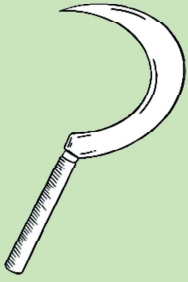


1

Sickle



Used to harvest crops

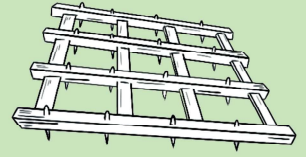
1

Spade



1

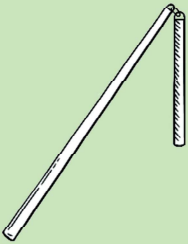
Harrow



Used to break up and level soil

1


Flail



Used to thresh crops

2

Kale yard


Give yourself or an ally  +1



A vegetable garden

2

Lime


Give yourself or an ally  +1

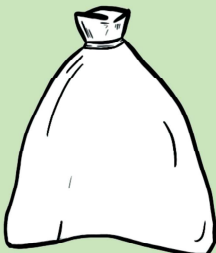


Burnt limestone used to make soil more alkaline

2

Sack

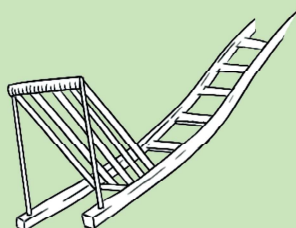
Give another player  -1



2

Sled


Give another player  -1



A horse-drawn apparatus used to transport goods

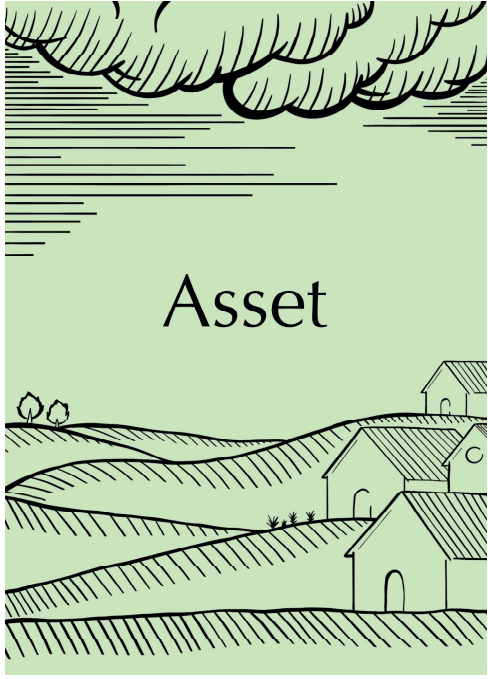
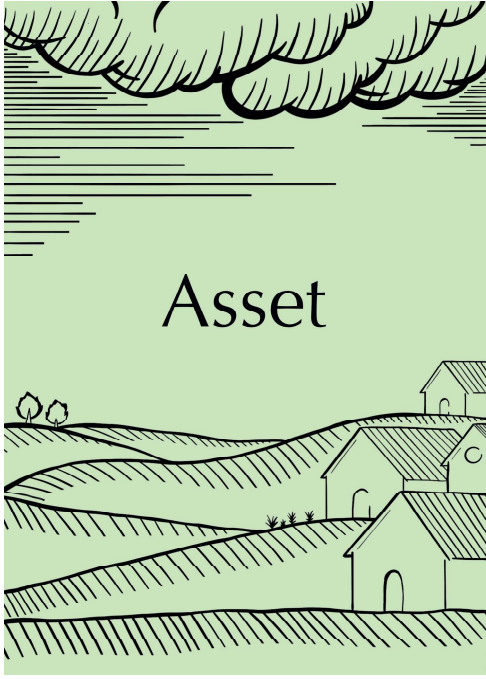
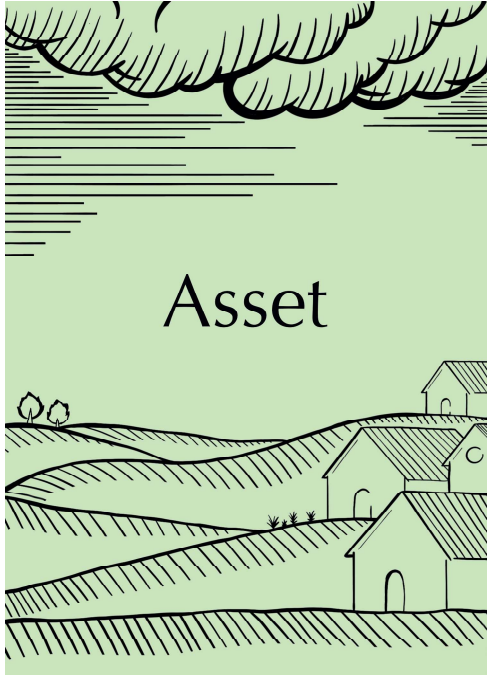
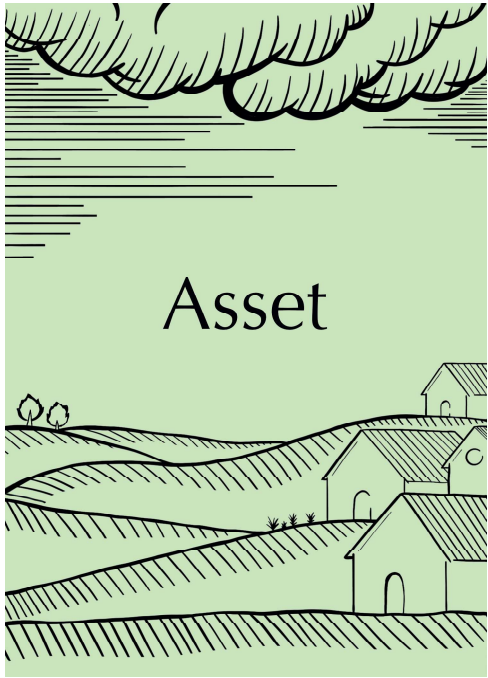
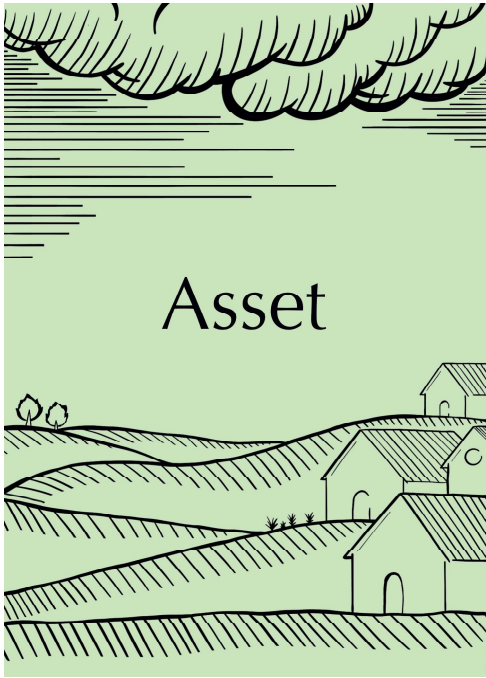
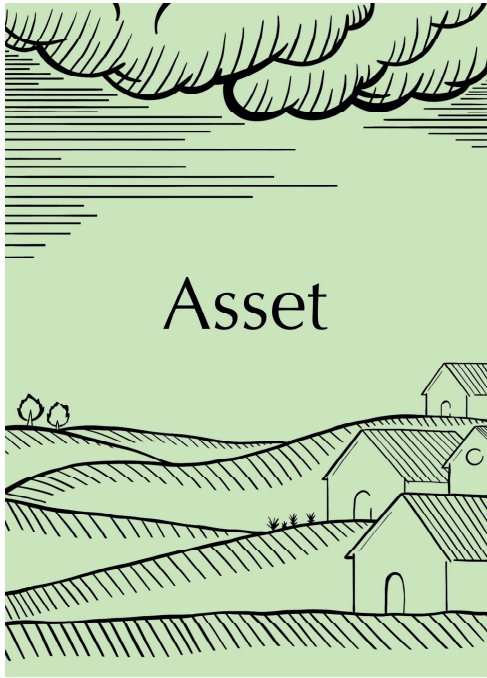
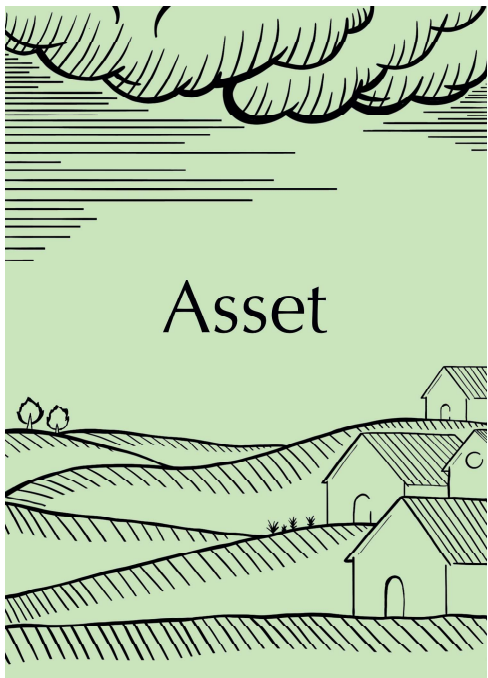
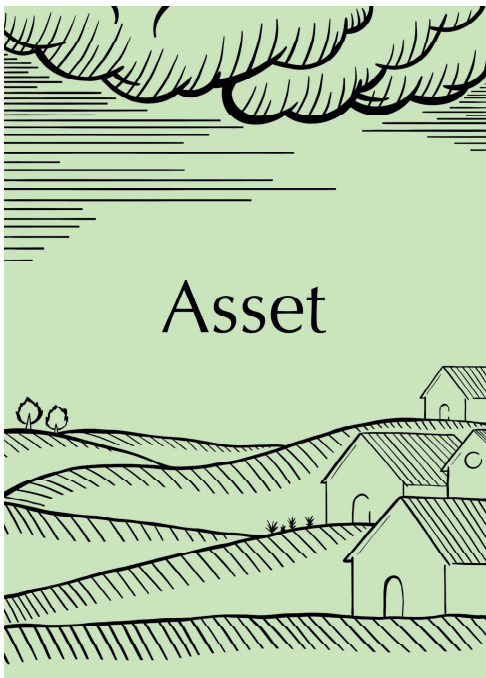
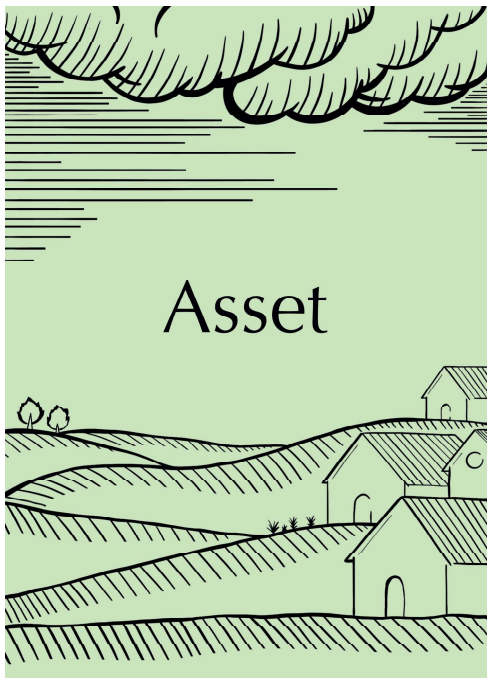
3

Kiln

Give yourself or an ally  +2



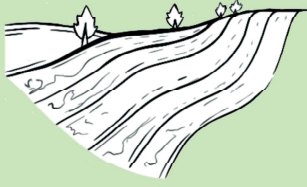
A furnace, usually for drying grain or burning lime



3

Rig

Give yourself or an ally +2



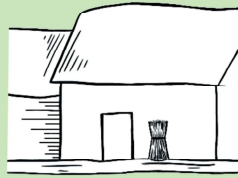
A portion of arable land



3

Barn

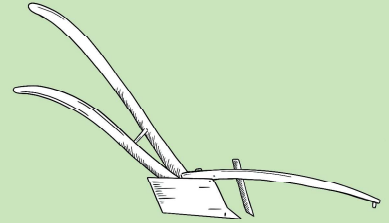
Give another player a Black Mark card (from the deck)



3

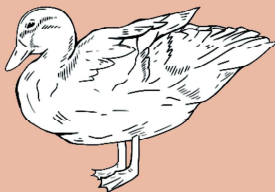
Plough

Force another player to discard an asset of their choice from their holding



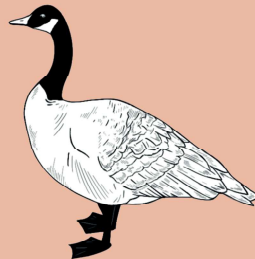
1

Ducks



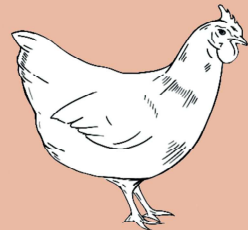
1

Geese



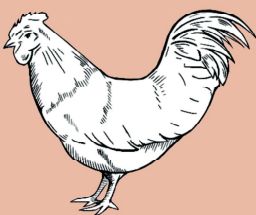
1

Chickens



1

Capons



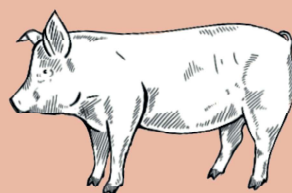
Castrated cockerels



2

Pigs

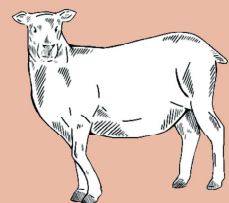
Give yourself or an ally +1

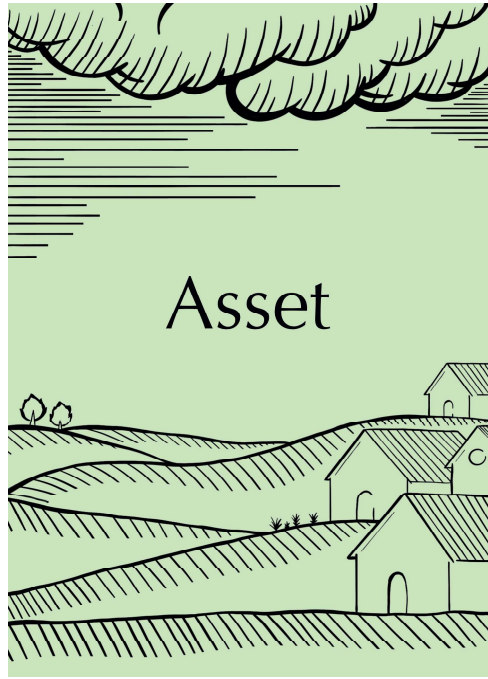
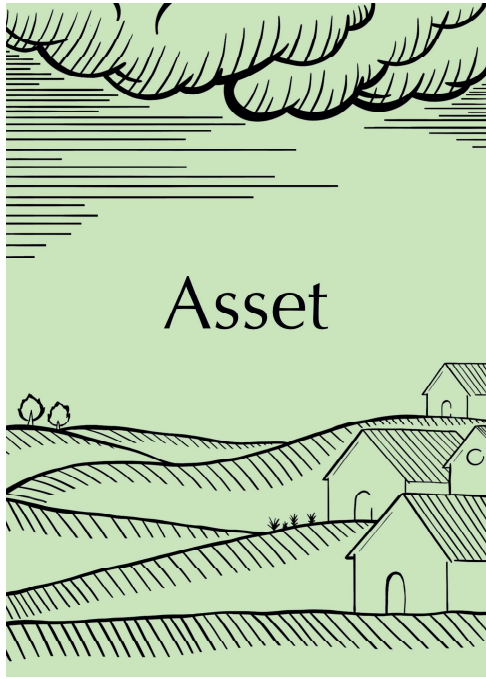
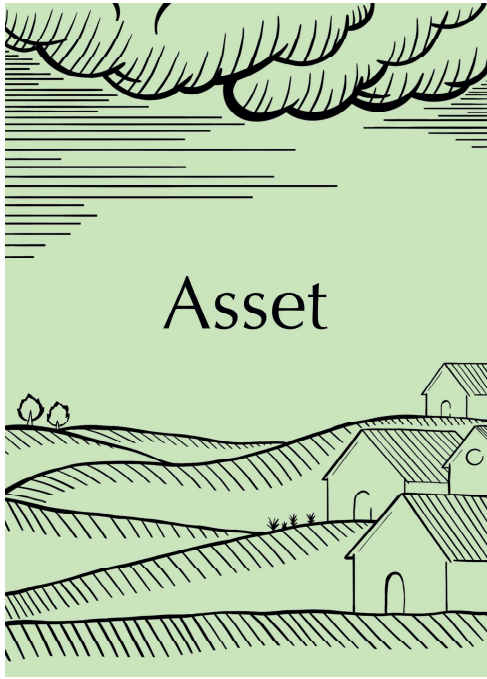
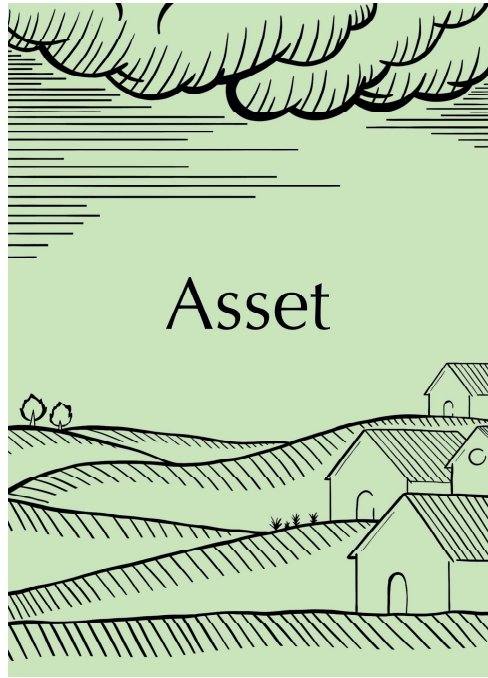
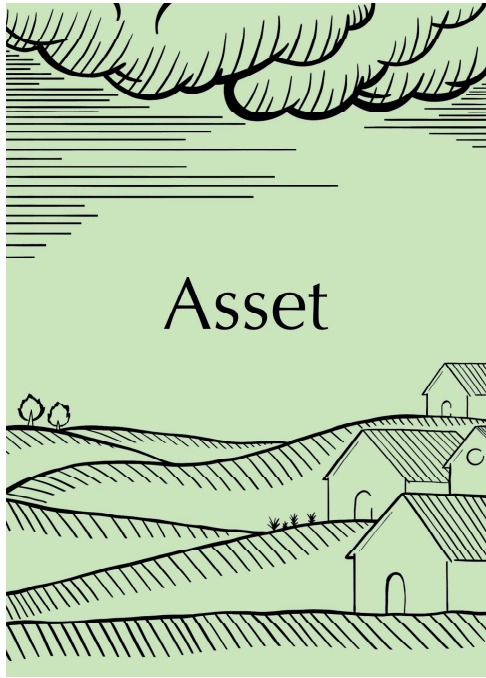
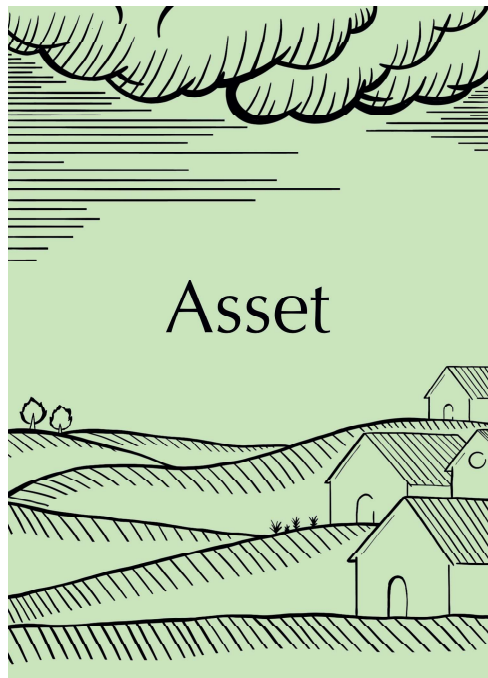
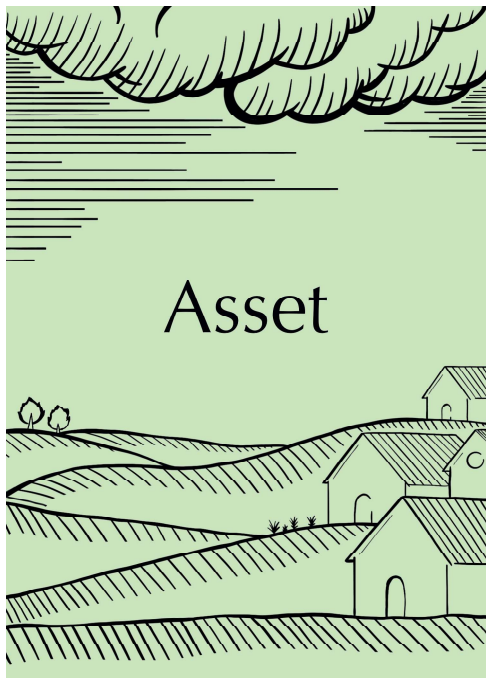
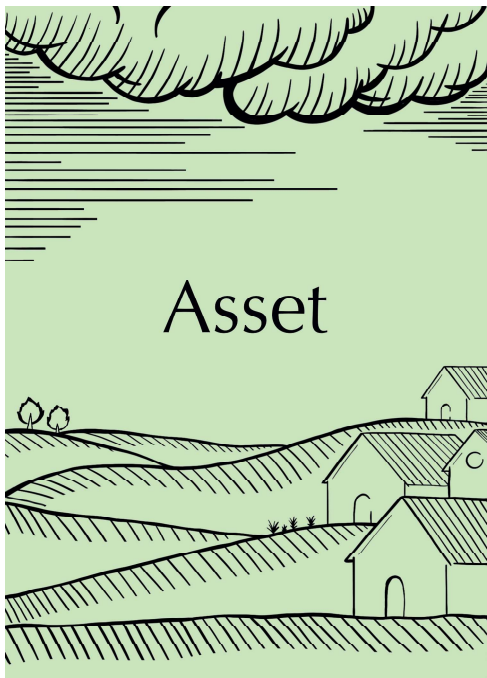


