

SHADOW WITCH

THE GHOST OF ELAINE BARTLETT

VILLAIN ♦ MAGIK ♦ GHOST

SPECIAL RULES

REVENGE - Accused of witchcraft and hanged for her crimes, the vengeful spirit of Elaine Bartlett has returned on All Hallow's Eve with a growing strength borne of magik and hate.

The Villain gains +1 Combat for every Mystery card that currently Remains in Play.

ADVANCED ABILITIES:

SPECTRE - The Shadow Witch gains +1 Combat against any Hero with less than Spirit 4.

WITCH'S LAIR - The Shadow Witch gains +6 Combat while in a Showdown.

HYPOCRISY REVEALED - The Shadow Witch gains +2 Combat for every Little Secret card in play on a Town Elder taking part in a Showdown.

ON THE TRAIL OF EVIL - The Heroes must re-trace the events of the past to find clues that will help them to defeat the witch.

At the start of the game, each Hero draws a free Lair card.

After Encountering a Space, if the Hero has a Lair card for that Space, they may reveal and discard it, paying the Investigation cost shown on the card to buy a Clue marker. The player may then immediately draw a new Lair card (as they continue on the trail of clues).

The Shadow Witch's Combat is reduced during a Showdown based on the number of Clues that a Hero currently has:

- 1 Clue marker: -1 Combat
- 2 Clue markers: -3 Combat
- 3 Clue markers: -6 Combat

For every Clue marker over 3, the Witch is an additional -1 Combat.

Lair cards may also be used to start a Showdown as normal, but instead of paying the cost listed on the card, the Hero must pay the cost listed on the current Stage of the Shadow Track (the cost normally used for buying a Lair card).

THE GUILTY SHALL PAY - Any time the Mystery card "Murder!" is played, roll a D6. Any Town Elder with Honor equal to or less than the roll gains a Transformation marker. If any Town Elder ever has Transformation markers greater than or equal to their Spirit, they are immediately killed and removed from the game. Place a *Shadow Spectre* in a Random Space on the board to represent their tormented spirit.

SOLOMON - Elaine's pet cat wanders Shadowbrook, spreading misfortune wherever he goes.

At the start of the game, place the *Familiar Cat* token (from the *Something Wicked* Expansion or use another marker to represent Solomon) in a Random Space on the board. Any Hero in the same Space as Solomon is -1 Fight Dice.

At the start of each Mystery Phase, draw a Random Location and move Solomon along the shortest path to that Location. If there are multiple paths that are equal, the First Player may choose which to use.

Any Hero crossed by Solomon's path must pass a **Cunning 5+** Test gaining 1 Investigation for every 5+ rolled. If failed, the Hero must roll once on Solomon's chart.



Combat

4

Wounds

5

Shadow Spectre - (Minion - Ghost)

* Placed by *The Guilty Shall Pay* Ability *



Fight Dice 5
Wounds 2
Victory 5 Investigation

Notes:

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

While on the board, at the start of each Mystery Phase, draw an additional Mystery card.

Solomon's Chart

Roll a D6. If the Hero is Keyword **Strange** add +1 to the roll, if **Holy** subtract -1 from the roll (minimum of 1).

D6 Roll

- 1 - Discard 1 Item, Ally, or Oath
- 2 - Draw a Mystery card
- 3 - Lose 3 Investigation
- 4 - Take 1 Wound
- 5 - Discard 1 Event card of your choice (including *Remains in Play*)
- 6 - Discard your Lair card and draw a new one
- 7 - Gain D6 Investigation or 1 Clue

