

SHADOW WITCH

THE GHOST OF ELAINE BARTLETT

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It was almost a year ago to the day that the 'witch' Elaine Bartlett was hanged until dead in front of the Town Hall of Shadowbrook for her crimes against nature. The whole community came out to see the event that would bring an end to the long years of winter and hardship they had suffered. Standing, noose around neck, she continually pled her innocence through sobbing tears; her faithful cat, Solomon, circling between the legs of the onlooking crowd. Then, with a stoney resolve, at once she was calm. With fire in her eyes she cackled, "You have not seen the last of me! Four seasons hence, on All Hallow's Eve, I shall return and plunge this town into darkness such as the world has never seen! You... will all... die!" And with that, the rope dropped and Elaine Bartlett was no more.

A year has passed since that day and a new shadow has fallen over the land. Townsfolk have gone missing and livestock have been found dead. Even the sinister cat, Solomon, can be seen still wandering the streets and countryside looking for his lost master. Rumors abound that the witch has returned and that even amongst the elders of the town, lies a conspiracy to cover up the true facts of Elaine Bartlett's witchcraft and madness in life. That even before her execution she had followers, those who now workhard within the shadows to see her awful return. For the Shadow Witch is coming.. and she will have her revenge!

CLARIFICATIONS AND F.A.Q.

LAIR CARDS - While hunting the Shadow Witch, Lair cards are used for finding Clues about the Villain as well as to actually start a Showdown. At the start of a Hero's turn, if they do not have a Lair card, they may draw one for free. Only one Lair card may be played per turn by a Hero, so even if you use a Lair card to gain a Clue marker and then draw another Lair card for the same Location, you must wait until next turn to use it.

Heroes may still buy a new Lair card as an Action as normal (at the usual cost).

CLUE MARKERS - Anything can be used to represent Clue markers collected by the Heroes (if you have the *Something Wicked* Expansion, Resolve Tokens work well for this).

COOPERATIVE GAME - In the Cooperative Game, note that each Hero gets their own Lair cards and collects Clues for themselves. These Clue markers reduce the Shadow Witch's Combat individually for attacking each Hero.

A Showdown can be started by any Hero using their own Lair card and the other Heroes may pay to join in as normal.

Whenever "Murder!" is played in the Cooperative Game, instead of automatically triggering The Guilty Shall Pay ability, roll a D6. On the roll of 4, 5, or 6, activate The Guilty Shall Pay as normal. On the roll of 1, 2, or 3, instead immediately move Solomon along the shortest route to the Location of the "Murder!" (this is treated as an extra move for Solomon).

Q - If a Hero is in the same Space as Solomon when the cat moves, does that Hero need to make a Cunning Test?

A - **No. A Hero in the Space that Solomon starts his move in does not need to make the test.**

Q - Does *Full Moon* affect the Transformation markers placed by The Guilty Shall Pay ability?

A - **No. This ability is not a Curse, so the Mystery card *Full Moon* has no effect on it.**

Q - If a Hero moves into a Space with Solomon, do they have to make the Cunning Test?

A - **No, the Cunning Test is made only if Solomon moves into or through the Hero's Space.**

Q - Can Heroes lose Clue markers when KO'd?

A - **No.**

Q - What happens if a Town Elder has a Resolve Token (from the *Something Wicked* Expansion) when they get a Transformation marker from The Guilty Shall Pay?

A - **A Resolve Token will automatically be discarded to cancel the new Transformation marker.**

Q - Can a dead Town Elder still gain Transformation markers and become a Spectre?

A - **Yes.**