


Blackwood

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— Rules —

Presentation

Blackwood is a little village renowned for its many Witches, the fault of the mysterious forest full of magical ingredients that stands right on it's doorstep. But this morning, the whole village is in turmoil! And that has not happened in decades! The Blackwood Sorcery Council has decided to admit a new member. Their choice will be the most reputable Witch in the region. It's up to you to show them what you are capable of!

Matériel de jeu

- 1 3 Tiles to assemble
(village / forest / hiding place of Fagus)
- 2 12 Magical wooden puppets
(Marionnette's) 3 of each color
- 3 8 Game help cards
- 4 40 Potion Cards
- 5 56 Forest Cards
- 6 18 Spell Cards
- 7 30 Coins valued 1
- 8 20 Coins valued 5
- 9 10 Fagus Bok tokens
- 10 1 Cauldron
- 11 1 Forest Tracker
- 12 1 Expedition Tracker
- 13 2 Booklets of rules



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Rules

Overview

To be promoted into the **Blackwood** Sorcery Council, you have to do what you do best: potions! To attract the attention of the council members, it is best that you concoct the potions they love. You will be helped in this task by your magical wooden puppets, called Marionnette's. As well as spells, that you can exchange for potions, with the local village magician. But watch out for your, so called Witch friends, who will not hesitate to take the essential ingredients you need.

Gameplay breakdown



In Blackwood, there will be 3 forest expeditions consisting of 5 rounds. These expeditions are marked with the Expedition Tracker, on the village tile

In each round, the Marionnette's will go deeper and deeper into the forest, marked by the Forest Tracker, in search of the ingredients needed to prepare the potions. There are 4 special ingredients that Witches will need: Four leafed Clover / Fungi / Toads / Bats



And some potions will require two of the same ingredient



Card details



Forest Cards

Forest Card contains 1, 2 or 3 ingredients

1 - Ingredient / 2 - Cost



Spell Cards

1 - Cost / 2 - Effect



Potion Cards (front)

- 1 - Witch of the Blackwood Sorcery Council
- 2 - Colour of the potion
- 3 - Ingredients necessary for potion creation
- 4 - Reward when the potion is performed
- 5 - Reputation Points



Potion Cards (back)

The back of a Potion Card has two orientations, depending on its use (see optional actions p.8)

- 1 - When the potion was sold
- 2 - When the potion has been exchanged for a spell



The potion cards, on their reverse side, can be displayed to create a frieze!

Set up

- 1 - Assemble the three tiles that make up the playing surface.
- 2 - Place the Expedition Tracker on the village.
- 3 - Sort the Spell Cards and place them all in the village, on the left.
The number of cards in each pile should be equal to the number of Witches, minus 1 (1 card for 2 Witches, 2 cards for 3 Witches, 3 cards for 4-Witches.)
- 4 - Shuffle the Potions Cards and place the first 6 face-up cards in the village next to the Spell Cards.
- 5 - Shuffle the Forest Cards and place them in rows of 5, in front of the 5 forest slots as shown.
Then make 3 rows if 2 Witches are playing, 4 rows if 3 Witches are playing, and 5 rows if 4 Witches are playing.
- 6 - Place the Forest Tracker in the first forest square near the village.
- 7 - Place the remaining cards, coins and other tokens, near the Fagus Bok hiding place.



(village)





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- Each Witch takes the three Marionette's of their colour and 8 coins.



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- Choose a first Witch and give them the Cauldron



(forest)

(hiding place of Fagus)



The game can now commence





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How to play

A game of **Blackwood** takes place in 3 expeditions, each cut in 5 rounds of play.

A round of **Blackwood** is split into 2 steps:

 **Forest exploration**

 **Return to the village**

When all the Witches have completed the "Returned to Village" step, the next round starts

Forest exploration

To prepare potions, witch's will need very special ingredients. By sending their Marionette's into the forest. Starting with the owner of the cauldron and continuing clockwise, each Witch **must** place **one** Marionette on a Forest Card. If a Witch already has all 3 of their Marionettes in the forest, they can not act during this phase and must wait to recover a Marionette during the «return to the village».

A Witch can place their Marionette on any empty Forest Card, (a Forest Card can only contain one Marionette.) Pay attention to the position of the Forest Tracker on the board!

During a Witches turn, they may also perform optional actions authorized during this phase (*detailed p.8*).

Return to the village

At the end of an exploration, Marionette's will return to their owners, with their finds. Marionette are small magical beings who feel the magic essence of the ingredients needed to make potions. It's very convenient, but their service have a cost!

First Witch

The Forest Tracker indicates the column of Forest Cards that will be resolved this round. The first thing to be done is to determine the starting Witch for the next round. Look at the Marionette **furthest** along the track of the Forest Tracker column. The owner of the Marionette takes the cauldron and becomes the first Witch in the next round.

If there is no Marionette's in this column, the cauldron does not change owner and play goes directly to the preparation of the next turn.



