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Pagan

Fate of Roanoke

Rulebook

Wyrmgold



Introduction

To Mayor Biggs,
In reference to your letter concerning the emergence of a witch in the village of Roanoke, I hereby accept the task offered to me.
If your conviction – that suspects number less than a dozen – holds true, my recommended cause of action is to submit them all to the trials of justice. In a situation like this, a certain collateral damage is to be expected. However, I shall honor your wish that the truly innocent will be spared – if at all possible.
What a powerful witch, such as you are portraying, is doing in a place like Roanoke is beyond me. Nevertheless, I assure you, its days are numbered. In trusting that your every resource is at my disposal,

Yours truly,
Samuel Crowe, Witch Hunter
Anno domini 1587, August 20th



Game Overview

Pagan: The Fate of Roanoke is an asymmetrical card game for two players respectively taking on the roles of Witch or Witch hunter. The Witch tries to carry out a ritual of renaturation before being exposed and eliminated by the Witch hunter.
Nine villagers are under suspicion and only the Witch player knows who the real witch is. Each turn the two players use their action pawns on active villagers to draw cards, play cards, and gain influence.
Moreover, the Witch can brew powerful potions, improve their familiar, and cast enchantments and charms, while the Witch hunter enlists allies, claim strategic locations, and ruthlessly investigates the villagers.

Object of the Game

In Pagan, two players compete to be the first to complete their individual objective. As the Witch, your objective is to collect enough secrets to perform a ritual so potent, that the entire region will fall under your spell and Mother Nature will reclaim the colony. As the Hunter, you gather all the allies and support you can muster, to bring the Witch to justice before its fatal ritual comes to fruition.

Disclaimer

Wyrmgold wants to make it abundantly clear that we as a company and as persons do not condone violence against people, witches or animals of any kind. This is a work of fiction and not meant to be disrespectful of any historical figure, ethnical or religious group.

Component Overview



Hunter

50 cards (4 different types):

- **Events** ( )
- **Allies** ( )
- **Locations** ( )
- **Investigation** ( )



Witch

50 cards (4 different types):

- **Charms** ( )
- **Brews** ( )
- **Familiar skill** ( )
- **Enchantments** ( )



Hunter Tokens

- 30 **Clues** (small red discs)
- 9 **Evidence** (large red tiles)
- 3 **Action pawns** ( )



Witch Tokens

- 30 **Secrets** (small purple discs)
- 20 **Favors** (large purple tiles)
- 2 **Action pawns** ( )
- 1 **Familiar action pawn** ( )

All tokens are limited to the amount in the box. If you are about to receive or place a token, and there is none left in the supply, don't place the token. You are, however, allowed to move a token of the same type already in play.



Influence Discs

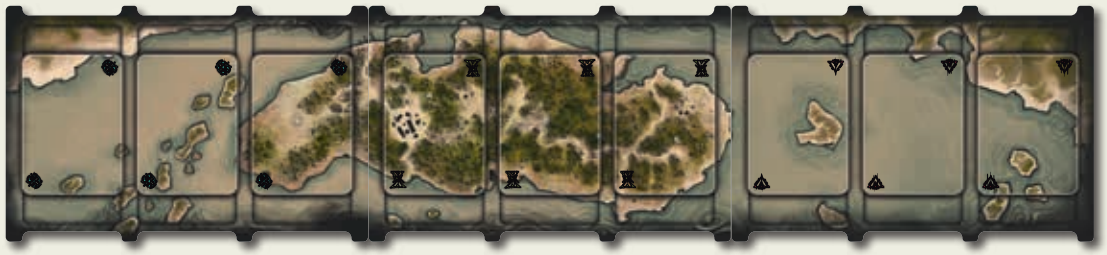
- 2 **Influence discs** with values 1-20

Important: **Influence** is not limited. In the unlikely case where you need more than 20, place a marker next to the disc for every 21 **Influence**.
If your **Influence** reaches 0, turn over the disc until you gain more **Influence** again.

- 2 **Player aid cards**
- 2 **Scenario cards**



Village and Enchantment Board





Villager and Suspect Cards

- 3 red, 3 blue & 3 green **Villagers**
- 9 corresponding **Suspects**
- 3 **Villager** overview cards





Hunter Board

On the left side you can find a list of all Hunter Actions. **Locations** as well as **Allies** must be placed on the designated spaces on the right.

See page 14 for more details.



Witch Board

On the left side you can find a list of all Witch Actions. **Brews** as well as **Familiars** must be placed on the designated spaces on the right.

See page 15 for more details.

Game Setup



- Decide who will play as the Witch and who will play as the Hunter.
- The Witch receives 3 **Action pawns** (2 and 1), the Witch player board as well as the green **Influence** disc.
- The Hunter takes 3 **Action pawns ( )**, the Hunter player board and the red **Influence** disc.
- Place the 3 part village board at the center of the table (1st , 2nd , 3rd) and put the Enchantment board to one side of it.
- Place the 9 villagers on the village board corresponding to their symbol and coloring , and . (You will find them on the back of the cards.)
- Shuffle the **9 Suspects**, matching the villagers on the village board, to form the **Suspect deck**.
- The Witch now draws the top card of the **Suspect deck**, keeping it secret from the Hunter. This **Suspect** indicates the true identity of the Witch for the remainder of this game.
- Both players shuffle their 50 cards building their respective decks.
- The remaining tokens (**Clues**, **Evidence**, **Secrets** and **Favors**) are put in the general supply.
- Both players draw 3 hand cards from their respective decks and set their **Influence disc** to 2.

Note: If you are playing for the first time, you should place 1 player aid card next to your board.


