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Game: **A TOUCH OF EVIL**

Publisher: **Flying Frog Games (2008)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

Page 5: ***Something Wicked* rules summary**

Page 6: ***The Coast* rules summary**

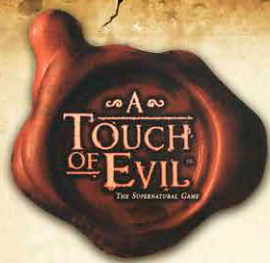
Page 7: **Advanced Cooperative Mystery Phase Chart x2**

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Created by Peter Gifford 'Universal Head'
The Esoteric Order of Gamers





SETUP

Basic game

Set aside the *Curse of the Werewolf* cards. Remove the following cards from the **secrets** deck: *On the Hunt* (x2), *Hero of the People* (x2), *Darkest Secret* (x2), *Selfless Martyr*, *Reluctant Hero*.

Setup

Place the **shadow track** near the game board with the marker on the 20 space (this is *not* a turn marker).

Shuffle all the card decks except the **town** deck. Place the 4 **location** decks (*The Manor*, *Windmill*, *Olde Woods*, and *Abandoned Keep*) near their respective locations and the remaining decks (**event**, **mystery**, **lair**, and **secrets**) near the board.

Place the 6 **town elder** cards in a row at the top of the board with their good side faceup. The town elders are considered to be in **Town**. Place 1 **secrets** card facedown, sight unseen, under each elder's card.

Randomly draw, or choose, one **villain record sheet** to see what is terrorizing the town and place it *basic* or *advanced* side up as appropriate. Then take the corresponding **minion** chart as well.

Each player randomly draws 1 **hero** to play. The remaining heroes are not used. Take your **hero** character sheet and the matching hero playing piece. All heroes start in the *Town Hall* space, unless noted otherwise.

All of the **investigation** markers go into a pool and the **wound** markers and other counters near the board. Each hero starts the game with 2 **investigation** from the pool.

Roll off to determine who takes the **first player** marker.

THE GAME ROUND

Each game round consists of:

1. The **first player's** hero turn
2. Remaining hero turns
3. **Mystery phase**

The player with the first player marker always takes their **hero** turn first, moving, fighting, and taking actions. Each player in clockwise order then takes their turn. After all players have finished, there is a **mystery phase**.

A hero's turn

Each hero completes following 3 phases in order:

1. **Move**
2. **Fight enemies in your space**
3. **Take actions**

1. MOVE

Roll D6 and move up to that many spaces on the board. Heroes may occupy the same space. A hero entering a space with a **minion** already in play must stop. Other heroes are *never* considered enemies.

If you roll a 1 on your movement die, you may immediately draw an event card for free.

You may **linger** if you roll, then do not move from your space. Roll D6: on a 1, roll once on the villain's **minion** chart.

Each of the 4 **corner locations** has a theme:

The Manor: Spirit, Secrets, and Books.

Windmill: Cunning, Combined Tests, and Items.

Olde Woods: Spirit, Combat, and Magic.

Abandoned Keep: Cunning, Honor, and Dangers.

2. FIGHT ENEMIES IN YOUR SPACE

If your hero moves into a space with an **enemy** (a **minion** counter on the board), your movement ends and you must **fight** before moving on to your actions phase.

3. TAKE ACTIONS

Actions may be taken in any order and each action may be performed multiple times (though some are limited to once per turn). Most actions are optional.

Encounter the space

Limit once per turn. The only action that is *required* is to **encounter the space** you are in.

On the 4 **corner locations**, draw 1 card from the appropriate deck and read it aloud. If it is an **item** or **ally**, take the card. If it is a **minion**, you have been attacked; conduct a fight. If it is any other card, follow its text.

On **every other named space**, follow the text. *Town* space special abilities are always optional. Roads *do not* need to be encountered.

Collect investigation from the board

Limit once per turn. If you end your move in a space that has **investigation** markers in it you may make a **spirit** or **cunning** test. For each roll of 5 or 6, collect 1 investigation from the space.

In the *basic game*, you may automatically **collect** them for free.

Heal a wound

Spend 3 investigation to heal 1 wound.

Look at a town elder's secrets

Spend 2 investigation to choose one of the town elders and **secretly** look at all the secrets cards beneath them.

Buy a lair

Purchase a lair card at the cost in investigation listed for the current stage on the shadow track. Keep it secret from the other players.

If you already have a lair card and you get another, immediately choose 1 to keep and discard the other.

Start a showdown

Use your lair card to start a showdown. You must be at the location listed on the card and, instead of encountering the space, pay the cost in investigation listed on the lair card.

THE MYSTERY PHASE

During the **mystery phase**, complete these steps in order:

1. Start of the mystery phase

Anything occurring at the "*Start of the Mystery Phase*" (the first player chooses in what order if several things happen).

2. KO'd heroes are revived

Any heroes currently **KO'd** immediately stand back up. When heroes are revived they should be **fully healed**.

3. The villain heals

If the villain currently has any wounds, it heals **D3** wounds.

4. Draw a mystery card

The current first player draws and reads aloud a **mystery** card. Those marked '*remains in play*' are played faceup on the table and continue to affect the game until canceled.

5. Pass first player marker

Pass the first player marker to the next player clockwise and begin a new round.

THE TOWN ELDERS

Town elder cards have a **good** side and an **evil** side. They start with 1 **secret** card and may gain additional secrets over the course of the game. The 3 basic **skills** on the elder's good side are **spirit**, **cunning**, and **honor**. Their **special ability** is gained by a hero when he takes the elder as part of a hunting party.

Evil elders

When an elder becomes evil, their card is flipped over, any secrets they had are discarded, and they are placed next to the villain's sheet. **Evil elders give the villain +1 combat** and have 1 wound.

Death of a town elder

Each time a town elder is killed, move the shadow track 2 steps closer to darkness and turn their card sideways. That elder keeps their secrets and can still be investigated, but may no longer join a hunting party. If they turn out to be evil, it is assumed that they faked their own death and still join the villain.

When a town elder is about to be killed, any player may play cards to prevent a wound to them and keep them alive.

Hunting party

When a hero goes to start a **showdown** with the villain, they may form a **hunting party** of up to 2 town elders to join them. You may not choose dead or evil elders.