2

Ewes

Give yourself or an ally +1

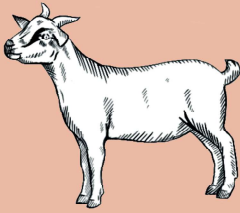




2

Goats

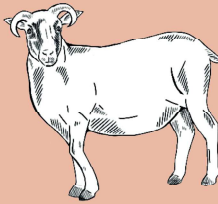
Give another player  -1



2

Wethers

Give another player  -1




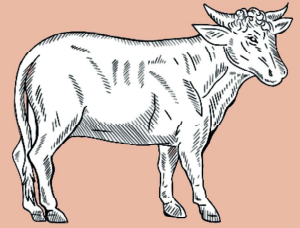
Castrated rams



3

Cows

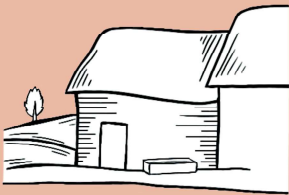
Give yourself or an ally  +2



3

Byre

Give yourself or an ally  +2



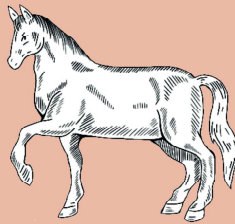
A cow shed



3

Horses

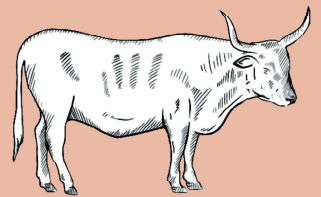
Give another player a Black Mark card (from the deck)



3

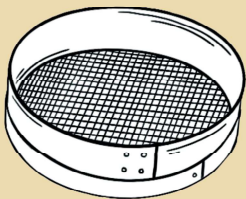
Oxen

Force another player to discard an asset of their choice from their holding



1

Sieve



Used to sift grain or strain milk



1

Drop spindle

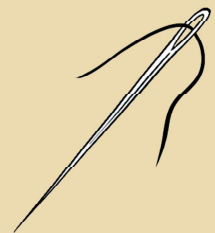


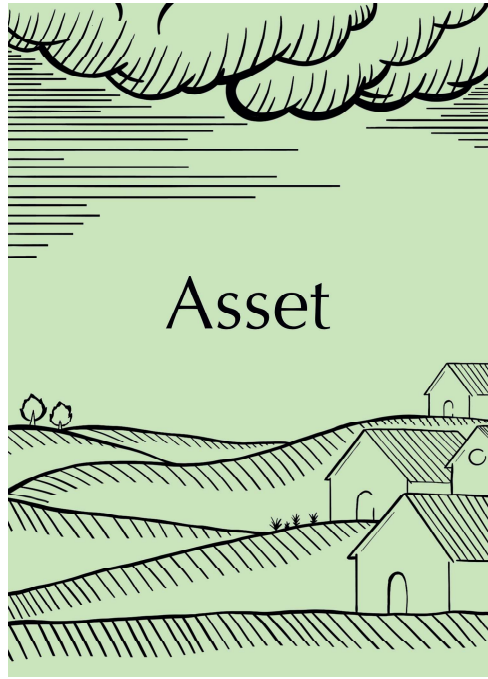
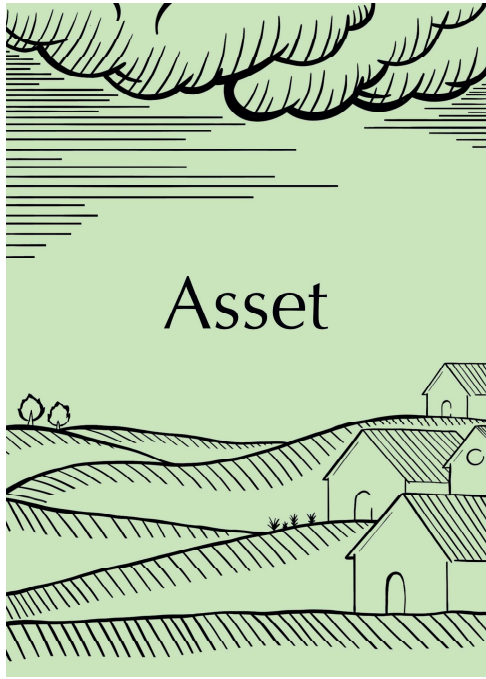
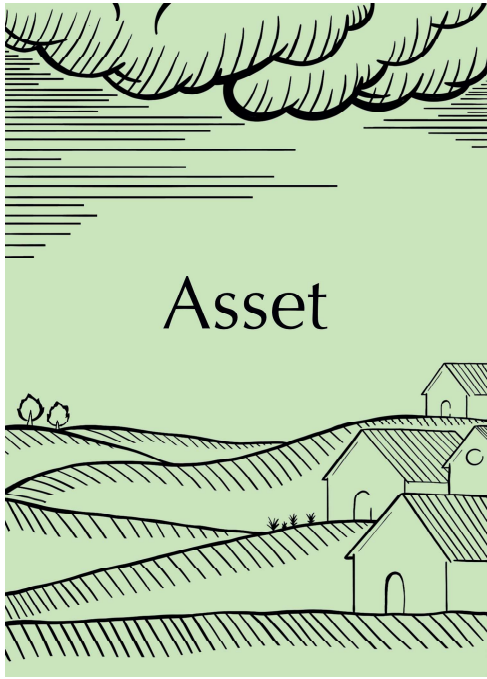
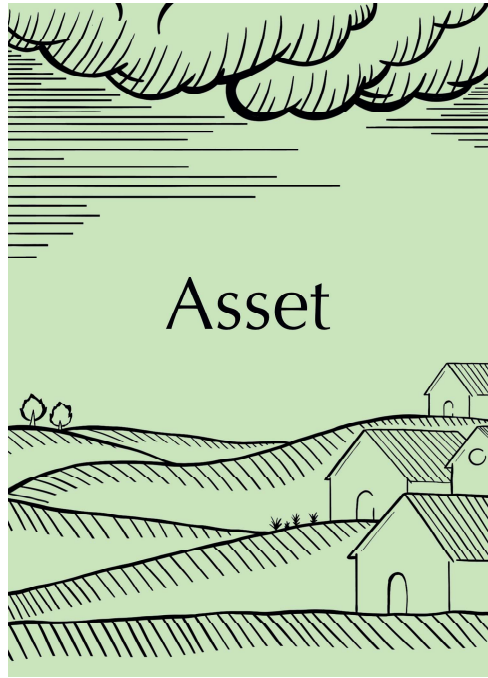
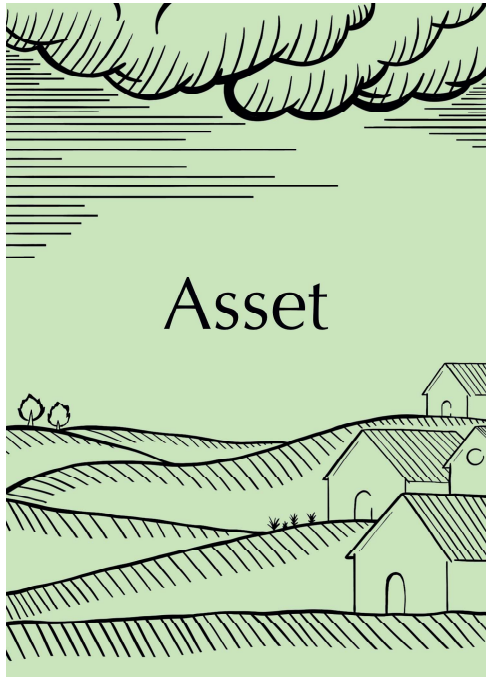
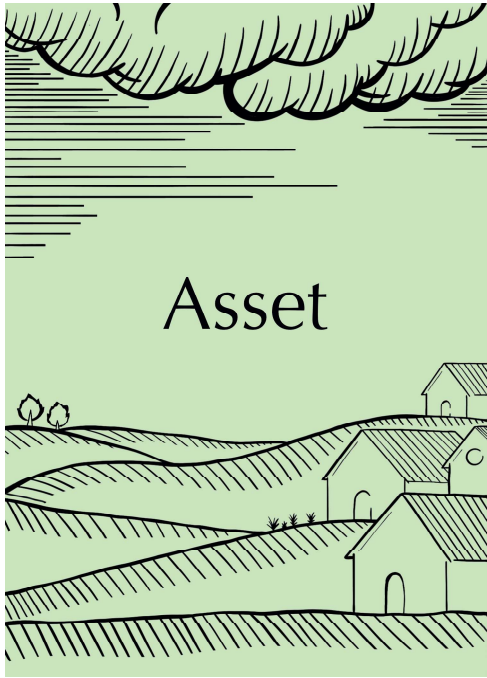
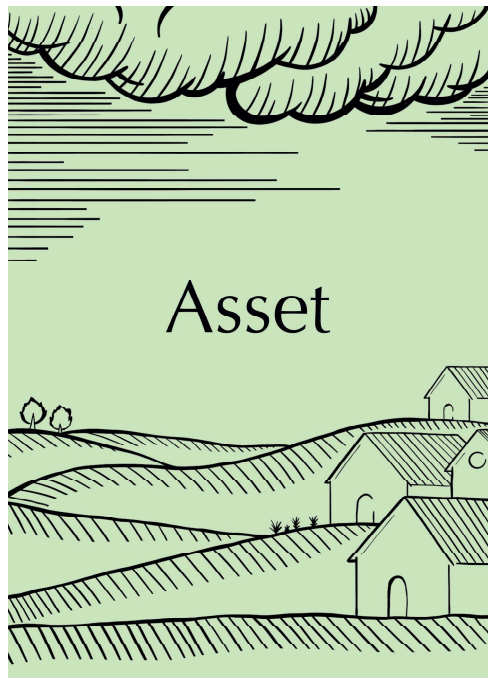
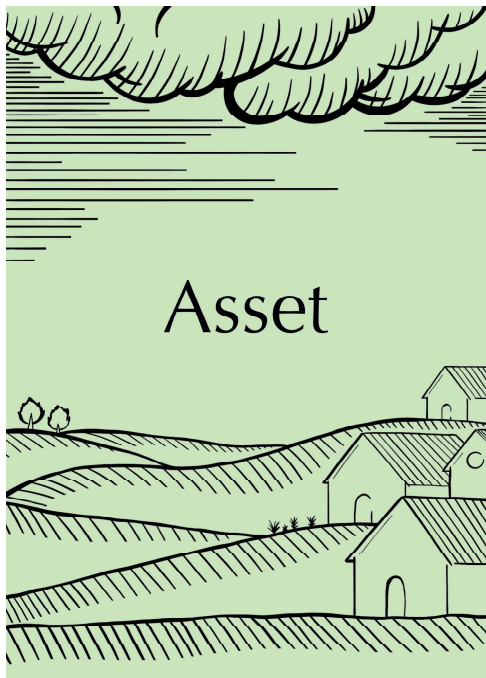
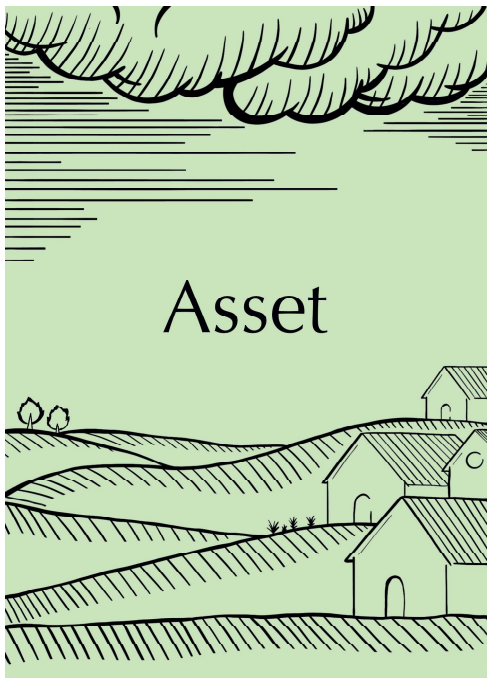
Used to spin yarn



1

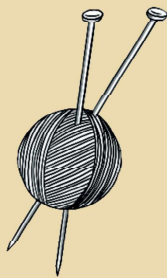
Sewing needles





1

Knitting needles



2

Churn

Give yourself or an ally  +1



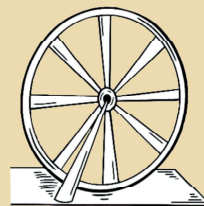
Used to make butter by shaking milk



2

Spinning wheel

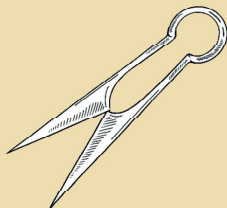
Give yourself or an ally  +1



2

Shears

Give another player  -1



Used to shear sheep



2

Milk pail

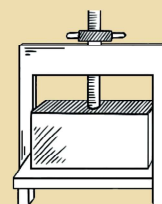
Give another player  -1



3

Cheese press

Give yourself or an ally  +2



Used to make hard cheese by squeezing curds



3

Loom

Give yourself or an ally  +2



Used to weave thread or yarn



3

Ale cask

Give another player a Black Mark card (from the deck)



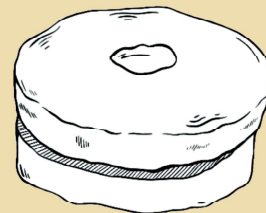
Used to store and ferment ale



3

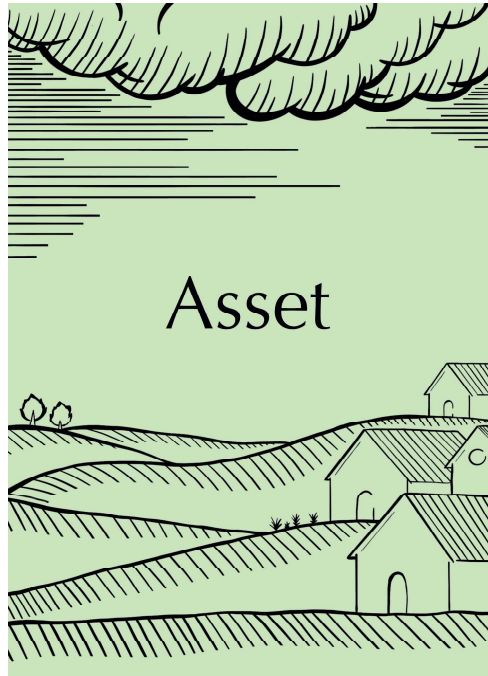
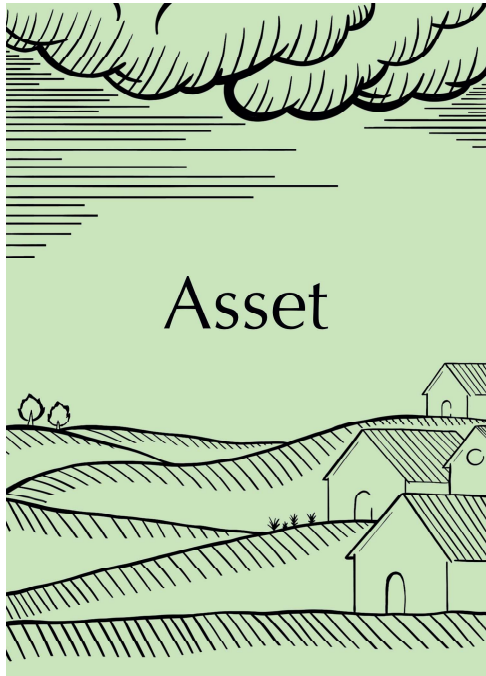
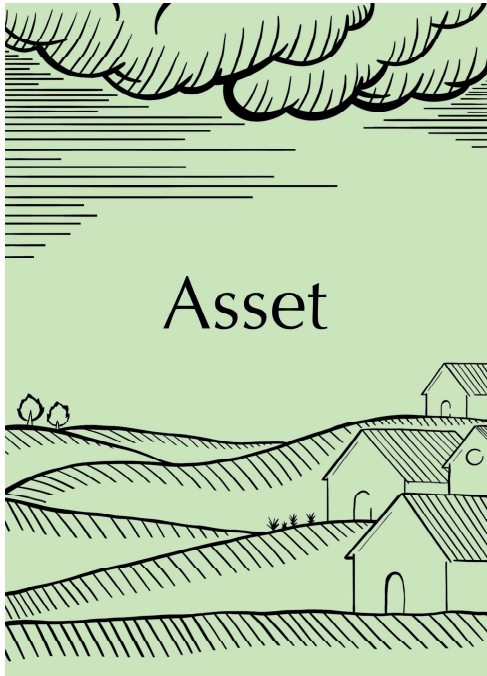
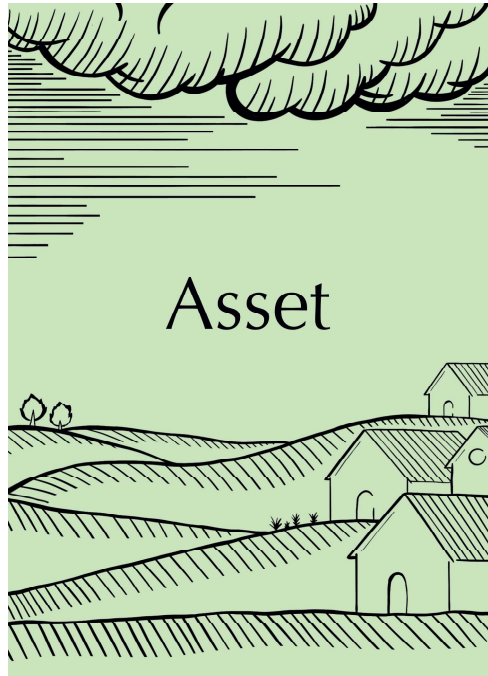
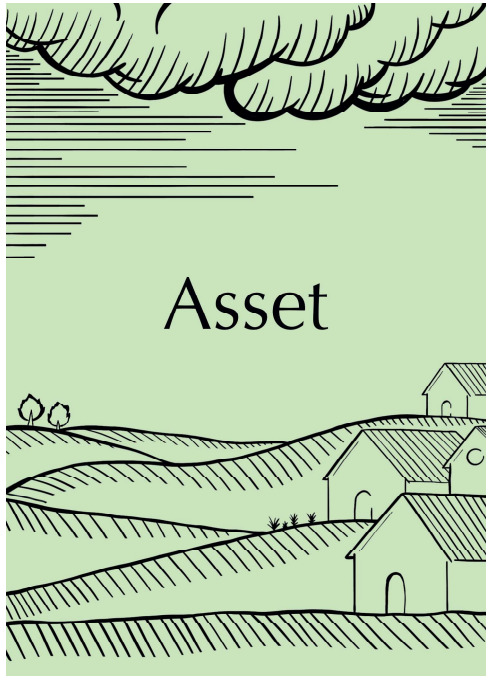
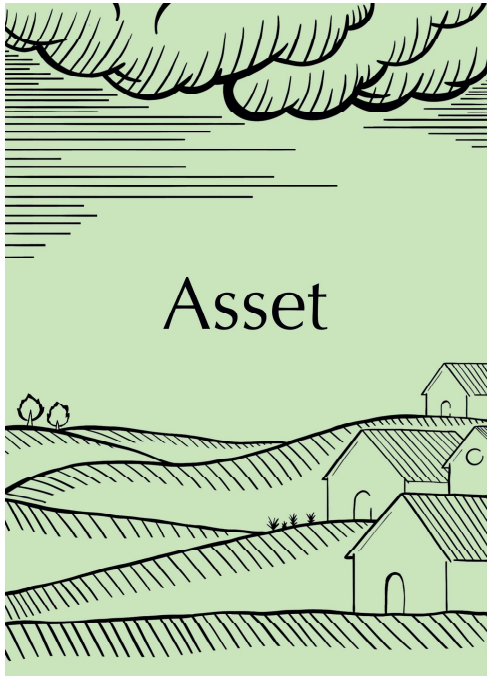
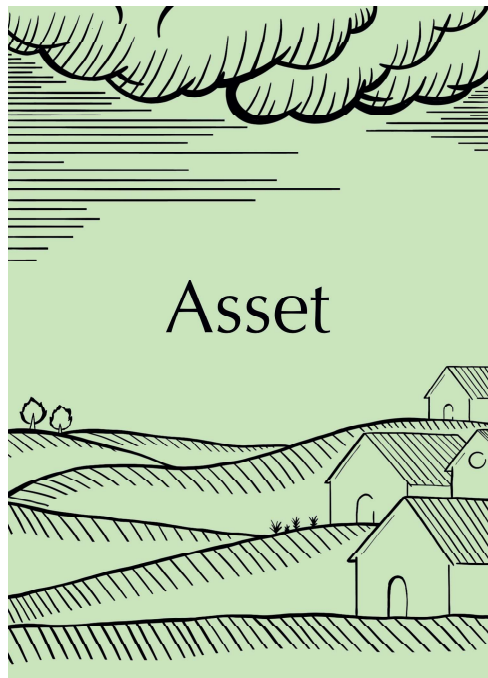
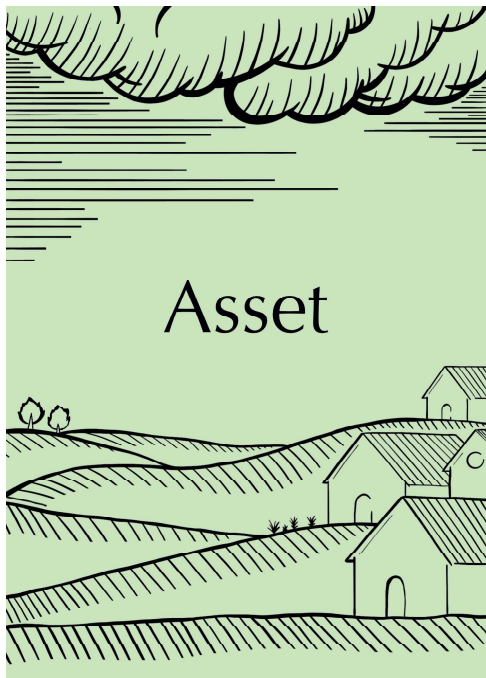
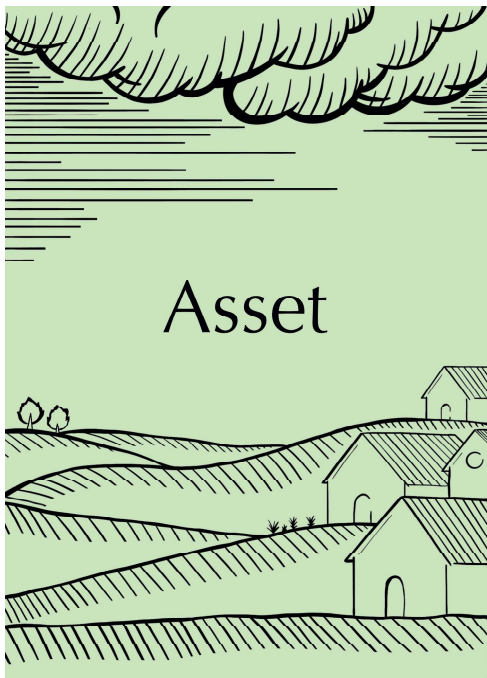
Quern