Discard pile
Hunter deck
Evidence
Player aid card
Influence disc
Hunter player board
Clues
Actions pawns
Suspect deck
Village board
Regular and Familiar action pawns
Secrets
Influence disc
Enchantment board
Favors
Discard pile
Player aid card
Witch deck
True Witch
Witch player board
Hand cards

Playing The Game

Individual goals of Witch and Witch Hunter

The Witch and the Witch hunter will have to take actions helping them reach their individual victory conditions:

The Witch wins by placing 3 or more **Favor tokens** on the villager who represents the true Witch and then using the action **Perform ritual**. Alternatively, the Witch wins if the Hunter eliminates 3 innocent villagers.

The Hunter wins by either **eliminating** the true Witch or by **exonerating** the remaining 8 innocent villagers.

Start of the Game

The players take turns being the active player. The Witch takes the first turn. Each turn consists of two phases:

1. An **Upkeep phase** where you return your **Action pawns** to your supply and possibly use card effects and/or pay Upkeep, followed by...
2. an **Action phase** where you take **3 Actions** by placing **Action pawns** on cards or boards.

Upkeep phase

During the **Upkeep** phase, perform the following steps in order:

1. Return your **Action pawns** to your supply.
2. Perform any "at the start of Upkeep" effects on cards in play.
3. Perform obligatory (i. e. must) "during Upkeep" effects on cards in play as well as any voluntary (i. e. may) "during Upkeep" effects that you want to resolve in any order.
4. **Hunter only:** Pay **Upkeep** for your **Allies** in play, by paying an amount of **Influence** equal to the total **Upkeep** of all Allies. Discard any **Ally** you do not pay the **Upkeep** for.
5. Perform any "at the end of Upkeep" effects on cards in play.
6. If you have more than 7 cards in your hand, discard down to 7 cards.



Action phase

During the Action phase, perform 3 Actions by placing your **Action pawns**, one at a time, on available action spots to carry out the corresponding action.

Note: In the first turn of the game the Witch only has 2 regular **Action pawns** *which they must use to visit villagers of the same* **faction**. *Starting from the second turn they use all 3* **Action pawns**.

There are two main types of actions:

A. Villager action

Place an **Action pawn** on a ready villager on the village board. Important: a villager is ready, if they have no **Action pawns** on them.

More details on page 16.

Occupied villager



Ready villager



B. Player board action

Place an **Action pawn** on one of the action spots on your player board (same action spot can be used multiple times) or on a ready **Location**.

More details on page 18.



Cards

Pagan includes a variety of card types. You play cards by visiting a villager with a "play" action or by using a "play" effect of another card or board item.

When you play a card with a one-time effect - i. e. **Charms** or **Events**, apply the card effect immediately. Then place the card in your discard pile.

When you play a card with a lasting effect, you place it on an appropriate spot on your player board or the village board. If there is no available spot, you must remove a card of the same type as the card you played to make room for the new card. You cannot voluntary remove a card of your origin to make room for another card.

If you ever have to draw cards, but none are left, you simply reshuffle the cards from your discard pile to form a new deck.

Brews and **Familiars** are placed on the Witch player board.

Allies and **Locations** go on the Hunter player board.

Enchantments are placed on the Enchantment board and **Investigations** are placed on the village board.

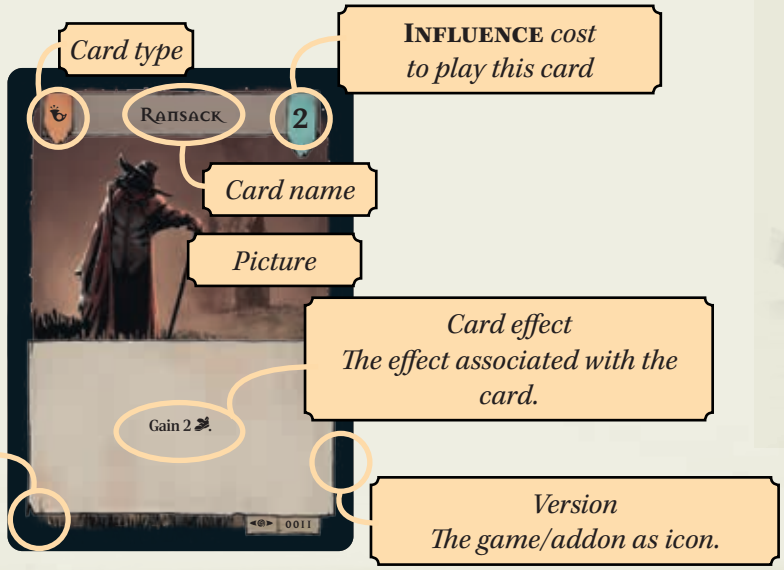
Anatomy of a Card

Every action card has a type, a name, **Influence** cost, a picture, an effect, a version and a card number. You may never have more than 2 cards with the same name in your deck.

Some card types have additional features, which are explained on pages 10-13.

