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# v1.1

Oct 2018

Game: **WITCH OF SALEM**  
Publisher: **Mayfair Games (2009)**

Page 1: **Rules summary**  
Page 2: **Player reference**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# WITCH OF SALEM

## Setup

Shuffle the 6 **Great Old One** (GOO) cards, place 5 facedown next to the 5 numbered edges around **R'lyeh**, and flip the card on the first edge faceup. Place the 6th card face down on the R'lyeh space and the GOO overview card next to the board.

Choose a **starting player**. Shuffle the 26 **creature cards** and place them next to this player along with the **starting player card** with the side corresponding to the number of players faceup. In a 3 player game, place the side with the creature pictured faceup. Shuffle the 12 **event cards**, remove 4 and place them facedown off the board. Place the remaining stack of 8 cards facedown next to the player to the right of the starting player.

Each player takes a player figure, 8 location cards, a player aid card and a player board of a single color. Place a **sanity marker** on your player board on space 6 and your figure on **Miskatonic University**, along with the **Witch of Salem** figure.

Place the **Necron marker** at the start of the Necron track (lower right of the board).

Shuffle a set of 8 **portal tiles** (4 walls, 4 portals) facedown, then place 1 tile on each numbered location (1 to 6). Return the remaining 2 tiles unseen to the box.

Place the 34 **item markers** in the bag. Each player draws 1 item and places it on their player board. Artifacts go on the artifact space, and any other item goes on one of the 3 minor item spaces.

For each location on the board, draw 3 items and place them left to right on the location's item spaces.

## Sequence of Play

### 1. Flip New Creature(s)

The starting player turns over 1 or 2 creature cards.

In a 2 player game, turn 1 card; in a 4 player game, turn 2 cards; in a 3 player game, alternate between 1 and 2 cards (starting with 1 card).

If the creature is **NOT** already on the board, place it on the first empty location clockwise from the *Witch of Salem*.

*Necron* or *Robert Craven* are never placed on the board, and creatures are never placed on Miskatonic University.

If the creature **IS** already on the board, the creature activates: suffer the effects on the drawn card and then discard it (the matching creature stays on the board).

If players must discard items, you must decide how many each player will give up. Discarded items are placed next to the board.

If a red arrow is shown above items to be discarded, and if all players cannot meet the card requirements, discard all available items of the required type and move the **Necron marker** towards the dimensional rift to the next spot depicting Necron.

#### Special Creature Cards

**Necron:** move the **Necron marker** towards the dimensional rift 1 space for each creature on the board. If a **Great Old One** is at Miskatonic University, move it

an additional 2 spaces. Then shuffle the card and all discarded creature cards (including *Robert Craven*) back into the creature deck.

**Robert Craven:** Place the **Witch of Salem** figure and all player figures on Miskatonic University. All players retrieve all of their played location cards. If a **GOO** is at Miskatonic University, you do not suffer any losses. Then discard the card and draw a new creature card.

### 2. Player Actions

Starting with the starting player and going clockwise, each player performs these actions in order:

#### a. Play a location card and move

Play a **location card** from your hand faceup and move your player figure to that location.

Playing your **secret passage card** allows you to move to any location except the one you are currently in, and you *must lose 1 sanity*.

At Miskatonic University, retrieve your previously played location cards.

#### b. Trade with another player

If there is another player at the same location, you may give them 1 non-artifact item, and/or they may give you 1 non-artifact item. If there are multiple players at the location, you may trade with only one player.

#### c. Encounter a creature or shadow

If there is a creature at your location (or a shadow at the University), you must roll the die (*see the reference sheet*) unless the **Witch of Salem** is in the same location.

After suffering any losses, you *may* attempt to defeat the creature (even if you did not have to roll the die because the **Witch of Salem** was present). You must have the 2 (or 3 for a shadow) items listed at the top of the creature card. You do not need to discard the items.

Defeated creatures are placed in the creature discard pile and defeated shadows are returned to the box.

#### d. Use 1 item

You may use 1 item then discard it near the edge of the board (*see the reference sheet*).

#### e. Pay for and receive one item at your location

You *may* take 1 of the items at your location and add it to your player board (if you already have 3 non-artifact items you may discard 1 to make space).

After taking the item, pay the price (if any) for that item, as shown on the symbol(s) above the space.

A taken item may not be used until your next turn. If the last item from a location is taken, draw 3 more items from the bag and place them from left to right on the item spaces. If the bag is empty, return the discarded items to the bag.

### 3. Draw an Event Card

The last player draws and reveals the top event card.

Move the **Witch of Salem** figure along the locations a number of spots as shown on the card (from location 6, move to location 0), then follow the instructions on the card.

The **Witch's** special abilities help players at the same location.

If the deck is exhausted, shuffle all 12 event cards together, remove 4, and give the remaining 8 to the last player for the next round.

The starting player begins the next round by drawing creature card(s). The starting player never changes.