Force another player to discard an asset of their choice from their holding



A pair of circular stones used to grind grain





1

Wooden spoons



1

Cat



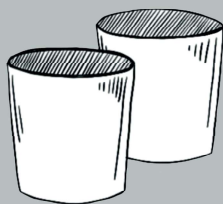
1

Wooden dishes



1

Wooden cups



2

Cooking pot

Give yourself or an ally  +1



2

Table

Give yourself or an ally  +1



2


Stools

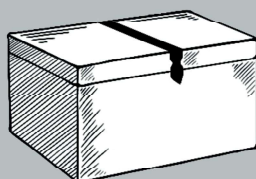
Give another player  -1



2

Chest

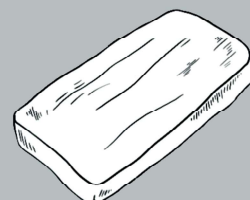
Give another player  -1

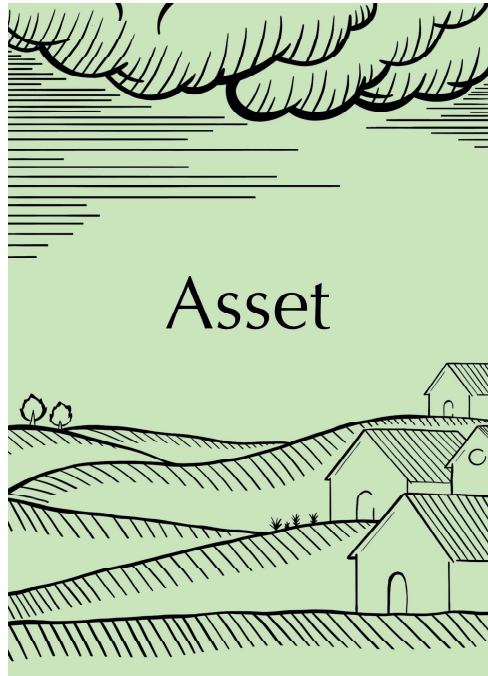
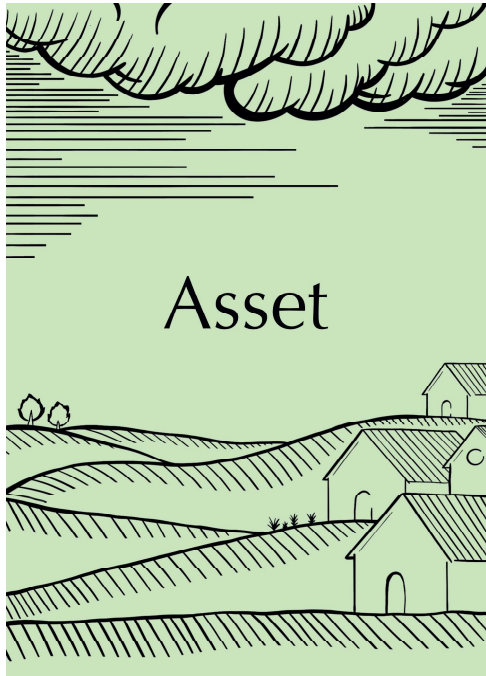
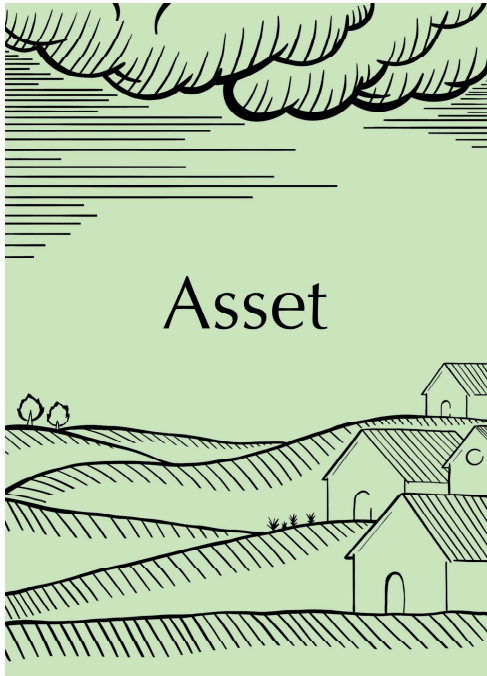
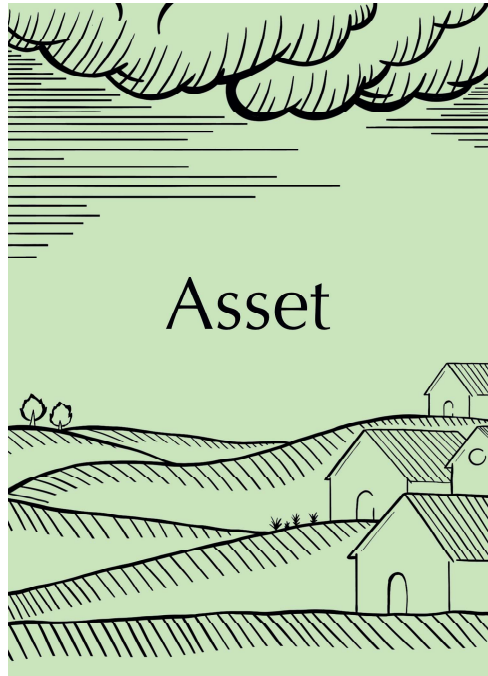
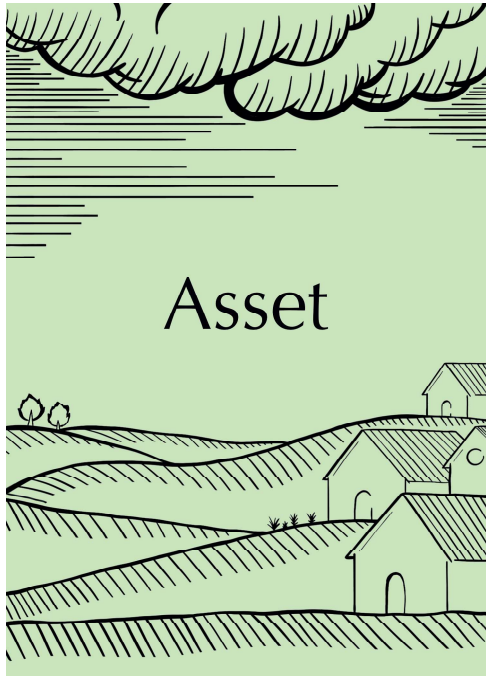
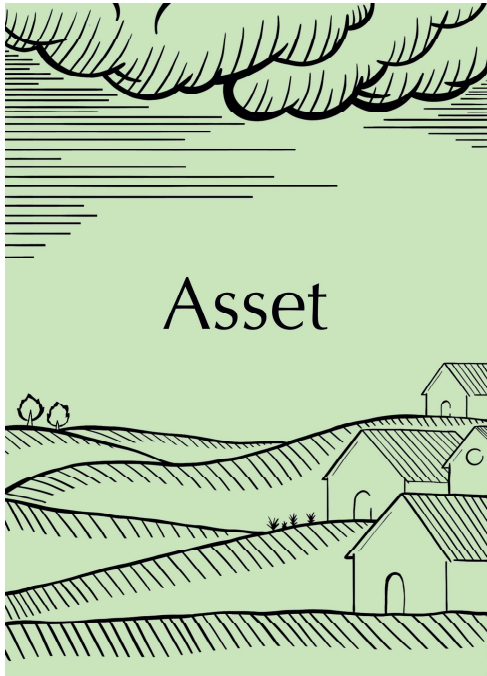
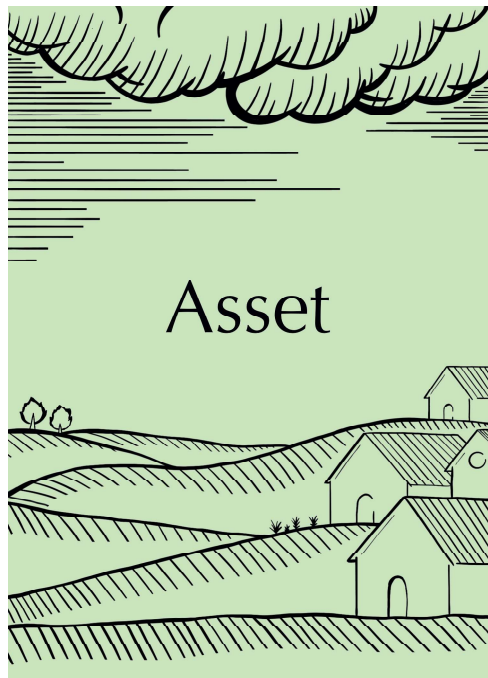
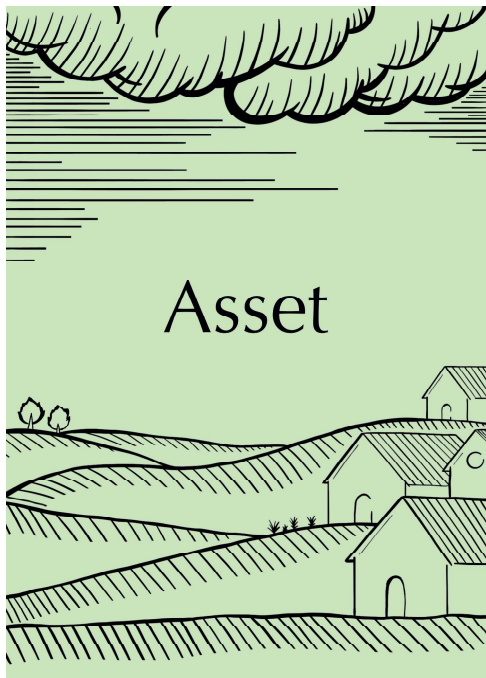
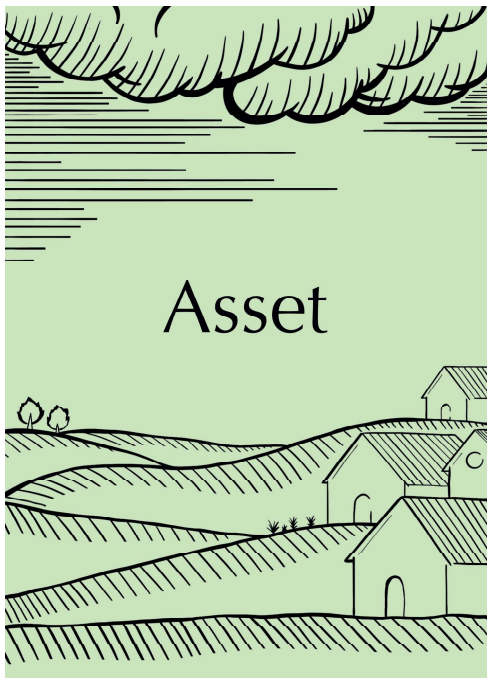


3

Mattress

Give yourself or an ally  +2





3

Bible

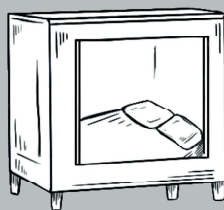
Give yourself or an ally +2



3

Box bed

Give another player a Black Mark card (from the deck)



