

Coven Chaos

Instructions

Components

- 103 spell cards
- 5 favour tracks
- 1 penta-dia-gram board
- 1 moon round tracker
- 24 nature tokens
- 24 healing tokens
- 24 necrotic tokens
- 24 oracle tokens
- 24 temporal tokens
- 12 corruption tokens
- 15 trading tokens
- 5 magic markers

Overview

You have been invited to compete to become the new coven leader! You will have five moons to prepare before a duel will commence and a winner will be announced. During this time, you will need to practice magic, study new spells, and create alliances with your competitors to become the strongest witch. This test isn't just about strength however, our judges will also be looking out for witches performing acts of kindness and sharing knowledge and will award benefits to those who partake in such activities.

And with that, grab your wand and broom, and let the Great Witches' Duel Commence!

Set Up

- Each player chooses a witch.
 - Nature (green)
 - Healer (yellow)
 - Necromancer (blue)
 - Oracle (purple)
 - Temporal (orange)
- Assign each player a favour tracker and starting deck based on colour. (Starting decks can be identified by outline colour for each magic type).
- Each player shuffles their deck and draws 4 cards. The remainder of the cards form each player's spellbook.
- Set each player's favour tracker to 0.
- Take the rest of the cards, shuffle them, and place them in the centre of the table to form the shop deck and leave room to lay cards out for the shop and a graveyard pile.
- All players guess the current phase of the moon, whoever guesses it correctly gets to go first. If no one guesses it, whoever's guess is the next closest phases.

Beginning a Round

- Draw cards from the shop deck equal to the number of players plus 3 and place them face down in a row beside the deck.
- Move the round tracker to the next moon phase.
- All players refresh their trade tokens back up to three.
- Turn order continues from last round (whoever took the spot on the penta-dia-gram plays last).

Ending a Round

- After all five spots have been filled on the penta-dia-gram players may all take one optional turn before the round ends
- After all players have taken their final turn players discard down to a hand of four cards or less, then redraw back up to four.
- Empty the shop into the graveyard.
- Unless it is round five, proceed to beginning a round.
- If it is round five, proceed to setting up the duel.

How to Play (Phase 1)

Each player must take **one** of the following actions on their turn.

- Cast a Spell
- Reveal the Shop
- Purchase a Spell
- Trade (3)
- Practice Magic


Cast a Spell


Play one of the spell cards from your hand. If there are two different actions on this card, separated by a line, only take the top action. If there is no line, this card only has an ability in phase 1.



When you cast a spell, place it in your own discard pile. This will be shuffled into your spellbook when your spellbook is empty.

You cannot play a spell card if you are not able to complete the full action written on the card. For example, if the spell card asks you to discard cards but you do not have any the, card cannot be played.

Some spell cards feature this  symbol which means, after resolving the action, the player moves their marker up on the favour track by one.

Some spell cards feature this  symbol which means, after resolving the action, the player gains a corruption token, regardless of whether the action was successful or not.

Reveal the Shop

All cards in the shop start face down, so in order to purchase them, players will need to reveal them.

When taking this action, flip two cards in the shop that are currently face-down.

If all cards in the shop are flipped face up, this action cannot be taken.

Purchase a Spell

To buy a spell from the shop, you need to have magic tokens equal to the buy cost of the card, listed at the bottom. As an example, the buy cost of this card is one necrotic token, and one oracle token.

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When a spell card is purchased, it goes immediately into your hand.

Trade

Each player begins every round with three trade tokens. These tokens are used to initiate a trade, so each player can only initiate a trade three times every round.

During trades, a player may ask for magic tokens or spell cards in trade for any of their magic tokens or spell cards currently in hand.

Players may not make a meaningless trade. For example, two players may not exchange the same type of magic token to each other. Players may also not trade for, or away, corruption tokens, these are untradeable.

By making a trade, the player who initiated the trade may gain one favour on their favour tracker after discarding one trade token and completing the trade.

You can never have more than three trade tokens.

Practice Magic

On their turn, players can choose to use their action to gain a certain type of magic token. By placing a magic marker on an empty spot on the penta-dia-gram, they receive two tokens of that magic type.

Once all slots are filled, the round ends.

Glossary (phase 1)

- Destroy – Destroying a spell card does not put it in your discard pile, but instead it goes to the graveyard in the middle of the table.
- Discard – When discarding a spell card, it does go to your personal discard pile.
- Steal – The card you take goes into your hand.
- Your cards – Refers to the amount in your hand, not the total amount you own.

Glossary (phase 2)

- Destroy – Choose another card at random for a player to discard. This card goes into their own discard pile.
- Discard – That player gets to choose which card they discard. This card goes into their own discard pile.

The fifth moon is upon us and now the duel shall commence! By ending the fifth round you have now entered the duel and begin phase 2 of the game.

Setting Up the Duel

- Everyone discards their hand into their discard pile.
- Shuffle each player's discard pile into their spellbook.
- Whoever has the most magic tokens of each type is awarded one favour. If the magic type is not your starting magic type, gain two favour.
- Remove favour on the favour track per each corruption token you have.
- Each player draws as many cards as is on their favour track into their hand from their spellbook.
- The player who has the most favour begins the duel.
- Remove magic tokens and favour tracks from play as they are now no longer relevant.
- You may now let the duel commence!

How to duel

On their turn, each player has to play one spell card from their hand and play the second (bottom) action on it. If this card only has one action, then it does nothing.

When you play spell cards on your turn, they instead go to the graveyard in the middle of the table.

When another player plays a spell card, you may cancel the action by playing the magic type that defeats it. This can be seen easily on the penta-dia-gram

- Temporal beats Necrotic
- Necrotic beats Nature
- Nature beats Healing
- Healing beats Oracle
- Oracle beats Temporal

If your spellbook is empty and you need to draw from it, you may shuffle your discard pile into your spellbook.

If your turn begins and you have no spell cards in your hand then you have lost the duel.

Last witch to remain in the duel wins.