SETUP

UNUSED COMPONENTS IN THE BASIC GAME

To play the Basic Game, you will not need all the components.

Find the following sets of components, and **return all of them** to the game box.

- ✦ Ritual board
- ✦ Building tiles
- ✦ Spell cards
- ✦ 4 Ritual markers (one in each player color)
- ✦ Spell markers

Next, find the following sets of components, and return the ones showing the Full Game symbol to the box (keeping the rest on the table).

- ✦ 6 Witch tiles
- ✦ 1 Ritual Septima Action marker (does not show the Full Game symbol!)
- ✦ 4 Ritual Action cards (one in each player color)
- ✦ 5 Book of Divinations cards



MAIN BOARD SETUP

- 1 Place the **Main board** in the middle of the table, and decide on the game mode you will be playing. If you select the Full Game, use the side that shows the Full Game symbol in the top right corner. If you select the Basic Game, use the other side. The Main board shows the map of Noctenburg and the surrounding woods.
- 2 The game starts in Autumn. Place the **Season marker** (a) on the Autumn (1st) space on the Season track. Place the **Moon Phase marker** (b) on the first space of the Moon Phase track. Randomly place one **Lunar Ingredient marker** (c) on each Ingredient space found between the Moon Phase spaces.



- 3 Place one **Hunter pawn** (a) on each of the Huts on the Main board showing numbers 1, 3, and 5. Place a Hunter (b) on the Winter (2nd) and Summer (4th) spaces of the Season track.
- 4 Place the **Turn Step marker** on the A space on the Turn Step track.
- 5 Place the **Potion board** near the Main board. Create a separate stack for each Potion type and place them on the corresponding spaces of the Potion board.
- 6 Create a common supply of the **Ingredient tokens**, **Crystals** and **Good Luck Charm tokens**, and place the **Angry Citizen meeples** close to the Main board.
- 7 Shuffle the 6 **Patient tokens**, and create a face-down stack next to the Main board. Draw 4/5/6 face-down Patient tokens in a 2-/3-/4-player game.
- 8 Find the 6 **Town areas** in the middle of the map that show a yellow or blue banner, each with a number from "1" to "6." Place the first Patient token on a Town area that shows the same banner color and the lowest



number ("1" for yellow and "2" for blue). Then, place the second token on the next Town area that shows a corresponding banner color **clockwise** from the token you have just placed. Continue placing the rest of the Patient tokens in this manner.

SETUP EXAMPLE: In a 3-player game, you draw five Patient tokens. The first is a Blind Patient with a blue banner (a), so you place it in the Town area with a blue banner, the one showing "2." The second is an Infected Patient with a yellow banner (b), so you place it in the next Town area with a yellow banner, the one showing "3." The next Patient is Blind with a yellow banner (c), so it goes to the one showing "5." The last two Patients are both Paralyzed and they show a blue (d) and yellow (e) banner, respectively. Therefore you place them on the Town areas showing "6" and "1."

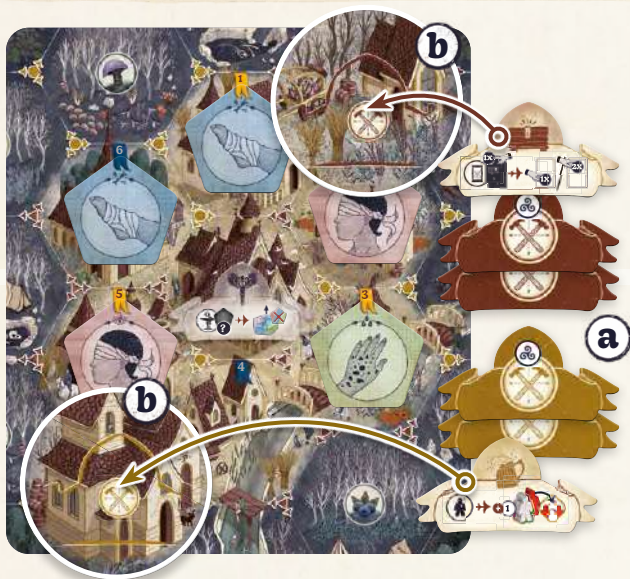


- 9 Set up the First Trial Chamber.
 - (a) Shuffle the **Witch tiles** and create a face-down draw stack next to the right side of the Main board, close to the First Trial Chamber.
 - (b) Reveal the top Witch tile, and place it into the First Trial Chamber.
 - (c) Place the empty **Trial bag** close to the Crowd area of the Main board.
 - (d) Place the **Trial & Scoring Aid** sheet next to the Main board with the "Trial Resolution" side up.
- 10 Set up the **Septima Action markers** at the Septima area of the Main board.
 - (a) If you are playing a 2-player game, place the **Septima 2-player Overlay tile** on the Septima area.
 - (b) Shuffle the Septima Action markers, and create a face-down stack nearby.
 - (c) Reveal the top two markers, and place them on the two Septima Action spaces of the Septima area.
- 11 Shuffle the **Prologue cards** to form a face-down draw deck.

FULL GAME— ADDITIONAL SETUP

12 Set up the **Building tiles**.

- Separate the 6 Building tiles into 2 stacks based on their backs (bronze and golden).
- Randomly select 1 Building tile from each stack, and place them on the two Town areas of the Main board that show a Building golden and bronze symbol of the matching color. Return the rest of the Building tiles to the box.



13 Place the **Ritual board** on the left side of the Main board.

14 Set up the **Spell cards** at the bottom of the Ritual board.

- Separate the Spell cards by the element shown on their backs: 10 Earth (green), 10 Air (blue), and 10 Fire (red).
- From each deck, separate the 2 Scoring Spell cards (with a frame of Wisdom icons on their faces), shuffle them separately, and place them face down on the spaces of the corresponding elements on the Ritual board. Reveal the top card of each deck.
- Shuffle the remaining (i.e., Regular) Spell cards separately, and place them in three face-down decks below the Scoring Spell cards of the corresponding elements. Draw the top card of each deck, and place it face up below its respective decks.
- Then, reveal the top card of each deck.
- After this, 9 Spell cards should be visible, 3 of each element.



Wow, what a massive display of Spells! Are you up for the challenge of mastering all of them? Too bad I can't cast any, but I can enchant you with my charming personality. CAW!

PLAYER SETUP

Each player should choose an available player color and take the following steps.

- Take into your hand all 9 **Action cards** of your color.
- Take a **Player board**. If you'll be playing a Full Game, use the side of the Player board that shows the Full Game symbol in the top right corner. If you'll be playing a Basic Game, use the other side.
- Take the 6 **Loyal Citizens** of your color and place them near your Player board in a personal supply. Place 1 Loyal Citizen into the Crowd area of the Main board.
- Take a **Patient Track marker** of each color and place it on the bottom space of its respective **Patient track**, found on the top right of your Player board. These track the gratitude of the healed townsfolk that you earn during your game.
- Take and place a **Suspicion marker** on the space showing the Suspicion icon (and value "2") on your **Suspicion track**, found on the left side of your Player board. This shows how suspicious your Coven is to the townsfolk.

6 Draw 1 **Book of Divinations** card, which shows four secret objectives that your Coven can complete. Keep it secret during the game. (See the list of Book of Divinations cards in detail on page 34.)

7 Gain your starting **Witch tiles**. These mysterious characters will be the initial members of your Coven.

- In the Basic Game, draw 2 Witch tiles, and place them on any two spaces of your **Coven**, found in the middle of your Player board.

- In the Full Game, draft your starting Witch tiles.

- Each of you draws 4 Witch tiles.
- Select 1 tile to keep, and pass the remaining 3 to the player on your right.
- Select 1 more tile to keep, and pass the remaining 2 to the player on your right.
- Select 1 more tile to keep, and return the last tile to the box.
- Out of your 3 selected Witch tiles, place 2 of them on any two spaces of your **Coven**, found in the middle of your Player board.
- Shuffle the remaining Witch tiles together, and place them face down **on top** of the Witch tile stack.

8 Take a **Player Aid**. It shows Potion recipes on one side (keep that side up for now) and a summary of the gameplay steps on the other side.

9 Draw 2 **Prologue cards** to determine your starting assets. Prologue cards have a top part and a bottom part. **Keeping both cards right-side up (the tiny reference number should be on the top)**, arrange and place your 2 Prologue cards on the left side of the Player Aid so that either the top part of one card covers the bottom part of the other or the bottom part of one card covers the top part of the other. Either way, there should be a total of 3 parts visible. Proceeding from top to bottom, receive the first (top) bonus three times, the second (middle) bonus twice, and the third (bottom) bonus once. (Note that when the bonus is a choice between Ingredients, the **choice** is repeated and not necessarily the result.) Place any Ingredients, Potions, and Crystals in your **Inventory**, found on the bottom of your Player board. If a Loyal Citizen is shown on the Prologue card, place that of your color in the Crowd area of the Main board.

If you are paralyzed by your analysis of options, just place the **first card** over the **top half** of the **second card**, regardless of what they show. It's hard to make a bad decision here!





PROLOGUE CARD EXAMPLE: You choose to place the top card over the bottom so that the lower half of the top card covers the higher half of the bottom. You then choose three times whether to gain a Berry or an Herb, and gain 2 Crystals and 1 Flying Ointment.

- 10 The player who last made a mixed drink will be the Starting Player and takes the **Starting Player token**. Play will proceed in clockwise order.
- 11 Starting with the last player in turn order and proceeding counterclockwise, each player places their **Leader pawn** on any empty space on the Main board. A **space** is the small (bronze or golden) symbol at the corner of each hexagonal area on the Main board. Leader pawns will move from space to space and never move into the hexagonal areas.

No idea where to go? Let me show you. The spaces on the edges of Town are the best. They are close to the woods and also a good distance from the pesky Hunters.



FIRST 3-PLAYER GAME EXAMPLE: Place your Leader pawns on these edge of Town.

FULL GAME

- 12 All players return their 2 Prologue cards to the Prologue deck. Then, shuffle the deck.
- 13 Starting with the last player in turn order and proceeding counterclockwise, each player chooses 1 visible Regular Spell card (reveal a new card immediately after each player's pick) and places it face up next to their Player board.
- 14 Starting with the last player in turn order and proceeding counterclockwise, each player places their Ritual marker on any of the Starting spaces on the Ritual track. Multiple markers can share a space on the Ritual track.

The game is ready to begin.

SEASON SEQUENCE

A game of Septima is played over a single year, consisting of four Seasons. Autumn, Winter, Spring, and Summer. Each Season consists of the following in this order:

- ✦ Preparation
- ✦ Five Moon Phases
- ✦ One or two Trial(s)
- ✦ End of Season

That's right, there are five Moon Phases each Season. It's common knowledge in Noctenburg. Each Phase imbues different plants and animals in the woods with magical properties.

PREPARATION

Skip this in the 1st (Autumn) Season of the game, as the steps were already performed during setup.

- 1 Reveal the top **Witch** of the Witch tile stack, and place them face up in the First Trial Chamber.
- 2 Remove all **Angry Citizens** from the Crowd and place an Angry Citizen on all **Patients** currently on the Main board.



