

# DARK RITUALS

MALLEUS MALEFICARUM





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## DARK RITUALS: MALLEUS MALEFICARUM

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*As the many planes of existence turn and churn, occasionally alternate dimensions come into perfect alignment. For brief moments in the multiverse's timescale, these Conjunctions allow objects to slip from one world to another, sometimes unnoticed, sometimes causing chaos.*

*One such Conjunction occurred between Earth and Neemoss, in the dim and distant Dark Ages. These two dimensions could not be more different. Magic, not physics, rules this alternate plane and its corrupting influence creates worlds of monsters and cruelty. Neemoss is a prime example of this decadence. When items from Neemoss appear on Earth they are still imbued with their magical essence, and this remarkable fact is rapidly discovered by healers, alchemists, fakirs and all manner of snake-oil peddlers when their tricks and hustles actually begin to work! But things become decidedly worse when the Conjunction strengthens and the first Witches from Neemoss cross over to Earth.*

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Dark Rituals: Malleus Maleficarum is a game for two to five players. One player is the Witch Master, controlling the Dark Legion, while all other players are individual Heroes. The Hero Players cooperate and play as a group, while the Witch Master fights against them all.

Game play is scenario-based. The players select one of the Encounters described at the back of the book. The Encounters present the players with a wide variety of specific objectives they need to complete to win the game. The Heroes will either win or lose as a team, while the Witch Master wins or loses individually.

The game can also be played as a campaign with multiple Encounters linked together. During a campaign, players earn victory points to aid them in future games.



# GAME COMPONENTS



6 Double-sided Map Tiles

## WITCHES



Pekka



Ikrek



Hagatha

## MINIONS



6 Condemned



6 Mortus



6 Ravenous

## HEROES



Curthouse



Wolgar



Vampiric Spirit



Warped Wood



Scarecrow



Battista



Corday



Screaming Skulls



Tree of Despair



Hanged Woman

## SERFS



3 Militia



3 Farmers



6 Possessed Serfs

## POSSESSED SERF

## THE DEMON



Haborym



4 Identification Rings





4 Alchemy Books



1 Grimoire



4 Weapon Cards



34 Botanical Cards



41 Loot Cards



33 Witchcraft Cards



9 Plague Cards



8 Demon Control Cards



4 Hero Dashboards



3 Witch ID Cards



2 Serf ID Cards



4 Minion ID Cards



6 Creature ID Cards



4 Hero Attribute Boards



1 Witch Master's Misery Board



1 Witch Master's Exhausted Stamina Board



1 Demon ID Card



17 Wooden Cubes



10 Dice



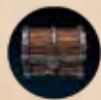
100 Plastic Stamina Tokens



Plague Reward Token



Soul Tokens



Chest Tokens



Botanical Tokens



Wound Tokens



Summoning Circle Token



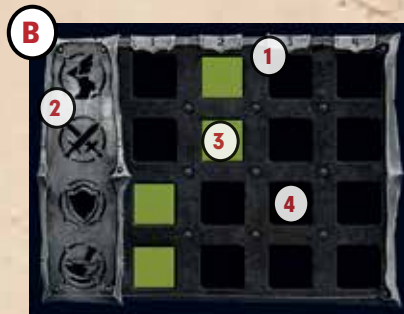
### A. HERO DASHBOARDS

1. Name
2. Class Icon
3. Maximum Weight the Hero can carry
4. Health Points
5. Available Actions and their Stamina Cost
6. Stamina Source
7. Image
8. Starting Attributes Values
9. Locked Stamina Location
10. Exhausted Stamina Location



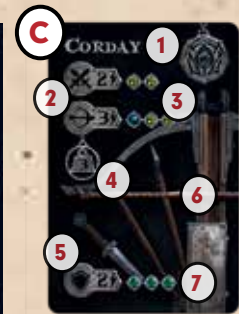
### B. HERO ATTRIBUTE BOARD

1. Attribute Levels
2. Attributes: Agility, Strength, Resistance, Alchemy
3. Marker showing Current Attribute Level
4. Attribute Tracks



### C. HERO WEAPON CARD

1. Name and Class Icon
2. Attack Modes and Stamina Cost
3. Color and Number of Dice for each Attack Mode
4. Weight
5. Image
6. Defense and Stamina Cost
7. Color and Number of Dice for Defense