Each CARD TYPE has its own icon:

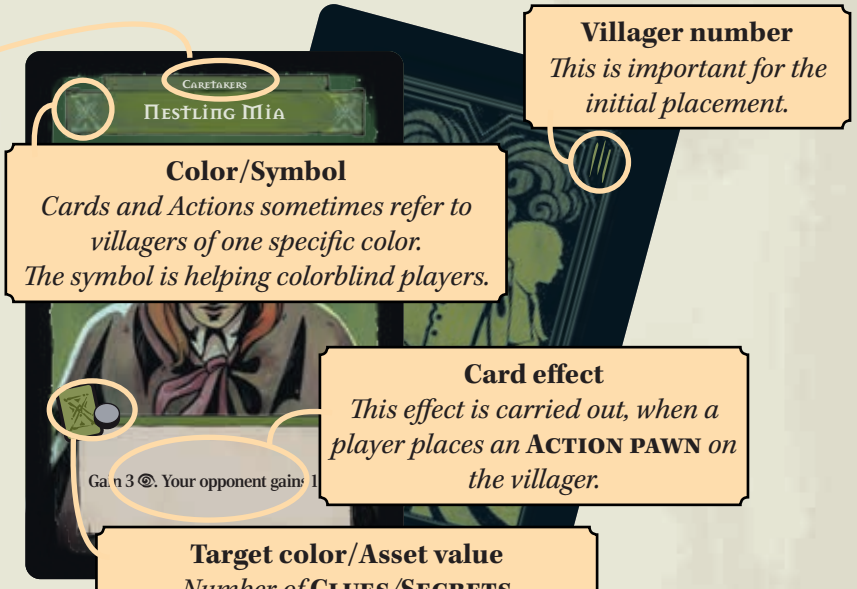
- *Ally*
- *Event*
- *Investigation*
- *Location*
- *Brew*
- *Charm*
- *Enchantment*
- *Familiar*





Villagers

Faction name
Factions are used in scenarios. See Advanced rules on page 25.



Villager number
This is important for the initial placement.

Color/Symbol
Cards and Actions sometimes refer to villagers of one specific color. The symbol is helping colorblind players.

Card effect
This effect is carried out, when a player places an **Action pawn** *on the villager.*

Target color/Asset value
Number of **Clues/Secrets** *the player may distribute onto a villager of that specific color.*

Villager Cards

There are 9 villagers in a game of Pagan. The villagers are located on the village board and consist of 3 blue villagers, 3 red villagers and 3 green villagers. A villager is either ready, occupied or eliminated.

A villager is occupied if an **Action pawn** *is blocking it.*



Suspect Cards

Each **Suspect card** corresponds to a villager on the village board. During setup, the Witch draws the top card of the **Suspect deck**. The drawn **Suspect** is the true witch for the game. During the game, the Hunter draws **Suspects** from the deck to narrow their search for the Witch.

Hunter Cards

Ally

An **Ally** assists you while they are alive. But this help costs you **Influence** every turn as well. If you can't afford it, you must discard the **Ally** from your board to the discard pile.



Upkeep cost
Cost during the Upkeep phase. If not paid the card is discarded.

Location

A **Location** offers you a new action. If you place one of your **Action pawns** onto a **Location**, the effect of this card will be carried out.



Pawn Spot
When placing an **Action Pawn** *here, you activate the card. Its effect is then carried out.*

Example

The Hunter plays the "Clerk" **Ally** for 2 **Influence** and places it on a free **Ally** spot on the Hunter Board. In their next **Upkeep** the Hunter discards 1 card and gains 3 **Influence** and pays the **Upkeep** cost of 1 **Influence** to keep the "Clerk".

Example

The Hunter plays an "Armory" **Location**. They place it on one of the free **Location spots** on the Hunter Board. They then use one of their remaining **Action pawns** to activate it by placing the **Action pawn** on the **Pawn spot** of the **Location**. The activated "Armory" now removes 2 **Secrets** from up to 2 villagers. They take 2 **Secrets** away from "Beau Johnson".



Event

An **Event** is an unexpected and sudden change. It is played and handled instantly and then goes to the discard pile.



Investigation

When you play an **Investigation**, place it on the village board on a target villager. If an **Investigation** affects the Witch, place it on the Witch's side of the village board (showing a or).



If it affects the Hunter, place it on the Hunter's side. (showing a).
There can only be one **Investigation** on any given villager at a time.



The Hunter plays "Persuasion" on Stranger Sue (I.), which gives the Hunter an **Evidence** every time they visited the villager. Since this benefits the Hunter, the card is placed on the Hunter's side of the board.

Later, the Hunter plays "Lock-down" on Preacher Wulfric (2.), which forces the Witch to use 2 **Action pawns** to visited this villager. Since this affects the Witch, it's placed on the Witch's side of the board.

Example

Witch Cards

Brew

The Witch can craft powerful **Brews**. The effect cannot be carried out until enough **Secrets** have been added. Only then the effect of the card can be carried out and the **Brew** discarded. You can save a **Brew** for an opportune moment.



See "Consume Brew" on page 19.

Familiar

Through the help of a **Familiar** the player can activate powerful effects to strengthen their own position. By discarding a certain amount of hand cards or **Influence** this effect can even be **Empowered** ( ) by paying the shown amount.



The Witch plays a "Surplus Elixir" for 2 **Influence** and places it on an empty **Brew** spot. The Witch then visits the villager "Preacher Wulfric" and distributes 2 **Secrets** to the **Brew** instead of the red villagers. After the Witch puts another 2 **Secrets** in the **Brew** it is now completed and can be used anytime within their own turn as a free action. The Witch uses it and every villager gets an additional **Secret**. The Witch then discards the **Brew**.

Example

The Witch plays the "Qualm" **Familiar** for 2 **Influence** and puts it on the **Familiar** spot on the Witch board. The **Familiar** is now ready to use with the Familiar action pawn. The Witch uses the **Familiar** when visiting "Beau Johnson" and moves the **Investigation** "Random Tidings" to "Preacher Wulfric". They could have paid another 2 **Influence** to force it back to the Hunter's hand.

Example

Enchantment

Enchantments are powerful effects that will greatly benefit the Witch or hinder the Witch hunter.
Once cast they can only be removed if the Witch hunter uses one whole action and pays the resources shown.

When you play an **Enchantment**, place it on the leftmost space on the Enchantment board. Enchantments cost 1 additional **Influence** to play for each other **Enchantment** already in play. You can see the numbers on the Enchantment board to remind you of this.