PLAYING EVENT CARDS & TIMING

When drawn, **event** cards are kept secretly in your hand. You may have any number of cards in hand at a time. *Play Immediately* cards are played as soon as they are drawn.

Unless specifically stated, cards may always be used *after the fact* to add extra dice to a **skill test**, force dice to be re-rolled, etc. An event card may not be canceled after it has already caused dice to be (re) rolled.

Priority for player cards is always based on the current turn order (starting with the first player and going clockwise).

Mystery cards may always be canceled. If a lair card is canceled, any showdown that was going to start as a result is also canceled.

FIGHTS

A fighting hero engages in a series of **fight rounds** with the enemy until the enemy is defeated, the hero is **KO'd**, or the hero chooses to escape.

During each fight round, both the hero and the enemy get a chance to attack one another before results are applied.

Fight round

1. Hero rolls fight dice
2. Enemy rolls fight dice
3. Apply results

Heroes make a combat test by rolling fight dice equal to their combat skill.

Minions roll the number of fight dice listed on their card or **minion chart** (other players roll the dice).

For each successful roll of 5 or 6, cause 1 hit (wound) on your opponent. For each wound, place a **wound marker** next to the minion or on the hero's sheet.

Players may use event cards and abilities at any point during the fight, which may cause dice to be added or re-rolled up until the results are applied.

At the *start* of a fight and before each subsequent fight round, players have the opportunity to play cards and use abilities. This is *not* considered to be '*during a fight round*'.

Fights are considered to be *simultaneous*. The hero and minion may both be *defeated*/**KO'd** in the same round. If both are still capable of continuing, begin another round.

A minion that has taken wound markers equal to or more than their number of wounds is **defeated**. This is a victory for the hero (even if they have also been **KO'd**), and they gain any **victory bonus** listed on the minion chart.

Escaping from a fight

At the start of each fight round after the first, the hero may choose to **continue the fight** or **escape**. If they choose to **escape** they immediately move to any adjacent space that does not contain an enemy and their turn ends. If there are no such spaces, they must continue to fight.

If a fight ends and the minion is not defeated, it remains in the space and fully heals any wounds it had taken. If the minion is a card, it is discarded.

Fighting the villain

If a hero has to engage in a single fight round with the **villain** due to a mystery card or minion chart result, this fight is *not* considered a **showdown** and therefore the villain cannot be hurt. Play a single fight round – the hero will usually gain 1 investigation for each hit done to the villain instead of causing a wound.

KO'd heroes

When a hero has their maximum wounds, they become **KO'd**. Immediately move them to the *Town Hall* space and lay the figure down. They must immediately roll D6 and lose that number of any mix of investigation, items, and/or ally cards. Then remove all wound markers.

While **KO'd** the hero does not participate in any element of the game. The player *may*, however, still play event cards as normal. **KO'd** heroes stand back up and rejoin the game during step 2 of the mystery phase. If **KO'd** during the phase itself, the hero stand ups on the following mystery phase.

MINIONS & MINION CHARTS

Each **villain** has its own set of unique minions and special events listed on its **minion chart**. When necessary, roll D6 and consult the chart.

Minion **chart events** may be canceled by anything that cancels an event.

Minions are controlled by the villain and come either as **cards** found in the corner location decks or as **counters** brought into play as a result on the minion chart. Cards that are minions are only in play for the duration of a single fight. Once that fight ends, whether they are defeated or not, the card is discarded.

Minion counters

Minion counters are placed on the board (one per space only) as instructed and remain there until defeated. The counters are limited to the number provided – if there are no more counters for a minion available, instead move the **shadow track** 1 step closer to darkness.

If a minion ever moves or appears in a space that already has a minion, the existing minion counter is displaced to the next adjacent space on the shortest route back to the **Town Hall**. A minion already at the **Town Hall** that would be displaced is instead removed from the board; move the **shadow track** 1 step closer to darkness.

Any time a minion appears or moves into a space with a hero, that hero must immediately fight the minion.

If there is more than 1 hero in the space, the minion will fight the hero with the highest **honor skill** first (the first player chooses if there are several with equal honor).

If a hero **escapes** and there is another hero left in the space, the other hero will now have to fight that minion.

OTHER RULES

Skill tests

Roll a number of dice equal to the selected skill (of there are 2 or more skills, add them together). If at least 1 of the rolls is equal to or higher than the target number, the test is successful.

Items and allies

Items and allies are placed faceup next to a player's hero sheet. Any number may be used at the same time to add bonuses or use abilities. A hero may only carry up to 1 item or ally from each of the 4 corner locations at a time, and only up to 3 town items at a time.

Miscellaneous rules

When a **random location** is required, reveal and discard the top card of the lair deck. The location listed is used.

All of the card decks recycle when they are exhausted. Reshuffle the discard pile to reform the deck.

If cards are *'removed from the game'*, they are *not* reshuffled with the rest of the deck. The card takes no further part in that game.

To determine the *'shortest route to the Town Hall'*, count the number of spaces between the target and the **Town Hall** along any possible movement paths. Whichever path has the fewest spaces is the 'shortest route'. In the case of the **Fields** space roll a D6 to determine the path direction: an arrow with 1, 2, 3 points toward *The Manor*, while an arrow with 4, 5, 6 points toward *The Windmill*.

SHOWDOWNS WITH THE VILLAIN

Once you have a **lair card** and you have moved to that space, you can start a **showdown** instead of encountering the space (if you have already encountered the space this turn, wait until next turn). Follow these steps in order:

1. **Reveal lair card and pay cost**
2. **Form hunting party**
3. **Reveal secrets**
4. **Accusations**
5. **Showdown fight rounds**

1. Reveal lair card and pay cost

Reveal your **lair card**, pay the **investigation cost** listed on the card, and the showdown begins. Each lair card has a special ability which automatically takes affect.

2. Forming a hunting party

The hero may choose up to 2 **town elders** (from any of the living, good elders) to bring with them as a **hunting party**. Move the chosen town elder cards next to your hero sheet. During the showdown, you gain the special abilities of the town elders in your hunting party.

3. Reveal secrets

Reveal the **secrets** of each town elder in your hunting party and read them aloud. This may cause one or more of them to become evil elders. Evil elders discard any secrets they had and immediately join the villain.

