

PAGAN

FATE OF ROANOKE



ANCESTORS

CONTENT PACK

The “Ancestors” Content Pack is an expansion for **Pagan: Fate of Roanoke**. It contains 60 new cards, including villagers, scenarios as well as Hunter and Witch cards. The new villagers bring fresh dynamics to your Pagan decks, adding new twists when combined with their abilities. New scenarios introduce further intricacies for you to explore.

EXPANSION SYMBOL



The cards in this expansion can be identified by this symbol before each card's number on the bottom right of each card.

VILLAGERS

The 21 new Villager cards in this expansion enhance the variety in the game. The rules for Villager placement can be found in the **Pagan: Fate of Roanoke** rulebook. These cards can be used with all Expansions and Content Packs for **Pagan: Fate of Roanoke**.

SCENARIOS

The following list provides a good overview of all the scenarios you can explore in the **Ancestors** Content Pack.

03

◆ SCENARIO: POWERFUL TIES ◆

Villager Set: Wares & Wardens

Witch: When retrieving your ♣/♥ during ☞. Gain 1 ☞ for each ♠ on villagers they were retrieved from.

Hunter: Gain 2 ☞ during ☞.

Both: When visiting a villager, you may spend 2 ☞ to add 1 ♣/♥ to that villager during the distribute assets step. (Once per activation)

04

◆ SCENARIO: KNOWLEDGE IS POWER ◆

Villager Set: Wares & Wardens

Witch: When using the basic action on your player board to draw 1 ♣, draw 2 additional ♣.

Hunter: When using the basic action on your player board, gain all three effects.

Both: You may play ♣ during ☞, by paying the cost(s) of the ♣. You may only do so while you have more than 7 ♣ in hand.

05

◆ SCENARIO: SOMETHING IN THE WATER ◆

Villager Set: Officials

Witch: Whenever you place a ♠ on your player board, add 2 ♠ to all other ♠ in play.

Hunter: Whenever you play a ♠, you may immediately use its ♠ without spending a ♠.

06

◆ SCENARIO: MUSTER YOUR FORCES ◆

Villager Set: Officials

Witch: When you have 3 ♠ in play, ♠ is free.

Hunter: When you have 3 ♠ in play, you no longer pay ♠ for ♠.

07

◆ SCENARIO: UNFORTUNATE NECESSITIES ◆

Villager Set: The Troubled

Witch: While no villager is eliminated, gain 1 ☞, draw 1 ♣ and add 1 ♠ to a villager without any ♠ during your ☞.

Hunter: If at least 1 villager has been eliminated. Double the amount of ♠ you distribute when visiting villagers

08

◆ SCENARIO: BETTER SAFE THAN SORRY ◆

Villager Set: The Troubled

Witch: When a villager is eliminated, place it face up next to your player board. During your turn, you may visit each eliminated villager without spending an ♠/♥.

Hunter: When you eliminate an innocent villager, exonerate 2 villagers. You can only win by eliminating the true witch.

09

◆ SCENARIO: THE MYSTERIOUS CHEST ◆

Villager Set: Caretakers
Place this card next to the Villager row.

Witch: Gain ☞ equal to twice the amount of ♠ on Mysterious Chest when you visit it. You may open the chest using the regular rules for performing a ritual.

Hunter: Gain 1 ♠, and draw 1 ♣ when you exonerate Mysterious Chest. You may eliminate (open) the chest using the regular rules for eliminating a villager.

Both: When the chest is opened, add 1 ♠ to each villager with 1 or less ♠, the Hunter exonerates 3 villagers, and each player gains 10 ☞ and draws 5 ♣. Remove Mysterious Chest from the game after it has been opened.



Capstone
Games

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