### D. HERO ALCHEMY BOOK

1. Name and Class Icon
2. Alchemy Effect
3. Alchemy Ingredients
4. Required Alchemy Level

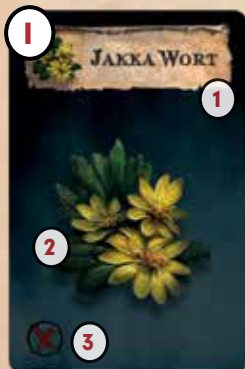
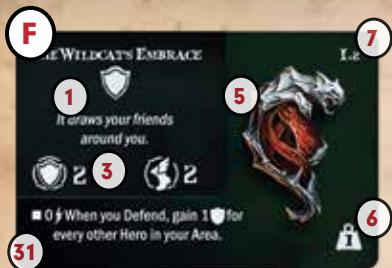


### E. SERF ID CARD

1. Name
2. Health Points
3. Image
4. Available Actions, Stamina Cost, Color and Number of Dice
5. Attributes
6. Special Ability







## F. LOOT CARDS - UPGRADES

1. Armor Upgrade
2. Weapon Upgrade
3. Attribute Requirements
4. Upgrade Effect
5. Image
6. Weight
7. Card Level for Deck Seeding

## G. LOOT CARDS - ARTIFACT

1. Name
2. Weight
3. Artifact Effect
4. Image
5. Attribute Requirements
6. Card Level for Deck Seeding

## H. LOOT CARDS - BLOOD MAGIC

1. Spell Name
2. Spell Effect
3. Discard After Use
4. Attribute Requirement
5. Card Level for Deck Seeding

## I. BOTANICAL CARDS

The Botanical Deck contains Alchemical Ingredients and cards with an immediate effect.

1. Name
2. Image
3. Discard After Use
4. Card Effect



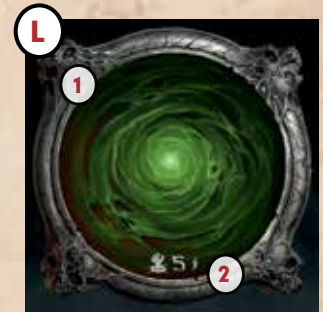
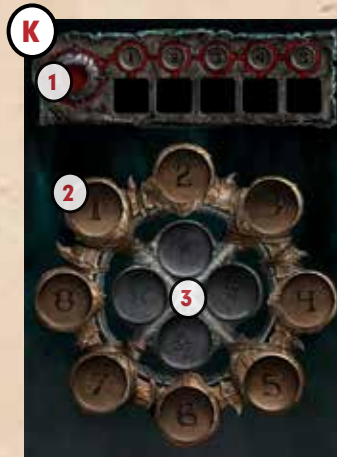
**J. WITCH ID CARDS**

1. Name
2. Health Points
3. Image
4. Available Actions and Stamina Costs
5. Attributes
6. Attack Modes and Stamina Cost
7. Color and Number of Dice for each Attack Mode
8. Attack Combat Spells
9. Defense and Stamina Cost
10. Color and Number of Dice for Defense
11. Defense Combat Spells



**K. WITCH MASTER'S MISERY BOARD**

1. Aura of Evil Track
2. Soul Track
3. Sacrifice Track



**L. WITCH MASTER'S EXHAUSTED STAMINA SHEET**

1. Exhausted Stamina Sheet
2. Summon New Witch Icon

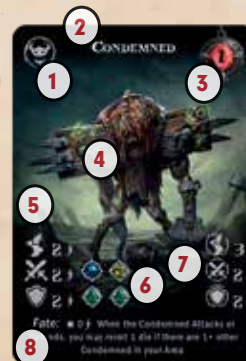
**M. WITCH'S GRIMOIRE**

1. Combat Spell Name
2. Combat Spell Effect



**N. DARK LEGION ID CARDS**

1. Disciple Icon: Creature or Minion
2. Name
3. Health Points
4. Image
5. Available Actions and their Stamina Cost
6. Color and Number of Dice for Actions
7. Attributes
8. Special Ability
9. Red highlight to indicate a flipped card