4. Accusations

Each other player may make up to 1 **accusation** of a town elder. A player chooses an elder they believe to be evil and pays the cost to reveal his secrets (usually 2 investigation markers) out of the normal turn sequence – if they turn him into an evil elder, he immediately joins the villain. If the accusation is false, the player that made the accusation loses *all* of their other investigation markers. The falsely accused elder's secrets remain faceup under them.

5. Showdown fight rounds

Fight dice are rolled as normal by both the hero and the villain. **The villain rolls dice equal to its combat skill.** Between each showdown fight round the hero may play cards that may not be used *'during a fight round'* (such as most healing).

Attacking the hunting party: When the villain attacks, it must roll one of its fight dice specifically against each of the elders in the hunting party; remaining dice then target the hero. One wound is enough to kill any elder (except *Lord Hanbrook*). These wounds may be prevented as normal.

Targeting evil elders: When the hero rolls fight dice, they may choose to split their attack between the villain and any evil elders with it (decide before rolling). Evil elders are killed by 1 wound, and then no longer give a bonus to the villain. Any extra hits targeted specifically at an evil elder are wasted. If the villain is about to take its last wound, and still has evil elders with it, the wounds will always be placed on the elders before the villain takes its last wound.

Escaping from/canceling a showdown

The hero may **escape** from a showdown in the same way as escaping from a normal fight. Unlike normal minions, the villain only gets to heal its wounds a bit at a time during each subsequent mystery phase. This also applies if the showdown is canceled in some way.

Sending town elders back to town

At the start of each showdown fight round after the first, you may send any of the elders in your hunting party back to the relative safety of **Town**. Choose which and place them in their normal position off the board. Once sent away, you may not bring them back to the showdown and you no longer gain their special ability. At the end of a showdown, all living town elders from the hunting party automatically return to town.

WINNING THE GAME

The first player to fight a showdown with the villain and defeat it wins the game. It is possible to win even if KO'd during the same round in which you defeat the villain.

If the **shadow track** marker ever reaches 0 (*darkness*), the villain wins the game.

ADVANCED / OPTIONAL RULES

Curse of the werewolf

A hero who is KO'd by the **werewolf** in a fight or showdown automatically takes a *Curse of the Werewolf* card.

Advanced game minion charts

Use the **advanced** side of the villain minion charts when playing the advanced game. **Rats** and **crows** may share the same space with another minion, though they are limited to 1 per space of their own type. If more than one is ever in the same space, remove all but one and move the **shadow track** 1 step closer to darkness for each removed.

Town elder secrets

Secrets listed as *'reveal immediately'* must be immediately revealed and read aloud when a player investigates that elder. They do *not* have to be revealed if the hero is using a specific card or ability that says *'without revealing'*.

Showdown chart

Optionally, at the start of each showdown fight round after the first, roll 2D6 and consult the **showdown chart**. Results may be cancelled as if they were event or mystery cards.

COOPERATIVE PLAY

Many of the cards (especially events) can be played on any hero, not just yourself.

Exchanging cards

In their hero turn any hero may **exchange** items or allies (only) with other heroes in their space, out of the normal turn sequence. There is no limit to the number of item/ally cards that you may give or receive per turn, but you must always observe your carrying limit.

Also, any time a hero has to discard an item/ally due to their carrying limit, they may instead give it to any other hero in their space.

Cooperative shadow track

Use the **cooperative game** side of the shadow track. When the marker moves onto one of the symbol spots, the villain immediately gains the bonus shown (place the appropriate bonus counter on the villain's record sheet).

If the shadow track marker is moved *back* and crosses back past one of these bonus symbols, remove that bonus.

Mystery phase chart

Roll once on the following chart just before drawing and reading the mystery card each turn:

D6 Result

- 1 **Darkness falls:** The shadow track immediately moves 2 steps closer to darkness. The heroes may collectively take 5 wounds to prevent this.
- 2 **Creeping shadow:** The shadow track immediately moves 1 step closer to darkness. The heroes may collectively take 3 wounds divided as they see fit to prevent this.
- 3-4 **Minion attack!** Roll once on the villain's minion chart and place that minion at a random location.
- 5-6 **Scattered clues:** Draw a random location and place 2 investigation in that space.

Town elder secrets

The cost to investigate a town elder's secrets as an action is increased to *equal to the number of heroes playing*. The whole cost must be paid by a single hero.

Any time a player looks at a town elder's secrets, reveal them for all to see. This does *not* apply to cards or abilities that specifically say, *'without revealing'*.

When a town elder is killed, move the shadow track as normal and then reveal all of that elder's secrets. Any keyword **evil** secrets they have immediately take affect, turning them into an evil elder instead.

Villain difficulty

Multiply the villain's **base wounds** times the total number of heroes. During the mystery phase, instead of healing d3 wounds, the **villain** heals a **full d6 wounds** each turn.

Buying a lair card

The heroes only need a single lair card for the whole group. Any hero may buy the card and should reveal it faceup.

Showdowns

Any hero at the lair card location may start a showdown during their action phase as normal. Other heroes may also pay the cost to immediately move there and join in. Heroes that choose not, or cannot pay, do not take part.

Players may discuss which 2 **elders** to bring along as part of the **hunting party**, but the final choice rests with the current first player.

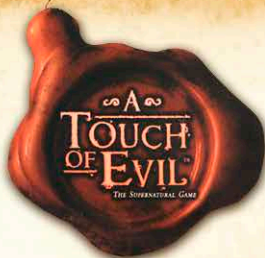
Each elder in the hunting party must then be assigned to a specific hero (limit 1 per hero). An elder's special ability only applies to the hero they are assigned to. A **militia counter** in the space must be assigned to a specific hero in the same way, and may not be assigned to a hero that already has an elder assigned.

Each hero fights in turn, in order, beginning with the hero that started the showdown. The villain gets its full attack against every hero taking part, and he only targets elders in the hunting party when attacking the hero they are assigned to (militia are never targeted separately).

At the start of each round, heroes present may regroup by exchanging items and allies, heal, and switching the assignment of elders/militia in the hunting party. Any hero may **escape** between fight rounds. If there are no heroes remaining (all have escaped or been KO'd), the showdown immediately ends.