- 3 Fill up the Town areas with **new Patients**:

- a Draw a number of face-down Patient tokens until the total number of tokens drawn and already on the Main board are 4/5/6 in a 2-/3-/4-player game, which should be the same number as in step 7 of the "Main board setup" (page 6).
- b Place the first drawn Patient token in an empty **Town area** that shows the same banner color and the lowest number. Then, place the second token in the next empty Town area that shows a corresponding banner color clockwise from the token you just placed. Continue in this manner until all drawn Patient tokens are placed.



EXAMPLE: There are three Patient tokens that have remained on the Main board from the previous Season. In a 3-player game, you draw two Patient tokens from the stack in order to have a total of five. The first is a Blind Patient with a yellow banner a. You place it in the lowest-numbered empty Town area with a yellow banner, which is "3." The second is an Infected Patient with a blue banner b. You place it in the next empty Town area with a yellow banner in clockwise order, showing "4."

- 4 Take **all Septima Action markers**, and shuffle them into a face-down stack next to the Main board. Reveal the top two markers, and place them on the left and right Septima Action spaces, respectively.



MOON PHASES

There are five identical Moon Phases in each Season. Each Moon Phase consists of five steps (labeled A - E). All players fully resolve each step before moving on to the next. Most of these steps must be resolved **in turn order**, while others may be resolved simultaneously. Use the Turn Step marker to indicate which step players are currently resolving.



A SELECT ACTION

The Covens first plan the current Moon Phase. Each player **secretly and simultaneously selects one Action card** from their hand and places it face down in front of them. Players are allowed to **openly discuss** what Action they intend to select, but there is no requirement for them to tell the truth. After all players have chosen their Actions, they then **simultaneously reveal** their chosen Action, placing the card to the left of their Player board. This is their current active Action and should be kept there until the end of this Moon Phase.

I always discuss the actions I'm planning to take. And I always say that I don't lie about it. I mean, come on, why would I ever lie?

Player board



Selected Action card

Discard deck

Your Hand

B RESOLVE ACTION

The Covens execute their plans. All players resolve their chosen Action **in turn order**. When you take your turn, fully resolve the following steps in order.



1 QUICK MOVE: You may optionally move 1 space with your Leader (see the Move Action card description for rules on moving). When performing this move, you cannot yet resolve any instruction on your selected Action card.

2 CARD ACTION (see “Action cards and Abilities” below for Action descriptions):

a If you are the only player who selected a particular Action in this Moon Phase, resolve the upper part of the card, called the **Main Ability**.

b If you and any other player have selected a particular Action this Moon Phase, that means you have **Matched**. You may resolve **all text** on the card, including the bottom part, called the **Matching Bonus**. The Matching Bonus is one of **three types**:

i If it begins with “Also,” you can resolve it before or after the Main Ability.

ii If it begins with “Instead,” you can choose to resolve either the Main Ability or the Matching Bonus, but not both.

iii If it begins with neither of the above, it modifies the Main Ability.

c If you were the only player who selected a particular Action but the active Septima Action marker shows the same icon as your Action card, you **Match with the Septima**. You may resolve the Matching Bonus described in option b. In a 2-player game, both face-up markers are active; in a 3- or 4-player game, only the marker on the right is active (the left one shows the marker that will be active in the next Moon Phase, allowing you to plan ahead).

3 SUSPICION: If you have Matched with one or more players, **raise your Suspicion by 1**. If you Matched only with the Septima, raise your Suspicion by 2 instead. In a 2-player game, raise your Suspicion by 1 if you Matched with the Septima Action on the left. You raise and lower your Suspicion by moving

the Suspicion marker on your Player board up or down, respectively, the requisite number of spaces. If your marker is on the **top space** of the Suspicion track when you need to raise it, the townsfolk will confront you immediately, and you must do the following:

a If you have at least 2 Witches, place one of your Witches into the Second Trial Chamber **2**. If you have only 1 Witch on your Player board, lose 5 Wisdom instead. If you have fewer than 5 Wisdom, lose as many as possible and ignore the rest.

b Lower your Suspicion by 1.

c Move **any number** of spaces with your Leader.



You take time out of your day to do some good, selfless act for others, and what thanks do you get? CAW, I say! I don't think this will slow me down, though—how about you?

4 RITUAL ADVANCE: If you have Matched (with another player or the Septima), you may **advance 1 space** on the **Ritual track**. The space you advance into must have the same icon as your current Action. If there is no such space, you cannot advance. Multiple Ritual markers can occupy the same space. Some spaces are on a ribbon showing an Offering to the elemental Spirits. You must spend an Ingredient (of any type) **1** in order to advance to them. If you are on a top space of the track and Match with any Action, score 4 Wisdom instead of advancing.

The elemental Spirits like it when you work together. For instance, when Covens brew together, the Fire Spirit steadies the cooking fire and the potions become more potent. What a cool guy!

ACTION CARDS AND ABILITIES



COLLECT

Main Ability: Collect all adjacent Lunar Ingredients and Crystals.

Matching Bonus: Also, collect 1 adjacent Non-Lunar Ingredient.

When you **collect an adjacent Ingredient**, consider all **areas** that are adjacent to the **space** your Leader is

in. Any Ingredient that is printed on those areas can be **gained** by taking an Ingredient token of the same type from the common supply into your Inventory.

Lunar Ingredients are the two Ingredients that are next to the Moon Phase marker; the different phases of the Moon reveal different Ingredients in the woods. The other three Ingredients are Non-Lunar in the current Moon Phase. When you collect **all** adjacent Lunar Ingredients, you gain an Ingredient once for **each time** it is printed on an adjacent area.



CRYSTALS

Crystals are a special type of resource. They are not Ingredients, but they can be **substituted** as **any Ingredient type** whenever you need to **spend** an Ingredient or you need an Ingredient to fulfill an **objective**. However, when you gain or collect an Ingredient, you cannot choose to gain a Crystal instead. Crystals can be collected from Crystal outcrops on the map (see “Buildings and special areas” on page 18) or gained with specific abilities.



EXAMPLE: In the 2nd Moon Phase of this Season, Berry and Mushroom are Lunar Ingredients **a** (Herb, Skull, and Root are Non-Lunar). Green has played Collect **b** but has not Matched it. Adjacent to Green are three areas containing 2 Berries, 1 Mushroom, and 1 Root **c**. Green gains 2 Berries and 1 Mushroom **d**. They also collect 1 Crystal from the adjacent Crystal outcrop **e**.



MOVE

Main Ability: Move up to 3 spaces with your Leader, and collect 1 adjacent Ingredient.

Matching Bonus: Instead, move to any space and gain 1 Crystal.

Moving 1 space means to take your Leader from one space and place it on an adjacent space (meaning it is connected with a white line). You may move through a space with another Leader on it, but you **cannot finish your turn** on a space that is occupied by another Leader. You can use an ability that lets you move after your Action (for example, the Flying Ointment Potion) to end up on an empty space.

When you **collect during your move**, you can collect an Ingredient (Lunar or Non-Lunar) from any area that is adjacent to a space that your Leader moves through—the Ingredient can be from an area adjacent to their starting space, ending space, or any space in between.



EXAMPLE: Green has played Move and has not Matched it. They first Quick Move 1 space downwards **a** and then move 3 spaces, resolving the Action **b**, and moving through Orange **c**. Green may collect 1 adjacent Ingredient. It cannot be a Mushroom as it's only adjacent during the Move Action, but not the Crystal as it is not an Ingredient. It doesn't matter which Ingredient is Lunar (currently Root and Mushroom **d**) or Non-Lunar for the Move Action. Green chooses to collect 1 Berry **e**.

BREW

Main Ability: Brew up to 3 Potions.

Matching Bonus: You may spend 1 fewer Ingredient in total.

When you **brew a Potion**, you need to follow a recipe. Find the seven different Potion recipes on the **Potion board** or your **Player Aid**. Select one, spend the Ingredients printed next to it, then place a corresponding Potion token in your Inventory.

The Matching Bonus allows you to spend 1 fewer Ingredient on a single Potion you brew with this Action.



POTIONS

There are two types of Potions in *Septima*: Remedies and Practical Potions.

Remedies have three types (Blindness, Paralysis, Infection) and can **only** be used to heal a single Patient of the corresponding illness.

Practical Potions are common utilities for any practicing Witch. When you brew them, you also immediately score **3 Wisdom**. Practical Potions can be used **immediately after** the Quick Move or Card Action steps of "B Resolve Action." You can use any number of Practical Potions on your turn.

There are four different Practical Potions available:

- ✦ **Calming Potion:** Either lower your Suspicion by 2 or move a Hunter to any empty Hut and set it Inactive (lay down the Hunter—it will not chase anyone this turn).
- ✦ **Flying Ointment:** Move any number of spaces.
- ✦ **Love Potion:** Send 1 Loyal Citizen to the Crowd (see "Recruit" for details), then send 1 Loyal Citizen from the Crowd to the first empty space of either Trial Chamber.
- ✦ **Ritual Oil:** Treat your Action as if you Matched with another player (raising your Suspicion by 1, as normal).

All Potion **recipes** can be found on the **Potion board** or your **Player Aid**.



EXAMPLE: You brew a Flying Ointment, using the recipe on your Player Aid. Spend 1 Mushroom and 1 Berry **a**, then you gain the Potion **b** and also 3 Wisdom **c** because it was a Practical Potion. The ability **d** of the Potion is also found here.

HEAL

Main Ability: Heal up to 2 adjacent Patients.

Matching Bonus: Also, gain 1 Good Luck Charm.



You can **heal a Patient** by spending the corresponding Remedy Potion. Place the Potion on the Patient on the Main board **a**. If the Patient has an Angry Citizen on it (see page 10), return the Angry Citizen to the common supply. Multiple players can heal the same Patient in the same Moon Phase **b**, but one player cannot heal the same Patient twice.

After spending the Potion, the healthy townsfolk express their gratitude. You may advance 1 space on the corresponding Patient track on your Player board. Each space on the tracks shows a **reward** that you can immediately resolve. Being higher on a track also scores more Wisdom at the end of the game.



Witches are the only people that can truly heal these poor people. What a tragedy that not everyone appreciates this... wait a minute, four Covens can heal the same Patient? What does that even look like?

CHANT

Main Ability: Lower your Suspicion by 2.

Matching Bonus: Also, lower your Suspicion by an additional 1.

Music and songs calm the townsfolk. If you Match, **do not raise** your Suspicion, **lower it instead** by an extra 1 (3 in total). You cannot lower your Suspicion below **1** (the lowest number on the Suspicion track).



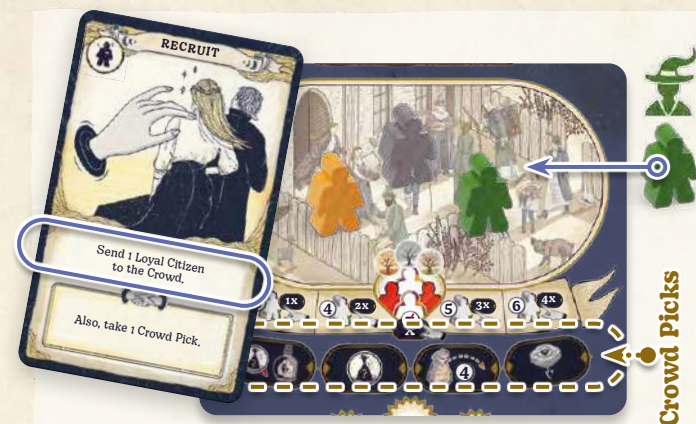
CAW! Look at me, I'm just singing and dancing and having fun! How could that possibly be suspicious?

