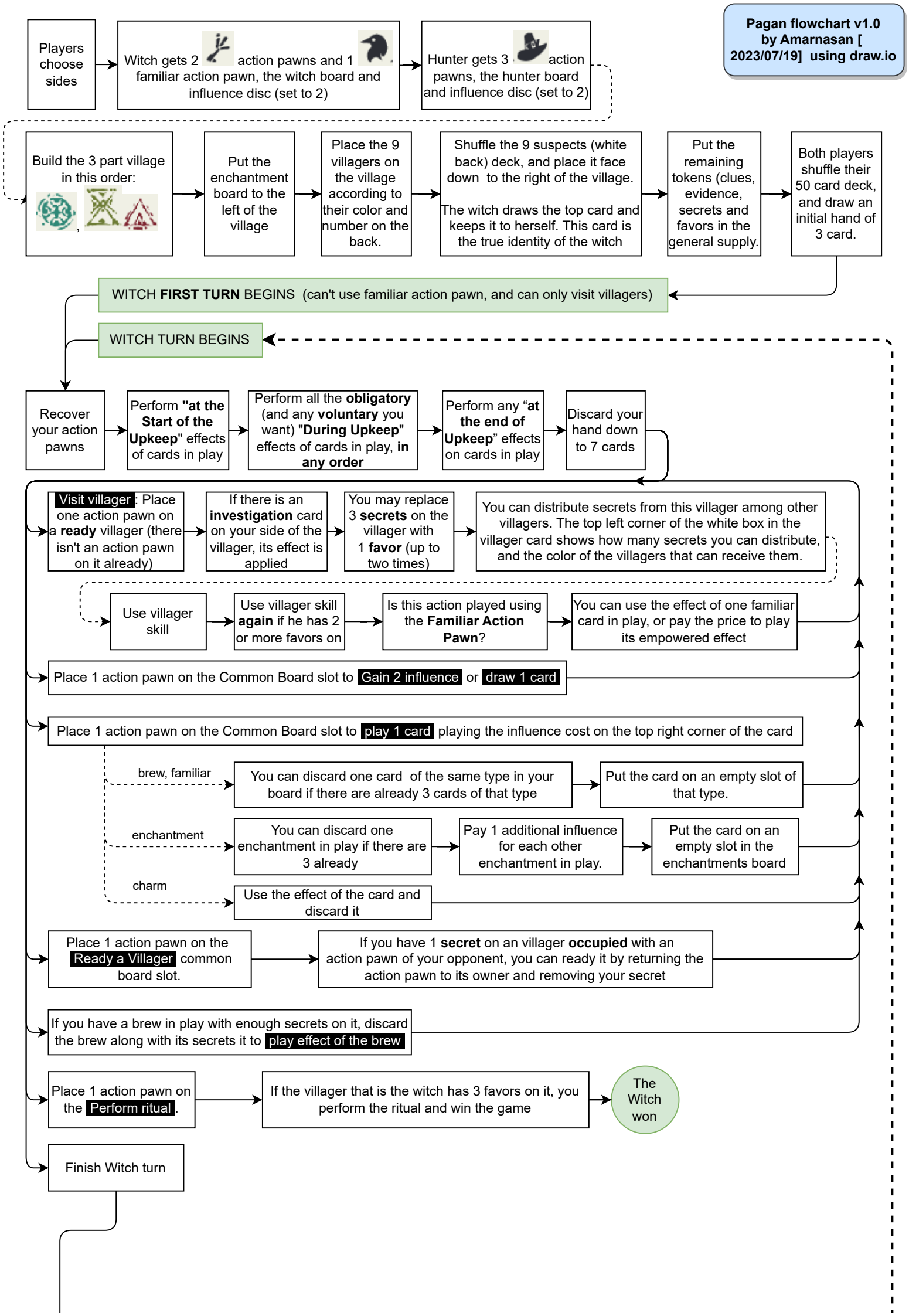
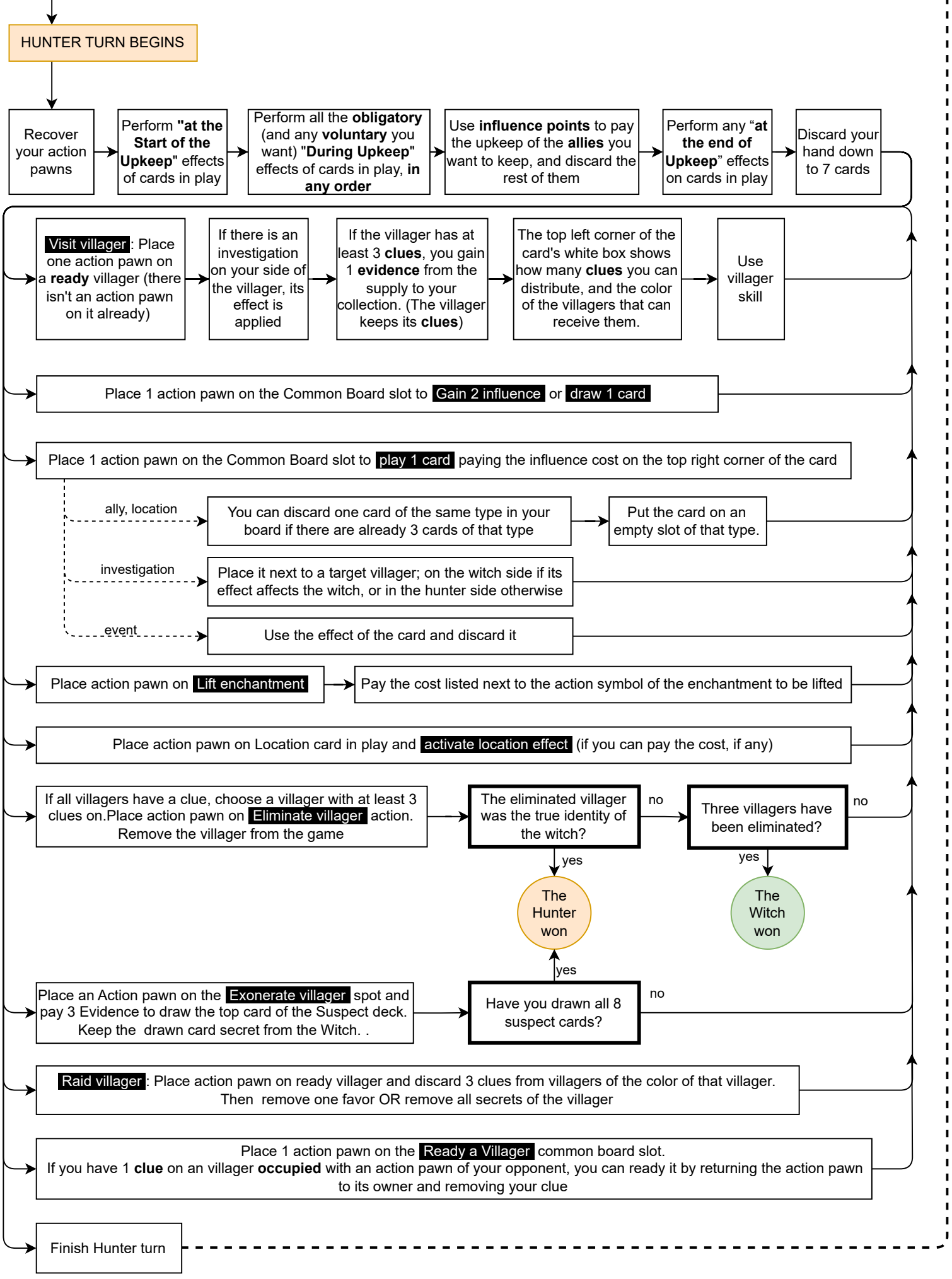

Pagan flowchart v1.0 by Amarnasan [2023/07/19] using draw.io
Players choose sides
Witch gets 2 action pawns and 1 familiar action pawn, the witch board and influence disc (set to 2)
Hunter gets 3 action pawns, the hunter board and influence disc (set to 2)
Build the 3 part village in this order:
Put the enchantment board to the left of the village
Place the 9 villagers on the village according to their color and number on the back.
Shuffle the 9 suspects (white back) deck, and place it face down to the right of the village.