Winning and losing

The heroes win or lose the game as a group. If the shadow track reaches darkness or all of the heroes are KO'd at the same time, the heroes lose.



THE GAME ROUND

1. The first player's hero turn
 1. Move
 2. Fight enemies in your space
 3. Take actions
2. Remaining hero turns
3. Mystery phase

MOVE

Roll d6 and move up to that many spaces on the board. On a 1, you may draw an event card for free.

Linger: Roll d6; on 1, roll once on the minion chart.

FIGHTS

If a you move into a space with a **minion** counter, your move ends and you must **fight** before taking actions.

Fights are *simultaneous*.

Fight round

1. Hero rolls fight dice
2. Enemy rolls fight dice
3. Apply results

Heroes roll fight dice equal to their combat skill.

Minions roll the number of fight dice listed on their card or on the minion chart.

For each successful roll of 5 or 6, cause 1 hit (wound) to your opponent.

At the start of each fight round after the first, you may **continue the fight** or **escape**. If you *escape*, move to any adjacent enemy-free space and end your turn.

KO'd: Immediately move to the *Town Hall* and lay your figure down. Roll d6 and lose that number of any mix of investigation, items, and/or ally cards. Remove all wound markers.

ACTIONS

Encounter the space (once per turn / mandatory)

At corner locations, draw a card from the appropriate deck and read it aloud. **Item** or **ally**: take the card. **Minion**: conduct a fight. **Any other card**: follow its text.

Collect investigation from the board (once per turn)

If in a space that has **investigation** in it, you may make a **spirit** or **cunning** test. For each roll of 5+, collect 1.

Heal a wound

Cost: 3 investigation to heal 1 wound.

Look at one town elder's secrets

Cost: 2 investigation.

Buy a lair card

Cost: investigation listed for current shadow track stage.

Use your lair card to start a showdown

You must be at the location on the card. Instead of encountering the space, pay the cost in investigation.

MYSTERY PHASE

1. Start of the mystery phase
2. KO'd heroes are revived (fully healed)
3. The villain heals

If the villain has any wounds, it heals D3 wounds.

Cooperative play only:

Roll on the cooperative mystery phase chart.

4. Draw a mystery card
First player draws and reads aloud a **mystery** card.
5. Pass first player marker

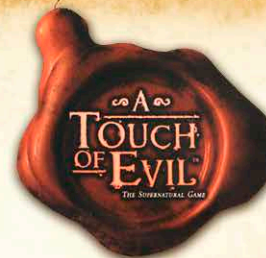
CORNER LOCATION THEMES

The Manor: spirit, secrets, and books.

Windmill: cunning, combined tests, and items.

Olde Woods: spirit, combat, and magik.

Abandoned Keep: cunning, honor, and dangers.



THE GAME ROUND

1. The first player's hero turn
 1. Move
 2. Fight enemies in your space
 3. Take actions
2. Remaining hero turns
3. Mystery phase

MOVE

Roll d6 and move up to that many spaces on the board. On a 1, you may draw an event card for free.

Linger: Roll d6; on 1, roll once on the minion chart.

FIGHTS

If a you move into a space with a **minion** counter, your move ends and you must **fight** before taking actions.

Fights are *simultaneous*.

Fight round

1. Hero rolls fight dice
2. Enemy rolls fight dice
3. Apply results

Heroes roll fight dice equal to their combat skill.

Minions roll the number of fight dice listed on their card or on the minion chart.

For each successful roll of 5 or 6, cause 1 hit (wound) to your opponent.

At the start of each fight round after the first, you may **continue the fight** or **escape**. If you *escape*, move to any adjacent enemy-free space and end your turn.

KO'd: Immediately move to the *Town Hall* and lay your figure down. Roll d6 and lose that number of any mix of investigation, items, and/or ally cards. Remove all wound markers.

ACTIONS

Encounter the space (once per turn / mandatory)

At corner locations, draw a card from the appropriate deck and read it aloud. **Item** or **ally**: take the card. **Minion**: conduct a fight. **Any other card**: follow its text.

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If in a space that has **investigation** in it, you may make a **spirit** or **cunning** test. For each roll of 5+, collect 1.

Heal a wound

Cost: 3 investigation to heal 1 wound.

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Cost: 2 investigation.

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Cost: investigation listed for current shadow track stage.

Use your lair card to start a showdown

You must be at the location on the card. Instead of encountering the space, pay the cost in investigation.

MYSTERY PHASE

1. Start of the mystery phase
2. KO'd heroes are revived (fully healed)
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If the villain has any wounds, it heals D3 wounds.

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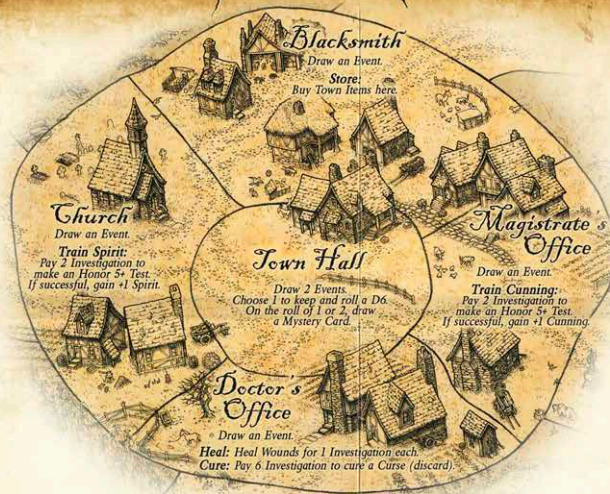
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The Manor: spirit, secrets, and books.

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Abandoned Keep: cunning, honor, and dangers.



SHOWDOWNS

1. Reveal lair card and pay cost

Reveal your **lair card** (special ability takes effect), pay the **investigation cost**, and begin the showdown.

2. Form hunting party

Choose up to 2 **town elders** to join the **hunting party**. Gain their special abilities.

3. Reveal secrets

Reveal **secrets** of each town elder in your party. Evil elders discard any secrets and immediately join the villain.

4. Accusations

Each other player may make up to 1 **accusation** of an elder. Pay the cost to reveal the elder's secrets. If the accusation is false, the player loses *all* of their other investigation markers.