RECRUIT

Main Ability: Send 1 Loyal Citizen to the Crowd.

Matching Bonus: Also, take 1 Crowd Pick.

When you **send 1 Loyal Citizen to the Crowd**, you take it from your personal supply and move it to the Crowd area on the Main board. You can only send your Loyal Citizens and never those of other players.



CROWD PICKS

Loyal Citizens in the Crowd can help you with minor errands. The Crowd Pick options are printed under the Crowd area of the Main board:



Lower your Suspicion by 1.



Move 4 spaces with your Leader.



Gain any 1 Ingredient.



Spend 1 Ingredient to gain 1 Potion (of any type).



The last Pick is different: Spend 1 Ingredient to ready 1 Spell.

PLEAD

Main Ability: Send 1 Loyal Citizen from the Crowd into a Trial Chamber, and score 2 Wisdom.

Matching Bonus: Also, send 1 Loyal Citizen from your supply to the Crowd.

Send your Loyal Citizen to the leftmost empty space of the 1st or 2nd Trial Chamber (your choice). If you have no Citizen to send there, you can still score 2 Wisdom. Note that you may resolve the Matching Bonus before the Main Ability.



*All right, I'll admit, there are **some** folks in town who can be reasoned with and they are really nice people. But their silly superstitions are driving me crazy! CAW!*

REMEMBER

Main Ability: Perform the Main Ability of any Action card in your discard pile.

Matching Bonus: Add the Matching Bonus to the chosen Action.

Remember lets you perform an Action that you have previously played this Season. It is **not** the same as playing the specific Action you copy. You can only Match your *Remember* with another player's *Remember*, regardless of what Action you copy with it.

If any Witch or Building ability (see page 18) is enabled with a specific Action that is not *Remember*, you **cannot** use those abilities with *Remember*, even when performing the corresponding Action's Main Ability with it.

FULL GAME



RITUAL

Main Ability: Advance 1 space on the Ritual track, and move 1 space sideways.

Matching Bonus: Also, ready 1 Spell OR gain 1 Ingredient.

When advancing with the Ritual Main Ability, **ignore the icons printed** in the spaces. You may choose to move your marker sideways either before or after

advancing.

THE RITUAL TRACK

The Ritual track represents the mastery of the three magical elements and the Spells associated with them: Earth (green), Air (blue), and Fire (red). There are 3 sections on the track (Earth, Air, and Fire), and each space of the track is either in one of these sections or spans two sections. Under the track you can find the display of available Spells.

There are two ways to advance to a higher space on the Ritual track. The first is to simply take the *Ritual Action*. The second is to play the Action shown on the next higher space and Match it with another player or the Septima.

The top of the Ritual track shows spaces with Wisdom on them. These have no Action associated with them. When you would advance on the track by resolving Ritual or Matching any Action, score the shown Wisdom instead of advancing.



You can find five long **ribbons** on the Ritual track. Entering a ribbon deepens your connections with the Spirits, which brings both benefits and costs as shown on the right side of each ribbon.

- ✦ You must spend 1 Ingredient to enter, then ready 1 Spell and score 5 Wisdom.
- ✦ You must spend 1 Ingredient to enter, then gain 1 Spell that corresponds to the color of the track space your marker is in.
- ✦ Ready 1 Spell (entering has no cost).
- ✦ Gain 1 Spell that corresponds to the color of the track space your marker is in (entering has no cost).

I happen to know that the Air Spirit's favorite spell is Wings of Wind. I agree wholeheartedly. Those who can fly are the best.



4-PLAYER EXAMPLE: Orange, Gray, and Green all play Plead (a), and Match with it. Purple plays Ritual (b). The Ritual Action allows Purple (c) to advance 1 space on any icon and also move sideways. Purple decides to first move sideways, then advance, ending up on the space showing Chant. Purple steps onto a ribbon (d), so they first make an Offering (spend 1 Ingredient) and then they gain 1 Spell (e). The type of the Spell can either be Air or Fire as the space is on the border of the two sections. Later, in the Ritual Advance step, Orange (f) and Gray (g) can both advance onto a space with the Plead icon. Green (h) does not have a Plead icon above their Ritual marker, so they cannot advance. Note that Gray also must make an Offering and gains an Air Spell (as the marker is in the Air section) (i) for advancing to this ribbon.

SPELLS

A player may gain a Spell of a specific element whenever they advance onto a space on a ribbon showing the **gain Spell** icon. The Spells available for the player depend on the section the Ritual marker is in. If the marker is on a space inside of a section, only a Spell of the corresponding element can be gained. If the marker is on the edge of two sections, a Spell of either corresponding element can be gained.

There are always at least two Spells available in each element and the displays are refilled differently:

- a If you take a Scoring Spell from the top row, reveal the card under it, if any. If there are no more cards to reveal, do nothing. Do not place new Spells in this slot.
- b If you take a Regular Spell from the draw deck in the middle row, reveal the next card on the top of the deck.
- c If you take a Regular Spell from the bottom row, shift the top (face-up) card of the corresponding deck down to take its place, then reveal the top card of the deck.



When you gain a Spell, place it next to your Player board.

You must **cast** a Spell to use its ability. You can cast them immediately after the Quick Move or Card Action steps of "B Resolve Action." Their text ability then takes effect in the current Moon Phase.

Some Spells can only be cast when you resolve a specific **Action**. This is shown by the corresponding **Action icon** in the middle of the Spell card. If it's showing a (?), then you can cast it on any of your turns, regardless of your selected Action.

When you cast the Spell you must immediately turn 90 degrees to the right, making it **exhausted**. Exhausted Spells need to be **readied** to be cast again. This is typically done when a player advances onto a Ritual space on a ribbon that shows a **ready Spell** effect, or uses a Shrine. To ready a Spell, simply turn it back 90 degrees to the left to its upright position.

Each Spell can only be cast **once per turn**. If you are able to cast and then ready a Spell in a single turn, we suggest you set the card aside next to your Action discard pile to indicate this, and retrieve it at the start of the next Moon Phase.

Most Spells have immediate one-time effects, but some have **ongoing** ones that also specify the condition under which the effect ends. When you cast a Spell with an ongoing effect, place a Spell marker on it. The Spell (although now exhausted) is in effect until the marker is removed. If you ready an ongoing Spell, it does not cancel its effect; keep the marker on it. When the effect expires and you remove your marker, it is ready to be cast again. However, if you cast a Spell that is still ongoing, the effect immediately expires and starts again. You can never use the effect of an ongoing Spell twice at the same time.



End of Season

EXAMPLE: You cast the ongoing Spell Dark Moon Stone exhausting the card by turning it 90 degrees to the right (a) and placing a Spell marker on it. Next turn you Match with your Ritual Action, and you ready Dark Moon Stone (b) using the Matching Bonus. The effect of the Spell does not expire yet; it's still ongoing. When the Season ends, Dark Moon Stone expires (as described on the card) so you remove the Spell marker from it (c). Since you readied it earlier, the Spell can be cast again later.

WITCH ABILITIES

Every **Witch** tile has an **ability** printed under the Witch's name. You can have up to 4 Witches, each one placed in a Coven space in the middle of your Player board. Each Witch ability can be used together with an Action or at a specified step of the Moon Phases or Trial(s).

These abilities sometimes **modify** the ability of your Actions; other times, they grant an **additional effect** that you can resolve. The latter can be used immediately after the Quick Move or Card Action steps of "B Resolve Action". You can read about the Witch abilities on page 23.



EXAMPLE: Katherina's ability can be used with a Collect Action **a** and modifies it **b**, allowing you to treat a 3rd Ingredient as Lunar. Nicholas' ability can be used before or after resolving the Collect Action **c**, granting an additional effect **d**: Brewing a Potion.

BUILDING AND SPECIAL AREAS

Buildings can be found adjacent to the Town areas. Similarly to Witch tiles, their abilities can modify your Action or grant an additional effect, but only if you are adjacent to them. The additional effects can be used immediately after the Quick Move or Card Action steps of "B Resolve Action". The *Hospital* Building is printed on the center area in both game modes (the rest are only used in the Full Game). You can read about the Building abilities on page 37.

There are also **special areas** on the that work similarly to Buildings:

✦ **Crystal outcrop.** During your *Collect* Action, you may gain 1 Crystal if you are adjacent to such an area.

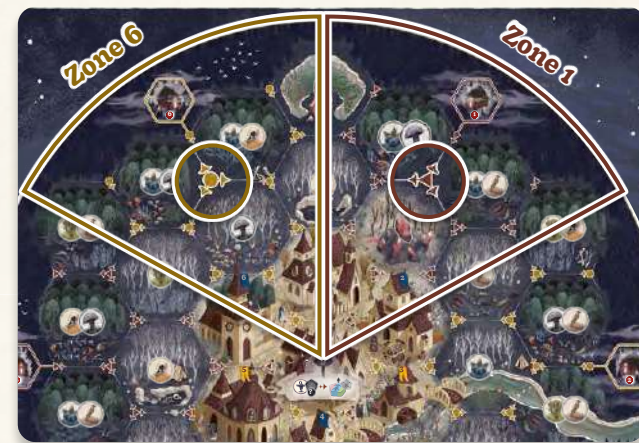


✦ **Shrine.** Each of the 6 Shrines are adjacent to one space on the edge of the map. If you are on that space during your *Ritual* Action, you may ready 1 Spell of a type corresponding to the Shrine (Earth, Fire, Air).

C HUNTER ROLL

You must, **in turn order**, check if you have raised your Suspicion at any point during this Moon Phase. If you have not, skip this step.

If you did raise your Suspicion during this Moon Phase, you must first check if an **Active Hunter** (standing upright) resides in a Hut in the same Zone as your Leader. A **Zone** is the collection of connected spaces with the same color (there are three golden and three bronze Zones). Each Zone has a Hut (labeled 1-6) connected to one space on the edge of the Zone. If the Hut in your Zone is empty or the Hunter in it is **Inactive** (laid on their side), do nothing until step D.



If the Hut has an Active Hunter in it, you must **roll the Hunter die**. After you see the die result, you may **discard a Good Luck Charm** to immediately reroll it. Calculate the sum of the roll and your **current Suspicion level**. If this sum is more than 0, move the Hunter that many spaces in such a way that they get closer to your Leader with each step (i.e., the Hunter must take the shortest possible path toward your Leader). If they reach your Leader, a Witch from your Coven is captured.

✦ Take **1 Witch** of your choice from your Coven, and place them face up into the **Second Trial Chamber**. If Witches are already there, then place the newly captured one on the top of the stack. If you have only 1 Witch in your Coven, do not remove it; instead, **lose 5 Wisdom**. If you have fewer than 5 Wisdom, lose as many as you can, and ignore the rest.

✦ Lower your Suspicion by 1.

✦ Move your Leader any number of spaces.

Finally, move the Hunter **back to the Hut** they started, regardless if they reached you or not.

Note that a Hunter **may move through Leaders belonging to other players** in pursuit of your own, but those players **do not lose a Witch or Wisdom**; this Hunter at this particular moment is looking for **you**, not them.