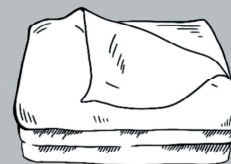
An enclosed bed made of wood



3

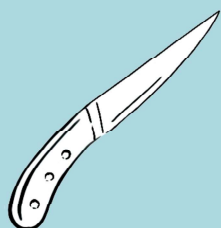
Linens

Force another player to discard an asset of their choice from their holding



1

Knife



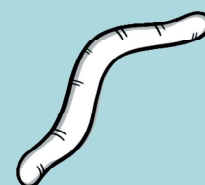
1

Hooks



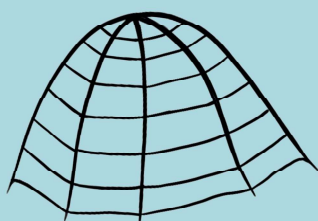
1

Bait



1

Nets



2

Creel

Give yourself or an ally +1



A basket for carrying fish

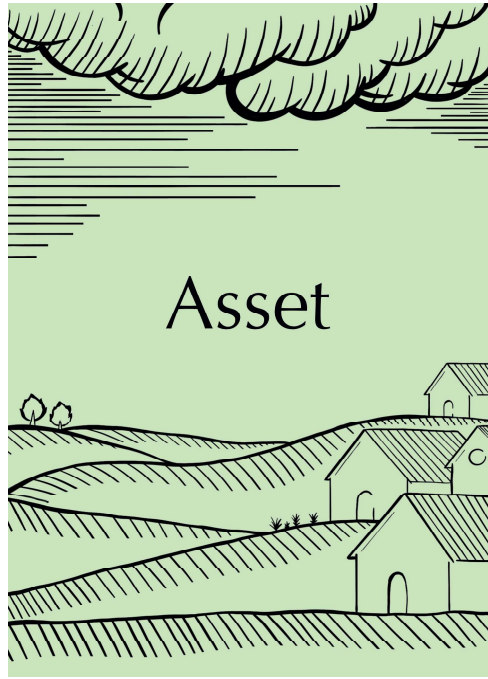
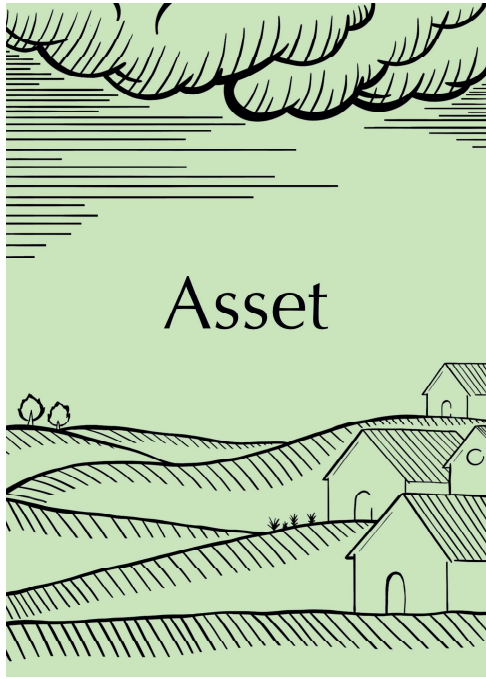
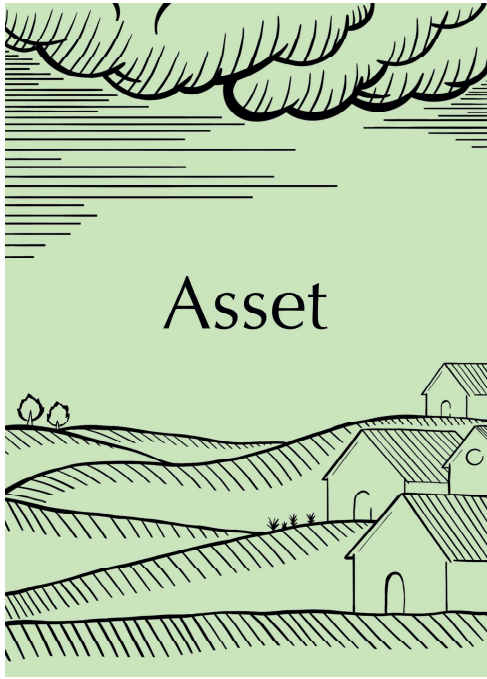
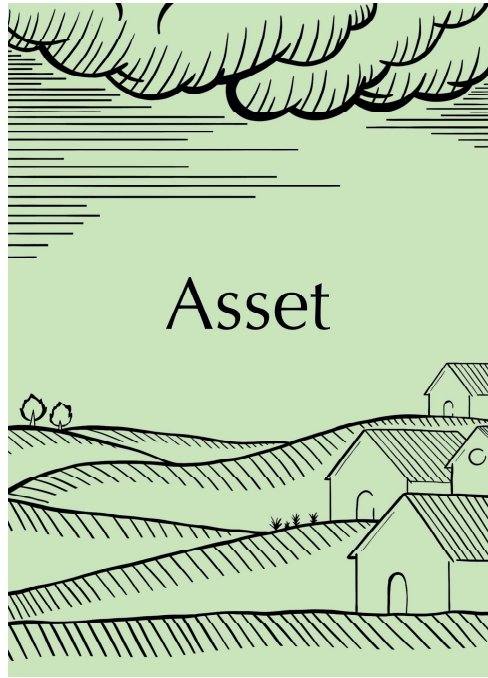
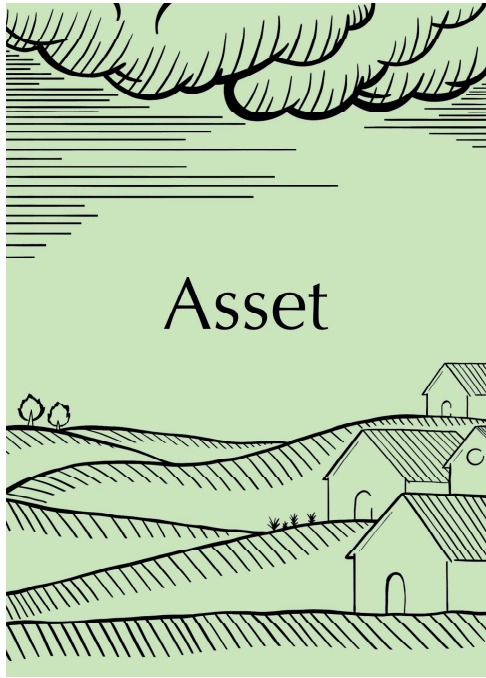
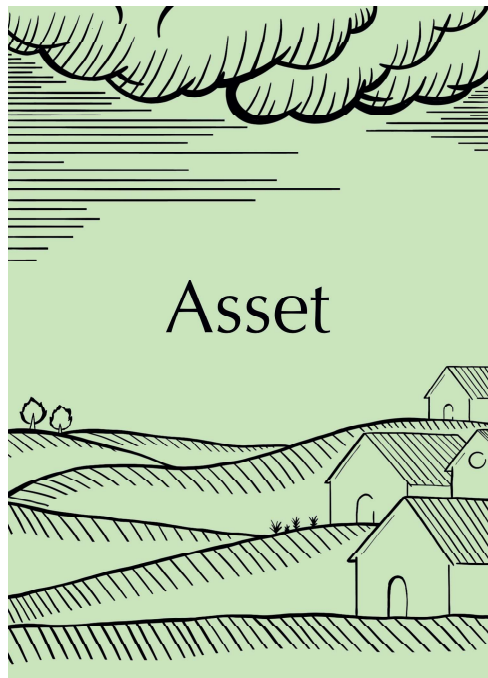
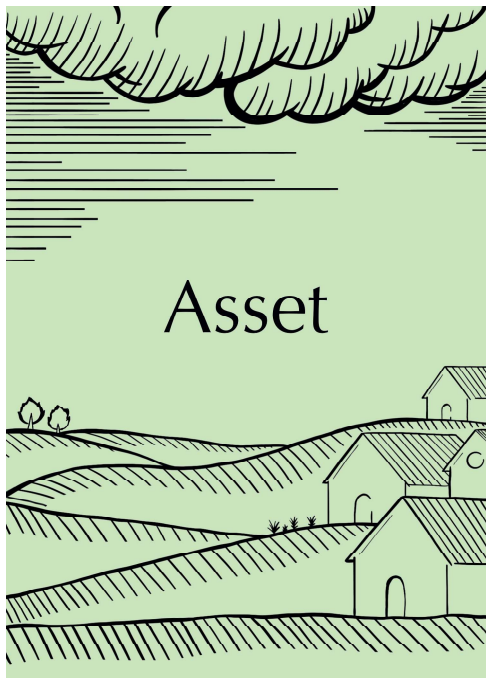
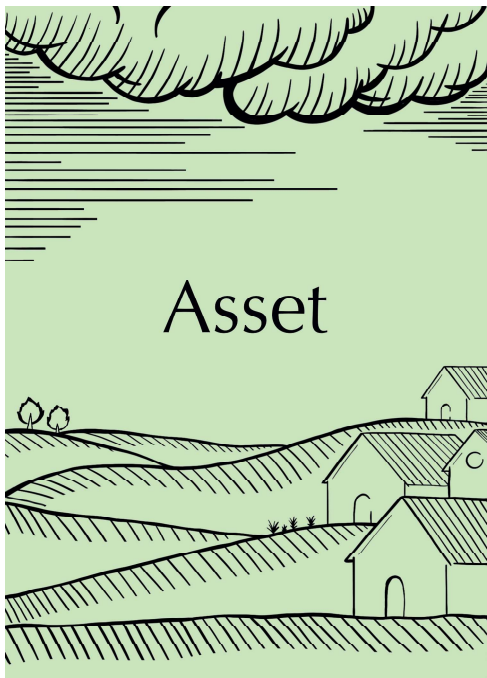


2

Lines

Give yourself or an ally +1





2

Spear

Give another player  -1



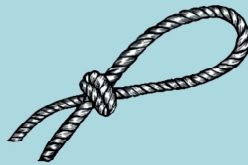
Used to impale fish



2

Ropes

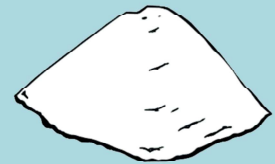
Give another player  -1



3

Salt

Give yourself or an ally  +2



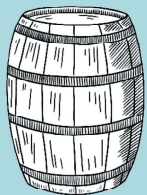
Used to preserve fish



3

Barrels

Give yourself or an ally  +2



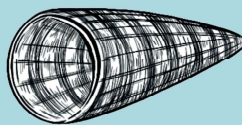
Used to store salted fish



3

Cruive

Give another player a Black Mark card (from the deck)



A fish trap



3

Boat

Force another player to discard an asset of their choice from their holding



An elderly, widowed neighbour has asked if you could spare some food.

Agree:

 -1

Refuse:

 -1

'in the constellation of virtues ... none of them shows more magnificence and splendour ... than Beneficence or Charity'.
John MacQueen, 1694

2

You think some water from a holy well would ease your aches and pains, but the minister says that's all superstition.

Go to the well:

 -1

Stay away:

 -1

'the dregs of idolatry yet remain in diverse parts of the realm by using of pilgrimage to some chapels, wells, crosses and such other monuments'.
Act of the Parliament of Scotland, November 1581

2

A family member says they saw a procession of the fairies, but some of your neighbours are dubious.

Back them up:

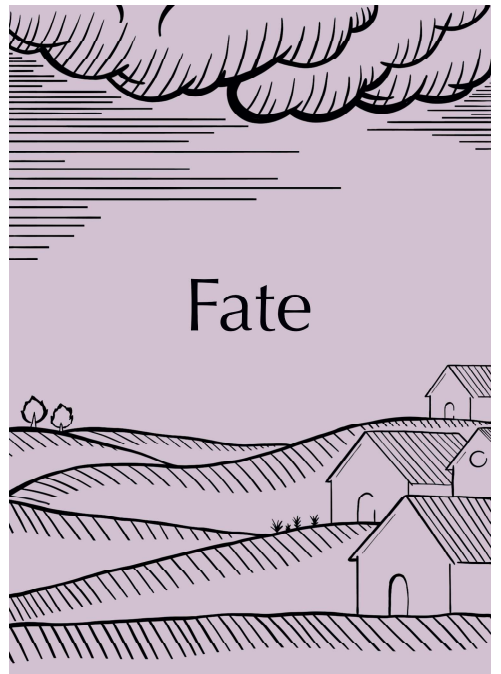
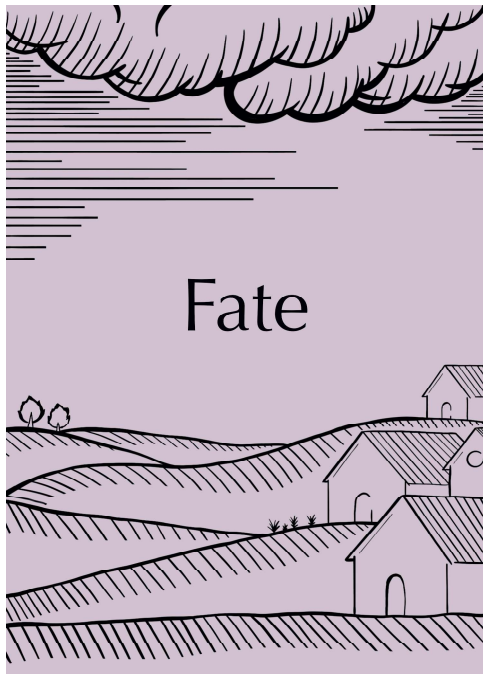
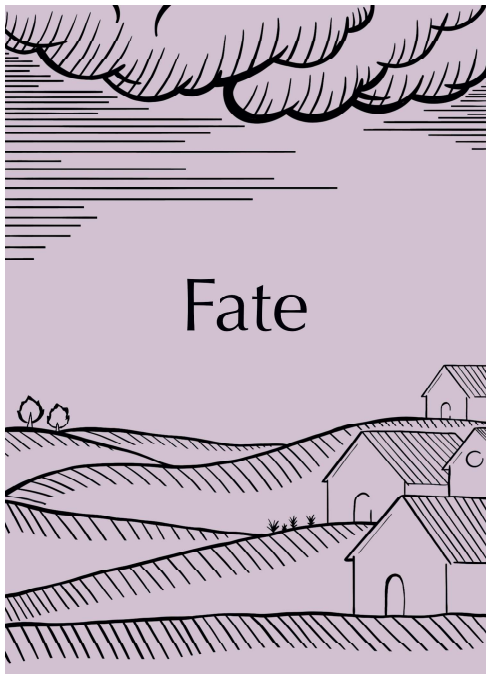
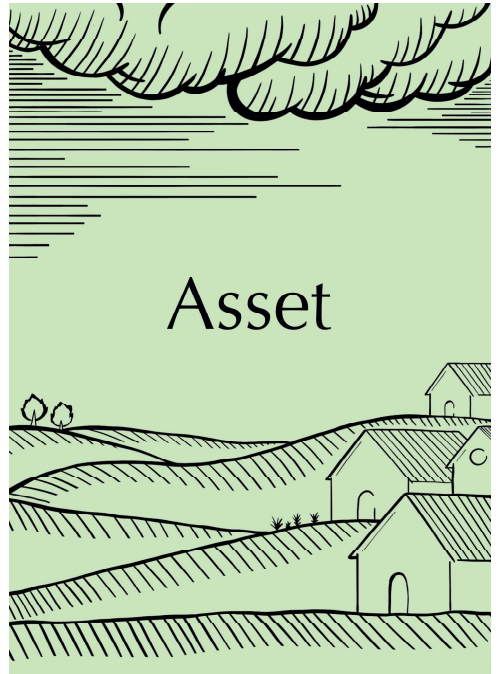
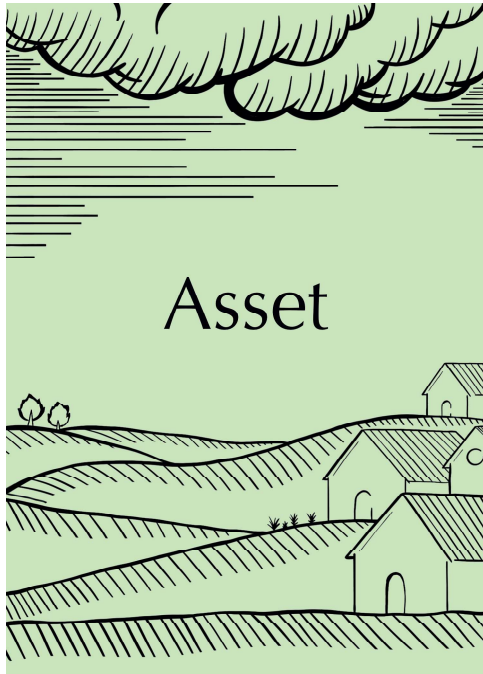
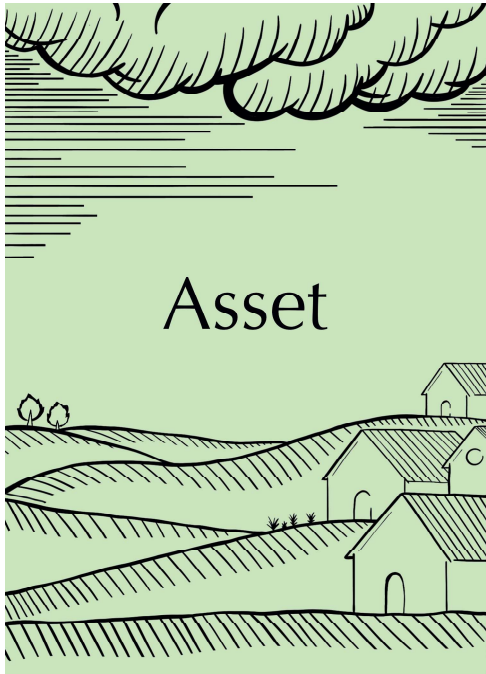
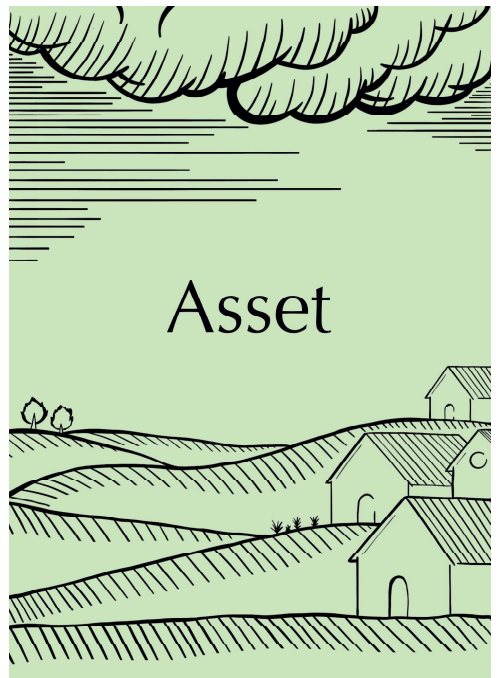
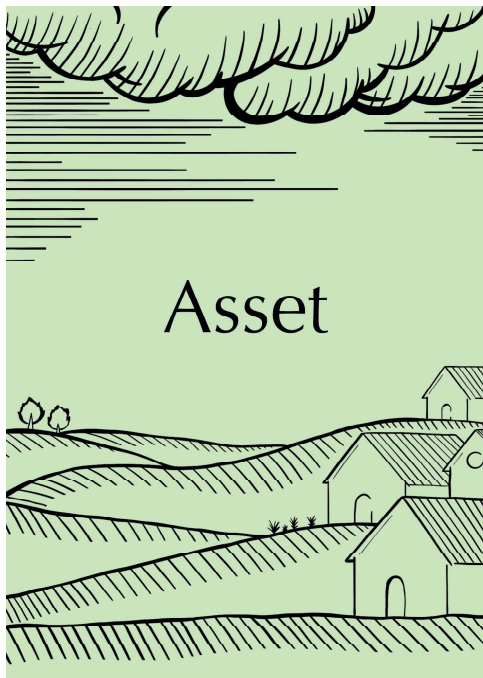
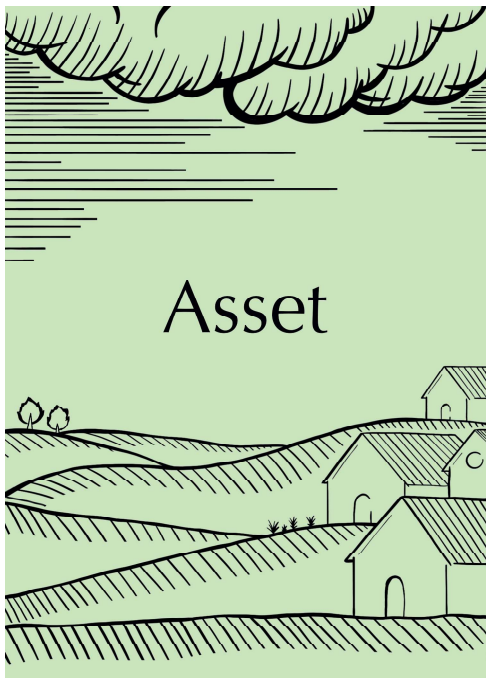
 -1 for you,  +1 for any ally

Keep quiet:

No effect

'[Fairies] remove to other lodgings at the beginning of each quarter of the year ... Their chameleon-like bodies swim in the air near the Earth with bag and baggage'.
Robert Kirk, 1692

2



Your family member has injured their leg. Will you take on their share of the work to let them rest?

Yes:

♥-1 for you, ♥+1 for any ally

No:

No effect

'You shall know, that there are no sort of duties which God hath more expressly commanded, than that of bounty and mercy towards our brethren'.

A Father's Advice to his Son at the University, 1693

2

It's time to rake the manure.

Do it yourself:

♥-1

Make a family member do

it:

♥-1 for an ally

(if you do not have an ally you must choose the first option)

'I would give this a general rule, to dung no more than can be dunged sufficiently'.

James Donaldson, 1697

2

A drunken neighbour has ranted against the current religious settlement to you and a family member.

Keep quiet:

🗨️-1

Object:

Toss a coin. **Heads:** no effect
Tails: ♥-1 for you and ♥-1 for any ally

'In the paradise of nature the diversity of flowers and herbs is pleasant and useful, but in the paradise of the Church, different and contrary religions are unpleasant and hurtful'.
The Scots Commissioners, 1641

2

Your clean washing has disappeared. You suspect you know the culprit. Will you make a public accusation and risk being wrong?

Stay quiet:

♥-1

Accuse:

Toss a coin. **Heads:** no effect

Tails: 🗨️-2

'I am sure that without linen, men would be much fouler and uncleaner than beasts'.

Edward Rabin, 1638

2

A neighbour's bull has got out of the field and is on a rampage! Will you risk injury by helping?

Stay back:

🗨️-1

Help:

Toss a coin. **Heads:** no effect

Tails: ♥-2

'The bull doth with his forked head, The winds beat everywhere, The ground scrapes with his cloves [cloven hooves], his tail His sides beats here and there'.

James VI, 1591

2

The kirk session has proposed a collective fast as a form of repentance.

Keep the fast:

♥-1

Sneak food:

Toss a coin. **Heads:** no effect

Tails: 🗨️-2

'the brethren ... think [it] expedient that there be a fast, the causes whereof are ... the great increase of sin of all sorts in all kinds of people ... God's judgements in the plague of famine ... destruction of the fruits of the ground by violent tempests of wind'.

Perth kirk session, August 1634

2

The kirk has warned against celebrating Yule, but you think it would cheer you up.

Celebrate:

🗨️-2 & ♥+1

Stay away:

♥-1

'no person ... within this parish [should take part in] guising, dancing, singing carols, play[ing] at the football ... women to be clad in men's apparel or men in women's apparel, casting of snowballs, hurling with stools on the streets and ... all insolencies and superstitious rites'.

Elgin kirk session, December 1618

2

You have discovered a neighbour's adultery! Will you keep quiet and risk the kirk's ire, or report it and anger your neighbour?

Keep quiet:

🗨️-1

Report it:

♥-2 & 🗨️+1

'the abominable and filthy vice and crime of adultery has been perniciously and wickedly used within this realm'.

Act of the Parliament of Scotland, June 1563

2

A kirk elder heard bawdy singing coming from your home on the Sabbath.