5. Showdown fight rounds

Villain rolls dice equal to its combat skill.

When the villain attacks, it must roll one of its dice specifically against each of the elders; remaining dice target the hero.

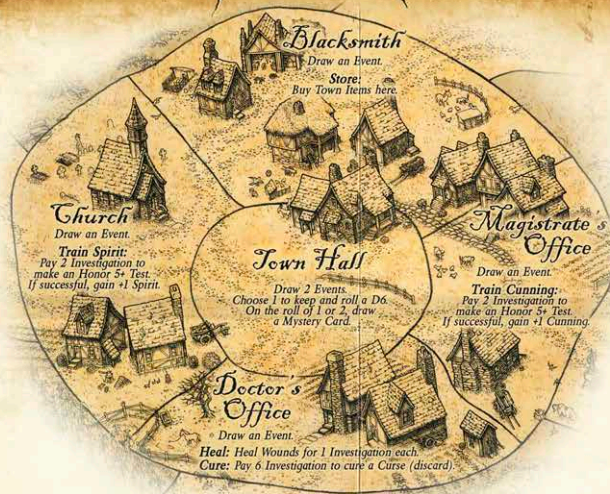
Each time a town elder is killed, move the shadow track 2 steps closer to darkness.

When the hero attacks, they may choose to split their attack between the villain and any evil elders with it.

SHOWDOWN CHART

2d6 Result

- 2 **Daring confrontation:** One hero present makes an honor 6+ test. If failed, every hero present takes 1 wound or the showdown is cancelled.
- 3 **Coach chase:** Draw a new lair card and move the showdown; any heroes that want to continue fighting must immediately pay the cost and move there. Now use the special ability of the new card.
- 4-5 **Impossible foe:** Villain immediately heals D3 wounds (D6 in coop play).
- 6 **Cunning challenge:** Heroes must use their cunning to fight this round, instead of combat.
- 7 **Power of evil:** Villain immediately heals 1 wound (D3 in coop play).
- 8 **Supernatural force:** Heroes must use their spirit to fight this round, instead of combat.
- 9-10 **Darkness unleashed:** Villain immediately deals 1 hit to the heroes (D3 in coop play).
- 11 **Sweeping strike:** Each hero present must discard 1 item or ally of their choice.
- 12 **Fight the good fight:** Villain and every hero immediately heals D6 wounds each (revive KO'd heroes). In **coop play**, any hero not taking part in the showdown may immediately join for free.



SHOWDOWNS

1. Reveal lair card and pay cost

Reveal your **lair card** (special ability takes effect), pay the **investigation cost**, and begin the showdown.

2. Form hunting party

Choose up to 2 **town elders** to join the **hunting party**. Gain their special abilities.

3. Reveal secrets

Reveal **secrets** of each town elder in your party. Evil elders discard any secrets and immediately join the villain.

4. Accusations

Each other player may make up to 1 **accusation** of an elder. Pay the cost to reveal the elder's secrets. If the accusation is false, the player loses *all* of their other investigation markers.

5. Showdown fight rounds

Villain rolls dice equal to its combat skill.

When the villain attacks, it must roll one of its dice specifically against each of the elders; remaining dice target the hero.

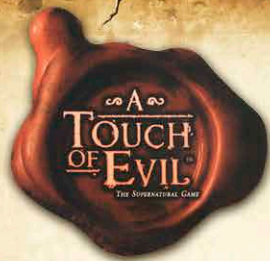
Each time a town elder is killed, move the shadow track 2 steps closer to darkness.

When the hero attacks, they may choose to split their attack between the villain and any evil elders with it.

SHOWDOWN CHART

2d6 Result

- 2 **Daring confrontation:** One hero present makes an honor 6+ test. If failed, every hero present takes 1 wound or the showdown is cancelled.
- 3 **Coach chase:** Draw a new lair card and move the showdown; any heroes that want to continue fighting must immediately pay the cost and move there. Now use the special ability of the new card.
- 4-5 **Impossible foe:** Villain immediately heals D3 wounds (D6 in coop play).
- 6 **Cunning challenge:** Heroes must use their cunning to fight this round, instead of combat.
- 7 **Power of evil:** Villain immediately heals 1 wound (D3 in coop play).
- 8 **Supernatural force:** Heroes must use their spirit to fight this round, instead of combat.
- 9-10 **Darkness unleashed:** Villain immediately deals 1 hit to the heroes (D3 in coop play).
- 11 **Sweeping strike:** Each hero present must discard 1 item or ally of their choice.
- 12 **Fight the good fight:** Villain and every hero immediately heals D6 wounds each (revive KO'd heroes). In **coop play**, any hero not taking part in the showdown may immediately join for free.



SOMETHING WICKED EXPANSION

SETUP

Add the **Echo Lake expansion board** to the right of the main board and place the various new card decks within reach of all players.

Place 2 investigation on each of the *Bog*, *North Dock* and *South Dock* locations.

NEW EXPANSION BOARD

Corner locations

The Inn: Cunning, allies, and unique rooms to stay in.

The Monastery: Spirit, health, and the Order of the Crimson Hand.

Monastery items work just like town items from the *Blacksmith*. One of them is an ally, which works the same as the other items.

Forgotten Island: Curses, powerful items, and extreme danger.

The only way to travel to the *Forgotten Island* is by travelling across the lake from either the *North* or the *South Dock*, for the number of spaces of movement noted.

Minions that move will always move from the *Island* to a *Dock* or vice versa as a single space of movement.

Any hero that wants to escape from a fight on the *Island* must first roll a D6. On a 4-6, they successfully escape to one of the *Docks* (roll randomly to see which). On a 1-3, they are trapped and must fight another round.

Carrying limits

A hero may still carry up to 1 card from each of the location decks, so now a hero may carry up to 10 cards.

Monastery items count as town items for a hero's carrying limit.

Travelling between boards

The *Crossroads* space on the Shadowbrook road is the hub for travel during a hero's movement.

Any hero may move from the *Crossroads* to the *To the Crossroads'* road space on the Echo Lake board as though they were adjacent spaces. For all purposes these spaces are considered adjacent.