EXAMPLE: In this Moon Phase, Green has Matched. There is a Hunter in the Hut **a** in the same Zone as Green's Leader. They roll a "+1" on the Hunter die **b**, and their current Suspicion is 4 **c**. The sum of the two is 5 (1 + 4). The Hunter now moves towards them. Gray's Leader is in the Hunter's path **d**, but the Hunter ignores and moves through them. In 5 steps the Hunter has reached Green's Leader **e**! Green chooses to remove Hazel from their Coven **f** and places her into the Second Trial Chamber **g**. Green lowers their Suspicion by 1 **h**, and moves to another space **i**. Finally, the Hunter returns to the Hut.

D HUNTER RELOCATION

In turn order, each of you must check if you **raised Suspicion but did not roll the Hunter die** this Moon Phase **because your Zone's Hut is empty**. If this is the case, you must (still in turn order) find the first Zone in counterclockwise order that has an **Active Hunter** in it. Move that Hunter to the Hut of the Zone you are in, and set it Inactive until the end of this step (so it cannot move twice in this step).



These Hunters move quite a bit. That sounds uncomfortable for someone without wings. They should do everyone a favor and choose a more useful profession.

EXAMPLE: In a later turn, Orange, Green, and Gray all have raised their Suspicion. There are no Hunters in either Zone. Green is earliest in turn order and looks for the closest Active Hunter counterclockwise direction which is in the next Zone **a**. They move it into their Zone, and set it Inactive **b**. Orange is next in turn order and looks for an Active Hunter in counterclockwise direction. The one in Green's Zone is Inactive; the next Zone has no Hunters in it. Finally, they find an Active Hunter **c** and move it into their Zone, setting it Inactive **d**. Gray is in the same Zone as Green, which already has the (Inactive) Hunter in it so they do nothing.



E END OF MOON PHASE

The Covens and the residents of Noctenburg plan their days and weeks according to the Moon Phases and their magical properties. Perform the following steps to prepare for the next Moon Phase.



✦ Discard the **right Septima Action marker**. Move the left Septima Action marker to the right space, then take a new Septima Action marker from the face-down stack and place it face-up on the left space.



✦ Discard your current **Action card** face up to the right side of your Player board. Discarded Action cards are public information.



✦ Set all **Inactive Hunters** Active (i.e., stand them back up).



✦ Place all healed **Patients** (those with at least one Potion on them) into a face-up discard pile. Return all the Potions that were stacked on these Patients to their stacks on the Potion board.



✦ Advance the **Moon Phase marker**, and a new Moon Phase starts. After the **fifth** Moon Phase, move the marker to the Trial icon above the track and proceed to the **Trial(s)**.

TRIAL(S)

At the end of each Season, the townsfolk gather to place on Trial the Witches that were caught drawing too much attention to their craft. The Angry Citizens in the Crowd cry out to exile these Witches from the town, while Loyal Citizens fervently advocate on their behalf. The following steps can also be found on the **Trial & Scoring Aid**.

1 Before the Trial(s), place **Angry Citizens** into the **Crowd**. Check the Suspicion track of all players: place 1 Angry Citizen into the Crowd for each line marked with Angry Citizens below their Suspicion marker. Additionally, place each Angry Citizen on a Patient to the Crowd and discard the Patient.

Then, resolve **one Trial** in the **First Trial Chamber**.

2 Put all Citizens in the Crowd into the Trial Bag.

3 Draw Citizens one by one from the Trial Bag and fill from left to right the empty spaces of the Trial Chamber based on the number of players.

4 Calculate the result of the Trial.

a If there are more Loyal Citizens (of any color) than Angry Citizens in the Chamber, the **defense is successful, and the Witch is found innocent**. The player with the most Loyal Citizens in the Chamber is the **Trial Winner**. In case of a tie, the player with a Loyal Citizen closest to the leftmost space is the Trial Winner.

The Trial Winner:

I Scores 3 Wisdom;

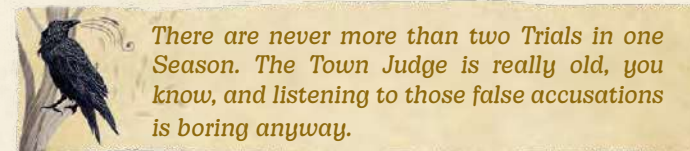
II May add the Witch to their Coven. If they have no empty spaces in their Coven, they may discard either the new Witch or 1 Witch tile they already have, returning the discarded Witch to the box.

III In the Autumn (1st), Winter (2nd), and Spring (3rd) Seasons, the **Trial Winner** recalls a total of **2 of their Loyal Citizens** (from the Chamber or bag) to their supply.

b If the number of Loyal Citizens is equal to or lower than that of Angry Citizens, the **defense has failed**. The Witch is found guilty and is exiled from the town—return their tile to the box. No player is the Trial Winner.

5 Return all Citizens from the Trial Chamber and the Trial bag to the Crowd. In the Summer (4th) Season, the Trial Winner must leave 2 Loyal Citizens in the Trial Chamber (not in their supply or the Trial bag).

Then, if the **Second Trial Chamber** has 1 or more Witches in it, repeat the above process (steps 2–5) for **one Trial** in the Second Trial Chamber, where the Witch at the top of the stack is on Trial. In the rare case that the Bag runs out of Citizens during step 3, leave the remaining spaces empty.



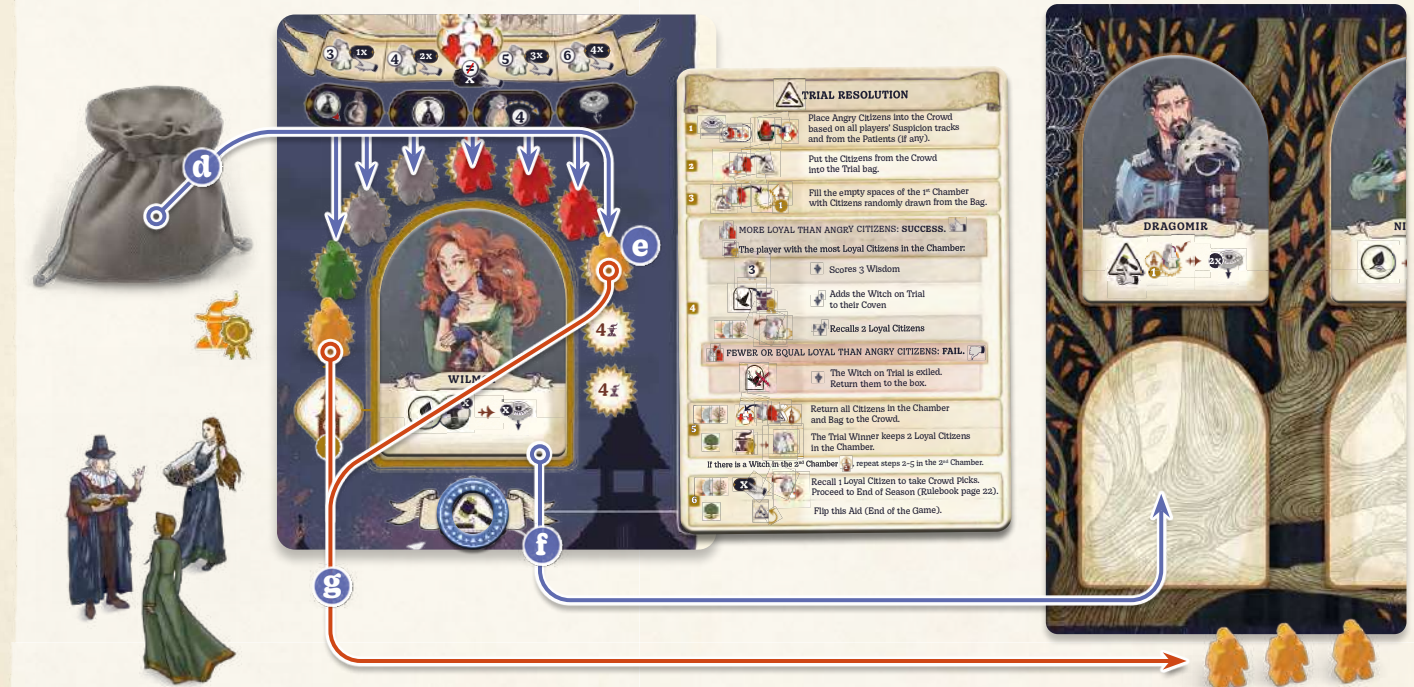
When you have no more Trials to resolve and the current Season is Autumn (1st), Winter (2nd), or Spring (3rd), each player in turn order may take **Crowd Picks**, found at the bottom of the Crowd area. The number of Picks for each player is 1/2/3/4 if they have 3/4/5/6 Loyal Citizens in the Crowd, respectively. A player with 2 or less Loyal Citizens in the Crowd cannot take Picks. If a player takes any number of Crowd Picks, they **return a total of 1 Loyal Citizen** from the Crowd to their personal supply, regardless of how many Picks they have taken.

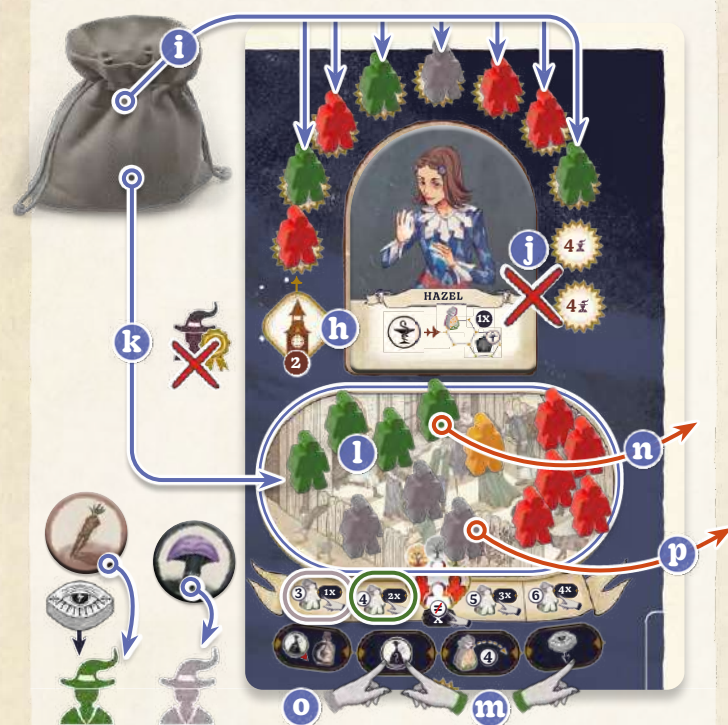
In the **Summer (4th) Season**, instead of Crowd Picks immediately proceed to the **End of the Game** (see page 23).



TRIAL EXAMPLE, START: When the Trials start, there are 4 Green, 3 Gray, and 3 Orange Loyal Citizens in the Crowd and also 1 Orange Loyal Citizen in the 1st Trial Chamber a. First, all players check their Suspicion track's markers to see how many Angry Citizens they need to place into the Crowd. Orange's Suspicion of 2 is above 2 lines that show Angry Citizens b, so 2 Angry Citizens are added to the Crowd. Similarly, Green's and Gray's Suspicion are 0 and 1 (not shown on the image), resulting in 1 and 2 Angry Citizens, respectively. A total of 2 + 1 + 2 = 5 Angry Citizens are in the Crowd c.