If there are already 3 **Enchantments**, you can discard one to make space for a new **Enchantment**. Slide the remaining **Enchantments** to the left if possible.

Charm

A **Charm** is a good tool to manipulate the village board as it can change a situation drastically. It is played and handled instantly.



Hunter costs
Number of
Clues(🔍)/Influence
the Hunter may pay to lift the Enchantment.





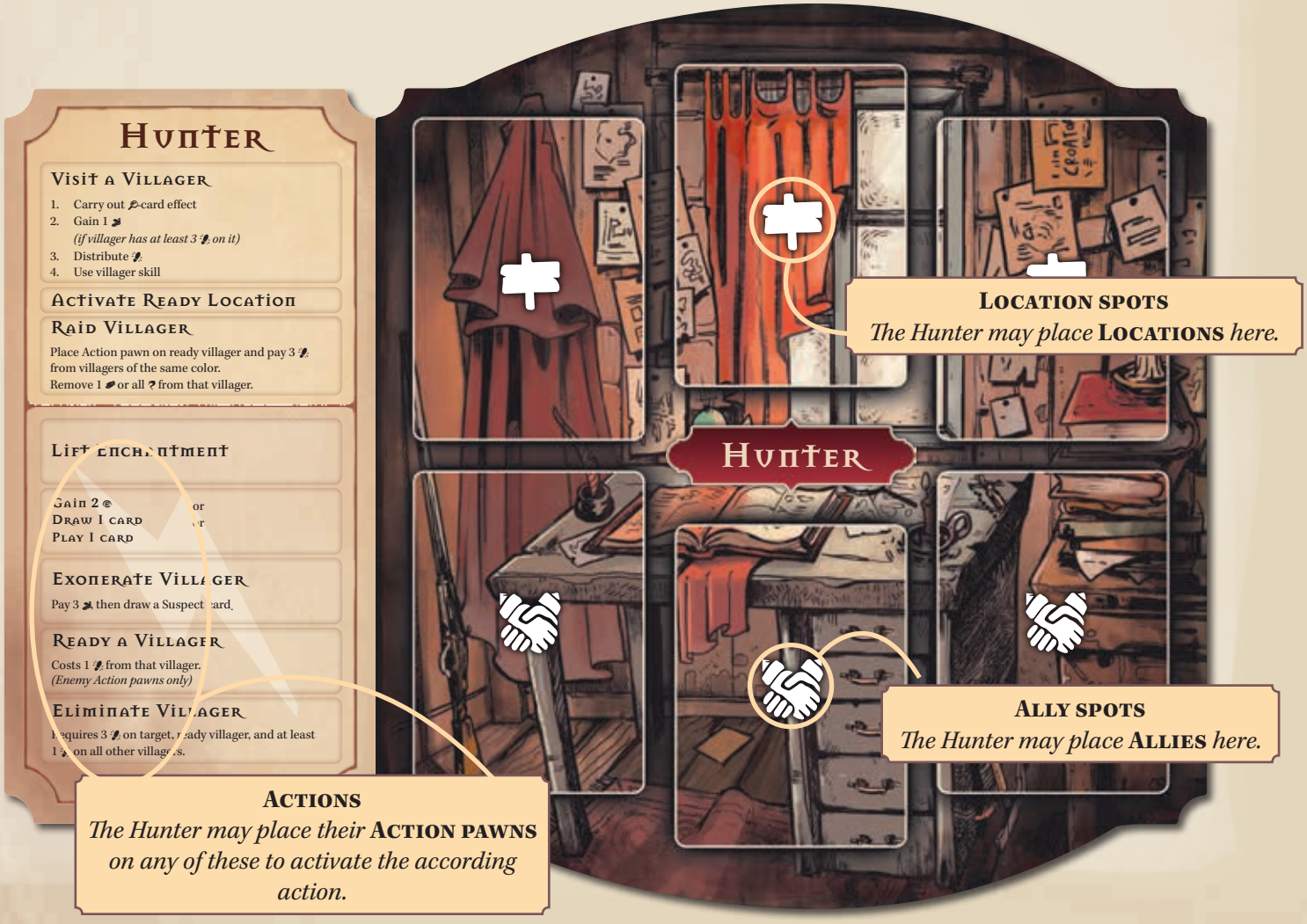
The Witch plays the "Entranced" **Enchantment**. Since there already is one **Enchantment** present on the village board, the cost is increased by 1 as indicated on the board. The Witch pays 4 **Influence** (3 for the card and 1 extra) and places the **Enchantment** on the second spot.

Example

The Boards

Hunter Board

The Hunter board offers several action spots for the Hunter's **Action pawns** as well as card spots for **Locations** and **Allies**.
The Actions associated with them are described in greater detail on page 20-21.



Witch Board

The Witch board offers several action spots for the Witch's **Action pawns** as well as card spots for **Brews** and **Familiars**.
The Actions associated with them are described in greater detail on page 19.



Actions

Visiting a Villager

Place an Action pawn on a ready villager, to distribute **Secrets** for the Witch or **Clues** for the Hunter and use the villager's skill. This action has different steps for the Witch and the Hunter players, as can be seen on the player boards, and is carried out in the following order:

1. Trigger Investigation Card

If there is an **Investigation** on your side of the visited villager, it triggers and its effect is applied.

2. Convert Secrets (Witch)

If you have 3 or more **Secrets** on the visited villager, you may convert 3 **Secrets** to 1 **Favor up to 2 times.**



The Witch visits "Doctor Annie". Since there are 6 **Secrets** on her, they **convert** those into 2 **Favors** before **Distributing Assets**.

