

DRYAD MINION CHART

◆ *Advanced Game* ◆

D6 Roll

Result

1 - 2

Nature's Lure - (Event)

Roll a D6. Any Town Elder with **Cunning** equal to the roll gains one Enchantment marker (see the Villain's *Enchantment* ability for details).

The **Shadow Track** moves 1 step closer to Darkness.

Every Hero gains 1 **Investigation**.

3

Creeping Brambles - (Event)

Every Hero on the board must immediately pass an **Honor 6+** test or lose **D6 Investigation**. If the test is passed, for each roll of 6+, the Hero gains one +1 **Cunning**, **Spirit**, or **Honor** marker, or may remove an Enchantment marker from any Town Elder (Hero's Choice).

4 - 5

Wolves - (Minion - Animal)



Fight Dice **3**
Wounds *****

Victory - 1 **Investigation** for each Hit scored

Notes:

When rolled, place an additional Wolves at a Random Location.

Only one Fight Round.

Hits on the the roll of 4, 5, or 6 (instead of the normal 5 or 6).

Wolves are removed after a single encounter.

6

Dryad Attack! - (Event)

The Villain attacks! The Hero must immediately resolve a **single Fight Round** with the Villain. Instead of causing Wounds, each Hit done to the Villain gains 1 **Investigation** for the Hero. This does **NOT** count as a **Showdown**.

If there are no Heroes in the space, instead place 2 **Investigation** at the Location and the **Shadow Track** moves 1 step closer to Darkness.