Take the blame:

🗨️-1

Deflect:

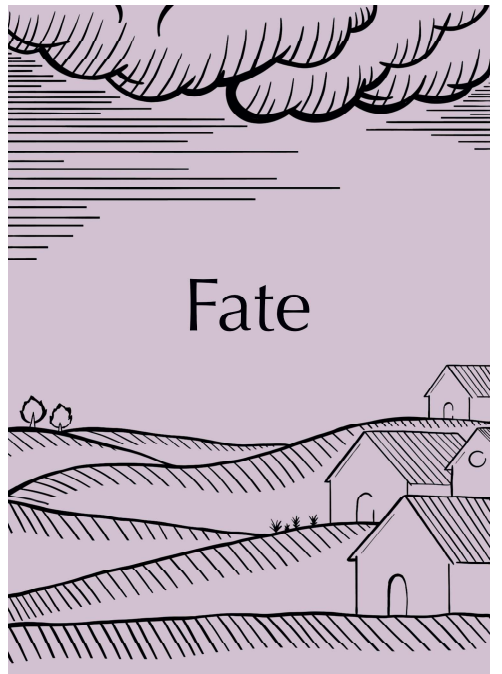
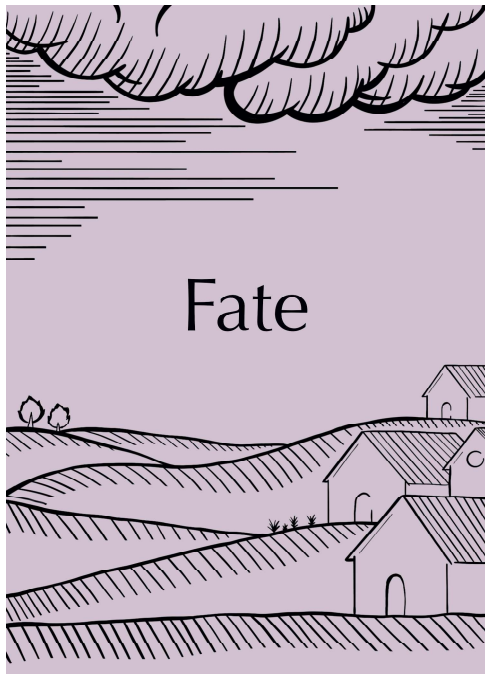
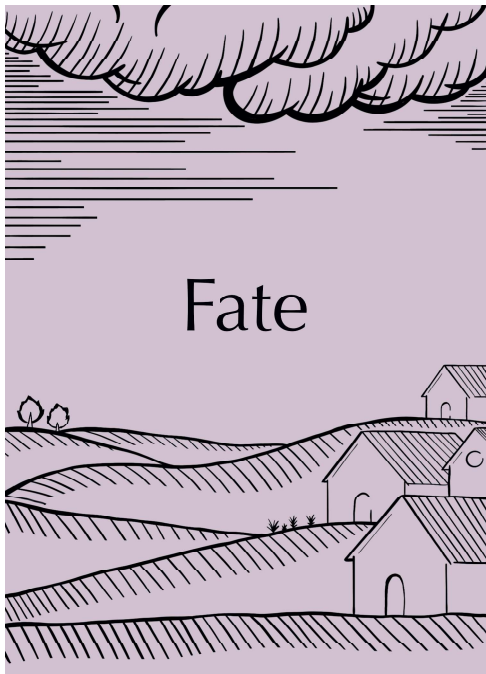
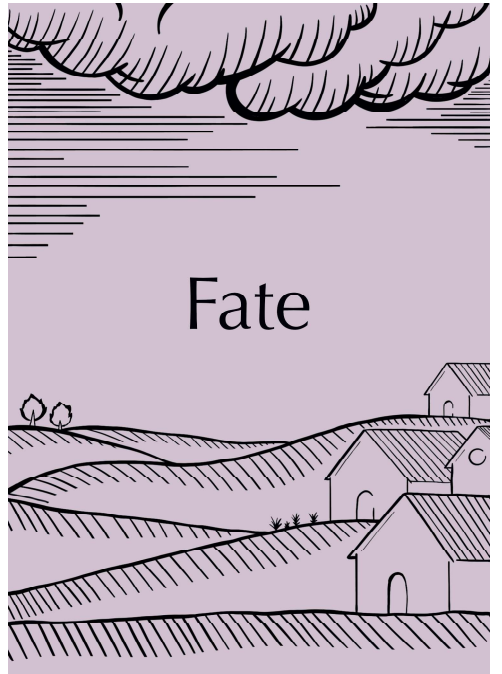
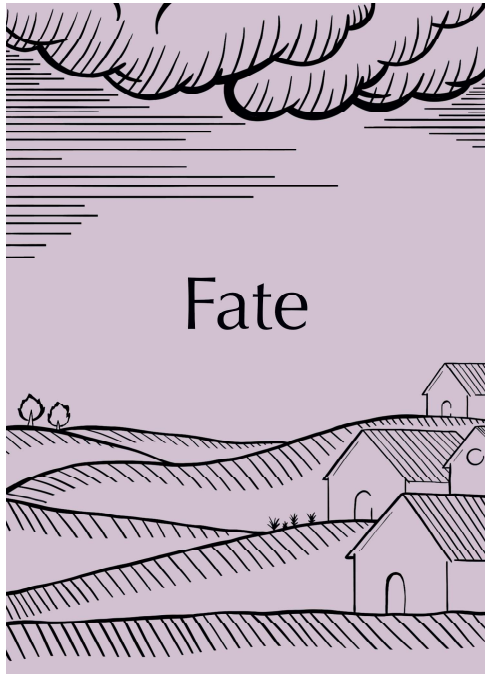
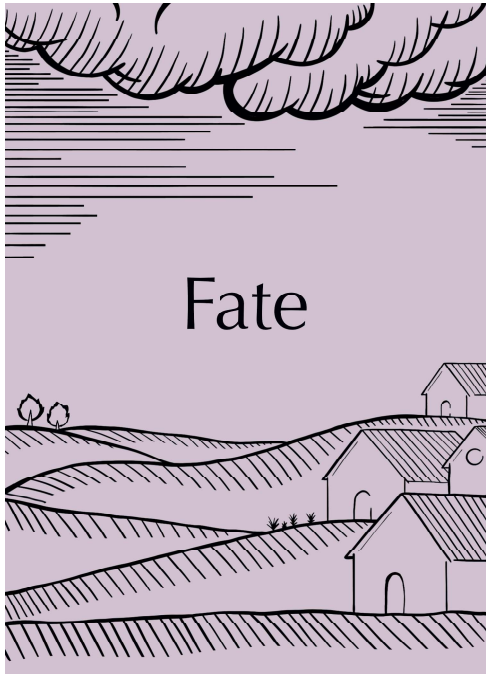
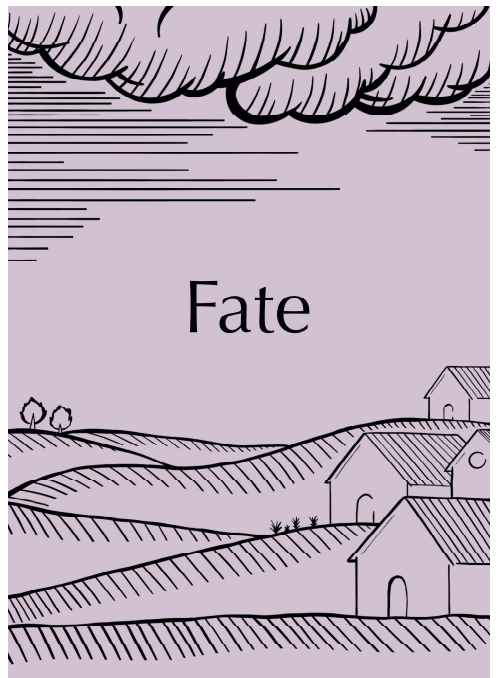
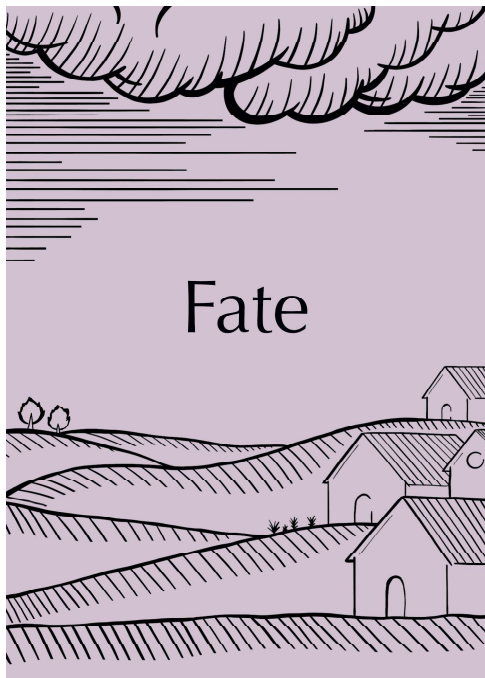
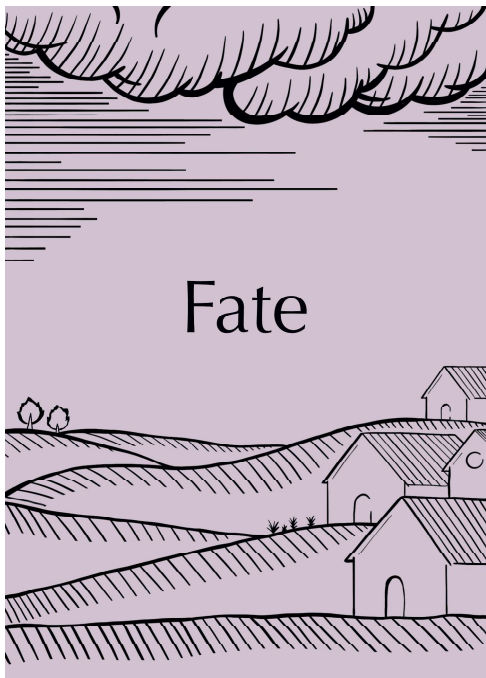
🗨️-1 for an ally

(if you do not have an ally you must choose the first option)

'one of the greatest causes which has procured God's judgement ... to fall upon this realm in any time bygone has been the profanation of the Sabbath day'.

Act of the Parliament of Scotland, June 1598

2



You have been caught in drunken behaviour.

Do public penance on the stool of repentance:

-2

Convince the elders to accept a fine instead:

-1 & ♥

'the stool of repentance ... is a public and eminent seat, erected towards the lower end of the church ... in some such conspicuous place, where the whole congregation may take notice of them; this seat is capable of about six or eight persons'.

William Brereton, 1635

3

You have been worrying a lot. Wearing a protective amulet would ease your mind somewhat, but the minister will think it superstitious.

Wear it:

-1 & ♥

Leave it:

♥

'A present was made me of a clach clun ceilach, or cock-knee stone ... but I have unluckily forgotten its virtues ... It is to be presumed [this amulet has] been enchanted; for [it] very much resembles a common pebble'.

Thomas Pennant, 1774

3

Some of your neighbours are going to celebrate Beltane with music and bonfires. You're not sure how much will get back to the kirk session.

Stay away:

♥

Join in:

Toss a coin. **Heads:** -1

Tails: -3

'all ungodly pastime to be discharged ... especially filthy and ungodly singing about the [May days]'.

Perth kirk session, May 1591

3

You've lost your communion token, and are worried the minister will upbraid you.

Try to sneak in without one:

♥ & -1

Take a family member's:

♥ & -1 for an ally

(if you do not have an ally you must choose the first option)

'They that are not communicants and receive not tokens from the minister ... to show a reasonable cause of their absence and disobedience'.

Perth kirk session, March 1582

3

A neighbour has taught you how to perform a ritual to protect your crops. It would ease your mind, but the kirk wouldn't approve.

Do it:

-2

Leave it:

♥

'You bid [people to] hold off the crows ... for the crows are wityrif [cunning] beasts, and the Devil will come in their likeness; and bid [them to] say an oration, which you know by heart, nine sundry times, and that being done, the corn shall come safe to the barn'.

Trial of Andrew Man, Aberdeen, 1598

3

A household of your kinsfolk has fallen ill. Will you support them, or leave them to rely on poor relief?

Support them:

♥ & +1

Leave them:

-2

'our predecessors for the most part, in ages past, were strong men in personage, dwelling in hilly countries ... But this delicate declining age bringeth out frailer bodies, and more diseases'.

D. Gordon, 1625

3

You have injured your foot walking barefoot. Maybe you could borrow some shoes.

Live with it:

♥ & -1

Take a family member's shoes:

♥ & -1 for an ally

(if you do not have an ally you must choose the first option)

'considering the great exorbitant prices rising in selling of shoes ... no workman ... [is] to sell any shoes without their being appraised by the baillies'.

Annals of Banff, October 1551

3

A neighbour's barn is on fire! Will you risk injury by helping?

Stay back:

-2

Help:

Toss a coin. **Heads:** ♥

Tails: ♥

'who could look upon the mighty hand of God raining fire ... and not be engaged into the deepest seriousness?'

Robert Scott, 1700

3

Prices have shot up this year. Perhaps a little gambling would help your money go further.

Play:

-3 & +1

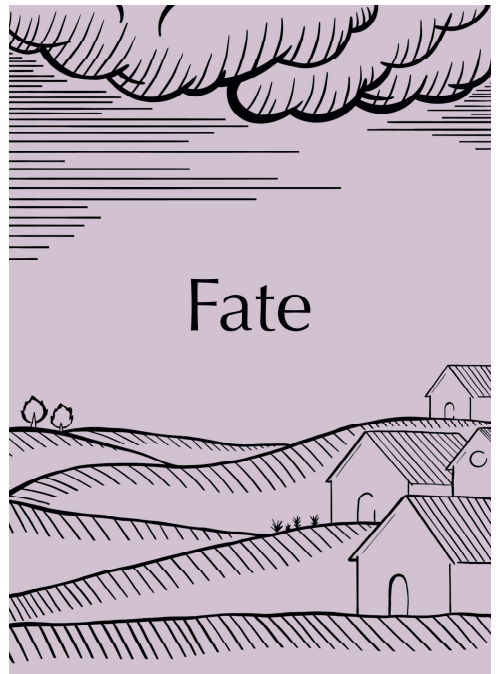
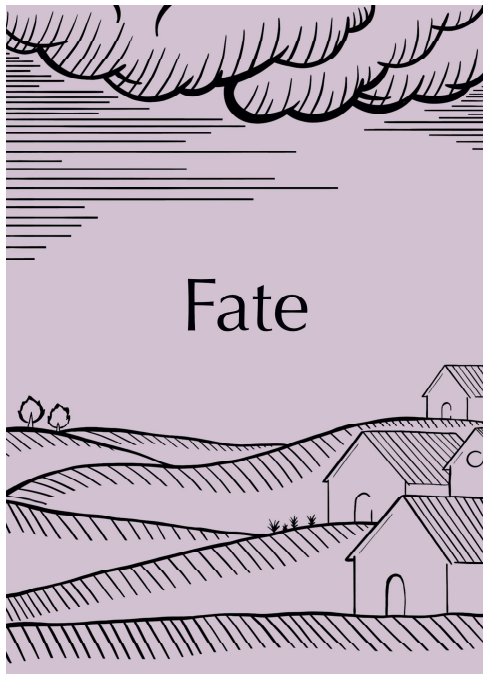
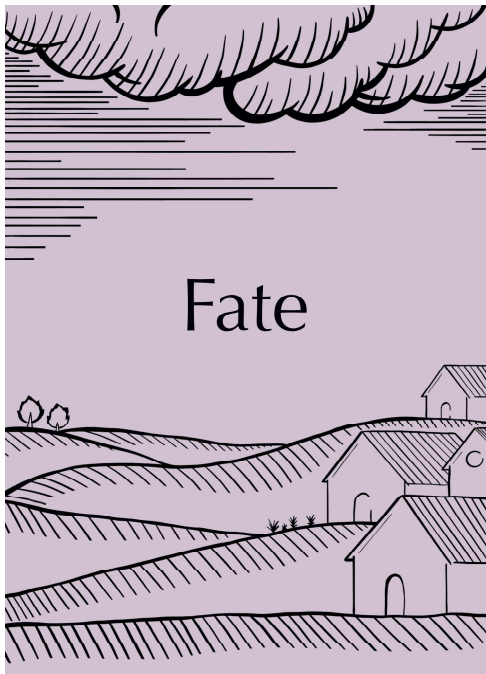
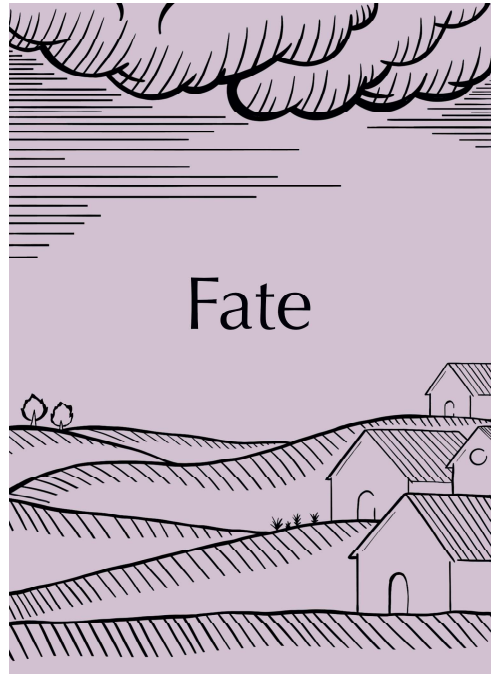
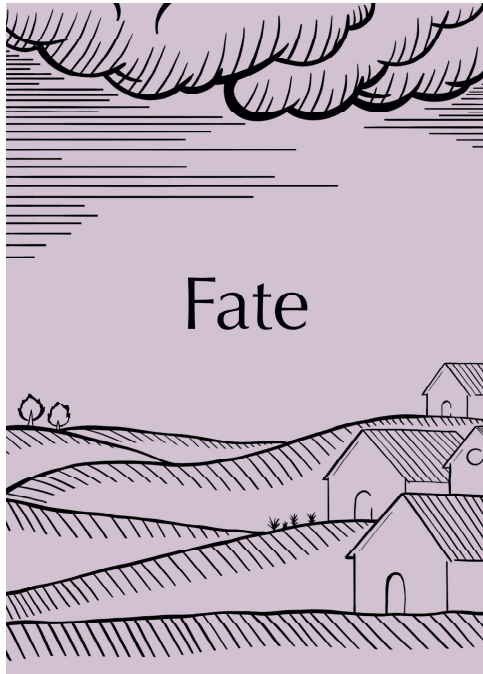
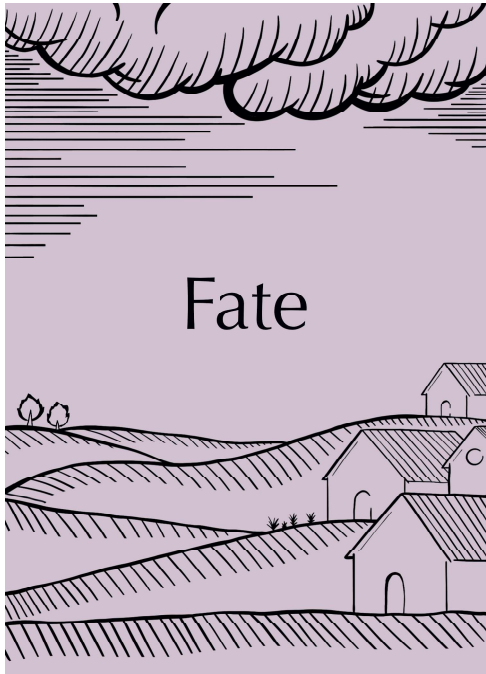
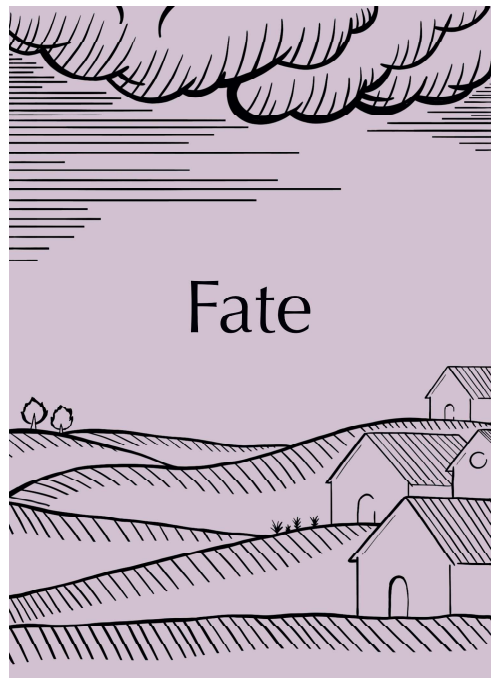
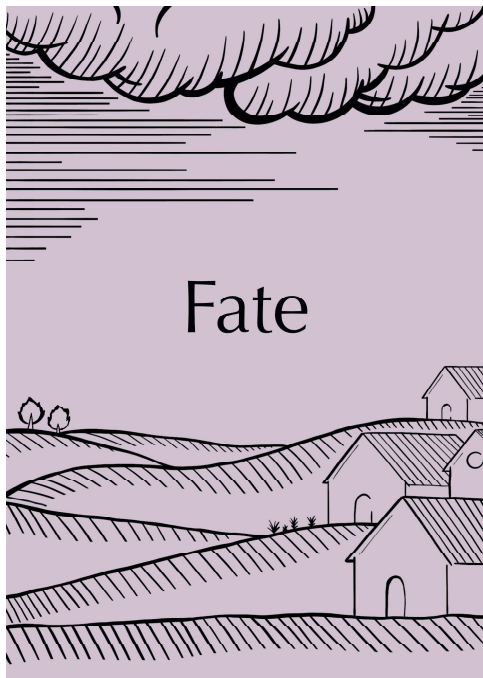
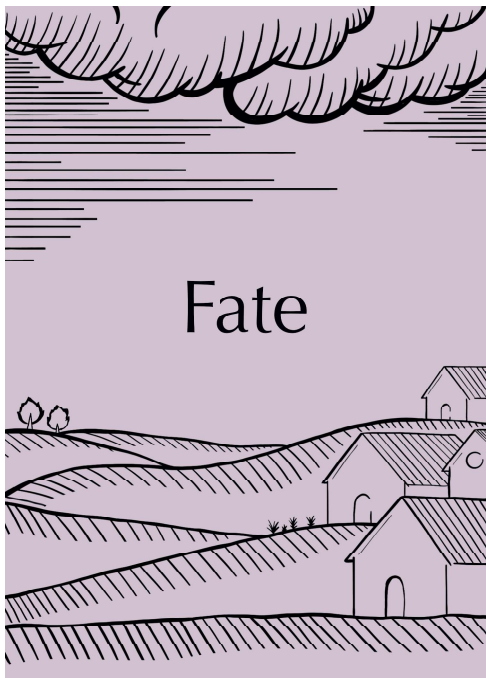
Don't play:

♥

'by exercise I understand honest games and pastimes, not these debauched lose-times, cards, dice, tables, and such like ... I leave such devices of Satan enticing to sin to be thought or treated of by ragged ribaulds, and lousy licentious limmers [rogues]'.

