

SHADOW WITCH MINION CHART

◆ *Advanced Game* ◆

D6 Roll

Result

1 - 2

Wrath of the Shadow Witch - (Event)

Discard the top 2 cards from each Location Deck. Place a *Shadow Spectre* minion on the board in a **Random Location** for each Ally card discarded. Any Ally cards discarded in this way are removed from the game.

3

Ghost Soldiers - (Minion - Ghost - Horde)



Fight Dice 3
Wounds 3

Victory - 5 Investigation

Notes:

Heroes **must** use their Spirit instead of Combat during this Fight.

If the Hero does no Hits to the *Ghost Soldiers* during a Fight Round, roll a D6. On the roll of 1 or 2, the Hero **must** immediately Escape from the Fight if possible, as they are driven off by the ghostly horde.

4

Living Trees - (Minion - Magik - Plant)



Fight Dice 3
Wounds 4

Victory - 5 Investigation

Notes:

When rolled, place a **Living Trees** marker in one additional **Random Location** as well.

Only Hits on the roll of 6 (instead of the normal 5 or 6), but Fight Dice rolls of 6 do 2 Hits each.

Any Hero with at least one **Fire Item** has +2 Fight Dice against *Living Trees*.

5 - 6

Shadow Witch 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.