Purchase Of Ingredients

Once the first Witch is determined, the Witches will resolve this column, starting with the Marionette **nearest** the Forest Tracker. That Witch can buy, if they wish, the Forest Card on which their Marionette is located. In this case, they pay the price, indicated on the card, to the coin reserve and places the card in front of themselves, face up. All Witches must be able to see at all times the cards owned by their opponents.

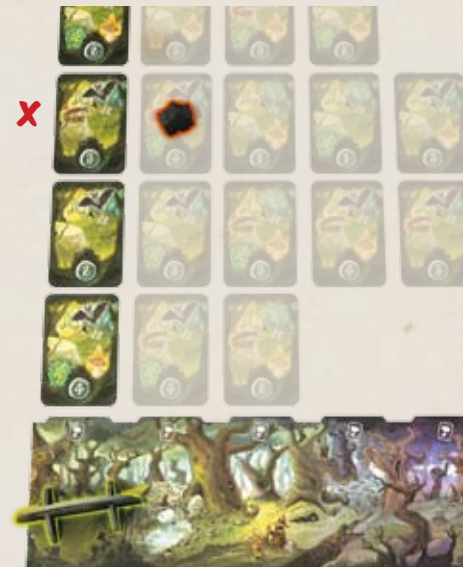
If a Witch does not want to take the Forest Card or can not pay its price, it is discarded. During their turn, a Witch may also perform one or more optional actions authorized during this phase (*detailed p.8*).



Then, the Forest Cards slide horizontally towards the village, to fill the space. The column is still resolved by the nearest Marionette to the Forest Tracker, until there is no longer a Marionette in the column.



A Marionette, through this sliding, can arrive in front of another Marionette. In this case, it is resolved before.



It is possible that a Witch does not pick up a Marionette during the «Return to the Village.» In this case, it can not act during this phase, and therefore have no optional action.



Any Marionette's who are not picked up during a round can be retrieved during a later round.

End of round

When there are no more Marionette's to retrieve in the Forest Tracker column, the round ends. The forest is refilled with new Forest Cards (cf set-up), also spaces in the potion cards are replaced, until there are 6 on display. Then the Forest Tracker advances by one column. The Witch with the cauldron becomes the first player and commences the next round.



Optional Actions

During their turn, a Witch may perform optional actions. As many of these action as they wish and in any order that they chose. The symbols   indicate at which step the actions can be performed. These actions can only be performed on a Witches turn and not an opponents turn

Prepare a potion

When returning a Marionette to the village, a Witch can, if they wishes, prepare one or several potions on display. To do so, it is necessary that they have ingredients to make that potion, on the Forest Cards, in front of them. Remove these card to a discard pile and collect the potion created. It is possible to separate the ingredients of one Forest Card to be used in several potions, but each ingredient may only be used one time. Any ingredients not used on a discarded Forest Card are lost.

When a Witch prepare a potion, they take the card and the amount of coins indicated on the card.

Exchanging potions for spells

To help in the task and take advantage of the competitors, a Witch can go and ask for help from Tapimoket, the village magician. He can exchange potions for spells and a little money. The potions requested depend on the amount of genus needed to commit to the spell. The first spell bought by a Witch costs 2 coins. Each new spell bought by a Witch, increases the cost of one extra coin. So the second spell bought by a Witch, will cost 3 coins. The next 4 coins and so on. Spells are limited in number, but a Witch can have as many spells as they wish and even have several of the same type.

When a Witch uses the potions to acquire a spell, they turn over the 2 Potion Cards of the required colours, to the «Spell» side. This does not affect the reputation points granted by the potion.

Sell a potion

The Witches have a vocation to render their service to people. In exchange, the people offer to do small jobs in return (*trade fresh fruit, go shopping.*) A Witch can also ask for money in exchange, but this is not very well regarded in the realms of witchcraft and their reputation will go down. Any time during their turn, a Witch can sell a potion. To do this, turn over the potion card to the «Sale» side, Then takes 3 coins from the reserve. A potion sold loses 2 points of reputation (*the points have already been deducted on the card*).

Casting a spell depending on spell

On their turn, a Witch can also use one or more of their spells. A used spell is exhausted and is turned face down. The spell reactivates at the end of each expedition.

Attention, some of the spells can only be used on certain steps: *Forest Exploration, or Return To Village.*

Ask for a little money of Fagus Bok

Paying you Marionette's to collect ingredients and buying magical spells can take it's toll on you small coin sack. Especially if there is no more potion to make or sell. Not to fret, the mysterious Fagus Bok is always ready to lend a little money. But, no one ever know what he will ask in exchange ... For this reason, it is very bad to deal with him. But one does not always have the choice.

A Witch can, at any time during their turn, ask Fagus Bok for money if they currently have 2 coins or less. Fagus Bok will then give that Witch 5 coins from the reserve and a «Fagus Bok» token, which will be a negative 5 points of reputations at the end of the game.

Remember that to play during the "return to the village", a Witch must be able to retrieve a Marionette (which is in the forest, on the Forest Tracker column.)