Example

2. Gain Evidence Tokens (Hunter)

If the visited villager has at least 3 **Clues** assigned to it, you gain exactly 1 **Evidence** from the supply to your collection. **Important: The Clues remain on the villager.**



The Hunter visits "Stranger Sue". Since there are 4 **Clues** on "Stranger Sue", they get 1 **Evidence** before **Distributing Assets**. The 4 **Clues** on "Stranger Sue" stay.

Example

3. Distribute Assets

Distribute assets equal to the asset value shown on the visited villager, to **villagers matching the color** shown. The assets are **Clues**, if you are the Hunter and **Secrets**, if you are the Witch. If you distribute more than 1 asset token, you may split them between legal targets as you wish. If you are the Witch **Brews** always count as legal targets.

Note: The Hunter places asset tokens on the Hunter's side of the villager and the Witch on the Witch's side.



The Hunter places an **Action pawn** on "Doctor Annie". First, they distribute 2 **Clues** to blue villagers. They divide them between "Beau Johnson" and "Stranger Sue".

Example

4. Use Villager Skill (Witch)

Use the visited villager's skill. The villager skills generally consist of one of the three basic actions:
gain **Influence**, draw card(s) or play card(s). If the visited villager has at least 2 **Favors** on it, you may use the villager skill one additional time.

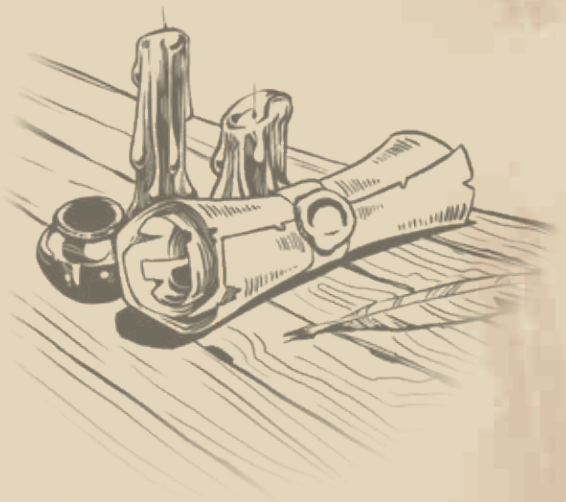


The Witch has 2 **Favors** on Mayor Biggs. After having looked at 3 cards, drawn 1 of them and discarded the other 2, they may repeat the villager skill once.
Note: No other steps are repeated.

Example

4. Use Villager Skill (Hunter)

Use the visited villager's skill. The villager skills generally consist of one of the three basic actions:
gain **Influence**, draw card(s) or play card(s).



5. Familiar Action (Witch)

The Witch has 2 regular and 1 Familiar **action pawns**. The Familiar **action pawn** works like any other **Action pawn**, except that the action may be augmented by a **Familiar**.

When using the Familiar **action pawn**, you may select one **Familiar** in play and use its effect to augment the action. You may only use **one Familiar** during your turn.

You may further improve your **Familiar** by using an Empowered version of the skill. To **Empower** the **Familiar** action, you must pay the resources listed in parenthesis on the **Familiar**.

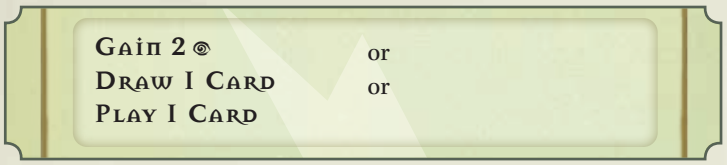


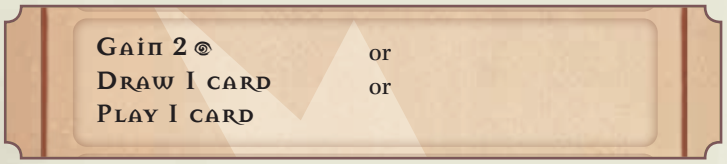
The Witch has just completed the steps 1. - 4. of a "Visit a Villager" action.
As the villager was visited using the **Familiar Action Pawn**, they may now use exactly one of their **Familiar cards** in play. They decide to use their "Learn Secrets" **Familiar card** to gain 1 **Influence**.

Had they decided to discard 1 card, the "Learn Secrets" skill had been **Empowered** and they would have gained 3 **Influence** instead.

Example

Common Board Actions





Basic Actions

Though you are usually better off using a "Visit a Villager" action, sometimes this is not possible. Instead, there are 3 basic Actions:

GAIN 2 INFLUENCE
Add 2 **Influence** on your Influence disc.

DRAW A CARD
Draw the topmost card of your deck.

PLAY A CARD
Play a card from your hand by paying the **Influence** cost of the card from your **Influence wheel**. If you don't have enough **Influence** available, you may not play the card.





Ready a Villager

Place an Action pawn on the "Ready a Villager" spot of the player board, to remove all **Action pawns** from a target villager. Hand them back to their owner.

You must remove 1 of your **Secrets** or **Clues** from **that** villager. If you can't do this, you may not perform this action.

Note: You may **never** *remove your* **own Action pawn(s)** *to ready a villager.*

Witch Actions

As Witch, you have 2 additional actions available through your player board.
These are **Consume Brew** and **Perform ritual**.

Consume Brew

Consuming a completed **Brew** doesn't cost an **Action pawn**. To use a **Brew**, you must have enough **Secrets** on it to satisfy its **Secrets** requirement. When consumed, apply the effect of the **Brew**, return all **Secrets** on the **Brew** to your supply and then discard the **Brew**. **Brews** can only be consumed during your turn but may be also consumed during the Upkeep phase.

Consume Brew

This is a free action during your turn.