1ST TRIAL: Place all Citizens in the Trial bag d and start drawing and placing them on the spaces, from left to right, filling up all except the last 2 spaces showing e (it is a 3-player game). Now there are 3 Angry and 5 Loyal Citizens in total. There are more Loyal than Angry Citizens, so the defense is successful. The Trial Winner is Orange, because although they tie with Gray on the number of Citizens, Orange has the leftmost space occupied. Orange scores 3 Wisdom and takes Wilmot into their Coven f. Now all Citizens are returned to the Crowd and Orange (as Trial Winner) must recall 2 (Orange) Loyal Citizens g.





2ND TRIAL: Hazel is in the 2nd Trial Chamber **h**, so a second Trial must also be resolved. Fill the Trial bag, then draw and place Citizens in the Chamber from left to right **i**. Now there are 4 Angry Citizens and 3 Green, 1 Gray, so an equal amount of Angry and Loyal in total. This means the defense has failed and Hazel is exiled! She is returned to the box **j**, and all Citizens are returned to the Crowd from the Trial bag and Chamber **k**.

CROWD PICKS: Green has 4 Loyal Citizens remaining in the Crowd **l**, so they can take 2 different Crowd Picks **m**. Green chooses to gain 1 Root and lower their Suspicion by 1. Then they recall 1 Loyal Citizen **n**. Gray has 3 Loyal Citizens, so they can take 1 Crowd Pick **o**. They gain 1 Mushroom, then also recall 1 Loyal Citizen **p**. Orange doesn't have enough Loyal Citizens to take Crowd Picks.

END OF SEASON

After the relief or tragedy of the Trial(s), it's time to prepare for the next Season. The End of each Season is the same other than in Summer (4th) where you skip this entirely.

- 1 Shuffle the discard pile of **Patient tokens** (if there is one), and place it face-down at the **bottom** of the Patient draw stack (creating the stack if there isn't one already).



- 2 Advance the **Season marker**. Upon advancing to the Winter (2nd) or Summer (4th) Season spaces, move the Hunter from there to the lowest-numbered empty Hut on the Main board.

- 3 Reset the **Moon Phase marker** to the starting position.

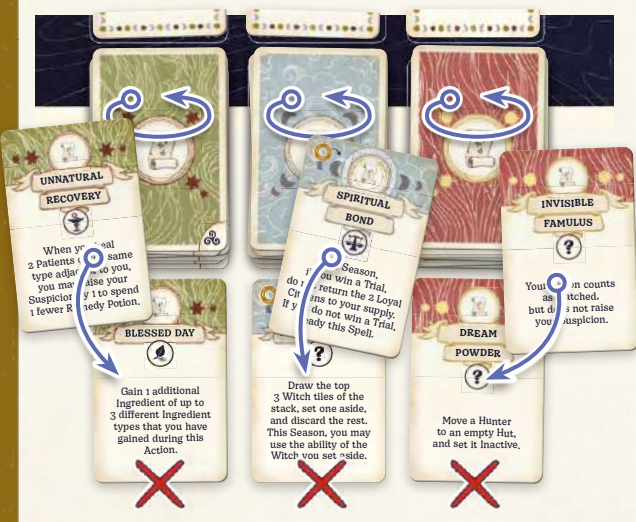


- 4 Each player returns all discarded **Actions** to their hand.



- 5 Pass the **Starting Player token** to the next player in clockwise order.

- 6 Return the 3 Spell cards from the bottom row to the box. Move the 3 revealed Spell cards from the middle row down to the bottom row, and reveal the top card of each Spell deck in the middle row.



END OF THE GAME

You start the End of the Game right after the Trial(s) of the Summer (4th) Season. Turn the **Trial & Scoring Aid** sheet so that the "Final Scoring" side is up. Instead of Crowd Picks, score Wisdom based on the number of your **Loyal Citizens** in the Crowd or Trial Chambers

- ✦ If there are 3 or 4, score 3 Wisdom.
- ✦ If there are 5 or 6, score 7 Wisdom.

It's time for the old Septima to see who will inherit her title and power. Calculate each player's final Wisdom. Use the **Scoring pad** to record the score of each player.

- ✦ Tally up the **Wisdom tokens** earned during the game.
- ✦ Evaluate the objectives in your **Book of Divinations**. You may choose a number of **different** objectives to score up to the number of **Witches** in your Coven. If the shown condition is met, score the respective amount of Wisdom.
- ✦ Score the Wisdom value for the highest level reached on each **Patient track** as the healed townsfolk show their gratitude. Also score an additional 6 Wisdom for each level reached on all three Patient tracks.
- ✦ Score 2 Wisdom for each of your remaining **Good Luck Charms**.
- ✦ Score 1 Wisdom for each of your remaining **Potions**.
- ✦ Score 1 Wisdom for each pair of remaining **Ingredients** and **Crystals** (in any combination).

The Leader with the most Wisdom wins the competition and becomes the next Septima! If the result is a tie, the player with the most Witches in their Coven wins. In the rare case of a further tie, the tied players will share the title of Septima.

Ah, the Witches' Sabbath is the best party in the Summer. We build a fire, drink, eat, dance with the Spirits... I remember when the Earth Spirit did a backflip and spilled mud on all the food. Good times! Hey, what's with that pale expression? Are you nervous you won't win the competition? Loosen up kids, you'll do just fine!

2-PLAYER RULES

There are only two rules that are specific to a 2-player game, both concerning interactions with the Septima.

- ✦ During Setup, the Septima 2-player Overlay tile is placed on the Septima area of the Main board.
- ✦ When playing an Action, both face-up Septima Action markers can be Matched with. Matching with the right Septima Action marker will raise your Suspicion by 2 as normal; Matching with the left marker will raise your Suspicion by 1.



EXAMPLE: Green scores 3 Wisdom because they have 2 Loyal Citizens in the Crowd and 2 Loyal Citizens in the 1st Trial Chamber (they have won the 1st Trial of the last Season).

SOLO RULES

The Black Widow has arrived in Noctenburng and is here to enter the competition and brew some trouble.



Oh, hello little birds! Trying to become the new Septima with the power of friendship and kindness, are we? Well, I need no friends! I need no help! You will be no match for me, and my loyal eight-legged servants, Johnny, Dave, and Chucky. A year from now, on that fateful Summer night, you will celebrate me as I become the new Septima!

The Solo mode can only be played with the Full Game of Septima.

In these rules “you” will refer to the lone human player, while “the Widow” or “her” will refer to the automated Solo opponent. Whenever you are presented with a tie (for example multiple Spiders are “closest”) you may break it to your preference.

SOLO COMPONENTS



14 Black Widow Action cards



10 Negotiation cards



1 Solo die



3 Spider pawns

BASIC COMPONENTS USED BY THE SOLO OPPONENT



1 Player board



1 Suspicion marker



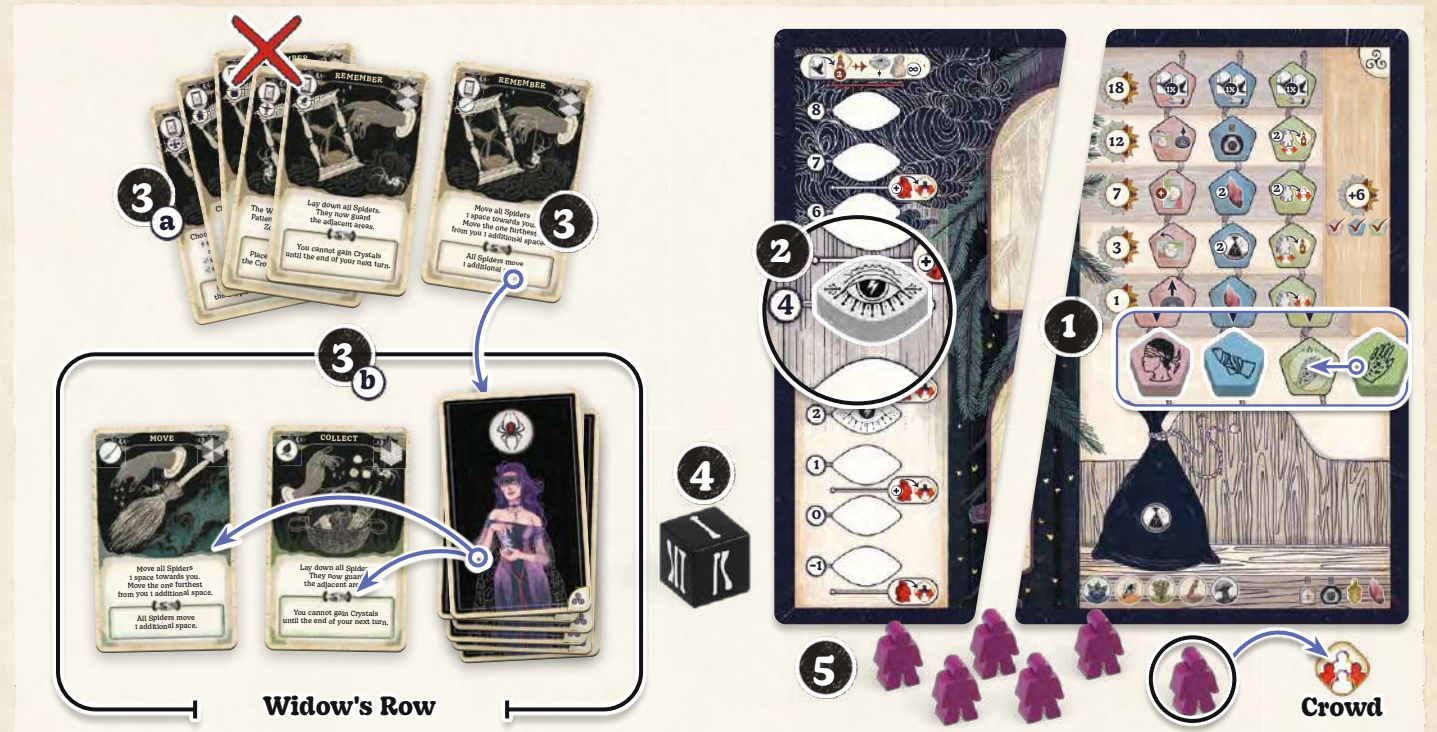
3 Patient Track markers



6 Loyal Citizen meeples

SETUP

BLACK WIDOW PLAYER SETUP



- 1 Use a Player board of an unused color for the Black Widow. Take a Patient Track marker of each color and place it on the bottom space of its respective **Patient track** on her board.
- 2 Place a **Suspicion marker** on the space marked 4 on her Suspicion track.
- 3 Randomly choose one of the Widow's *Remember* Action cards and shuffle it together with her other Action cards.
 - a Return the other 5 *Remember* Action cards to the box.
 - b Place the 9 shuffled cards above her Player board to create a draw deck towards the right side, then draw and place two cards face-up to the left of the draw deck. This will be referred to as the **Widow's Row**.
 - c If the *Remember* card is revealed, replace it with the next card from the draw deck and shuffle the *Remember* card back into the draw deck.
- 4 Place the **Solo die** near the draw deck.
- 5 Place 6 **Cursed Citizens** (Loyal Citizen meeples of an unused player color) near her board to create her supply. Then place 1 of those Cursed Citizens into the Crowd area on the Main board.