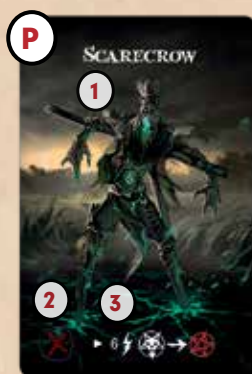


**O. DEMON ID CARD**

1. Name
2. Health Points
3. Available Actions, Stamina Cost and related Dice
4. Image
5. Attributes
6. Special Abilities

**P. WITCHCRAFT CARDS - SUMMON CREATURE**

1. Image and Name
2. Discard After Use
3. Card Action



**Q. WITCHCRAFT CARDS - BLACK MAGIC**

1. Spell Name
2. Spell Effect
3. Discard After Use



**R. PLAGUE CARDS**

1. Stamina Source Icon
2. Card Action
3. Plague Effect



# SETUP

## ENCOUNTER SETUP

Choose the Encounter.

Using the Encounter mini-map, create the game board:

- Place the double-sided Map Tiles as shown in the Encounter mini-map. The Map Tiles are numbered to help you locate them. Take care to place the Tiles in the correct orientation.
- Place tokens on the Map Tiles as shown. This includes the Chest, Botanical and Summoning Circle Tokens.
- Place the Miniatures in their starting locations. This includes the Heroes, Serfs, the Witches and their Disciples.

Create each Hero Player's playing area:

- Take the Hero Dashboard for your Character and place it in front of you.
- Take the Weapon and Alchemy Book that match your Hero's Name.
- Take an Attribute Board and mark the Hero's starting Attribute Values on each track.
- Attach a colored Identification Ring to your Hero's base, if it helps you keep track of your Hero on the board.

Create the starting Loot Deck by selecting the Loot cards matching your highest level Hero. See "Seeded Loot Deck" below.

Place the Botanical and the Serf ID Cards within easy reach of all Hero players.

The Witch Master creates their playing area:

- Take the Witch Master's Exhausted Stamina Sheet and place it in front of you.
- Take 32 Red Stamina Tokens and place them beside the Exhausted Stamina Sheet.
- Take the Witch Master's Misery Board. Place a marker in the red spot at the start of the Aura of Evil Track and place Plague Reward Tokens on the Soul Track as defined in the Encounter.
- Collect all the ID Cards for all the Evil Characters in play for this Encounter, including the Witches, the Disciples, and the Possessed Farmer.

- Any related Miniatures that are not already on the Map should be placed nearby.
- Shuffle both the Witchcraft and the Plague Decks and place them within reach.
- The Witch Master should draw three cards from the Witchcraft Deck into their hand. These should be hidden from the other players.
- Place the Soul and Wound Tokens within easy reach.

All draw decks should be shuffled.

Distribute the Green Stamina Tokens to the Heroes, and place them in a Reserve pile on or near their Dashboard. Each Hero receives the number of Stamina Tokens equal to the sum of the Stamina Source values on their Dashboard.







## THE HERO PLAY AREA

Each Hero Character has four important game components in their play area at the start of the game:

1. A Hero Dashboard
2. An Alchemy Book
3. A Weapon Card
4. An Attribute Board

When you set up your Character, begin by selecting a Hero Dashboard, which shows important information, such as the Hero's Name, Class Icon and the initial value of the four Attributes. Take the Alchemy Book and Weapon Card that match by Name and an Attribute Board.



Figure 1: The Crusader's Playing Area.

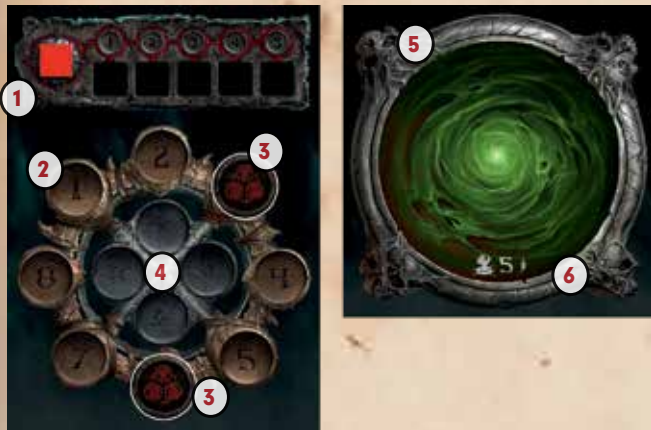
Figure 1 shows the Crusader's initial setup. The Dashboard shows the Hero's Name at the top, which matches the Name on the Weapon Card and the Alchemy Book. His initial Attributes are Agility 1, Strength 2, Defense 1, Alchemy 1, shown on the right. Markers are placed on the Attribute Board in these positions to show the current Attribute values. These values may improve during the game.