End of the expeditions

At the end of the fifth round, when the Forest Tracker reaches the bottom of the forest, the expedition comes to an end. At this point, if the Witches still have ingredients in front of them, those ingredients will perish and sour your potion and therefore, must be sold. At half the price! Witches will need to tally up the ingredient values in front of them and collect half their value (*rounded down*), in coin, before discarding those cards.

Then, the spell cards that have been used on this expedition, are returned on their «active» side. If there are Marionettes in the forest, they will stay there, continuing their search for ingredients in the next round.

The Expedition Tracker is advanced and the Forest Tracker is placed on the first forest square, near the village (*cf set-up*).

A new expedition into the forest is prepared, and play beginnings with the Witch who has possession of the cauldron.

At the end of the 3rd expedition, the game ends and final scoring is calculated.



This spell allows the Witch who uses it to place a second Marionette during the forest exploration step.



This spell allows the Witch who uses it, not to pay the cost in coin, when retrieving their Marionette from the forest.



This spell allows the Witch who uses it, as a missing ingredient (a joker), when preparing a potion.

Spell Details

The symbols indicate at which phases spells can be cast.

This spell allows the Witch who uses it, to swap the places of two unoccupied Forest Cards. It is not possible to move any card with a Marionette on it.



This spell allows the Witch who uses it, to take the first 5 Forest Cards from the deck, and to buy one, if they wish. At half the cost, rounded down. The remaining cards are then discarded.

This spell allows the Witch who uses it, to force an opponent to move one of their Marionettes onto a different Forest Card. The opponent Witch is obliged to do this but recives 2 coins from the reserve in compensation.

The Witch who cast the spell can place a Marionette on the, now vacant card, if they wish.



Game Ends

The game ends at the end of the third expedition. The game may also end prematurely if there are no more potions remaining, to be made.

The Witches add up the reputation points on their potion cards, used and unused. Each set of 3 coins in a Witch coin sack, will earns 1 point of reputation. For those who went to ask Fagus Bok for money, will lose reputation point, as marked on the token.

In case of a tie, the Witch with the least potion wins the game. If there is still a tie, the Witch with the most money wins.

The Witch with the most reputation at the end is officially chosen to integrate the council of the Witches of **Blackwood**. And now they need to find themselves a Familier!

Charlotte Furball

As a head strong Witch, Charlotte naturally took the control of the council when it was created. In view of the increasing number of witches attracted by the **Blackwood** Forest, it was necessary to install some order. She is very critical of those who practice dilettante witchcraft and remains nostalgic of the old days, where the witches were fewer but motivated. Witchcraft is not a game, but an art! But despite this sternness, she is always willing to advise the serious and motivated apprentices. Some say that she has become cantankerous with age and strange rumours surround her. Although, it's quite the contrary, but this reputation adds to her position.



Florence Nightingowl

Top of her class, Florence has an insatiable thirst for learning. Her irreproachable sense of organization led her to become **Blackwood** Archivist and Secretary of the Board. She takes care of classifying and restoring the old parchments and grimoires. Apparently, it seems, that she has uncovered old recipes long forgotten. We can no longer count the number of times that, absorbed by her work, she remained awake all night ...



Poisonetta Fang

Poisonetta is an old friend of Charlotte, and she settled in the northern marshes to study new plants and invent new potions. With time, she has become enamoured to this dank place. She enjoys everything and likes to contemplate the passing time. Her unique knowledge had earned her an invitation to join the **Blackwood** Board.



She is one of the few people to really know Charlotte, and they both often stay long hours after board meetings to drink tea and discuss the good old days. Although not very attractive in appearance, her potions are known to be delicious!

Miss Abigail Squeak

The latest arrival of the council of **Blackwood**, young Abigail possesses great dispositions for witchcraft, and she is well aware of it. The board has invested interest to keep an eye on her.

Her youth has made it possible to solve certain problems by approaching things differently, but not always with the fidelity of Charlotte. Fortunately, Florence and Poisonetta are there to calm things down when tensions between them, mount.





Tapimoket the Magician

Former King's magician, Tapimoket had decided to take a well deserved retirement in the mysterious village of **Blackwood**. He appreciates the atmosphere of this place and the excitement that inhabits it. As wise as he is humble, he carries a certain admiration for the art of witches, which are unknown to him. Because of this, he never refuses an exchange of knowledge with witches. As an observer, he has fathomed Charlotte's game and enjoys watching her play the evil "stepmother".



Fagus Bok, the Mountebank

Emerging as a bud from bewitched beech tree, generations ago, the origins of Fagus Bok have been long ago lost. Having no roots, he decided to travel the world. But his adventures invariably lead him back to **Blackwood**.

Having become a charlatan for amusement, allows him to encounter a great number of people. But being unique, many people feared and distrust him as much as they appreciate the mysterious merchandise he imported.

Aware of what he owes to **Blackwood**, he is always ready to lend money to those witches that need his services.



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