- 6 Place the 3 **Spider pawns** at the entrance of the Hunter Huts on the Main board showing 2, 4, and 6. Be sure to place them in a “standing up” position!



- 7 The Black Widow does not use Book of Divinations, Prologue cards, or Spells. The Black Widow also does not use the Leader pawn or the Ritual marker.



♦♦♦ PLAYER SETUP FOR SOLO ♦♦♦

Complete steps 1–14 of the Player setup, performing step 7b (Full Game) and 10 differently:

7b Draw four Witch tiles to draft from:

- I Select one for yourself, and place them in your Coven.
- II Randomly select one of the remaining three for the Black Widow and place them in her Coven.
- III Select one of the remaining two, and place them in your Coven.
- IV Place the remaining one in the Black Widow's Coven.



10 Take the Starting Player token for yourself.

Then additionally perform the following steps.

- 1 Give yourself 14 Wisdom.
- 2 Take the following Negotiation cards: 2x Delay, 3x Information, 3x Cooperation and place them near your Player board. Return the remaining cards to the box.



The game is ready to begin.

SEASON SEQUENCE

The core rules of the Full Game apply, except where explicitly noted otherwise.

♦♦♦ PREPARATION ♦♦♦

Skip this in the 1st (Autumn) Season of the game, as the steps were already performed during setup.

Perform all steps of Preparation as instructed in the core rules. Then, shuffle all 9 of the Black Widow's Action cards and place them above her player board with the draw deck towards the right side, then draw and place two cards face-up to the left of the draw deck, to recreate the Widow's Row. If the Remember card is revealed, replace it with the next card from the draw deck and shuffle the Remember card back into the draw deck.



♦♦♦ MOON PHASES ♦♦♦

You play your own turns in each step of the Moon Phases as explained in the core rules. The Black Widow takes each step differently.

A Select Action: She chooses a card from the Widow's Row. You may influence her choice with a Negotiation card.

B Resolve Action:

- † Spider Scuttle: Her Spiders move instead of a Quick Move.
- † Card Action: Resolve the selected Black Widow Action abilities.
- † Suspicion: Raise her Suspicion if she has Matched.
- † Ritual Advance: Nothing happens.

C Hunter Roll: Nothing happens.

D Hunter Relocation: Nothing happens.

E End of Moon Phase: Refill the Widow's Row.

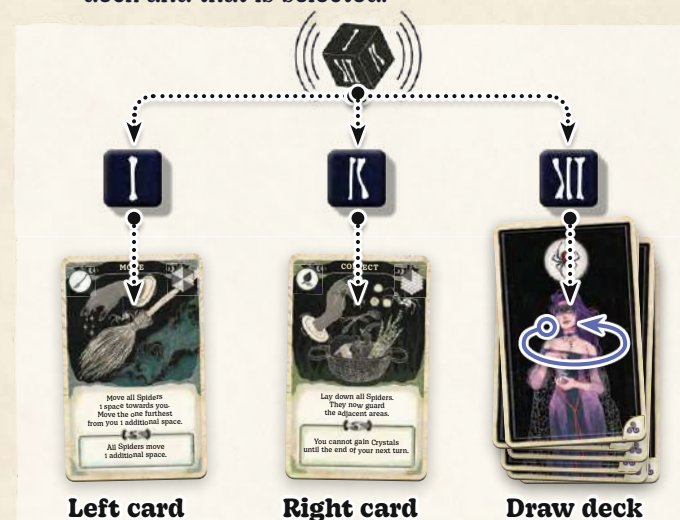
A SELECT ACTION

When you select your Action, you may choose to play a Negotiation card alongside it to affect what Action card the Black Widow will select.

You have 4 options for Negotiation cards.

1 PLAY NO NEGOTIATION: Select your Action card, then roll the Solo die to see which one of the Black Widow's Action cards will she select:

- † If you roll I, it's the left card of the Row;
- † If you roll K, it's the right card of the Row;
- † If you roll M, the reveal the top card of the draw deck and that is selected.



2 COOPERATION: Choose one of your Action cards that doesn't have the same icon as any card in the Widow's discard pile (found on the right of her board). Find the corresponding card and make her choose it, **Matching** with you. If her Action was in the deck, shuffle the remaining cards afterwards. Do **not** roll the Solo die.

3 DELAY: Manipulate the Widow's Row **before** rolling the Solo die to select her Action. Select one of these options to change the Row.

- † Swap the order of the face-up cards.
- † Swap the right face-up card with the top card of the draw deck (changing the facing of both).
- † Set the face up card on the left aside, then slide the other card to the left. Draw a card from the draw deck to refill the Row, then put the set aside card face-down on the top of the draw deck.

4 INFORMATION: Roll the Solo die to select her Action **before** selecting your own Action card.

Place the selected Black Widow Action card to the left side of her Player board. If you have played a **Negotiation** card, **return it to the box**.

B RESOLVE ACTION

When it's the Widow's turn to resolve the action:

1 SPIDER SCUTTLE:

- a For each Shadow Zone (see next page), resolve separately: Every Spider in that Zone moves 1 space towards you. If there are no Spiders in that Zone, proceed to the next Zone clockwise until a Zone with at least one Spider is found, and move all Spiders in that Zone 1 space towards you.
- b For each Spider that ends up on a space **adjacent** to your Leader, lose 1 Wisdom. For each Spider that ends up sharing a space with your Leader, lose 5 Wisdom instead.

2 CARD ACTION: Resolve the effects of the Widow's chosen Action card. (see next page) The Black Widow can Match with you or the Septima. If she does, resolve the bottom effect following the top one.

3 SUSPICION: The Widow gains Suspicion using the same rules as you: if she Matches with you, her Suspicion is raised by 1; if she **Matches only with the Septima (either marker)**, her Suspicion is raised by 2. See the boxed rules below for what happens if her Suspicion needs to be raised beyond the top space.

BLACK WIDOW'S SUSPICION



Why are you so timid, trying to avoid suspicion? Pathetic. You should be proud, powerful, terrifying!

Effects can raise/lower her Suspicion, just like a player's. If the Black Widow's Suspicion marker is on the top space of her track when it needs to be raised, do the following:

- 1 If there are any Witches on her player board, place one into the Second Trial Chamber. If there aren't any Witches on her board, then take the bottom Witch from the Witch tile stack and place it into the Second Trial Chamber.
- II Reset her Suspicion marker to the 2 space.

4 RITUAL ADVANCE: The Widow does not track her position on the Ritual board and skips this step.

On your turn, you resolve your Action exactly as described in the core rules (Quick Move, Card Action, Suspicion, and Ritual Advance). Note, as in a 2-player game, you may Match with either Septima Action marker, raising your Suspicion by 1 for the left and 2 for the right token. If you Match with Black Widow (regardless of whether you Matched with Septima), you raise your Suspicion by 1. The only new concern to look out for is the Spiders.

SHADOW ZONES

The Spider Scuttle step and some of her actions refer to a "Shadow Zone." The current Shadow Zone is shown with dark gray color on the top right corner of the leftmost Black Widow Action card that is found on the Widow's Row. As explained on page 18, Zones are the similarly shaped (bronze or golden) collection of spaces. This means that Spiders can be in Shadow Zones, while Patients on Town areas can be adjacent to them.



SHADOW ZONE AND SPIDER SCUTTLE EXAMPLE: The current Action of the Widow is Collect (a), and the leftmost Black Widow Action card on the Widow's Row is Move (b). The Move card shows 3 Shadow Zones (1, 3, and 5). There is 1 Spider each in the Shadow Zones 1 and 3, and 1 Spider in Zone 2 (not a Shadow Zone). You start the Scuttle, resolving Shadow Zone 1 first, moving the Spider there 1 space towards you (c). Then you resolve Shadow Zone 3, moving the Spider in it (d). Finally, you resolve Shadow Zone 5 which has no Spider in it: In clockwise order (e) you look for the first Zone with a Spider (any Zone, not just a Shadow one). Shadow Zone 1 is the first with a Spider, so you move it towards you (f). Now all 3 Shadow Zones are resolved. Note that you moved 1 Spider twice, but not moved the 3rd Spider at all.

SPIDERS



Chitter-chitter! Nice lady says we do thing. Then we do thing! Nice lady is nice! We guard area and spin web and bite bad people.

Spiders are scary creatures that can make your task more difficult in multiple ways.

- When you move a Spider "towards you," that means you must follow the shortest path between your Leader and that Spider. If there are multiple moves that can result in this, you may choose any. All additional moves by the Main Ability or Matching Bonus are towards you.
- Whenever a Spider is moved, place it in a "standing up" position, even if it was "laid down" before.
- You may not move onto a space occupied by a Spider.
- When you end your turn, lose 1 Wisdom for each Spider you're adjacent to.
- If you start your turn sharing a space with a Spider (due to it moving onto you), you **must** move away.
- Laid down Spiders are **guarding** the adjacent areas. You cannot **collect** Ingredients/Crystal from these areas.

WIDOW ACTION CARD EFFECTS



COLLECT

Main Ability: Lay down all Spiders. They now guard the adjacent areas.

Matching Bonus: You cannot gain Crystals until the end of your next turn.

Do not change the position of the Spiders when laying them down. Laid down Spiders are guarding the adjacent areas. You cannot collect Ingredients/Crystal from these areas.

Because of the Widow's Matching Bonus, you (the player) cannot gain Crystals via any effect, Collect or otherwise. The Matching Bonus stays in effect until the end of next turn (discard Collect only then), except if she plays it in the last Moon Phase of a Season, in which case the effect expires before the Trial(s).



MOVE

Main Ability: Move all Spiders 1 space towards you. Move the one furthest from you 1 additional space.

Matching Bonus: All Spiders move 1 additional space.

For rules on Spider movement, see "Spiders" on this page.



BREW

Main Ability: The Widow raises her Suspicion by 1.

Matching Bonus: The Widow heals the closest Patient (adjacent to a Shadow Zone space, if able).

"Closest" means the Patient that could be reached by moving the least number of spaces with your Leader (your choice if multiple Patients are tied). If there are no Patients adjacent to Shadow Zones, you must choose the closest one anywhere. When a Patient is healed, place a corresponding Remedy Potion from the supply on the Patient token to indicate it. Then, advance the Widow's corresponding Patient Track marker 1 space (and ignore the reward on it).



HEAL

Main Ability: The Widow heals the 2 closest Patients (adjacent to Shadow Zone spaces, if able).

Matching Bonus: Place 1 Cursed Citizen from the Crowd into the 1st Chamber.

See Brew above for rules on healing the "closest" Patient.

When you place the Cursed Citizen, you must place it in the first empty space of the Trial Chamber. If the 1st Trial Chamber is full, place the Cursed Citizen in the first empty space of the 2nd Trial Chamber (if able). If there are no Cursed Citizens in the Crowd, this bonus has no effect.



CHANT

Main Ability: The Widow raises her Suspicion by 1.

Matching Bonus: Place 2 Cursed Citizens into the Crowd.

If there are fewer than 2 Cursed Citizens remaining in the Widow's supply, place as many as possible.