## THE WITCH MASTER'S PLAY AREA

The Witch Master has many important game components in their play area from the start of the game:

- The Witch Master's Misery Board.
- The Witch's Stamina Pool.
- Witch's Grimoire.
- Witch's ID Cards (one for each Witch in play).
- Minion ID Cards (one for each Minion in play).



**Figure 2: The Witch Master's Misery Board and Exhausted Stamina Sheet.**

The Witch Master's Misery Board tracks the Witch's growing power throughout the Encounter. At the top **1**, the Misery Board shows the current level for the Aura of Evil. At the start of the Encounter, a marker is placed on the red spot beside the first slot in the track. It advances when the Witch Master defeats characters.

The Soul Track **2**, stores Soul Tokens when they are taken as rewards. During setup, Plague Reward Tokens **3**, are placed as described in the Encounter, and show the number of Soul Tokens the Witch Master will need to draw Plague Cards.

The Sacrifice Track **4**, is used to store Encounter Objectives. This is Encounter dependent and can be found in the Encounter Special Rules.

For full details of how to use the Misery Board see Witch Master's Misery Board below.

The Witch Master's Exhausted Stamina Sheet **5**, stores Exhausted Stamina. Each time the Witch Master Exhausts Stamina, move the Stamina Tokens to this board. The Summon Witch Icon is a reminder that the Witch Master can return five Stamina Tokens to the box to Summon a new Witch to the game.



**Figure 3: The Witch's Grimoire.**

The Witch's Grimoire, Figure 3, is a large reference card that describes the Combat Spells cast by the Witches when they Attack and Defend. The Witch's ID Card only shows the name **1**, of the spell and the full effect is explained on the card **2**. Keep the Grimoire close at hand until you have learned all the



effects.

**Figure 4: Sample ID Cards.**

During setup, take the ID Cards for the Characters you will be using. This will include one or more Witch, Creature and Minion ID Cards. There are many Characters in the Dark Legion but you will not play every Character in every Encounter. These ID cards are double-sided and start the game with the non-highlighted side showing. The upgraded statistics are shown on the side with the red highlights at the top and should not be showing at the start of the game. Unlike the Heroes, the Witch Master does not store Stamina on these cards.



## SEEDED LOOT DECK

To make it easier for Heroes to find Items that they are able to use, you need to seed the Loot Deck. During setup you remove cards that the Heroes cannot use and as the Heroes' abilities improve, you add these cards back into the deck.

The Loot Deck will always contain cards matching the highest level of the four Heroes. Each Hero has four Attributes: Strength, Resistance, Agility and Alchemy. A Hero's Level is equal to their highest Attribute Value. This means the four Heroes in the core game all have a starting Level of 2. As these Attributes increase during an Encounter, the Hero's Level will increase.

To set up the Loot Deck, first split the deck into three small decks of Level 2, 3, and 4 cards. Check the Heroes' Levels and make a note of the highest Level. Then take all the small decks of that Level and lower. During the game, the Heroes may increase their Attribute Values, which in turn may increase a Hero's Level. When the maximum Hero Level increases, take the appropriate small decks of Loot cards and shuffle them into the current Loot Deck. Do not include any discarded cards, but do keep the lower level cards that have not been drawn yet.

For example, at the start of an Encounter, the maximum Level of the four core Heroes is 2, so you begin with just the Level 2 Loot cards. If Wolgar increases his Resistance from 1 to 2, he stays at Level 2 and the Loot deck is not adjusted. If he increased it again to 3, he becomes a Level 3 Character. Take the Level 3 Loot cards and shuffle them into the current Loot Deck.

In another example, if some magical effect had skipped Wolgar's Resistance from 2 to 4, you would shuffle the Level 3 and the Level 4 Loot Cards into the current deck.



FARMER



MILITIA



# CORE CONCEPTS

## THE GAME ROUND

The game is played over a series of Rounds. A Round consists of the Heroes and the Dark Legion alternately activating one Character and taking one or two Actions. The order that the Characters on each side activate is totally up to the Players, with the only restriction being that if you have no Stamina, you cannot activate at all.

