

DRYAD MINION CHART

◆ Basic Game ◆

D6 Roll

Result

1-2

Nature's Lure - (Event)

Roll a D6. Any Town Elder with **Cunning** equal to the roll gains an extra Secret card.

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

Every Hero gains 1 **Investigation**.

3-4

Wolves - (Minion - Animal)



Fight Dice 2

Victory - 3 Investigation

Wounds 2

Notes:

When *Wolves* is rolled, place a **Wolves Marker** in one additional **Random Location** as well.

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

5-6

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*.