KO's on the Echo Lake board

Any time a hero is KO'd on the Echo Lake expansion board, they are placed at the *Monastery* instead of the *Town Hall*.

NEW FEATURES

Order of the Crimson Hand

When a hero is attacked by the **Order of the Crimson Hand**, place a *Crimson Hand* minion in the hero's space; the hero must immediately fight. The minion remains in play until defeated.

The Order's Influence mystery cards remain in play when drawn and each affect a different town elder. The elder still acts as normal in every way and may still be part of a hunting party. If the elder is killed or becomes an evil elder, *The Order's Influence* card is discarded.

Resolve tokens

Resolve tokens are added to town elders by card effects. Any time a town elder with 1 or more resolve tokens would be killed, instead remove a token. All of their tokens are removed if they become an evil elder or if they are killed by something that *'cannot be prevented'*.

During a showdown, a hero may discard a resolve token from a town elder with them (in their hunting party or attached as a *Hero of the People*) to gain an extra 2 fight dice for 1 attack. This may be used as many times as they have tokens.

Keys

When a **key** is found, a *lair card* is also drawn and revealed for that key to show what space on the board its card effect relates to. This *lair card* is only used for the key's text and is attached to the key itself.

Oaths

An **oath** is placed on a hero and continually affects them, but it is *not* considered an item or ally. A hero may only have 1 oath at a time and, if they have one, must discard any new oath they find. Oaths may not be exchanged with other heroes and do not count against the carrying limit.

Possessed

When a hero becomes **possessed** they take the *Possessed* card and place it by their character sheet. *Possessed* is a **curse** and may be cured at the *Doctor's Office*.

Bringing town elders back to life

When a dead town elder is returned to town, put them back with the other living elders. This does not reset the shadow track. Dead evil elders and any elders that have been removed from the game entirely may not be brought back to life.

RECOMMENDED OPTIONAL RULES

Too many secrets

Any time a town elder has 3 or more secrets, immediately reveal them. Any bonus granted to the player who revealed the secret instead goes to the current first player.

Exchanging items and allies (competitive game)

As an action, players can give or trade items and allies (not investigation) with other willing heroes in the same space.

Advanced mystery phase chart (cooperative game)

For extra challenge, roll 2D6 and consult the **advanced cooperative mystery phase chart** instead of the normal chart. These results may be cancelled with anything that would cancel an event or mystery card as it is played.

OTHER OPTIONAL RULES

Playing without the expansion board

Play without the expansion board, its location decks, and the monastery items, for a smaller and faster game. Other new cards can remain in the game.

Lair cards that point to locations not being used are **wild cards**. If used for a random location, the first player may choose any named space on the board instead. When drawn as a *lair*, the player may use it to start a showdown at any name space on the board, but must pay twice the listed investigation cost. The *lair card* special ability is still used. If the cost is already meant to be doubled, triple it instead.

Growing darkness

At the start of each mystery phase, roll once on the villain's minion chart and work out the result. If it is a minion or villain attack, it occurs at a random location.

Holding back the darkness (cooperative game)

At the start of the mystery phase while the shadow track is in the red, if every individual hero pays 2 investigation, move the shadow track 1 step away from darkness (limit once per turn).

Endurance of evil

Any time the villain kills a town elder or KO's a hero, they gain a permanent +2 wounds (or +1 wound per hero in the cooperative game) as they drain life force. This is in addition to any other bonus and is triggered even if the elder is just removed from the game outright.

SOLO PLAY

Team of heroes

Choose 2-4 heroes and use the cooperative game rules. Use a single hand of event cards that may be played on any of your heroes.

When playing with only 2 heroes, ignore the rule that the villain automatically wins if all the heroes are ever KO'd at any time.

It is recommended to use the **advanced cooperative mystery phase chart**, as well as the *Too Many Secrets* rule.

Lone hero

Use the competitive game rules. However, when looking at the secrets of a town elder, those secrets must be revealed unless using a card which specifically states to look at them *'without revealing'*.

If KO'd during the mystery phase, your hero is revived at the end of that mystery phase, thereby avoiding the need to lose a turn.

It is recommended to use the *Too Many Secrets* rule. Choose a **level of difficulty**:

Normal: No additional difficulty.

Hunter: Use the cooperative shadow track.

Master Hunter: Use the cooperative shadow track and the advanced cooperative mystery phase chart.

Insanity: Same as Master Hunter above, but also use the optional showdown chart from the basic rules.

Apocalypse: Same as Insanity above, but if you are KO'd 3 times, you lose.

NEW VILLAINS

BOG FIEND

A hero in a space with a **swamp marker** has -1 fight dice.

When a second swamp marker would be placed at a location, instead replace the existing marker with a **sunken marker** and place a swamp marker in every adjacent space.

The Crossroads space is adjacent to the *'To the Crossroads'* space, and the *Forgotten Island* is adjacent to both *Dock* spaces.

A location with a **sunken marker** still counts as a swamp, and its game text and location deck are removed from the game. Its game text is now: **Roll D6: on 3+, draw and event card. On 1 or 2, draw a mystery card.**

The investigation left by the *Trail of Slime* ability can be picked up by a hero in the space as an action as normal.

UNSPEAKABLE HORROR

When you encounter a space with a **summoning circle**, roll D6. On 3+, draw and event card; on 1-2, draw a mystery card. Then encounter the space as normal.

When a second summoning circle would be placed at a location, instead replace the existing marker with a **void marker**. If it is already a void, instead move the shadow track 1 space closer to darkness.

When encountering a space with a void, first draw a mystery card. Then encounter the space as normal.

While in the space, a hero may explore the void as an action. Make a spirit, cunning, or honor 6+ test (hero's choice) and gain 5 investigation for every 6+ rolled. If the test is failed, take D6 hits.

A hero may move between spaces with voids as though they were adjacent spaces. Roll a D6: on a roll of 1, they must fight a single fight round against the villain. Instead of causing wounds, each hit done to the villain gives the hero 1 Investigation. This does not count as a showdown. Afterwards, the hero moves as normal.

Minions also count the shortest path to the *Town Hall* using voids to travel.

