

QUICKSTART GUIDE

SPELL CARDS

1. Black Magic Background
2. White Magic Background
3. Magic Value
4. Card Name
5. Card Type
6. Cost and Locus or Starter Card Icon
7. Sigils to Open
8. Card Text
9. Gaia Magic (Yellow Border)
10. Starter Card (Blue Diamond)

INCANTATION CARD



FAMILIAR CARD



ARTIFACT CARD



STARTER CARD ICONS

- ⦿ Addie
- ♦ Dianne
- ★ Lily
- ☾ Minora
- ♥ Nancy
- ♣ Paz
- 🔥 Shara
- ✦ Ward

ENEMY CARDS

1. Card Name
2. Card Type
3. Corruption Cost Needed to Summon
4. Magic Needed to Bind.
5. Magic Needed to Banish.
6. Damage: Cards Consumed
7. Damage: Corruption Given
8. Open Sigils Needed to Summon
9. Enemy Type Icon
10. Card Text
11. Overlord Background
12. Hunter Demon Background
13. Demon Deck Background
14. Demon with Global Effect








Starter Demon
Blue Corruption Cost
Grayed-Out Sigils
Grayed-Out Card
Back





ENEMY TYPE ICONS

- ☾ Dark Fey
- ♦ Imp
- ★ Hex
- ☾ Hunter
- ♥ Blood
- ♣ Animal
- 🔥 Warlock
- ✦ Overlord
- ☾ Legendary

QUICKSTART GUIDE

- (A) **Board:** Lay out the board in the center of the table. Place Set-Up Elements (B) – (E) on the board. The **White Magic Pool**, Barrows, **Void**, Æther, and 3 **Lurking Demon** spaces are empty at the start of the game.
- (B) **Scene:** Choose Scene 0, Training Day. Read the story aloud, then Place the Scene on the Board with the Special Rules showing.
- (C) **Clock:** Place the Hour hand on the clock pointing towards 1:00.
- (D) **Spell Cards:** Form 6 facedown decks, 1 for each **Locus** on the **Pentagram**. Separate the spell cards by the numbers printed on the top right corner of the cards. These are the cost and Locus number for that card. Shuffle each stack separately, then use the *Cards per Locus chart (below)* to determine how many cards to place facedown on each Locus. Then, flip the top card of each deck face-up. Return the unused cards back to the box (without revealing them).
- (E) **Demon Deck:** Return Events, Overlords, and Hunters to the box. Then, shuffle all the remaining cards with a red background and colored Demon card back together and place them facedown on the Demon Deck space.
- (F) **White Magic:** Take the white cubes and make a pile near the White Magic Pool. These represent the White Magic that players generate. The small cubes are 1  and the large cubes are 5 .
- (G) **Corruption:** Take the black cubes and octagons, and make a pile so everyone can reach them. These represent Corruption gained by effects and Enemies. The small cubes are 1 , large cubes are 5 , and octagons are 10 . All Corruption *not* on a Character Mat are called “the pool” or “in the pool.”
- (H) **Tokens:** Place the +1 Card/Universal Marker, +1/+2 White Magic, +1/+2 Black Magic, and Beacon of Light tokens near the Board. If a player chooses Addie or Ward, give them their tokens.
- (I) **Character Mats:** Each player chooses a Character to play. This can be done randomly, through a draft, or whatever method you choose. Place the selected Mat bronze side up and Set-Up Elements (J) – (M) in each player’s area.
- (J) **Starter Spell Decks:** Each player now takes the deck of eight Starter spells belonging to their Witch. These are denoted by the character symbol in the upper right of the spell cards and on the Character Mat. Shuffle your deck and place it facedown next to your Mat, but DO NOT draw any cards. Leave room in your play area for a discard pile.
- (K) **Sigil Disks:** Take 6 wooden disks and place them on your Character Mat so that they cover the right hand, colored Sigils.
- (L) **Starter Demons:** Shuffle the cards with a grayed-out Demon card back and deal one face-up in front of each Witch. Any grayed-out Sigils found

on the Starter Demons will Open those same Sigils on your Mat. Move the corresponding disks to the left, revealing the colored Sigils, hence opening them up. Now look at the Corruption Cost  in the upper right and place that many Corruption cubes onto your Mat. Each player will start with 2-4 Corruption.

- (M) **Reference Card:** Give one to each player.
- (N) Give the **Coven Leader Marker** to a random player. Each Hour (round), this marker will be passed clockwise to the next player, who then becomes both the first player for that Hour and the Coven Leader for game effects.
- (O) **Other Components & Cards:** After completing (P) - (R) return any used items to the box.
- (P) **Secrets:** Shuffle the 6 easy () Secrets and deal one facedown in front of each Witch. Players may only look at their own Secret.
- (Q) **Locus Guardians:** Each player places their Soul Link on a different Pentagram Locus with the starting Coven Leader’s Soul Link on Locus 6, then the Witch to their left’s on Locus 5, etc.
- (R) **Open Locus 1 & 2:** In a 5 or 6 player game, move the Soul Links on Locus 1 & 2 off the spell decks and into the corresponding spaces for bound Guardians.

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PLAYERS	CARDS PER LOCUS					
2-3	9	9	9	9	6	3
4-5	12	12	12	12	8	4
6	15	15	15	15	10	5
LOCUS	1	2	3	4	5	6

I





EVENT CARD

1. Card Name
2. Card Type
3. Corruption Cost Needed to Resolve
4. Sigils Needed to Resolve
5. Card Text



LOST WITCHES CARD

1. Card Name
2. Card Type
3. Magic Needed to Bind.
4. Magic Needed to Banish.
5. Special Ability



1. Story
2. Set-Up
3. Scene Number
4. Scene Name
5. Special Rules

SECRET CARD

1. Card Name
2. Card Type
3. Progression
4. Resolution
5. Retribution
6. Difficulty
 - Easy
 - Medium
 - Hard



SCENE CARD