John Makluire, 1630

3



This has been a very cold year, and the harvest has done badly. Whose wellbeing will you prioritise?

Your own:

-1

A family member's:

-2 for you, +1 for any ally

'The winter came, and storms clad all the field, Which storms, the land of fruit and corn made bare'.

James VI, 1584

X

3

One of your neighbours is saying that your family member is a secret Catholic.

Ignore it:

-1

Curse them as a slanderer:

-2 for you, +1 for any ally

'John Farquhar ... solemnly deponed that he was neither in judgement nor practice a Papist, nor did ever hear a mass in Scotland, and when he heard any out of the country, it was only out of curiosity'.

Aberdeen kirk session, February 1665

X

3

Making your next rent and teind (tithe) payments will be a struggle.

Cut back:

-2

Fall into arrears:

-2

'arbitrary and uncontrolled oppression, and grinding of the faces of the poor by landlords and others in place of power are become ordinary and common sins'.

General Assembly of the Church of Scotland, 1648

X

3

There's a lot of work to be done, and those kirk services eat into your day.

Go to the kirk:

-2

Miss some services:

-1 for you and -1 for any ally

'all persons being absent from the preaching on the Sunday, without lawful business ... shall be secluded from all benefit of the kirk'.

Aberdeen kirk session, November 1575

4

A family member has died, and you would like to hold the usual festive wake, but it's forbidden.

Hold the wake:

-2

Don't do it:

-1 for you and -1 for any ally

'The estates of parliament, considering the great abuse of lykewakes, do therefore inhibit and discharge all persons of whatsoever quality to have lykewakes hereafter'.

Act of the Parliament of Scotland, February 1646

4

You have been bitten by a dog, and an infection seems to be spreading.

Treat it at home:

-2

Pay for medical care:

Discard any asset from your holding

'In Scotland are dogs of marvellous nature ... above the common nature and condition of dogs, which are seen in all parts, are ... dogs in Scotland'.

Hector Boece, 1540

4

A relation of yours has found herself with child, and a hasty marriage has been arranged.

Help the young couple:

Discard any asset from your holding

Ignore them:

-2 & -1

'The general end of the institution of marriage, is the solace and satisfaction of Man ... the husband is Lord, Head and Ruler over the wife'.

James Dalrymple of Stair, 1681

4

A neighbour is claiming that you are guilty of illicit fornication.

Ignore it:

-3

Prosecute them for slander:

-2 & -1

'whosoever shall hereafter be convicted of the sin of fornication shall pay for the first fault: each nobleman, £400; each baron and landed gentleman, £200; each other gentleman and burgess, £100; each farmer, £20'.

Act of the Parliament of Scotland, January 1649

X

4

You have fallen ill, and may be infectious. Will you hide away or seek support?

Hide away:

-3

Seek support:

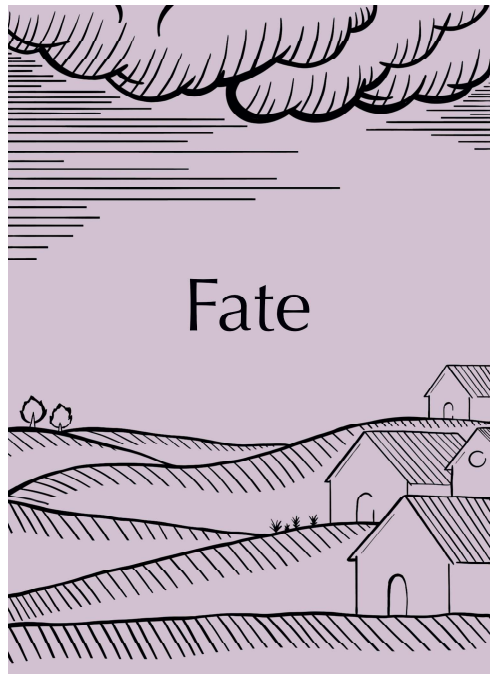
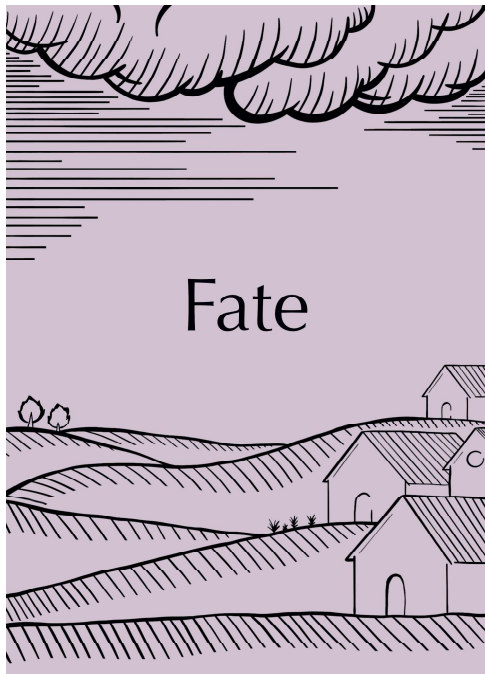
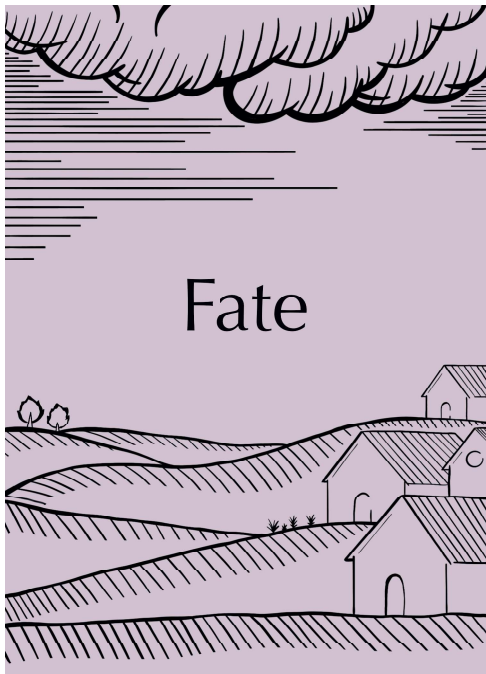
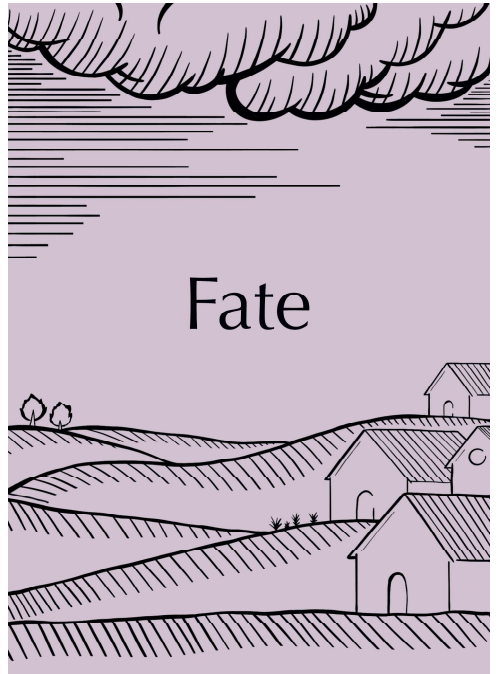
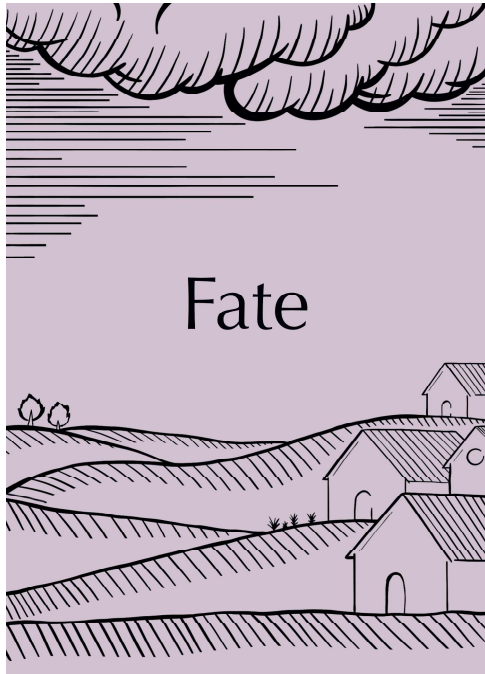
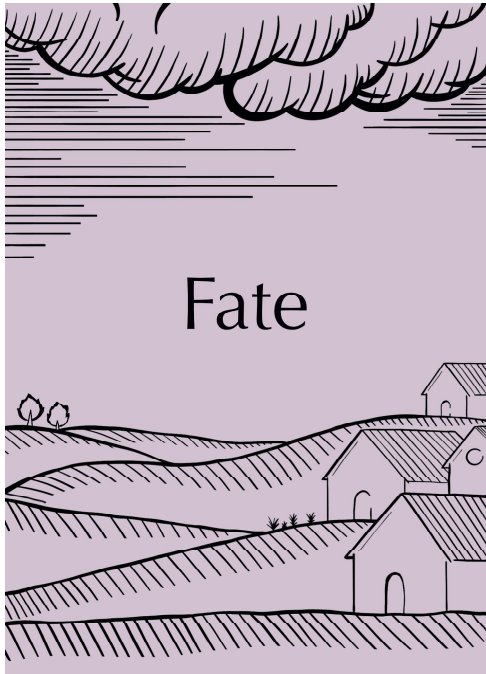
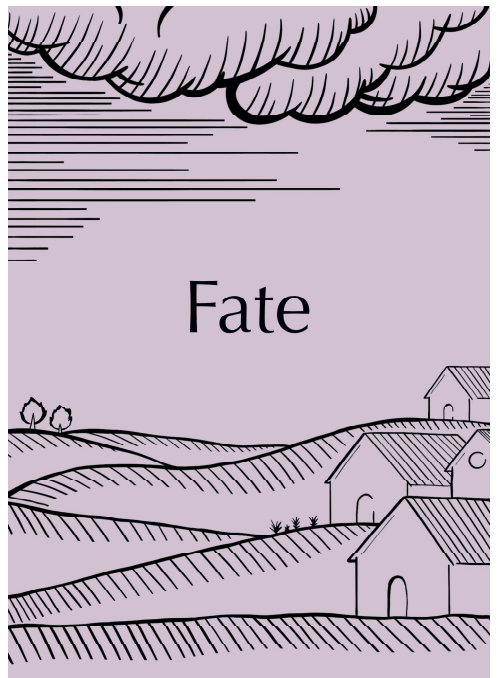
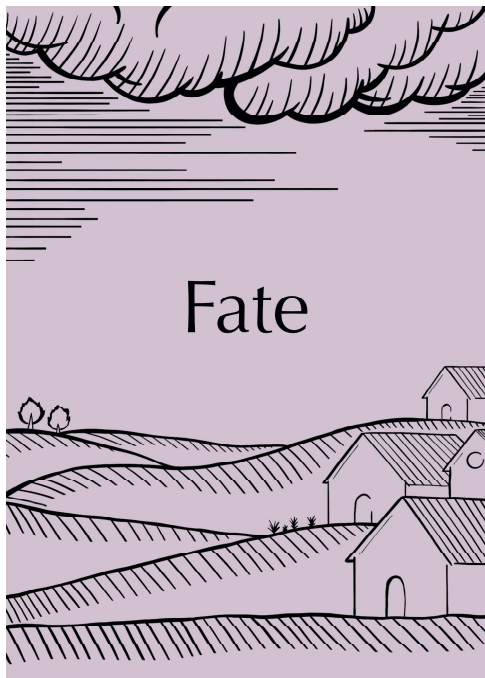
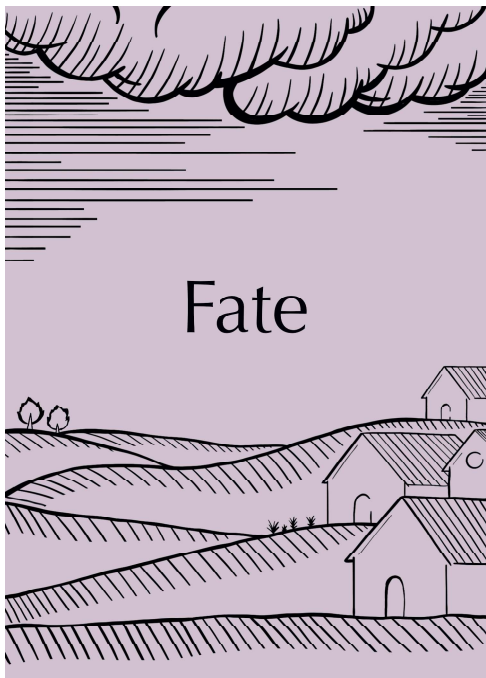
-2 & -1

'bodies in whom there is a likeness of nature and complexion ... do sooner take infectious diseases one of another; because of the radical likeness, the infected beams are more drawn'.

Christopher Irvine, 1656

X

4



A cousin has arrived from the town, where there's an outbreak of the plague. Will you risk taking them in?

Welcome them:

-3

Send them away:

-2 & -1

'the plague of pestilence is broken out ... this infection is likely to spread, to the great hazard of the country'.

Act of the Parliament of Scotland, January 1645



4

You and a neighbour have become embroiled in a bitter dispute about ownership of some land.

Cling on to the land:

-3

Give it up:

-2 & -1

'Beware of oppression, yea of the least of injustice to your neighbour, in his goods or otherwise ... for the grievousness of that sin, is manifestly held forth in Scripture'.

A Father's Advice to his Son at the University,
1693



4

A disease has spread among the local livestock. Your animals have fared better than most, which has made people suspicious.

Boast:

-2 & -1

Keep quiet and share your produce:

-2 & -1

'The serpent is in the bosom, and his venom may be diffused into the heart, and the poison of self-seeking and self-boasting may run through the veins'.

Hugh Binning, 1676



4

One of your neighbours called you a thief and spat at you in public after you pressed them to repay a debt. How will you retaliate?

Physically:

-2 & -1

Verbally:

-2 & -1

'We are come to the dregs of days, where it is counted virtue to point out the imperfections of our brethren'.

Zachary Boyd, 1629



4

The kirk is raising additional funds to support the poor.

Refuse:

-2

Donate:

Discard any asset from your holding

'for support and help of the poor within this burgh ... a voluntary contribution [is requested] of the town'.

Aberdeen kirk session, February 1613



4

A bad storm has damaged your roof. It's now letting in water.

Leave it:

-2 & -1

Fund the repairs:

Discard any asset from your holding

'A storm, a storm, a roaring storm falls near'.
David Ferguson, c. 1680



4

Your neighbours suspect that you attacked their cows.

'There came a hare betimes, and sucked a milk cow ... whereto the cow vanished [wasted] away, and gave blood instead of milk'.

Trial of Helen Fraser, Aberdeen, 1597

1

Your neighbours declare that you had special insight into how to deal with the restless dead.

'Robert Sinclair ... being after he had married his second wife, sore troubled in his sleep with apparitions of his first wife, which vexed him and disquieted him very much, he was advised by you to go to his first wife's grave, and to charge her to lie still and trouble him no more'.

Trial of Marion Peebles, Shetland, 1644

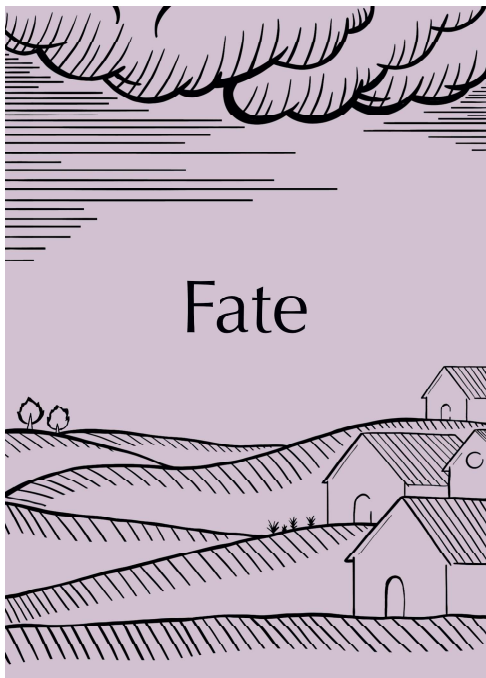
1

Your neighbours attest that you had the power to locate lost or stolen items.

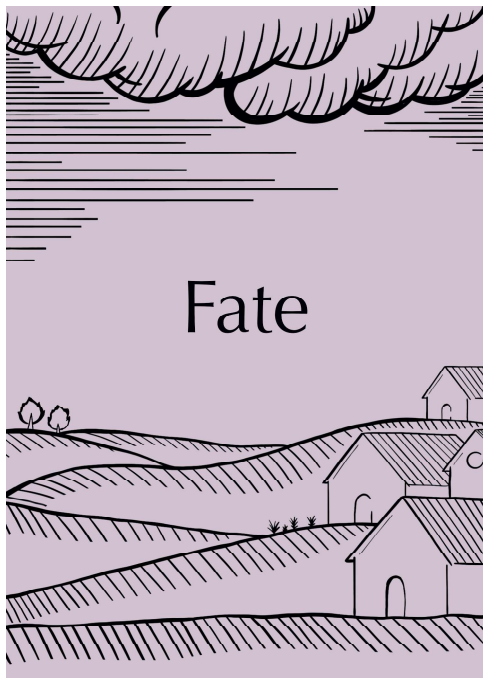
'The Lady Blair sundry times had spoken with her, about some clothes that were stolen from her: one pair of stemming hose [woollen stockings], one pair of sheets, one codwair [pillowcase], linen clothes, shifts and serviettes, for which she dang and wracked [beat] her servants'.

