CHARACTER CREATION CHEAT SHEET

Remaining points to distribute among ability scores

Points available: 16

No less	STR	More
No less	DEX	More
No less	CON	More
No less	INT	More
No less	WIS	More
No less	CHA	More

Adjust ability score using the **Less** and **More** buttons.

Click on the ability score buttons to learn more about them.

Name

Cycle

Witch of the Red Candle

She/Her

STR:	9	+	0	=	9 (0)
DEX:	9	+	1	=	10 (0)
CON:	9	+	1	=	10 (0)
INT:	9	+	0	=	9 (0)
WIS:	9	+	1	=	10 (0)
CHA:	9	+	1	=	10 (0)

Ability score totals and modifiers

BUILD SUGGESTIONS

Guidebook

Confused and uncertain? Use these build suggestions.





Portrait and token selection



All young witches have two token options, hooded and hoodless!

Information about the season or class option you've selected appears here.

CORE STATS
HP: 15
SP: 7

ATTACK CAPABILITIES
Attack Bonus: 0 * Melee to Hit/Damage: 0/0 * Ranged to Hit: 0

DEFENSES
AC: 10 * REF: 1 * WILL: 1 * FORT: 0

RESISTANCES
Acid: 0% * Cold: 0% * Normal: 0%
Electricity: 0% * Fire: 0%
Magic: 0% * Poison: 0%

Your ability scores, season, and class selections all affect the numbers here. **Higher is always better!**

Finished

Main Menu

QUICK START GUIDE

This guide gives you some basic information with which to get a good start in Malkin. It offers 1) build suggestions for your first character, 2) directions for exploring, and 3) combat directions and tips. For more detailed information, check out the Young Witch's Guidebook.

BUILD SUGGESTIONS

Versatile Build

This witch can do a little bit of everything. With the right equipment and spells, they can even compete with specialists in the late game.

Season: Cycle
Class: Witch of the Tower
Spell: Bread and Butter

Strength: 12
Dexterity: 12
Constitution: 14
Intelligence: 14
Wisdom: 12
Charisma: 10

Melee Build

This witch focuses on doing damage in melee combat. They judiciously use spells to neutralize ranged threats.

Season: Summer
Class: Witch of the Black Blade
Spell: Prithee Sleep, Prithee Slumber

Strength: 16
Dexterity: 9
Constitution: 13
Intelligence: 9
Wisdom: 13
Charisma: 12

Archer Build

This witch specializes in deadly attacks from far away. Keep them out of danger. Use their magic to heal and to make enemies more vulnerable to their arrows. (At higher levels, learn the spell Ballad of the Frogs.)

Season: Spring
Class: Witch of the Heath
Spell: And Meg, She Gave Them Succor

Strength: 9
Dexterity: 16

Constitution: 9
Intelligence: 14
Wisdom: 14
Charisma: 9

Caster Build

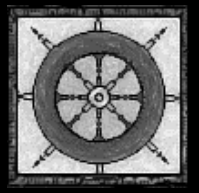
This witch focuses on doing damage and debuffing enemies with spells. They should learn a summon spell early in the game so they can efficiently use the many consumables they're likely to acquire. Keep them out of harm's way.

Season: Fall
Class: Witch of the Red Candle
Spell: The Garden of Sick Thought

Strength: 8
Dexterity: 14
Constitution: 9
Intelligence: 16
Wisdom: 16
Charisma: 9

EXPLORING

Use W, A, S, and D to move the young witch. You can also click the navigation wheel button or use the mouse instead.



On most maps, moving from one square to another takes 1 minute. Keep in mind that you have a deadline. Every evening, you'll return to the witches' house to eat, to talk, and to rest.

After leaving Eldest Lady's house for the first time, you'll gain access to the Map of the Woods. The map indicates points of interest (light blue diamond markers) and records landmarks you discover. Use the map to fast travel between discovered landmarks, especially if you feel as if you've explored a region thoroughly.

Make sure to review your inventory and equip items before combat. You can do so via the character sheet screen using the button below.



Exploration Map Keyboard Controls

To open the game exit menu...Press ESCAPE.
To quicksave...Press F5.
To move...Use the W, A, S, and D keys.
To switch the visible party leader[1]...Use Q/E or ←/→ keys.
To open the character sheet...Press C.
To scroll the campaign log forward and backward...Use F/R or ↓/↑ keys.
To open the inventory...Press I.
To open the journal...Press J.
To open the saved game menu...Press M.
To hide all UI elements...Press X or F.

COMBAT

You can move in combat the same way you do on non-combat maps, but movement is limited to 2 squares a turn.

Attack using the ATTACK button and selecting the target. Unless you're using a bow or a spell, you'll have to move into melee range of the target to hit it. (That means you have to stand next to it.)

If you want to use a spell, click the button depicted below. Experiment with your magic! Even a fighty witch needs spells.



Toggle battle movement speed, action speed, and the walkable/non-walkable grid using the small icons in the lower left-hand corner of the screen.

Combat Map Keyboard Controls

To open the game exit menu...Press ESCAPE.
To move...Use the W, A, S, and D keys or the number pad.
To pan...Use ←, →, ↓, and ↑ keys.
To attack...Press K.
To open the character sheet...Press C.
To skip your turn...Press SPACE.
To scroll the campaign log forward and backward...Use F/R.
To open the inventory...Press I.
To hide all UI elements...Press X.

[1] The actual party leader is always the young witch.

COMBAT TIPS

1. Determine your goal. In most combats, there are two paths to victory — 1) destroying all your enemies and 2) occupying a certain tile. The first option is often harder and more resource-intensive than the second.

2. Act fast. Most combats contain a single powerful enemy with a devastating ranged attack. That attack powers up slowly, but Elf Candles increase the rate at which it does. Destroying them quickly should be high on your list of things to do.

3. Make use of consumables and try to bring as many as you can into battles, especially ones you know will be hard. Consumables can be used on companions at range. Summoned allies can also use them.

4. Don't forget to use your magic, including your hex and the spells associated with your lores. Take advantage of Pharaoh's powerful attack and debuff combo.

5. Keep moving. Battlefield position is everything, and victory tiles and other rewards are often far from your start position. It's true that moving away from an enemy invites an attack from them. But moving 1 square while in melee contact doesn't as long as the new square is also in melee contact.