RECRUIT

Main Ability: Choose the first possible option:

- +2 Cursed Citizens to the Crowd
- +2 Cursed Citizens to the 1st Trial Chamber
- +1 to Widow's Suspicion

Matching Bonus: +1 Cursed Citizen to the Crowd.

The abilities on the card are abridged. The three options on the Main Ability are as follows:

- Place 2 Cursed Citizens into the Crowd from the Widow's supply.



PLEAD

Main Ability: Choose the first possible option:

- +2 Cursed Citizens to the 1st Trial Chamber
- +2 Cursed Citizens to the Crowd
- +1 to Widow's Suspicion

Matching Bonus: +1 Cursed Citizen from the supply to the Chamber.

The Main Ability of Plead is almost identical to Recruit except the first two options are switched up. All rules regarding Recruit apply here.

The Matching Bonus is identical to the first option of the Main Ability, but only placing 1 additional Cursed Citizen.



REMEMBER

During setup, you randomly selected one Remember card for the Black Widow. The Main Ability and the Matching Bonus of that card will be the exact duplicate of one of the other 8 Actions. You can find the clarifications for the card abilities in the corresponding Action's section in this chapter.



RITUAL

Main Ability: Discard all the Spells from the bottom row. Remove a Negotiation card in your hand from the game.

Matching Bonus: The Widow raises her Suspicion by 1.

When you discard a (Regular) Spell card from the bottom row, shift the top (face-up) card of the corresponding deck down to take its place, then reveal the top card of the deck.



END OF MOON PHASE

Refill the Widow's Row. If there is only a single face-up Action on the Row, then reveal a new one from the top of the deck and place it in between the face-up card and the deck (shifting the face-up card to the left, if necessary).

TRIAL(S)

During Trial(s), the Black Widow participates with her Cursed Citizens which count as her Loyal Citizens. The steps are the same as the core rules. If the Widow gains Wisdom during these Trial(s), subtract it from your Wisdom instead. If you don't have enough Wisdom, lose as much as possible. The Widow can gain additional Witches into her Coven this way.

During **Crowd Picks**, the Black Widow does not take the regular Picks, she will move her Spiders instead.

If she has 3/4/5/6 Cursed Citizens in the Crowd, then she will move a total of 1/2/3/4 spaces with her Spiders. Each time she moves a Spider, she selects the one currently **farthest** from your Leader.

If a Spider reaches your Leader, the Widow forfeits her further Spider moves. For each Spider ending up on a space **adjacent** to your Leader, lose 1 Wisdom. If a Spider ends up sharing a space with your Leader, lose 5 Wisdom for that Spider instead.

If the Spiders have moved any number of spaces then return 1 Cursed Citizen in total to her personal supply.

END OF SEASON

Perform all End of Season steps as instructed in the core rules, which also means that in the second and the fourth season the Black Widow will be the Starting player.

END OF GAME

Perform your end of game scoring as described in the core rules, with the following modifications:

✦ Do **NOT** score Wisdom for the 4 objectives on your Book of Divinations card; they will matter for the Tribulations directly (see below).

Add all scored Wisdom to the Wisdom you collected during the game, then **lose** Wisdom based on the Widow's Patient tracks and Cursed Citizens in the Crowd:

✦ If the Widow has 3 or 4 Cursed Citizens in the Crowd, lose 3 Wisdom.

✦ If the Widow has 5 or 6 Cursed Citizens in the Crowd, lose 7 Wisdom.

✦ For each of the Widow's Patient tracks, lose Wisdom equal to the value of the highest level she reached. Also lose an additional 6 Wisdom for each level she reached on all three Patient tracks.

To win the game against the Widow, you have to:

Complete **5 of the 8** Tribulations:

✦ *Tribulations 1-4*: Meet the objectives of your Book of Divinations card. You do not need to have Witches in your Coven for this, unlike in a multiplayer game.

✦ *Tribulation 5*: Have 4 Witches in your Coven.

✦ *Tribulation 6*: Ensure the Widow has 3 or fewer Witches in her Coven.

✦ *Tribulation 7*: Reach the top ribbon on the Ritual board.

✦ *Tribulation 8*: Have at least 42 Wisdom remaining after the above scoring (including losing Wisdom).

If you complete four or fewer Tribulations, the Black Widow becomes the new Septima and covers Noctenburg in her darkness. If you meet at least five of these, you win the game and she heads back out to exile.

DIFFICULTY SETTINGS

Choose one or multiple of these rule changes to make the game easier or harder, as you prefer.

FOR AN EASIER EXPERIENCE:

✦ Complete 4 Tribulations to win.

✦ Black Widow never uses the Matching Bonus effects of her Action cards.

✦ To complete Tribulation 8, you only need a score of 1 or more.

✦ You start the game with more Negotiation cards: 4x Cooperation, 3x Delay, and 3x Information.

FOR A MORE CHALLENGING EXPERIENCE:

✦ Complete 6, 7 or 8 Tribulations.

✦ The Black Widow adds the Matching Bonus to all her Actions regardless of Matching with you or the Septima.

✦ To complete Tribulation 8, you need a score 42, 35, 28 or 1. If you select a score lower than 42 but use all other methods, the game will be more difficult overall.

✦ You start the game with fewer Negotiation cards: 2x Cooperation, 2x Delay, 2x Information (return the rest to the box).



APPENDIX

PATIENT TRACK REWARDS

BASIC GAME SIDE

LEVEL	BLIND	PARALYZED	INFECTED
5	Draw 1 Witch, and place them in your Coven.	Draw 1 Witch, and place them in your Coven.	Draw 1 Witch, and place them in your Coven.
4	Gain any 2 Practical Potions.	Gain 3 Crystals.	Send 2 Loyal Citizens from the Crowd into the leftmost empty spaces of a Trial Chamber.
3	Gain a Calming Potion.	Gain 2 Crystals.	Send 2 Loyal Citizens to the Crowd.
2	Gain a Flying Ointment.	Gain any 2 Ingredients.	Send 1 Loyal Citizen to the Crowd.
1	Lower your Suspicion by 1.	Lower your Suspicion by 1.	Lower your Suspicion by 1.

FULL GAME SIDE

LEVEL	BLIND	PARALYZED	INFECTED
5	Draw 2 Witches, and choose 1 to place in your Coven. Discard the other to the bottom of the stack.	Draw 2 Witches, and choose 1 to place in your Coven. Discard the other to the bottom of the stack.	Draw 2 Witches, and choose 1 to place in your Coven. Discard the other to the bottom of the stack.
4	Advance on the Ritual track, and ready 1 Spell.	Gain any 1 Practical Potion.	Send 2 Loyal Citizens from the Crowd to the leftmost empty spaces of a Trial Chamber.
3	Gain a Spell.	Gain 2 Crystals.	Send 2 Loyal Citizens to the Crowd.
2	Ready 1 Spell.	Gain any 2 Ingredients.	Send 1 Loyal Citizen from the Crowd to the leftmost empty space of a Trial Chamber.
1	Advance on the Ritual track.	Gain 1 Crystal.	Send 1 Loyal Citizen to the Crowd.

◆◆◆ WITCH ABILITIES ◆◆◆



Check out the *Legendarium of Witches* on mindclashgames.com to learn the stories of these mysterious characters!



The ability of each Witch can only be used at a specific time, which is specified in the "Condition" column. Most of them can be used when resolving a specific Action. If the ability is an additional effect, it can be used immediately after the Quick Move or Card Action steps of "B Resolve Action".

NAME	CONDITION	ABILITY
ALBERT	After a Hunter die roll	Spend any 2 Ingredients to set a Hunter Inactive after you have seen your roll. The Hunter stays Inactive until the End of Season.
ALICE	Brew Action	If you Brew 3 Practical Potions in a single turn, advance on the Ritual track.
AYLANA	Remember Action	You may consider your Action to be Matched with another player. Reminder: you must raise your Suspicion by 1 for Matching, as normal.
BERTA	Heal Action	If you heal 2 or more Patients of different types this turn, you may advance on the Ritual track.
BRYN	End of Trial(s) and Crowd Pick	Recall only 1 Loyal Citizen if you are the Trial Winner. Do not recall 1 Loyal Citizen after your Crowd Pick(s). If <i>Bryn</i> is on a Trial that you win, you may use their ability immediately after taking them.
DRAGOMIR	First Trial End	If you have a Loyal Citizen in the First Trial Chamber and the Trial is successful, lower your Suspicion by 2. If Dragomir is on a Trial that you win, you may use his ability immediately after taking him.
EDITH	Heal Action	After healing a Patient, you may advance on any Patient track.
EUSTACE	Recruit Action	If you are adjacent to the <i>Hospital</i> , send 1 additional Loyal Citizen to the Crowd.
HAZEL	Heal Action	1 Patient that you heal can be 2 spaces away from your Leader.

NAME	CONDITION	ABILITY
JOHANNA	Crowd Pick	After the Trial(s) you may choose the same Crowd Pick multiple times. If <i>Johanna</i> is on a Trial that you win, you may use her ability immediately after taking her.
KATHERINA	Collect Action	Consider one more Ingredient type to be Lunar.
LUKE	Brew Action	Up to twice, you may raise your Suspicion by 1 in order to spend 1 fewer Ingredient in total for brewing Potions. You are allowed to reduce the cost of a single Potion to no Ingredients with this.
MARTHA	Any Action not Matched	You may treat your Action as Matched and raise your Suspicion by 2. If you have already Matched with a player, you may not use this ability to raise your Suspicion by 2 instead of 1.
MATHILDA	Any Action Matched	Raise your Suspicion by an additional 2 to set 1 Hunter Inactive.
NICHOLAS	Collect Action	Brew 1 Potion. You cannot use the ability of <i>Alice</i> and <i>Luke</i> , or the <i>Flying Elephant</i> Building as this is not a <i>Brew</i> Action.
NINA	Chant Action	You may spend any 1 Ingredient to ready 1 Spell.
OTTO	Hunter die roll	If you are adjacent to an area with a Skull (Ingredient) printed on it, subtract 2 from your Hunter die rolls.
RANDELL	Entering a Ritual track ribbon	Gain an Ingredient every time you advance onto a ribbon on the Ritual track. If you have no Ingredients or Crystals in your Inventory to pay an Offering to the Spirits, you cannot advance onto a ribbon, as you must pay before activating <i>Randell's</i> ability.
REMUS	Ritual Action	Spend 1 Crystal to advance 1 space further on the Ritual track.
SEN	Collect Action	Up to twice, you may spend 1 Ingredient to gain 1 Crystal.
SERENA	Quick Move	If you have not Matched, you may move 1 additional space during your Quick Move.
SOPHIE	Recruit Action	You may raise your Suspicion by 1 to send 1 additional Loyal Citizen to the Crowd.
TOMMY	Remember Action	If your Suspicion is less than 4, you may advance on the Ritual track.
WILMOT	Collect Action	For each Mushroom you have collected this turn, lower your Suspicion by 1.

◆◆◆ BOOK OF DIVINATIONS SCORING OBJECTIVES ◆◆◆

In order to complete an objective you must reach the same or higher number of the listed items (except the ones showing "max," where you must have that number or lower).