Trial of Bessie Dunlop, Edinburgh, 1576

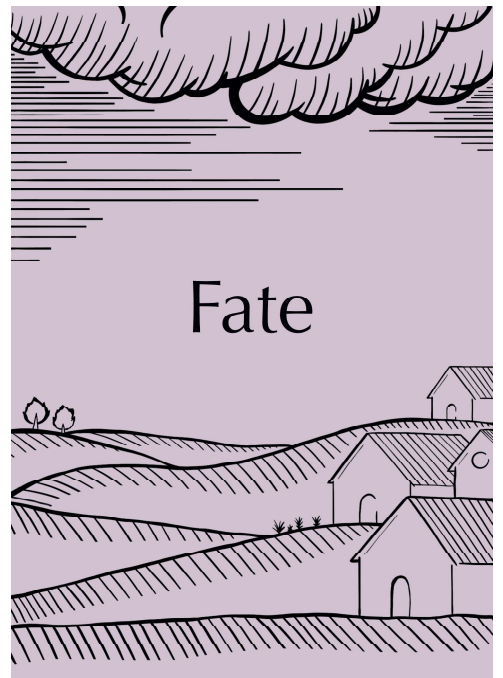
1



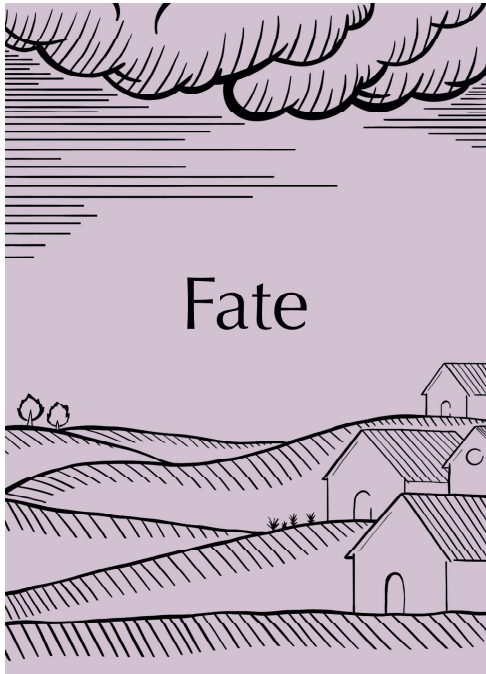
Fate



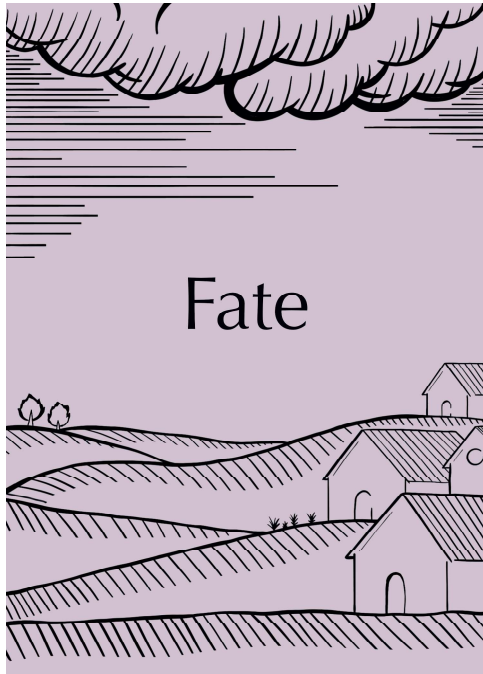
Fate



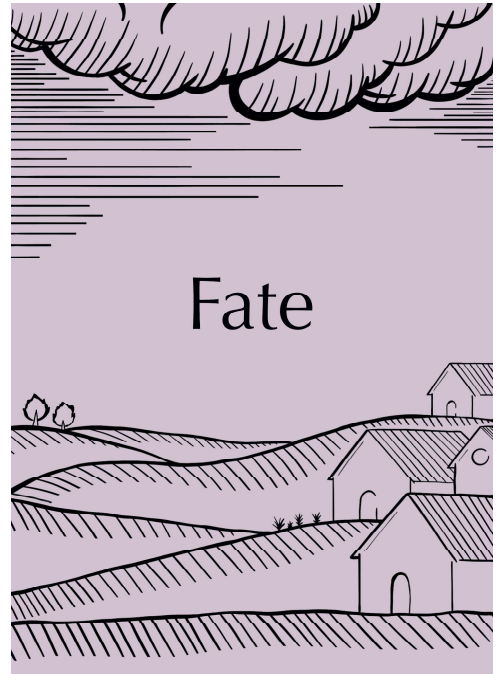
Fate



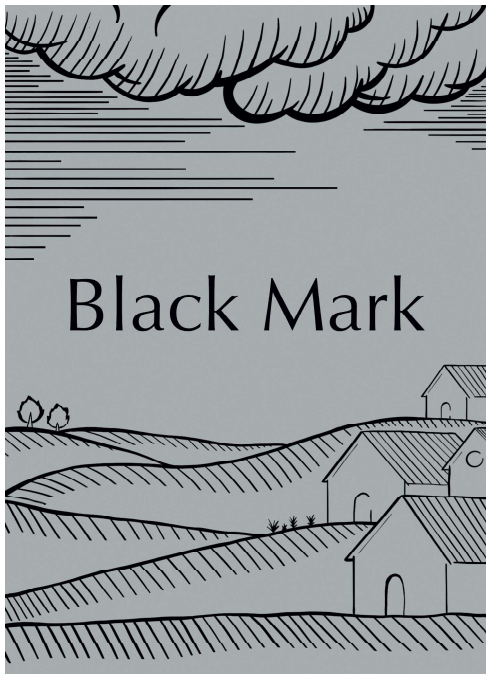
Fate



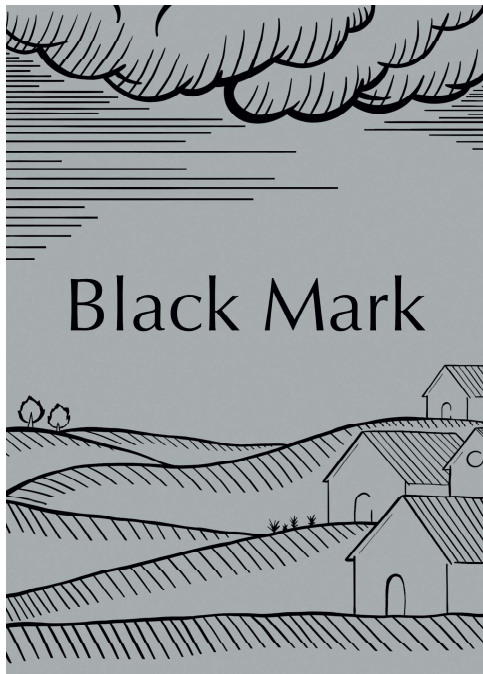
Fate



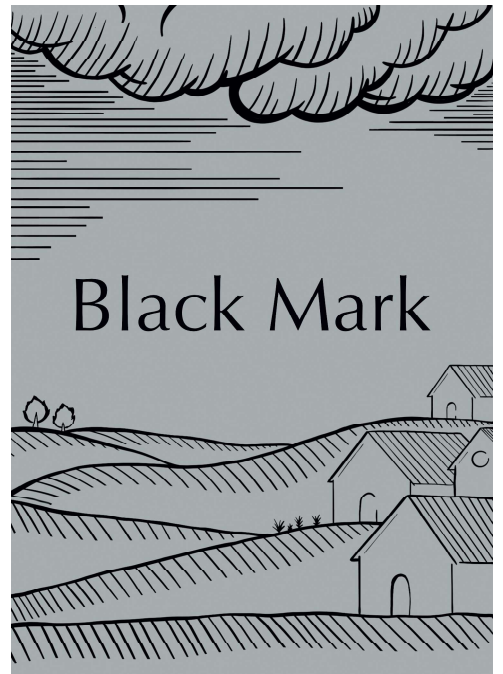
Fate



Black Mark



Black Mark



Black Mark

Your interrogators suggest that Satan offered you access to hidden knowledge.

'the man with the plaid said to her she was a pretty [girl], and he would learn her to ken [know] and see anything she would desire ... he said, "take an egg and [cook] it, and take the sweat [condensation] of it three Sundays, and with unwashed hands wash [your] eyes", whereby she should see and know anything she desired'.

Trial of Elspeth Reoch, Orkney, 1616

1

Your interrogators posit that you flew through the air by the power of Satan.

'I had a little horse, and would say, "Horse and Haddock, in the Devil's name!" And then we would fly away, wherever we would ... even as straws would fly upon a highway'.
Confession of Isobel Gowdie, Auldearn, 1662

1

Your neighbours report that you performed rituals to grant people prosperity.

'Marion Layland did wash the feet of James Davidson's cat [in] his bait water, because he could get no fish that year, thinking thereby and saying, that the said James in time coming would get more fish ... and when she had washed the cat therein, did take the water ... and did cast it after him when he did go to the sea'.
Trial of Marion Layland, Orkney, 1633

1

Your neighbours report that you healed people, which the interrogators believe relied on Satanic power.

'Alexander Simson ... being heavily diseased ... thou put him nine times forwards through a hesp [skein] of unwatterit [non-lustrous] yarn, and then thou took a cat, and put her nine times backwards through the same hesp ... and put the sickness on the cat, who instantly died, and the said Alexander immediately recovered'.

Trial of Andrew Man, Aberdeen, 1598

1

Your neighbours suspect that you stole food and drink.

'When we go to any house, we take meat and drink, and we fill up the barrels with our own piss again'.
Confession of Isobel Gowdie, Auldearn, 1662

1

Your neighbours testify that you knew how to perform love magic.

*'"Tell me if you have a mind to have Harry Ballantine to be your husband, and, if you please, I will give you a grass which, being used at my direction ... will cause Harry Ballantine never to have any other woman but yourself"'.
Trial of Katherine Craigie, Orkney, 1640*

1

Your interrogators think you took animal forms by the power of Satan.

'Margaret Dobson was in the likeness of a black hen ... and Beatrix Young in the likeness of a little foal, and [Helen Taylor] was in the likeness of a little whelp [pup]'.
Confession of Helen Taylor, Eyemouth, 1649

1

Your interrogators suggest that you attended the night-time witches' Sabbat.

'it was a moon-light night, and they danced some time before the Devil came on a pony, with a hat on his head, and they clapped their hands and cried "there our Prince, there our Prince," with whom they danced about an hour'.
Confession of Liliast Adie, Torryburn, 1704

2

Your neighbours testify that you cursed people.

'Janet Allan ... deponed, that Alison Dick came in upon a certain time to her house ... and craved some sour hakes; and she denying to give her any ... Alison said, "your bairns shall beg yet" (as they do). And her husband being angry at her, reproved her ... she said, that she should cause him rue it; and she hoped to see the powarts [tadpoles] big in his hair; and within half a year he was cast away, and his boat, and perished'.
Testimony of Janet Allan, Kirkcaldy, 1633

2

Your interrogators imply that you collected dead body parts to use for *maleficia* (harmful magic).

*'[John Taylor's wife went] to grind corns ... thou and she returning after midnight, passed out of the common way ... to the gallows ... and a dead man being hanging there, bid her hold his foot, while thou cut off a part of all his member[s]'.
Trial of Janet Wishart, Aberdeen, 1597*

2

Your neighbours believe that you conjured storms.

*'at the Devil's command she had a purpose to drown the boat that John Moore went into Loch Fyne with ... she went to the shoreside and raised a storm by casting a stone in the sea'.
Confession of Margaret McLevin, Bute, 1662*

2

A neighbour reports a nightmare experience in which you attacked her while she slept.

*'Janet Boyd declares that ... having a child upon her breast and abundance of milk did upon a night dream that Katherine Moore came violently upon her and took a great nip out of her pap [breast] ... and immediately as she awakened that her milk was gone out of her breast and had not a drop, and ... the place where she dreamed that the said Katherine nipped her was blue'.
Testimony of Janet Boyd, Bute, 1662*

2

Your interrogators suspect that you ate the flesh of dead babies.

*'[A group of witches] went up to the church wall about the southeast door, and ... Andrew Watson raised a young bairn unbaptised, and took several pieces thereof, as the feet, the hands, a part of the head and a part of the buttock, and ... they made a pie thereof'.
Confession of Helen Guthrie, Forfar, 1661*

2

Your interrogators imply that you summoned evil spirits to torment people.

*'There came into thy father's house an evil spirit in the likeness of a pyit [maggie], struck thy youngest sister in her face, would have plucked out her eyes, and destroyed her, had not the neighbours in the street, come in and dang [beat] that foul spirit forth of the house'.
Trial of Thomas Leyis, Aberdeen, 1597*

2

Your interrogators say that you made wax pictures and harmed them to cause people injury.

*'[The Devil] teaches how to make pictures of wax or clay, that by the roasting thereof, the persons that they bear the name of, may be continually melted or dried away by continual sickness'.
James VI, 1597*

2

Your neighbours think that you used *maleficia* (harmful magic) to make people fall into poverty.

*'having indignation at her son-in-law ... she did lay down a little quantity of oats before his door, thereby thinking to bring him to poverty'.
Confession of Marjorie Ritchie, Forfar, 1662*

2

Your neighbours suggest that you performed *maleficia* (harmful magic) to murder people.

*'she wronged Baillie Wood by braying [grinding] to powder two toads' heads and one piece of a dead man's skull and one piece [of] a dead man's flesh which the Devil perfumed ... The Devil declared that within a month or 20 days as she pleased he should die'.
Confession of Isobel Shyrie, Forfar, 1661*

3

Your interrogators say that you gave yourself to Satan in return for material goods.

*'[The Devil] desired her to be his servant, and [said] that she should be as trimly clad as the best servant in Edinburgh, and that he would give her a red wyliecoat [petticoat] or red kirtle [gown], and ... thereupon she condescended to be his servant for half a year'.
Trial of Janet Barker, Edinburgh, 1643*

3

Your interrogators claim that you renounced your baptism and took a new name from Satan.

'They received new names from the Devil, viz. [Elspeth Alexander] was called Alison, Isobel Shyrie was called The Horse, Helen Cuthrie was called The White Witch, Janet Howit was called The Pretty Dancer, John Taylor was called Beezlebob'.
Confession of Elspeth Alexander, Forfar, 1661

3

A witch-pricker found the Devil's mark on your body.

'Martha Semple ... was most exactly searched twice ... the pricker missed not to search the very soles of her feet and other more secret places, for when there was any difficulty to find the mark they did quite uncliothe them ... she is as well favoured and genteel a lass as you'll look on, and about 17 or 18 years of age'.
A Relation of ... Wizards and Witches of the Sheriffdom of Renfrew, 1697

4

Your interrogators suggest that you had sex with Satan to seal your demonic pact.

'Janet Black confessed ... meeting with the Devil among the [gorse] ... in the likeness of a dog with a sow's head, who came ... to her house and laid with her'.
Confession of Janet Black, Alloa, 1658

4

6

6

Agnes

Ally: Helen (daughter)



Resourceful: Spend an additional 1 coin on asset purchase.
(once per game, on your turn)

5

7

Helen

Ally: Agnes (mother)



Insightful: When you would draw a Fate card, draw 3 and choose 1 to play.
Discard the others.
(once per game, on your turn)

7

5

David

Ally: Elspeth (sister)



Imaginative: Discard the assets in the pool and replace them with a new 5 assets.
(once per game, on your turn)

5

7

Elspeth

Ally: David (brother)



Resilient: Ignore the welfare and/or reputation losses from a Fate card.
(once per game, on your turn)

6

6

John

Ally: Mary (wife)



Calculating: Swap an asset from your holding with an asset in the pool. Ignore asset effects.
(once per game, on your turn)

7

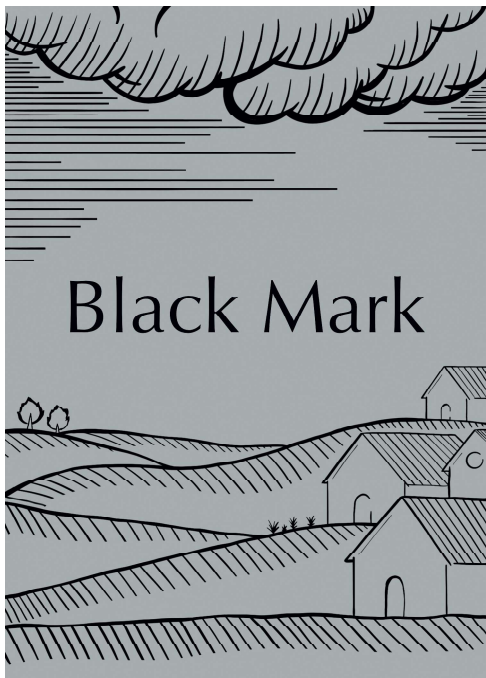
5

Mary

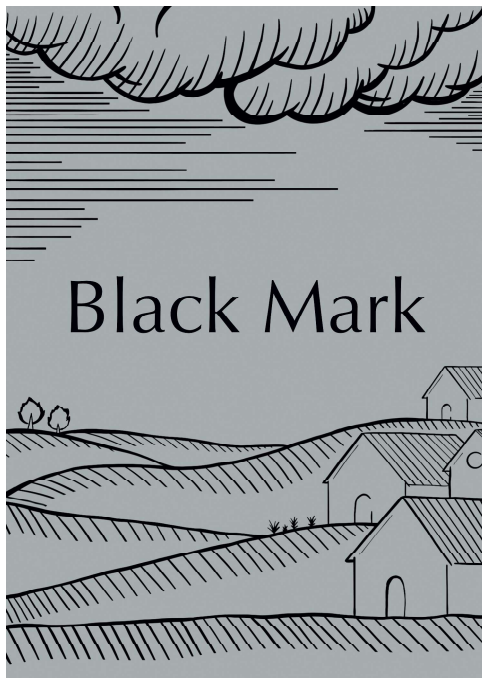
Ally: John (husband)



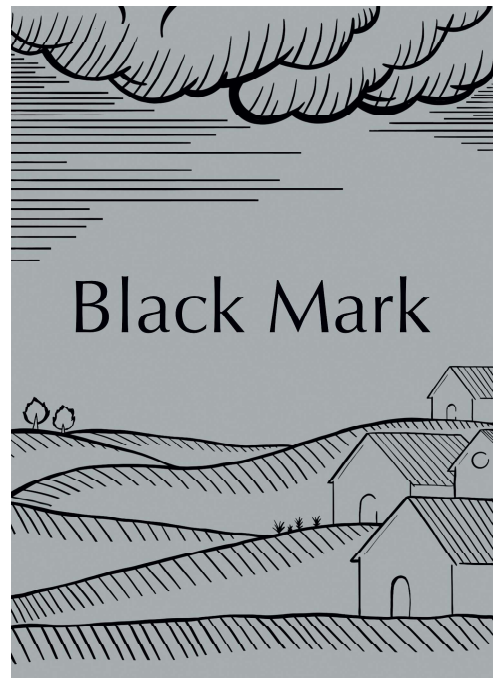
Daring: Gain a random asset from the deck. Apply any asset effects. Lose a combination of welfare/reputation points equal to the asset's cost.
(once per game, on your turn)





Black Mark



Black Mark




Black Mark



 

David

Ally: Elspeth (sister)




Imaginative: Discard the assets in the pool and replace them with a new 5 assets.
(once per game, on your turn)



 

Helen

Ally: Agnes (mother)




Insightful: When you would draw a Fate card, draw 3 and choose 1 to play. Discard the others.
(once per game, on your turn)



 

Agnes

Ally: Helen (daughter)




Resourceful: Spend an additional 1 coin on asset purchase.
(once per game, on your turn)



 

Mary

Ally: John (husband)




Daring: Gain a random asset from the deck. Apply any asset effects. Lose a combination of welfare/reputation points equal to the asset's cost.
(once per game, on your turn)



 

John

Ally: Mary (wife)




Calculating: Swap an asset from your holding with an asset in the pool. Ignore asset effects.
(once per game, on your turn)

Elspeth

Ally: David (brother)




Resilient: Ignore the welfare and/or reputation losses from a Fate card.
(once per game, on your turn)

8

Isobel

Ally: None



Persuasive: Take an asset of your choice from another player's holding, and give them one of your assets. Ignore asset effects. (once per game, on your turn)

Welfare Reputation Defence

10	9	2 (0%)
8	7	4 (~6%)
6	5	6 (~50%)
4	3	8 (~88%)
2	1	10 (~99%)
		12 (100%)

For use in games with 3+ players

Welfare Reputation Defence

10	9	2 (0%)
8	7	4 (~6%)
6	5	6 (~50%)
4	3	8 (~88%)
2	1	10 (~99%)
		12 (100%)

For use in games with 3+ players

Welfare Reputation Defence

10	9	2 (0%)
8	7	4 (~6%)
6	5	6 (~50%)
4	3	8 (~88%)
2	1	10 (~99%)
		12 (100%)

For use in games with 3+ players

Welfare Reputation Defence

10	9	2 (0%)
8	7	4 (~6%)
6	5	6 (~50%)
4	3	8 (~88%)
2	1	10 (~99%)
		12 (100%)

For use in games with 3+ players

Welfare Reputation Defence

10	9	2 (0%)
8	7	4 (~6%)
6	5	6 (~50%)
4	3	8 (~88%)
2	1	10 (~99%)
		12 (100%)

For use in games with 3+ players

Welfare Reputation Defence

10	9	2 (0%)
8	7	4 (~6%)
6	5	6 (~50%)
4	3	8 (~88%)
2	1	10 (~99%)
		12 (100%)

For use in games with 3+ players

Welfare Reputation Defence

10	9	2 (0%)
8	7	4 (~6%)
6	5	6 (~50%)
4	3	8 (~88%)
2	1	10 (~99%)
		12 (100%)

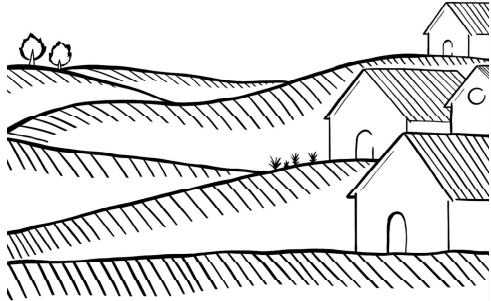
For use in games with 3+ players

Beginning

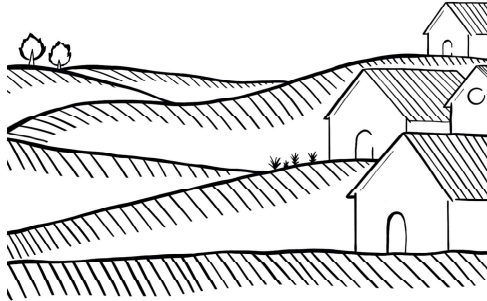
It is 1649. You live in a village in East Lothian, Scotland. The last decade has seen recurrent plague and warfare. The kirk (church) is keen to stamp down on sinful behaviour, and you've heard rumours of witches in villages nearby. You hope to ensure your own subsistence and the welfare of your community.