## Shadows of the Great Old One

The 5 **Great Old Ones** placed around R'lyeh can appear at Miskatonic University as **shadows** through event cards.

A shadow at Miskatonic University is treated in the same way as a creature if you visit that location. In addition, the text on its card is always in effect while it is there.

If a new shadow is placed, return the GOO to the box. If there are no GOOs around R'lyeh, nothing happens.

## R'lyeh

As long as the 6th **Great Old One** (in R'lyeh) is faceup and not **banned**, its text is in effect.

To ban the GOO, a player *must* travel to R'lyeh by playing his secret passage card, move to the banning space, and possess the items listed on the GOO card. This nullifies the GOO's power (card text). For **Cthulhu** 3 identical items are required; for **Dagon** any 3 items.

The banning player no longer takes a player action, and is not affected by creature activations or event cards; however they lose 1 sanity on their player turn. If reduced to 0 sanity they are out of the game and another player must travel to R'lyeh.

Until the GOO is banned, the portal at Miskatonic University cannot be closed, and therefore the game cannot be won.

## Ending the Game

The game is lost if the Necron marker reaches the demon space on the track before the GOO in R'lyeh is revealed; Necron reaches the dimension rift at the end of the track; or when all but one player has been eliminated by being reduced to 0 sanity.

A player whose sanity drops to 0 is out of the game and their equipment is discarded.

The game is won as soon as the GOO in R'lyeh is banned and all portals (including the one at Miskatonic University) are closed. Verify that every portal has been closed with the correct artifact and no artifacts were placed where there was not a portal (*ie* a wall).

You may score the game by counting the number of spaces remaining on the Necron track and adding the total number of items (artifact and non-artifact) and the sanity each player possesses.

## Sequence of Play

### 1. Flip New Creature(s)

The starting player turns over 1 or 2 creature cards.

2 players: turn 1 card

4 players: turn 2 cards

3 players: alternate 1 and 2 cards (start with 1).

If the creature is **NOT** already on the board, place it on the first empty location clockwise from the Witch.

*Necron* or *Robert Craven* are never placed.

Creatures are never placed on Miskatonic University.

If the creature **IS** already on the board, suffer the drawn card's effects and then discard it.

If a red arrow is shown, if all players cannot meet the card's requirements, discard all available items of the required type and move the **Necron marker** to the next Necron space.

#### Special Creature Cards

**Necron:** move the **Necron marker** 1 space for each creature on the board (plus an additional 2 spaces if a GOO is at Miskatonic University). Shuffle it and all discarded creature cards back into the deck.

**Robert Craven:** Place the **Witch of Salem** and all player figures on Miskatonic University. All players retrieve all of their played location cards. If a GOO is at Miskatonic University, do not suffer any losses. Discard the card and draw a new creature card.

### 2. Player Actions

Starting with the starting player and going clockwise, each player performs these actions in order:

#### a. Play a location card and move

Playing your **secret passage card** allows you to move to any location except the one you are currently in, and you must lose 1 sanity.

#### b. Trade with another player

You may **trade** 1 non-artifact item with 1 player at the same location.

#### c. Encounter a creature or shadow

If there is a creature (or shadow) at your location, you must roll the die for losses unless the *Witch of Salem* is in the same location.



Lose the 1 non-artifact item depicted.



Lose a sanity.



Move **Necron** 1 space.

You may **defeat the creature** (even if you did not have to roll the die) if you have the items listed (you do not need to discard them) at the top of its card.

# WOLFGANG HOHLBEIN WITCH OF SALEM

#### d. Use one item



**Magical Glasses** You may look at the facedown portal tile at your location (you may not tell other players what is there).



**Necronicon** You may reveal the next GOO card, until the card on R'lyeh is finally revealed.



**Elixir of Nus** You may recover 1 sanity (2 sanity if the *Witch of Salem* is in your location).



**Dagger of the N'gaa** You may defeat a creature at your location (or a shadow at the University) if the *Witch of Salem* is also there.

**Artifacts** if you have the artifact pictured next to the portal tile, you may place it on the tile to close it.

#### e. Pay for and receive one item at your location

Items may not be used until your next turn. Draw 3 more items if the last one was taken.



Move the **Necron marker** 1 or 2 spaces.



Reduce your **sanity** by 1 or 2.



Reveal and resolve the top **creature** card.



Reveal and resolve the top **event** card.

### 3. Draw an Event Card

The last player draws and reveals the top event card.

Move the *Witch of Salem* figure as indicated, then follow the instructions.

## Banning the Great Old One

To **ban the GOO**, a player must travel to R'lyeh by playing their secret passage card (pay 1 sanity), moving to the banning space, and possessing the items listed on the GOO card. This nullifies the GOO's card text. The banning player no longer takes a player action, and loses 1 sanity on their player turn. Until the GOO is banned, the portal at Miskatonic University cannot be closed, and the game cannot be won.