

THE DELION DRYAD

VILLAIN ♦ MAGIK ♦ PLANT

SPECIAL RULES

SORCERESS - A powerful force of nature, the Delion Dryad uses her spells and witchcraft to enchant all those who would challenge her domination.

Any Hero who does not have a combined **Spirit** and **Cunning** of 8 or higher will only hit the Villain in a fight on the natural roll of 6.

ADVANCED ABILITIES:

CONTROL OF NATURE - At the start of each Mystery phase, place a *Living Trees* minion at a **Random Location** on the board. If there are not enough counters left (6 total), instead move the Shadow Track 1 step closer to Darkness as normal.

DARK SPIRIT OF THE WOODS - Any Hero Lingering at the *Olde Woods* is attacked on the D6 roll of 1, 2, or 3 (instead of the normal 1 - no additional affect with "We Mustn't Linger"). Also, all minions and the Villain gain +1 Fight Dice while at the *Olde Woods* and are worth +1 Investigation (or +1 extra Investigation per Hit if fighting the Villain in a non-Showdown).

SHADOW OF THE SEASON - When the Shadow Track crosses into a new stage (forward or back), the Villain gains a +1 Wound marker.

ENCHANTMENT - Any time the Mystery card "Murder!" is played, roll a D6. Every Town Elder with **Cunning** equal to or less than the roll gains one Enchantment marker (use Investigation markers for this).

At the start of a Showdown, each Town Elder in the Hunting Party as well as one other Town Elder chosen by the First Player must make a **Spirit 4+** Test (using their own **Spirit** skill). If a Town Elder rolls at least as many successes (rolls of 4, 5, or 6) as the number of Enchantment markers they have, they are able to resist the Dryad's enchantment and act as normal. If not, they immediately become an Evil Elder.

The Event card *Reassuring Speech* may be played as an Action to remove all Enchantment markers from a single Town Elder.

FLAMMABLE - A Hero may discard any Keyword **Fire** Item while fighting the Dryad to gain an extra 4 Fight Dice until the end of the fight round.



Combat

6

Wounds

4

Living Trees - (Minion - Magik - Plant)

* Placed by the *Control of Nature* Ability *



Fight Dice	3
Wounds	4
Victory	5 Investigation

Notes:

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*.