BANSHEE

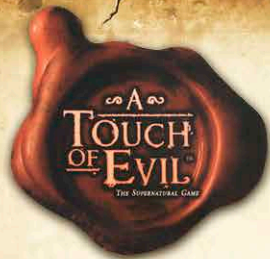
The *Grounds Keeper* is a **unique minion** and is covered in detail on the Banshee minion chart.

GARGOYLE

With the *Diving Attack* ability, the villain should always re-roll its own misses first, before any other re-rolls are caused.

The *Stone Touch* hits of the Gargoyle's attacks have no additional effect on town elders hit as part of a hunting party (it is just a normal hit).

The *Curse of Stone* is the only way that a hero may actually be killed during a game. If there are no more heroes available to use, place the statue as normal and the player may then re-enter the game using a fresh version of the same hero character.



THE COAST EXPANSION

SETUP

A *Touch of Evil* may now be played with as many players as there are heroes available. With more than 5 players, the cooperative or team game is recommended.

Add **The Coast expansion board** to the right of the main board and place the various new card decks within reach of all players. If **Echo Lake** is used as well, place it between the **Shadowbrook** and **The Coast** boards.

Place 3 investigation on the *Icy Water* location.

NEW EXPANSION BOARD

Corner locations

Smuggler's Cove: Spirit, health, and its dangerous wave of passages.

Shipwreck: Honor, dangerous but powerful items, and the foul Descendants of the Deep.

Lighthouse: Cunning, spirit, and the Kraken.

Water paths

Dotted line are **water paths** with a move cost for getting from one space to the other. These spaces are considered adjacent for any type of movement except hero movement.

Tidewater

When encountering a tidewater space (*Town Square*, *Barracks*, *The Docks* or *The Beach*), first shuffle the stack of village encounters, draw 1 at random and resolve it, then use the space's special ability if desired.

Items or allies from this stack that are lost or discarded are returned to it.

Coastal town item cards can be purchased in the Tidewater *Town Square* in the same way as normal town items (and count towards a hero's carry limit of 3).

Anything taking place on the Coast board counts the *Town Square* space as the 'Town Hall'.

Travelling between boards

The *Crossroads* space on the Shadowbrook road is the hub for travel during a hero's movement.

Any hero may move from the *Crossroads* to the 'To the *Crossroads*' road space on the Coast board as though they were adjacent spaces. For all purposes these spaces are considered adjacent.

If using the Echo Lake board, the road space from the Coast is adjacent to its 'To the Coast' road space.

A hero beginning their move phase at Shadowbrook's *Abandoned Keep* or *The Coast's Smuggler's Cove* may use their entire move and pay 1 investigation to immediately travel to the other end of the **secret passage**.

You may roll for movement (and possibly get a free event on a 1 result) before deciding how to move.

KO's on the coast board

Any time a hero is KO'd on the Coast expansion board, they are placed in the *Town Square* instead of the *Town Hall*.

NEW FEATURES

Tidewater town elders

The 3 **Tidewater elders** are not specifically tied to the Coast board, but start with 2 **secrets cards** each.

If you must find an elder with the lowest of a certain skill and several apply, roll off to find which is targeted.

Drowned dead

If a hero is attacked by the **Drowned Dead**, place that minion marker in the same space as the hero and immediately fight. They remain in play until defeated.

Blocked roads

When you must place a **blocked road** marker, place a facedown militia marker on the road space. No hero or minion may enter a blocked space.

Any time the shadow track crosses into a new stage, remove all blocked road markers from the board (if the track moves at the same time as the road is blocked, the marker is not removed).

Keys

When a **key** is found, a lair card is also drawn and revealed for that key to show what space on the board its card effect relates to. This lair card is only used for the key's text and is attached to the key itself.

The Lost Ship

When the **Lost Ship** appears, place its marker in the *Icy Waters* space, replacing that space's normal text.

Any hero that encounters the space must roll 2D6, modified as shown if the hero's spirit or cunning is high enough) on the **Lost Ship chart**.

Any hero in the space when the Lost Ship is removed from the board must immediately pass an **Honor 4+ test** or be KO'd.

The Kraken

Fighting the **Kraken** is described on the Kraken reference card. It is not a villain and does not have wounds, but the hero gains investigation for every hit done to it.

At the end of each fight round, the hero must roll once on the Kraken's chart.

Negative skill modifiers

Negative skill modifiers have a red outline and a negative number. They last only as long as the hero has the card.

Hauntings and haunted markers

When drawing a **hauntings card**, first shuffle the stack, then draw one at random. The stack has no discard pile. Players may look through the stack at any time.

There is a limit of 1 **haunted marker** per space.

Any time a hero enters, moves through, or lingers in a space with a haunted marker, they must roll a D6. On a 1-2, they are attacked by a haunting. This ends the hero's move and they must draw a haunting card to immediately fight.

If the haunting is defeated, remove the haunting marker from the board. If it is not defeated, place the token for that specific haunting and return the card to the stack. The haunting on the token is used in the space subsequently, instead of drawing from the stack. If the same specific haunting is drawn at a different location, move the token to the new location (leaving the haunted marker behind).

Haunted markers and haunting tokens do not count as minion markers and do not stop hero movement. A haunting that attacks based on a card effect is removed at the end of a fight.

As an action, a hero in a space with a haunted marker may make a **5+ spirit or cunning test**; if successful, draw a haunting to fight.

RECOMMENDED OPTIONAL RULES

Too many secrets

Any time a town elder has 3 or more secrets, immediately reveal them. Any bonus granted to the player who revealed the secret instead goes to the current first player.

Exchanging items and allies (competitive game)

As an action, players can give or trade Items and allies (not investigation) with other willing heroes in the same space.

Advanced mystery phase chart (cooperative game)

For extra challenge, roll 2D6 and consult the **advanced cooperative mystery phase chart** instead of the normal chart. These results may be cancelled with anything that would cancel and event or mystery card as it is played.

OTHER OPTIONAL RULES

Playing without the expansion board

Play without the expansion board, its location decks, and the coastal town items for a smaller and faster game. Other new cards can remain in the game.

NEW VILLAINS

THE SIREN

Irresistible lure: Moves militia and town elder markers on the board towards the *Icy Waters* each turn.

Mermaids: Heroes in a space connected to a water path (one or more dotted movement paths attached to it) must pass an honor test to avoid the mermaids during the mystery phase.