The Witch has "Surplus Elixir" in play on their player board.

Since the Elixir has the required 4 **Secrets** on it, they may decide to consume it. This can be done by discarding the **Brew** at any point during their turn. They may then use the effect and immediately place 1 **Secret** on all villagers or wait for a more opportune moment during a later turn.

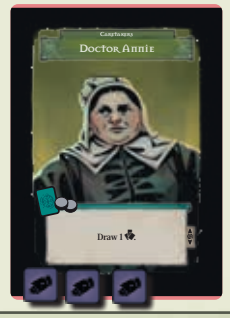
Example

Perform Ritual

Place one of your **Action pawns** on a ready villager that is the true witch and has at least 3 **Favors** on it. Show the matching **Suspect** to commence the ritual and win the game.

Perform Ritual

Place an Action pawn on a ready villager, who is the true witch and has at least 3 on it.
You win the game.



The villager "Doctor Annie" has 3 **Favors** and is the true witch. The Witch places an **Action pawn** on the ready villager, commences the ritual, and wins the game.

Example

Hunter Actions

As the Hunter, you have 5 additional Actions available through your player board.

Activate Location

You may activate any ready Location on your player board by placing an **Action pawn** on the **Location**. Some **Locations** require that you pay a cost for the activation to take effect. If you can't pay the cost, you may not perform this action.



The Hunter activates their "Study" **Location** on their player board by placing an **Action pawn** on it and immediately draws 3 cards from the top of their deck.

Example

Lift Enchantment

If there are **Enchantments** in play on the Enchantment board, you may spend an action to lift an **Enchantment**. To do so, place one of your **Action pawns** on the "Lift Enchantment" spot and pay the cost listed next to the action symbol on the **Enchantment**. Then discard the **Enchantment** and slide any **Enchantments** left on the village board towards the left side if possible.

Lift Enchantment

Lift Enchantment costs
The Hunter must pay the shown resources.



The Hunter wants to get rid of the "Hypnotism" **Enchantment** that is in play. First, they place an **Action pawn** on the "Lift Enchantment" on their player board. Then they pay 1 **Influence** as stated on the card in order to remove it. Lastly, they slide the remaining two **Enchantments** to the left.

Example

Exonerate Villager

Pay 3 , then draw a Suspect card.

Exonerate Villager

Place an **Action pawn** on the "Exonerate Villager" spot and pay 3 **Evidence** to draw the top card of the **Suspect deck**. Keep the drawn card secret from the Witch. You win the game if you have drawn all 8 remaining **Suspect cards**.

Raid Villager

You may place an **Action pawn** on a ready villager and **pay 3 Clues** from villagers of the same color as that villager (including the target villager) to **remove 1 Favor OR all Secrets** from that villager.
Important: If you don't have at least **3 Clues** on like-colored villagers, you may not perform this action.

Raid Villager

Place Action pawn on ready villager and pay 3
from villagers of the same color.
Remove 1 or all from that villager.



The Hunter wants to remove 1 of the Favors on "Beau Johnson". They place an **Action pawn** on him, remove 3 **Clues** from similar colored (blue) villagers, and remove 1 **Favor** from the selected villager.

Example

Eliminate Villager

Place an **Action pawn** on the Eliminate Villager action to elimante a **ready** villager. The villager must have at least 3 **Clues** on it and **every other living villager** must have at least 1 **Clue** on them.

Eliminate Villager

Requires 3 on target, ready villager, and at least 1 on all other villagers.

Important:
When a villager is eliminated, the Witch must announce if the villager was indeed the true witch.

If it was the Witch, the Hunter wins the game.

*If the villager was innocent, turn the eliminated villager card face down and return all tokens on it, as well as **all Clues from all villagers** to the supply. That villager won't be available for the rest of the game.*

*If **3 innocent villagers** have been eliminated, **the Witch wins the game.***

Example of play



Hunter and Witch Turns

Hunter's Turn (Howard plays the Hunter)

1. It is Howard's turn. First, he takes back the 3 **Action pawns.**
2. Now he pays 1 **Influence Upkeep** to keep the "Clerk" **Ally** in play.
3. With his first action he wants to ready the "Native Pamuy". To do that he must pay 1 **Clue** from the "Native Pamuy". He may then remove Wilma's **Action pawn** from the villager.
4. He can put the second **Action pawn** on the villager, get an **Evidence** for free (due to the **Investigation**), and may distribute 1 **Clue** to a red villager. He puts it on "Native Pamuy".
5. The villager skill allows him to play one card at 1 lower **Influence** cost. The **Location** "Armory" comes in handy as it does not cost anything now and can be placed on a free **Location** spot.
6. Finally Howard puts the 3rd Action pawn on the "Exonerate Villager" and pays 3 **Evidence** for it. He gets the Suspect card "Stranger Sue" and knows now that the 2 **Favor** on her was a ruse all along.

Witch's turn (Wilma plays the Witch)

7. Wilma's turn begins. First, she takes back the 3 **Action pawns**.
8. She decides to visit "Doctor Annie" with her first **Action pawn**. She now may distribute 2 **Secrets** to blue villagers. But she decides to put them both on the **Brew** "Surplus Elixir" residing on her **Brew** spot.
9. She may now draw a card while visiting "Doctor Annie" (the card being the **Enchantment** "Entranced".)
10. She consumes the **Brew** "Surplus Elixir" as a free action, discarding it and putting 1 **secret** on every villager.
11. Now she wants to play the newly drawn **Enchantment** and decides to spend the 2nd **Action pawn** for visiting "Preacher Wulfric".
12. Since the villager already has 3 **Secrets** on it, she converts these 3 **Secrets** into 1 **Favor**.
13. She can now play the **Enchantment** for 4 **Influence** (3 +1 extra for the 2nd **Enchantment** spot).
14. The **Enchantment** is now active. Since Wulfric has 2 **Favors**, Wilma uses Wulfrics skill again, playing another card from her hand.
15. She plays the **Familiar** "Learn Secrets" and puts the card on a free **Familiar** spot.
16. With her last **Action pawn** she uses the **Familiar action pawn** on "Nestling Mia" distributing 1 **secret** on a green villager.
17. The villager skill gives her 3 highly needed **Influence** back, but Howard also gains 1 **Influence.**
18. Activating the **Familiar** "Learn Secrets" would grant Wilma 1 **Influence**, but **Empowering** the **Familiar** by discarding 1 hand card turns this into 3 **Influence**. Totaling her **Influence** at 6 again.