Track




Track



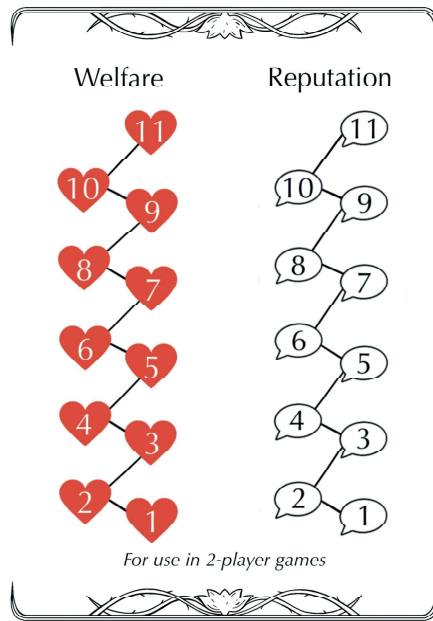
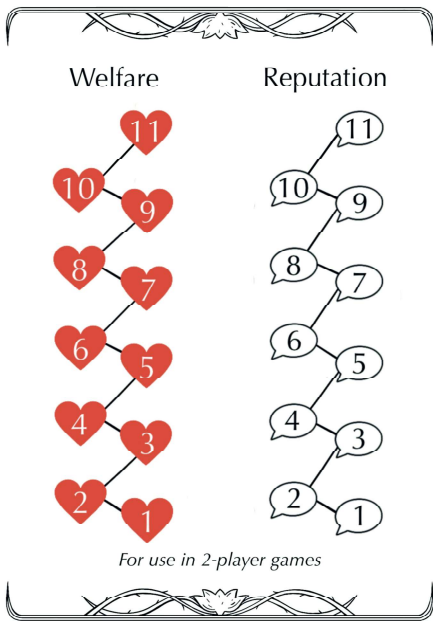
♥ 8
8

Isobel
Ally: None

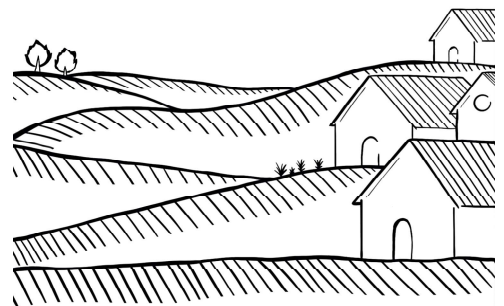


Acquitted

Persuasive: Take an asset of your choice from another player's holding, and give them one of your assets. Ignore asset effects.
(once per game, on your turn)

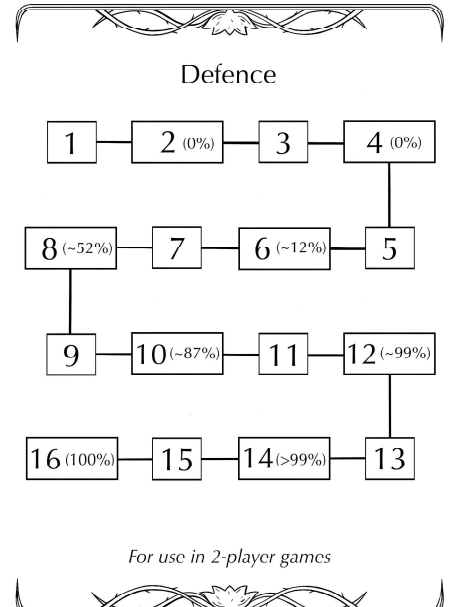
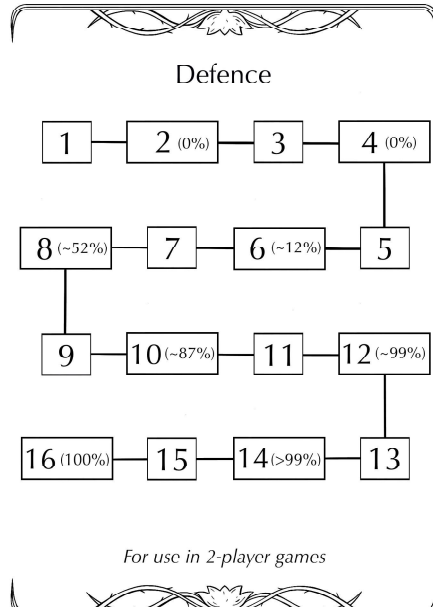


Track



Beginning

Turn this card over and read it out at the beginning of the game.





Loss

One of your number is gone. Perhaps they fled after being socially ostracised, or perhaps they were lost to illness. Those who remain continue with their work and leisure pursuits, and as the seasons pass, the memories of your former neighbour fade.



Accusation

Your neighbours report you to the kirk session. You are imprisoned, deprived of sleep and interrogated. A witch-pricker jabs your body with a pin to identify an insensitive spot (the 'Devil's mark'). The evidence is relayed to the central authorities, who grant a commission empowering local men to conduct a trial.



Trial card 1

Witch trials often happened in waves, whether because accused witches implicated others during interrogation, or because suspicion also fell on their close associates. If you have an ally, they must decide whether to stand by you.



Trial card 2

If you have an ally, they should choose now whether to **support** or **renounce** you. If they support you, they must then lose 1 welfare point or reputation point, or discard 1 asset, to grant you 2 defence.

If you are executed, they will gain a Black Mark card.



Trial card 3

Proving your innocence will be difficult. Perhaps you can resist confessing, though the imprisonment and sleep deprivation will damage your health. Perhaps you can draw on your good reputation among your neighbours. Perhaps you can use your assets to demonstrate your respectability. Or all of the above?



Trial card 4

(3+ players)

You may now lose any number of welfare/reputation points, and/or discard any number of assets. You gain 2 defence per point lost/asset discarded.

Acquittal chances:

4 defence: ~6%

6 defence: ~50%

8 defence: ~88%

10 defence: ~99%

12 defence: 100%



Trial card 4

(2-player only)

You may now lose any number of welfare/reputation points, and/or discard any number of assets. You gain 2 defence per point lost/asset discarded.

Acquittal chances:

6 defence: ~12%

8 defence: ~52%

10 defence: ~87%

12 defence: ~99%

14 defence: >99%

16 defence: 100%



Trial card 5

The evidence amassed against you will be considered by the commissioners and the jury of 15 local propertied men. It may include confessions of wrongdoing extracted by your interrogators, testimony from your neighbours, testimony from other accused witches and/or evidence of the Devil's mark.



Trial card 6

Turn over and read out the Black Mark cards. If your defence value is **higher** than their total value, you are acquitted. Gain 1 welfare and 1 reputation, and read the 'Acquittal' card. If your defence value is **less than or equal to** their total value, you are executed. Read the 'Execution' card. If an ally supported you, they gain a Black Mark card.

Trial Card 1

Turn over and read out **all 6** Trial cards after you have read out 'Accusation'.

Accusation

Turn this card over and read it out the first time someone gets 3 Black Mark cards. Then turn over and read out **all 6** Trial cards.

Loss

Turn this card over and read it out the first time someone dies from welfare loss (not a witchcraft execution) or is banished from reputation loss.

Trial Card 4

(for use in games with 3+ players)

Turn over and read out **all 6** Trial cards after you have read out 'Accusation'.

Trial Card 3

Turn over and read out **all 6** Trial cards after you have read out 'Accusation'.

Trial Card 2

Turn over and read out **all 6** Trial cards after you have read out 'Accusation'.

Trial Card 6

Turn over and read out **all 6** Trial cards after you have read out 'Accusation'.

Trial Card 5

Turn over and read out **all 6** Trial cards after you have read out 'Accusation'.

Trial Card 4

(for use in 2-player games)

Turn over and read out **all 6** Trial cards after you have read out 'Accusation'.

Acquittal

The court found the evidence insufficient, and you have been acquitted. You feel much better, and your reputation improves.

Acquittals happened most commonly at the court of justiciary in Edinburgh, where trained judges presided and the accused had legal representation. It is a rare outcome in a local trial: you have been lucky.

Execution

The court has found you guilty of witchcraft. You are strangled at the stake, and your body is burned. Around 3,800 people were accused of witchcraft in Scotland, of whom about 2/3 may have been executed. Most were women (around 84%), aged over 40 and of middling social status. You were one of the unlucky ones.

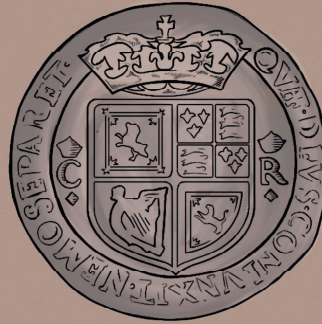
End

The fervour for witch-hunting has abated. The rumours and accusations may have damaged neighbourly relations, but you hope the community will be safer following this drive to stamp out evil. For those who remain, it's time to think about the next harvest.

Heads



Tails



End

Turn this card over and read it out at the end of the game.

Execution

Turn this card over and read it out the first time someone is executed for witchcraft.

Acquittal

Turn this card over and read it out the first time someone is acquitted of witchcraft.




Coin



Coin

Starting asset type:  Domestic

This table shows the number of points that you need in each asset category to win. Numbers in brackets show what other players need from you.

				
4/8-player game	3 (3)	2 (4)	4 (2)	
5-player game	2 (3)	1 (4)	3 (2)	4 (1)

Starting asset type:  Farming

This table shows the number of points that you need in each asset category to win. Numbers in brackets show what other players need from you.

				
3/6-player game	5 (4)	4 (5)		
4/8-player game	4 (2)	2 (4)	3 (3)	
5-player game	4 (1)	1 (4)	3 (2)	2 (3)


Starting asset type:  Industry

This table shows the number of points that you need in each asset category to win. Numbers in brackets show what other players need from you.

				
3/6-player game	5 (4)	4 (5)		
4/8-player game	4 (2)	3 (3)	2 (4)	
5-player game	4 (1)	3 (2)	2 (3)	1 (4)

Starting asset type:  Domestic

This table shows the number of points that you need in each asset category to win. Numbers in brackets show what other players need from you.

				
4/8-player game	3 (3)	2 (4)	4 (2)	
5-player game	2 (3)	1 (4)	3 (2)	4 (1)

Starting asset type:  Livestock

This table shows the number of points that you need in each asset category to win. Numbers in brackets show what other players need from you.

				
3/6-player game	5 (4)	4 (5)		
4/8-player game	3 (3)	2 (4)	4 (2)	
5-player game	2 (3)	1 (4)	4 (1)	3 (2)

Starting asset type:  Industry

This table shows the number of points that you need in each asset category to win. Numbers in brackets show what other players need from you.

				
3/6-player game	5 (4)	4 (5)		
4/8-player game	4 (2)	3 (3)	2 (4)	
5-player game	4 (1)	3 (2)	2 (3)	1 (4)

Starting asset type:  Fishing

This table shows the number of points that you need in each asset category to win. Numbers in brackets show what other players need from you.

				
5-player game	4 (1)	3 (2)	2 (3)	1 (4)


Starting asset type:  Livestock

This table shows the number of points that you need in each asset category to win. Numbers in brackets show what other players need from you.

				
3/6-player game	5 (4)	4 (5)		
4/8-player game	3 (3)	2 (4)	4 (2)	
5-player game	2 (3)	1 (4)	4 (1)	3 (2)

Starting asset type:  Farming

This table shows the number of points that you need in each asset category to win. Numbers in brackets show what other players need from you.

				
3/6-player game	5 (4)	4 (5)		
4/8-player game	4 (2)	2 (4)	3 (3)	
5-player game	4 (1)	1 (4)	3 (2)	2 (3)



You and other prominent local men have been commissioned by the central authorities to try a suspected witch. Turn this card over when you are ready to begin.



Peter Gray of Clerkington - Commissioner

You reside in Haddington and are a pillar of the community. As well as being a laird (estate owner), you are a baillie (a justice officer) and an elder in the kirk session (the local ecclesiastical governing body). This is your fifth trial as a commissioner.

You have been selected as a juror based on your propertied status and respectability. Turn this card over when the trial begins.



James Watson - Jury member

You reside in Dirleton and hold property in the area. You are a cordwainer (shoemaker), and also do some agricultural work. You have heard about the recent spate of witch trials, and have noticed the growing unease among your neighbours.

You have been selected as a juror based on your propertied status and respectability. Turn this card over when the trial begins.



George Trent - Jury member

You reside in Tynninghame and hold property in the area. You work as a chamberlain (an administrative role in a landowner's estate). You are a devout Presbyterian and are worried about the machinations of the Devil. The accused is your neighbour, and you know her reputation for scolding.

You have been selected as a juror based on your propertied status and respectability. Turn this card over when the trial begins.



Alexander MacGhee - Jury member

You reside in Haddington and hold property in the area. You are a flesher (butcher) and have been concerned by reports about witches attacking livestock. This trial marks your third as a jury member.

You have been accused of witchcraft. The kirk session interrogated you until they extracted a confession, which led the central authorities to grant a trial commission. Turn this card over when the trial begins.



Susanna Murray - Accused witch

You reside in Tynninghame and have recently been widowed. You have fallen out with various members of your community over the years, and the kirk session (the local ecclesiastical governing body) has punished you in the past for scolding (being argumentative).

You have been called to bear witness to one article of the dittay. Turn this card over when the trial begins.



John Preston - Witness

You reside in Tynninghame, where you have a plot of land and do some weaving. You and the accused argued after you refused to trade some webs of cloth she wanted, and you suspect her of spreading malicious rumours about you.

You have been called to bear witness to one article of the dittay. Turn this card over when the trial begins.



Alison Burnet - Witness

You reside in Tynninghame and used to work as a maid within Susanna Murray's home, but she dismissed you after calling you insolent. You found her a difficult mistress who behaved in odd ways, such as going out for unaccompanied walks at night.

You have been called to bear witness to one article of the dittay. Turn this card over when the trial begins.



Margaret Martin - Witness

You reside in Tynninghame and assist your husband with farmwork. You used to be on good terms with the accused, but you fell out after she failed to return a cap she had borrowed from you and let her cow graze on your corn.

-1

Rumour

'woe be to seditious tail-tellers, to lying lips ... It is upon such wicked instruments that the great God hath promised to rain fire and brimstone'.

Simon Grahame, 1609

After hearing the witness evidence, consider the charges and discuss with other jurors if there are any. Assume that dittay items not evidenced verbally were evidenced in written statements.

You are interested in whether the charges were substantiated, not in the question of whether witchcraft is real. If the accused affirmed the dittay, find her guilty on all charges. If she denied it, the numbers on the Black Mark cards add up to 8 or less, and you can give a reason to doubt the reliability of the evidence, you may find her innocent. This would be a rare outcome for a local trial, especially one in which the accused had no legal representation.

If the accused is found guilty, pass to the commissioner.



After hearing the witness evidence, consider the charges and discuss with other jurors if there are any. Assume that dittay items not evidenced verbally were evidenced in written statements.

You are interested in whether the charges were substantiated, not in the question of whether witchcraft is real. If the accused affirmed the dittay, find her guilty on all charges. If she denied it, the numbers on the Black Mark cards add up to 8 or less, and you can give a reason to doubt the reliability of the evidence, you may find her innocent. This would be a rare outcome for a local trial, especially one in which the accused had no legal representation.

If the accused is found guilty, pass to the commissioner.



To begin the trial, select six Black Mark cards to make up the dittay (the list of charges against the accused). At least three should begin 'Your neighbours' or 'A neighbour'.

Inform the accused witch that the law of God and the Acts of Parliament of Scotland prohibit the practice of witchcraft. Detail the six articles of the dittay, and note after each that the accused has confessed to it. Invite the accused to affirm or deny the contents of the dittay (i.e. to enter a plea).

Pass to the accused.

In a 3-player game, take on the role of a juror as well.

If the jury finds the accused guilty, sentence her to execution by strangulation and burning.



After the accused witch has affirmed or denied the dittay, swear to the court that you will tell the truth and explain your evidence, basing it on one of the commissioner's six Black Mark cards. Choose one that begins 'Your neighbours' or 'A neighbour'.

Witnesses usually told the court about a misfortune that had befallen them following a quarrel with the accused. They might also give reasons for believing that this misfortune was not natural. Sometimes witnesses reported that the accused had helped them magically, but usually the relationship had since soured.

When all witnesses have presented their evidence, pass to jurors.



When it is your turn to speak, affirm or deny the contents of the dittay. Many affirmed it (effectively pleading guilty), whether to avoid further persecution, because resistance felt pointless or in the hope of divine forgiveness. Some denied it and attempted to retract former confessions, often with claims that they had been extracted under torture. You cannot mount any other meaningful defence, not having had the funds to secure a lawyer.

Pass to witnesses.



After hearing the witness evidence, consider the charges and discuss with other jurors if there are any. Assume that dittay items not evidenced verbally were evidenced in written statements.

You are interested in whether the charges were substantiated, not in the question of whether witchcraft is real. If the accused affirmed the dittay, find her guilty on all charges. If she denied it, the numbers on the Black Mark cards add up to 8 or less, and you can give a reason to doubt the reliability of the evidence, you may find her innocent. This would be a rare outcome for a local trial, especially one in which the accused had no legal representation.

If the accused is found guilty, pass to the commissioner.



Asset

After the accused witch has affirmed or denied the dittay, swear to the court that you will tell the truth and explain your evidence, basing it on one of the commissioner's six Black Mark cards. Choose one that begins 'Your neighbours' or 'A neighbour'.

Witnesses usually told the court about a misfortune that had befallen them following a quarrel with the accused. They might also give reasons for believing that this misfortune was not natural. Sometimes witnesses reported that the accused had helped them magically, but usually the relationship had since soured.

When all witnesses have presented their evidence, pass to jurors.



After the accused witch has affirmed or denied the dittay, swear to the court that you will tell the truth and explain your evidence, basing it on one of the commissioner's six Black Mark cards. Choose one that begins 'Your neighbours' or 'A neighbour'.

Witnesses usually told the court about a misfortune that had befallen them following a quarrel with the accused. They might also give reasons for believing that this misfortune was not natural. Sometimes witnesses reported that the accused had helped them magically, but usually the relationship had since soured.

When all witnesses have presented their evidence, pass to jurors.

