

# SHADOW WITCH MINION CHART

◆ Basic Game ◆

D6 Roll

Result

1-2

Ghost Soldiers - (Minion - Ghost - Horde)



Fight Dice 3      Victory - 5 Investigation  
Wounds 3

Notes:

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

3-4

Living Trees - (Minion - Magik - Plant)



Fight Dice 3      Victory - 5 Investigation  
Wounds 4

Notes:

When *Living Trees* is 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.