Winning the Game

The game ends when one of the following conditions is met:

♦ The Witch successfully performs the ritual.	**Witch player wins**
♦ The Hunter eliminates the third innocent villager.	**Witch player wins**
♦ The Hunter successfully eliminates the true witch.	**Hunter player wins**
♦ The Hunter has gathered all 8 Suspect cards.	**Hunter player wins**

... Let the hunt begin

Advanced Rules

Villager set / Factions & Scenario cards

Besides the 50-card deck, each player also selects one of the factions for the game. A faction consists of three like-colored villagers that share a common faction name and can be easily identified with the **Villager Overview Cards**.

The **Witch** selects the **Red Faction**, the **Witch Hunter** selects the **Blue Faction**, while the **Green Faction** is determined by the **Scenario** used for the game.

Note: Since you will select one-third of the villagers for the game, you should make sure that your deck interacts well with their skills.

If you are not playing a scenario both players should agree on a **Green Faction** to use. If there is no unanimous decision play with the "Caretakers" from the base game.

Scenario cards

Scenarios are optional additions to a game of Pagan: Fate of Roanoke. They change the premise and/or goals of the game. Scenario cards come in three main categories:

1. Scenarios that changes some rules for each player

2. Scenarios with objectives for each player that, when completed, greatly benefit the player for the rest of the game.

3. Scenarios with new victory conditions (the rarest kind).

When using a scenario card, use the **Green Faction** listed on the scenario card, and follow the unique rules associated with the scenario. Scenario rules supersede the standard rules where applicable.



Villager Set/Faction
This is referred to in the scenario.

Deckbuilding

Deckbuilding

The decks included in the base game are constructed to interact well with each other, and to provide a balanced game for beginners and experienced players alike.

Pagan: Fate of Roanoke has been designed as an expandable game with new cards and other content added through expansions. Each of these expansions will feature recommended decks that can be assembled using only cards from that particular expansion and the base game.

If you enjoy a custom game experience where you tailor a deck to suit a particular playstyle or to enable specific combination, then you can construct your own decks as long as they follow the deckbuilding rules as outlined below.

Rules

Each deck must consist of exactly **50 cards**.
The deck may contain **no more than 2** copies of any given card.
The deck must contain **at least 10 cards of each card-type** available to the player.

A Hunter deck must include at least:
10 Locations
10 Allies
10 Events
10 Investigations

A Witch deck must include at least:
10 Brews
10 Charms
10 Enchantments
10 Familiars

The remaining 10 cards of each deck can be of **any** combination of the respective four types available to the player.

Starter deck

These starter decks are used for Scenario 1 - Welcome to Roanoke. It provides a simple and fast way to enjoy a full game of Pagan with the added bonus of being short and showing you the basics. Since it is very fast, expert players may enjoy it for its unforgiving nature. The starter set only needs 30 cards instead of the normally required 50.

Hunter (30)	Type	Number	Count
Headquarters		0021	2
Main Hall		0020	2
Study		0022	2
Persuasion		0017	2
Quarantine		0015	2
Gossip		0013	2
Harsh Treatment		0019	2
Ransack		0011	2
Rapid Decay		0009	2
On the Trail		0010	2
Bribe		0007	2
Thug		0005	2
Native Guide		0001	2
Operative		0004	2
Clerk		0002	2

Witch (30)	Type	Number	Count
Allure		0038	2
Suggestion		0037	2
Discredit		0034	2
Misdirection		0035	2
Assist		0045	2
Learn Secrets		0048	2
Qualm		0049	2
Gather		0047	2
Hypnotism		0040	2
Witch's Mark		0043	2
Obscuring Mist		0041	2
Surplus Elixir		0030	2
Potion of Knowledge		0029	2
Blend of Nature		0028	2
Flagon of Oblivion		0026	2

Glossary

List

Add	Adding the specified tokens or cards to what is already present.
Blank	Treating a specific part of a card as if it wasn't there. Everything else still applies. E.g. When the text box of an **Ally** is treated as blank, the Hunter would still have to pay the **Upkeep cost**, to keep the **Ally** in play.
Consume	The act of using a brew that has sufficient **Secrets** on it. Discard the **brew** after applying the consume effect.
Cost	Refers to the cost in **Influence**, printed in the top right corner of an action card.
Discard	Moving a card not in play to the discard pile.
Draw	Drawing cards from a deck. Always draw from the top of the deck, and 1 at a time.
Exonerate (a villager)	Refers to the Hunter drawing the top card of the **suspect deck**.
Faction	All villagers sharing a color. A faction will usually consist of 3 villagers, but it can be less if 1 or more of the villagers have been eliminated.
Gain	Attaining something that is not added to a card or board. E.g. gaining **evidence** from the supply or gaining **influence** on the influence disc.
Here	Refers to the card itself. E.g. if you are instructed to add a **clue** here, you add the **clue** to the card.
If possible	The part of an effect that must be carried out, but only if it is possible to do so. The rest of the effect will be carried out in either case.
In play	Refers to cards that is currently present on - or connected to - a game board. Cards in hand are not considered in play.
Look at	Refers to looking at cards without having to reveal them to your opponent.
Move	Refers to moving something already in play to another target also in play.
Permanently reveal	Refers to revealing a card that will stay face up on the table for the rest of the game. It is not considered to be in play or in hand.
Play	Refers to playing 1 or more cards. The cards must come from your hand.
Present	Refers to something available on the card.
Ready (state)	Refers to villagers with no **action pawns** on them.