Song of death: When the mystery card *Murder!* is played, heroes must immediately move towards the space. If there are multiple short paths to the space, the hero may choose which to take.

Song of control: Forces one or more town elders to make an honor test or join her as an evil elder. This should rolled by the current first player.

GHOST SHIP

Ghost Captain: A unique minion. Although he is a ghost, heroes do not have to use spirit to fight him. The Ghost Ship uses the Ghost Captain's number of fight dice, including his *Where's My Gold?* ability. Any bonuses to combat that the villain gets are applied to the Ghost Captain as well, even outside of a showdown with the Ghost Ship.

Cannon Barrage: This places the Ghost Ship marker in the *Icy Waters* long enough for it to fire.

Cursed gold: Heroes collect cursed gold to gain bonuses against the Ghost Captain and Ship. Heroes may exchange cursed gold, but never need to lose it for being KO'd. In the cooperative game, all heroes may have lair cards to hunt down cursed gold, and only the hero that starts a showdown is required to have a piece.

DREAMWEAVER

Dream attack: At the start of each mystery phase, heroes get a sleepless token and must then roll against all of the sleepless tokens they have not to fall asleep. If a hero falls asleep he suffers a **dream attack** (this is the only time a battle with the Dreamweaver is considered a dream attack).

Queen of nightmares: During a dream attack a hero must fight with their lowest skill. They may not use any skill other than their lowest (even if they have an item or ability that lets them, or forces them, to use another).

Promise of morning's light: Any time the shadow track crosses into a new stage (closer to, or further away from, darkness), every hero may remove up to 2 sleepless tokens.

Sandmen and shadow beast minions: Dreamweaver minions gain benefits based on the number of sleepless tokens the hero they are fighting has. The Sandmen add a sleepless token for every wound they do to a hero. Shadow Beasts engage in attacks while the hero is exhausted.

THE SUNKEN SEVEN

Hauntings and the villain: The Sunken Seven are a group of ghosts that collectively form the villain, and is not directly related to the individual Hauntings cards.

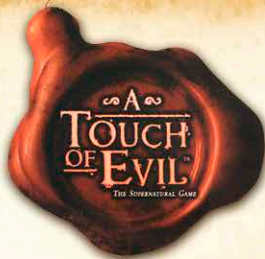
Ghastly horde: At the end of each fight round with the villain, a hero rolls to see what skill they must use to fight with this round. It must be used, regardless of any items or abilities the hero has.

Curse of the sunken seven: Take any hauntings that are not marked *Sunken Seven* out of the stack.

If all haunted markers are on the board and a new one would be placed, move the shadow track 1 step closer to darkness instead.

'You should not have come here!': The 5-6 result on the Sunken Seven minion chart is market **event/minion**, though there are no proper minions on the chart, just haunted markers that are placed.

Any time you have a card that requires a 'minion' result on the chart, use this entry, placing haunted markers instead of normal minions.



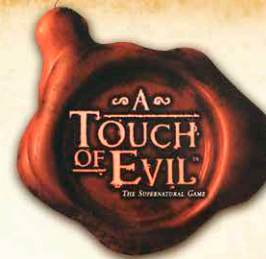
ADVANCED COOPERATIVE MYSTERY PHASE CHART

2D6 Result

- 2 **Surprise showdown!** You have stumbled into the villain's lair! Immediately draw a lair card and move every hero to that space. A showdown with the villain has begun. All heroes take part, but do not have to pay an investigation. No town elder hunting party is formed, and heroes may not use their character abilities during the first showdown fight round. The card effect of the lair is used. **If rolled in the competitive game, this result only affects the current first player.**
- 3 **Cursed village** Immediately draw and resolve 1 mystery card for each hero, starting with the first player. This replaces the normal mystery card draw for the turn.
- 4 **Lies and deceit** Roll a D6. Any town elder with honor equal to or less than the roll gains 1 secret. If any town elder has 3 or more unrevealed secrets, immediately reveal them.
- 5 **Darkness falls** The shadow track immediately moves D3 steps closer to darkness. The heroes may collectively take 5 wounds divided as they see fit to prevent this. No hero may take more wounds than they have health boxes.
- 6 **March of darkness** Every minion on the board immediately moves 2 spaces along the shortest path to the town hall. If there are none, roll once on the villain's minion chart (re-rolling events) and place that minion at 2 random locations.
- 7 **Surge of evil** Roll once on the villain's minion chart and work out the result. If it is a minion or if the villain attacks, draw a random location for placement.
- 8 **'Murder ... murder!'** Draw a random location and place 3 investigation there. Move the shadow track 1 step closer to darkness. This counts as though the mystery card 'Murder!' had been played (for villain abilities).

2D6 Result

- 9 **Unnatural storm** A powerful supernatural storm has blown over the town. Immediately discard any mystery card in play with the keyword **weather**. Also, roll once on the villain's minion chart (re-rolling any non-event result) to see what evil the storm has brought. If the villain attacks during the storm, it does so at a random location and is +3 combat.
- 10 **Ambush in the night** Every hero must roll a D6 and add their cunning. Whoever has the lowest result is immediately attacked by one of the villain's minions (roll off if tied). Roll once on the villain's minion chart (re-rolling any event result or minion that has no fight dice) and place that minion in the hero's space. During the first fight round, the hero may not use any items, allies, or abilities and the minion has double their normal fight dice.
- 11 **Possessed by madness** Every hero must roll a D6 and add their honor. Whoever has the lowest result (roll off if tied) must immediately engage in a single fight round with the hero that has the highest result (roll off if tied). Each of these heroes gains 1 investigation for every hit they do to the other. Heroes may choose to roll fewer fight dice than they are normally allowed, but not fewer than their basic combat skill.
- 12 **Sign of the dark omen** One of the town elders previously thought dead stumbles back into town. The first player immediately chooses any dead town elder (not evil elder) and returns them to play. Discard any secrets the town elder had and draw 2 new secrets for them without looking. Also, discard the top card from each location deck, move the shadow track 1 step closer to darkness, and each hero gains 1 investigation. If there are no dead town elders, the first player instead chooses a town elder to gain a resolve token.



ADVANCED COOPERATIVE MYSTERY PHASE CHART

2D6 Result

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