

Curses & Covens

<https://tekeli.li/rogers-rules/>

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Goal

As the witch hunter: capture 5 witches without participating in 2 rituals.

As the townsfolk: have three matching witches in your hand.

Setup

Choose one player as the Witch Hunter (WH). Others are Townsfolk (“players”). Pass out reference cards and turn them to the appropriate side.

WH: place the three spell tiles to form a spell pool, light (charm) side up.

WH: shuffle all cards, draw one, and place it face-down by the spell tiles. This card is “hidden in the woods”.

WH: deal 2 cards to each player.
Play rounds until victory occurs.

Round

Census

Each player: if you have no cards, draw one.

Each player: place your hand face-up in front of you. If you have three witches of the same suit, counting the Wild witch as any suit, players win.

If any player has revealed two witches who match the icons on a spell tile (wild counts for this), they may cast that spell. Move it out of the spell pool. It is active for the rest of the round and overrides standard rules.

Players may freely discuss strategies. They may speak out loud only during this phase.

The players choose a first player (give them the witch's hat).

players pick up their hands.

Arrival

If WH has no Rituals: draw a card, inspect it, and give it to the player to your left. Repeat for each other player.

If WH has one Ritual: draw one card per player, inspect all of them, then give one to each player.

Travel

Starting from first player, each player must do one of these actions:

- if you have 2+ cards, pass a card from your hand face down to another player;
- ask another player with 2+ cards for a card from their hand, which they must give you;
- swap a card from your hand with the card hidden in the woods.

Hunt

WH chooses a player, takes a random card from their hand, and reveals it.

Townfolk: give it to a different town player.

Witch: it is captured, placed face up in front of WH. If WH now has five witches, they win. That player discards all their cards to the bottom of the deck.

Ritual: place this face up in front of WH. If WH now has two Rituals, players collectively win.

Fake Witch: place this face up in front of WH. That player

discards all their cards to the bottom of the deck. All previously captured witches go face down to the bottom of the deck. This does count as a witch for the WH's score.

Perform the Hunt step a second time, with the same or a different player.

Flip any active spell tiles and return them to the spell pool.

Start a new round.