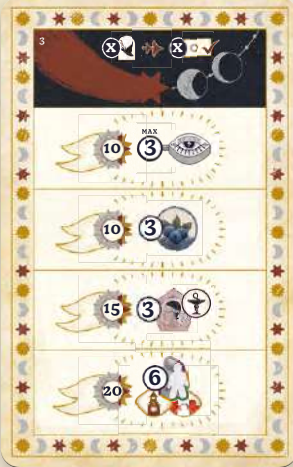
#1

- 1 healed Paralyzed Patient
- 2 unused Potions
- 5 Loyal Citizens in Crowd and/or Final Trial(s)
- 6 Ingredients of the same type



#2

- 2 Loyal Citizens in Crowd and/or Final Trial(s)
- 2 healed Infected Patients
- 5 Ingredients of different types
- 4 unused Potions



#3

- 3 Suspicion or lower
- 3 Berries
- 3 healed Blind Patients
- 6 Loyal Citizens in Crowd and/or Final Trial(s)



#4

- 1 Crystal
- 3 Loyal Citizens in Crowd and/or Final Trial(s)
- 3 unused Potions
- 5 healed Patients



#5

- 3 Suspicion or lower
- 3 Spells of different elements
- 5 Berries
- 6 healed Patients



#6

- Ritual marker on the Air section
- 2 Healed Paralyzed Patient
- 5 Ingredients of different types
- 6 Loyal Citizens in Crowd and/or Final Trial(s)

FULL GAME



#7

- Ritual marker on the Fire section
- 3 Skulls
- 3 healed Blind Patients
- 7 Suspicion



#8

- Ritual marker on the Earth section
- 3 Loyal Citizens in Crowd and/or Final Trial(s)
- 3 healed Infected Patients
- 6 Ingredients of the same type



#9

- 1 Crystal
- 3 Spells of the same color
- 5 Loyal Citizens in Crowd and/or Final Trial(s)
- 4 unused Potions

◆◆◆ SPELL EFFECT CLARIFICATIONS ◆◆◆

FIRE SPELLS

NAME	CLARIFICATION
DARK MOON STONE	If you use a Remedy as a Practical Potion with <i>The Golden Brew</i> , you do not gain any Wisdom.
DREAM POWDER	If you are in a Zone of an Inactive Hunter, you skip your turn in the "C Hunter Roll" step.
HEALING DREAM	You can use the <i>Hospital Building</i> to heal 1 Patient of any type and advance on the corresponding Patient track (gaining no reward as usual). If you use this ability during your <i>Heal Action</i> , you may heal a 3rd Patient with this Spell.
INVISIBLE FAMULUS	You still receive the Matching Bonus and may advance on the Ritual track if you otherwise would.
LION'S ROAR	Re-rolls using Good Luck Charms also count as separate Hunter die rolls.
MAGIC MORTAR	All three exchanges can be from any type into any other. Neither the 3 starting nor the 3 resulting Ingredients need to be the same type.
SUMMONING	During the Trials this Season, when you calculate the result, you are considered to have 1 more Loyal Citizen in the Trial Chamber. If this increased number is the same as any other player's, you win the tie. However, if the total number of Loyal Citizens increased by this Spell is equal to the number of Angry Citizens, you still lose the Trial.

◆◆◆

SPELL EFFECT
CLARIFICATIONS

◆◆◆

(continued)

NAME	CLARIFICATION
TIME TWISTER	After you fully resolve your first Action card, you may immediately select another Action card and resolve its Main Ability, but not actually playing it. You cannot Match with the selected other card. This is considered to be continuing your Card Action step, so you cannot Quick Move, spend a Practical Potion, or cast a Spell before fully resolving your selected second Main Ability.
VISION OF THE PAST	After this, immediately shuffle the card back to the Prologue deck.
THE GOLDEN BREW	For example, you may spend a Practical Potion instead of a Remedy Potion to heal a Patient during a Heal Action, or a Remedy Potion before or after your Action to activate the effect of a Practical Potion.

EARTH SPELLS

ADRIANNA'S RING	If you are at the bottom of the Suspicion track, you can't receive the bonus. A single effect that lowers your Suspicion by more than 1 only triggers this effect once.
BLESSED DAY	For example, if you collected 1 Herb, 2 Mushrooms and 1 Skull, you may gain 1 additional one of each. Crystal is not considered an Ingredient.
CAULDRON OF PLENTY	This Spell allows you to brew up to 4 Potions instead of 3 with a single Brew Action.

NAME	CLARIFICATION
EMERALD PASSAGE	This is the same effect as the Flying Ointment Potion's.
INVISIBILITY	If your Leader leaves the space where they started the turn as the result of any game effect, it means you have moved them. When you do, the Spell effect ends immediately. This Spell effect does not affect your Suspicion level.
OVERGROWN WILDS	This essentially allows you to use the Collect Action on Town areas. The Market Building gains anadditional Ingredient (to a total of 3).
SECRETS OF THE STONES	Crystal outcrops and Shrines are not considered Buildings.
SHARDS OF ETERNITY	If you cast this Spell first and then Blessed Day, both effects will trigger.
UNNATURAL RECOVERY	Works with the Hospital, but does not work with Hazel's ability. The Patient you heal without the Remedy counts towards the maximum of 2 Patients that can be healed with the Heal Action. To indicate it is healed, place a Remedy on the Patient from the common supply. If (using other Spells) you heal 4 Patients of the same type, you cannot use this ability twice.

AIR SPELLS

BOON OF GRATITUDE	This includes Patients healed in the Hospital. If you healed 4 Patients this Action, you can still only choose the 3 listed options once.
CLOAK OF CHARISMA	If you have Matched both with another player and the Septima, you may still treat it as just Matching with the Septima. If you change the Septima token, shuffle the removed token back into the stack.

NAME	CLARIFICATION
DOPPELGÄNGER	 Seriously? What's is unclear here?
HELPFUL SPIRITS	If you heal multiple Patients in the Hospital this turn, you may gain the Patient track reward each time you do so.
MAGIC MIRROR	Discarded Witches go face down to the bottom of the Witch draw stack. At the end of the Season, discard all Witches set aside with this Spell. If you ready and cast this Spell while it's still in effect, it immediately expires as normal (discard the current Witch) and the effect starts again (by drawing 3 new Witches).
ONE WITH THE STORM	Gaining 4 Wisdom instead of advancing on the Ritual track while on the top space also triggers this effect.
SOOTHING MELODY	You take these picks independently from the Crowd Picks at the end of the Trial(s). This means the Crowd Picks you gain from this Spell can be the same as your Crowd Picks after the Trial(s). Do not recall a Loyal Citizen from the Crowd after your Crowd Picks gained with this Spell. The ability of Johanna does not apply here.
SPIRITUAL BOND	This Spell effect is ongoing through multiple Seasons until you win a Trial. If you take a Crowd Pick after the Trial you have won, you must return 1 Loyal Citizen to your supply as normal.
WIDOWS' SONG	This includes Patients healed in the Hospital.
WINGS OF WIND	If you cast this Spell after your Quick Move, you can use its ability immediately.


◆◆◆

BUILDING TILE
CLARIFICATIONS

◆◆◆

If your Leader is adjacent to a Building, you can use the Building's ability. Each ability is tied to an Action card.




TOWN CENTER

NAME	ABILITY
 HOSPITAL	The Hospital is considered to have all 3 types of Patients in it permanently (even multiples of the same type). You can heal these Patients as normal, spending a Remedy Potion, but when you advance on the corresponding Patient track, you do not gain the reward (unless another ability specifically says so).
ACTION	
Heal	

BRONZE NAME PLATE

 ANTIQUE SHOP	Draw 1 Prologue card. Take either the top reward twice or the bottom reward once. Shuffle the Prologue card back into the draw deck.
ACTION	
Remember	
 MARKET	2 Ingredients of your choice are considered to be printed on this area during your Action.
ACTION	
Collect	
 ORACLE	Take 1 Crowd Pick.
ACTION	
Chant	

GOLDEN NAME PLATE

NAME	ABILITY
 FLYING ELEPHANT ACTION Recruit	Spend 1 fewer Ingredient for each Practical Potion you brew this turn, but receive no Wisdom for the ones you have spent fewer Ingredients for. If you use any other ability (not the <i>Flying Elephant</i>) to reduce the cost of a Practical Potion, you gain the 3 Wisdom as normal.
 PRINTHOUSE ACTION Plea	Lower your Suspicion by 2.
 PUB ACTION Recruit	Send 1 additional Loyal Citizen to the Crowd. Also add 1 Angry Citizen to the Crowd.

NEGOTIATION CARDS

COOPERATION: Choose one of your Action cards that doesn't have the same icon as any card in the Widow's discard pile (found on the right of her board). Find the corresponding card and make her choose it, **Matching** with you. If her Action was in the deck, shuffle the remaining cards afterwards. Do **not** roll the Solo die.

DELAY: Manipulate the Widow's Row **before** rolling the Solo die to select her Action. Select one of these options to change the Row.

- ✦ Swap the order of the face-up cards.
- ✦ Swap the right face-up card with the top card of the draw deck (changing the facing of both).
- ✦ Set the face up card on the left aside, then slide the other card to the left. Draw a card from the draw deck to refill the Row, then put the set aside card face-down on the top of the draw deck.

INFORMATION: Roll the Solo die to select her Action **before** selecting your own Action card.

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Delve into the world of Septima with the magical melodies of the official soundtrack from Lyregard!

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...and our charming Backers on Kickstarter!



ICON REFERENCE

	LEADER PAWN		STEPS (LABELED "A"- "E")		MATCHING
	ANGRY / LOYAL CITIZEN		AUTUMN (1 ST) SEASON		MOVE ACTION
	HUNTER		WINTER (2 ND) SEASON		COLLECT ACTION
	HUNTER'S HUT		SPRING (3 RD) SEASON		BREW ACTION
	ROLL WITH THE HUNTER DIE		SUMMER (4 TH) SEASON		HEAL ACTION
	SUSPICION MARKER		SEPTIMA ACTION		RECRUIT ACTION
	RAISE SUSPICION		LUNAR INGREDIENT		PLEAD ACTION
	LOWER SUSPICION		GAIN ANY 1 INGREDIENT		CHANT ACTION
	DO NOT RAISE SUSPICION		SPEND ANY 1 INGREDIENT		RITUAL ACTION
	AREA		GAIN 1 CRYSTAL		REMEMBER ACTION
	CROWD		SPEND 1 CRYSTAL		ANY ACTION
	TRIAL CHAMBER		PATIENT TRACK MARKER		ACTION CARD
	TRIAL		ANY PATIENT TRACK		PROLOGUE CARD
	TRIAL BAG		ANY PATIENT		IGNORE
	SUCCESSFUL / FAILED TRIAL		ADVANCE ON A PATIENT TRACK		CAUSE ARROW
	TRIAL WINNER		GAIN 1 POTION		PLACE
	CHAMBER SPACE		WITCH TILE		REMOVE
	PICK X TIMES/CHOOSE		ADVANCE ON THE RITUAL TRACK		MOVE
	CROWD PICK		RITUAL MARKER ON A SPECIFIC ELEMENT		ONLY IN FULL GAME
	SCORE WISDOM		RITUAL TRACK RIBBON		BLACK WIDOW ACTION
	BUILDING		SPELL CARD		SOLO DIE
			READY 1 SPELL		
			IF PRESENT / IF OWNED		