The witch draws the top card and keeps it to herself. This card is the true identity of the witch
Put the remaining tokens (clues, evidence, secrets and favors in the general supply.
Both players shuffle their 50 card deck, and draw an initial hand of 3 card.
WITCH FIRST TURN BEGINS (can't use familiar action pawn, and can only visit villagers)
WITCH TURN BEGINS
Recover your action pawns
Perform "at the Start of the Upkeep" effects of cards in play
Perform all the obligatory (and any voluntary you want) "During Upkeep" effects of cards in play, in any order
Perform any "at the end of Upkeep" effects on cards in play
Discard your hand down to 7 cards
Visit villager: Place one action pawn on a ready villager (there isn't an action pawn on it already)
If there is an investigation card on your side of the villager, its effect is applied
You may replace 3 secrets on the villager with 1 favor (up to two times)
You can distribute secrets from this villager among other villagers. The top left corner of the white box in the villager card shows how many secrets you can distribute, and the color of the villagers that can receive them.
Use villager skill
Use villager skill again if he has 2 or more favors on
Is this action played using the Familiar Action Pawn?
You can use the effect of one familiar card in play, or pay the price to play its empowered effect
Place 1 action pawn on the Common Board slot to Gain 2 influence or draw 1 card
Place 1 action pawn on the Common Board slot to play 1 card playing the influence cost on the top right corner of the card
brew, familiar
You can discard one card of the same type in your board if there are already 3 cards of that type
Put the card on an empty slot of that type.
enchantment
You can discard one enchantment in play if there are 3 already
Pay 1 additional influence for each other enchantment in play.
Put the card on an empty slot in the enchantments board
charm
Use the effect of the card and discard it
Place 1 action pawn on the Ready a Villager common board slot.
If you have 1 secret on an villager occupied with an action pawn of your opponent, you can ready it by returning the action pawn to its owner and removing your secret
If you have a brew in play with enough secrets on it, discard the brew along with its secrets it to play effect of the brew
Place 1 action pawn on the Perform ritual.
If the villager that is the witch has 3 favors on it, you perform the ritual and win the game
The Witch won
Finish Witch turn


HUNTER TURN BEGINS
Recover your action pawns
Perform "at the Start of the Upkeep" effects of cards in play
Perform all the obligatory (and any voluntary you want) "During Upkeep" effects of cards in play, in any order
Use influence points to pay the upkeep of the allies you want to keep, and discard the rest of them
Perform any "at the end of Upkeep" effects on cards in play
Discard your hand down to 7 cards
Visit villager: Place one action pawn on a ready villager (there isn't an action pawn on it already)
If there is an investigation on your side of the villager, its effect is applied
If the villager has at least 3 clues, you gain 1 evidence from the supply to your collection. (The villager keeps its clues)
The top left corner of the card's white box shows how many clues you can distribute, and the color of the villagers that can receive them.
Use villager skill
Place 1 action pawn on the Common Board slot to Gain 2 influence or draw 1 card
Place 1 action pawn on the Common Board slot to play 1 card paying the influence cost on the top right corner of the card
ally, location
You can discard one card of the same type in your board if there are already 3 cards of that type
Put the card on an empty slot of that type.
investigation
Place it next to a target villager; on the witch side if its effect affects the witch, or in the hunter side otherwise
event
Use the effect of the card and discard it
Place action pawn on Lift enchantment
Pay the cost listed next to the action symbol of the enchantment to be lifted
Place action pawn on Location card in play and activate location effect (if you can pay the cost, if any)
If all villagers have a clue, choose a villager with at least 3 clues on.Place action pawn on Eliminate villager action. Remove the villager from the game
The eliminated villager was the true identity of the witch?
no
Three villagers have been eliminated?
no
yes
The Hunter won
yes
The Witch won
yes
Have you drawn all 8 suspect cards?
no
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. .
Raid villager: Place action pawn on ready villager and discard 3 clues from villagers of the color of that villager. Then remove one favor OR remove all secrets of the villager
Place 1 action pawn on the Ready a Villager common board slot.
If you have 1 clue on an villager occupied with an action pawn of your opponent, you can ready it by returning the action pawn to its owner and removing your clue
Finish Hunter turn