



A TOUCH OF EVIL DARK GOTHIC

HUNT FOR THE CRYPT



Clue Tokens

A Hero may spend 2 Tokens to add 1 to their resource pool.



All MINIONS at *The Olde Woods*, are **ROAMING** and have - **FIGHT**: Gain 1 Clue Token.

Also, the Hero that defeats the VILLAIN at *The Olde Woods*, gains 3 Clue Tokens.



Whenever you acquire or play an ALLY at *The Inn*, gain 1 Clue Token.

The
Shadow Limit
12



At the start of your turn, roll the Omen Die. If 6 is rolled, acquire a Dark Secret and gain 1 Clue Token.



Whenever you acquire or destroy a MINION at *The Crypt*, roll the Omen Die and gain Clue Tokens equal to the roll.