List (continued)

Ready (action)	Refers to the action of removing an opponent's action pawn or action pawns from a target villager.
Remove	Refers to removing something (e.g. card or token) in play. Tokens go to the supply, cards go to the owner's discard pile.
Reveal	Refers to showing card(s) to your opponent. Unless otherwise stated, revealed cards return to where they came from after being revealed.
Skip	Refers to completely ignoring the specified step of a turn or action.
Supply	Refers to tokens not in play or gained by a player.
Target	Refers to an entity designated by the player while performing an action. E.g. a card or a faction. All instances of the word "target" on a card will refer to the same entity.
Visit	Refers to the "visit a villager" action. Other actions like "ready a villager", "raid a villager" or "eliminate a villager" are not visits.

Kickstarter Backers

A special Thank you! to our more than 2000 backers

No Kickstarter project is possible without an amazing and supportive community. We want to thank all of you wonderful backers without whom this whole game would not have been achieved. These pages in our rulebook are dedicated to you!

King of Backers

Daniel featured on his very own box cover of Pagan as "the Witch".

Additional Villagers

Kinue-san appearing as "Peddler Kinue".
Daniel demonstrating skills as "Artisan Daniel".
Ryan masterfully crafting as "Ship Carver Ryan".
Harald featuring as "Barrister Harry".
Cedric becoming his alter ego "Militioneer Cedric".
Jutta showing her skills as "Housekeeper Jutta".
Simon working with style as "Tailor Simon".
Tina producing beverages as "Apothecary Tina".
Mario posing as "Harbourmaster Mario".
Lionel becoming the honored "Bellman Lionel".
Thanassis seeing afar as the "Lookout Thanassis".

Community Villagers

Jan snuck in as "Journeyman Jan".
Jana makes her entrance as "Madame Canard".
Sarah aiding the village as "Herbalist Sarah".
Markus supervising the village as "Bailiff Black".
"Carpenter Doe" being played by Niemand.

Team Villagers

Maren longing to be the Berlin born "Pilgrim Margret".
"Navigator Warren" shows designer Kåre.
Kasper appears as "Purser Kacey".
"Hawker Andy" is our very own Andreas.
Alexander playing "Pawnbroker Alex".



Action Heroes

Masami helping the Witch hunter on card "March at Dawn" (0057).
Alex judging everyone on card "Juror" (0101).
Andreas helping the Hunter sniff out the Witch on card "Triangulate" (0067).
Scott being pious on card "Church" (0124).
Joan reading secret messages on card "Erudition" (0112).
Jan being cunning on card "Shady Methods" (0122).
Ralf selling you the wrong ingredients on card "Quack" (0118).
Sam sending his wife to Roanoke on card "Advisor" (0133).
Carsten looking for evidence on card "Investigator" (0102).
Lena being in the center of all communication on card "Information Broker" (0134).
Thomas' girlfriend spreads news on card "Informant" (0137).
Markus looks pleased seeing his love appearing on the card "Notary" (0117).

Sponsored Pets

Cats "Floki & Miko" bringing stuff back on card "Facilitate" (0131) by owner Jana.
Cat "Tyga" hunting skill featured on card "Blur" (0095) by owner Sarah.
Dog "Louis" has a ghostly appearance on card "Lost in Plain Sight" (0083) by owner Ursula.
Dog "Squidge" bravely immortalized on card "Captivation" (0099) by owner Amanda.
Dog "Kauka" sniffing out the Witch on card "Portent" (0143) thanks to owner Martin.
Cat "Jack" getting sleepy after crazy chases on card "Lethargy" (0114), thanks to his sponsor Jérémy.
Dog "Easy" made happy with card "Trail" (0066) by owner Lukas.
Dog "Bernard" fetching the magic Hunter doll back on "Reclaim" (0136) sponsored by owner Travis.

Community Action Cards

Andreas appearing as "Tactician" (0056).
Ross investigates on "Intense Scrutiny" (0065).
Nils showing his skills as a "Frontiers Man" (0055).
The Gamelanders crew being the best "Support" team (0097).



Expand the Possibilities

Pagan: Beyond the Palisades

The colony has been troubled from get-go. Even without the disconcerting witchery within the village, settling new frontiers has proven remarkably difficult. Nonetheless, the colony must turn its attention to the wild lands beyond the palisades. Its resources are key to survival. Though teeming with wildlife and rich in resources, the surrounding swampland is covered in a constant mist. Attempts to expand the husbandry have met with failure. The cattle grow weak, their milk sour, while eggs are laid in various shades of green. Is the witchcraft going on within the small community only a symptom of a grander, unnatural phenomenon? Can the countryside be cleansed to turn the colony into a thriving colonial foothold?
This first expansion features a new resource called Gloom and 100 cards for Witch and Hunter players to enjoy.



Trials of Old, Close Encounters & Mind Games

These 3 content packs feature 32 cards each strengthening Hunter & Witch alike while bringing new and exciting layers to the deck building aspect of Pagan. All content packs are compatible with Pagan: Fate of Roanoke and Pagan: Beyond the Palisades.

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