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**Note that one Character does not take multiple Actions until all their Stamina is exhausted. They only take one or two Actions.**

---

The two sides continue to alternate until one side is completely out of Stamina, then the other side takes Actions for its Characters until it is Exhausted too, marking the end of the Round. The Round also ends if both sides choose to Pass.

Here are more details of what happens in each phase of the Round:

### 1. START OF ROUND PHASE

Recover all Exhausted Stamina by moving it to your Reserve pile on the table. Leave the Locked Stamina in the Locked area. Perform this step even if you are Stunned.

If the Witch Master has a Witch in play, they may discard any number of unused Witchcraft Cards from their hand, and then draw new Witchcraft Cards from the Deck, up to their hand limit of three cards.

### 2. ACTIVATION PHASE

This is the main phase of the game, where most of the action occurs. It is dynamic and fluid, with each Character taking a few Actions and then allowing the other Characters in the game to act and react.

The Heroes Activate one of their Characters first, taking one or two Actions. Then the Witch Master does the same, also taking one or two Actions with one of their Characters. Game play alternates until one side is out of Stamina, at which point the other side plays on, taking one or two Actions per Character, until they are also Exhausted. Either side may Pass instead of Activating a Character.

A Player is only allowed to Activate Characters if they have Stamina. For example, if you have no Stamina, you cannot Activate and take one Action that costs zero Stamina. If a Character takes two Actions, they are free to take any legal Action, including taking the same Action twice. If the Character has Actions that cost zero Stamina, and they have Stamina in Reserve, they are allowed to Activate and perform those Actions, but the Action still counts towards the one or two Action limit. Once a Character has taken an Action, if a second Action is performed, it must be taken by the same Character.

**Hero:** One of the Heroes, who is not Exhausted, Activates. There is no turn order and this can be any of the Heroes, including the Hero that Activated immediately before. That Hero has two options:

- Take one or two Actions, Exhausting Stamina for each Action as it is performed.
- Pass - take no Actions. Any of the Hero Players can say they Pass, but they must agree they are taking no Actions.

Note that Stunned Heroes can Activate if they have the Stamina to perform the Revive Action, which must then be their first Action.

A complete list of Hero Actions is presented below. Note that when a Hero Activates, it may be able to take Actions with the Serfs, as well as with the Hero Character.

If the Heroes cannot Activate any Character, they must Pass.



**Witch Master:** The Dark Legion Activates in a similar way. If the Witch Master has Stamina and a Witch in play, they may Activate any one of their Characters, meaning Witches, Creatures or Minions. That Character has the same options as above:

- Take one or two Actions, Exhausting Stamina for each Action as it is performed.
- Pass - take no Actions.

If the Witch Master cannot Activate any Characters, they must Pass.

---

Passing will often be performed when you are running out of Stamina and have too little Stamina left to take an Action. However, don't overlook tactics here. When the Heroes are nearing the end of their Stamina Reserves they can Pass in the hope that they will be able to take a couple of Actions near the end of the Round. You may even want to Pass when you have Stamina available, if you are already well positioned for the next Round, or if you want to save it to pay for Defense or other Reactions.

Manage your Stamina carefully. It may seem like an advantage to rush to take many Actions if your opponent seems to be passive, but being able to take many Actions together at the end of the Round can be a great advantage.

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### 3. END OF ROUND PHASE

The Round is over when both sides Pass.

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You may wish to Pass early in the Round, in order to see your opponent's plan. This is risky! If your opponent plays on, you may gain an advantage. But if your opponent Passes, the Round ends and everyone regains their Stamina. This may not be what you wanted to happen!

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If there are any card effects that reference the End of Round, perform them now.



HANGED WOMAN



WARPED WOOD



## ACTIONS, REACTIONS AND ABILITIES

Characters always have something to do! They are most involved in the game when they are Active, as this is when they may perform Actions. However, other Characters can often respond to the Active Character by performing Reactions. You will often be able to perform Reactions when you are not the Active Character.

**Actions:** Characters only perform Actions when they are Active. Actions are described in detail below, and all Actions a Character can perform will be indicated by an Action Icon on a Card in the Character's Play Area. This will often be the Character's ID card, but can be another card such as the Hero's Weapon Card or various Loot Cards, etc. There are custom Icons for the common Actions, such as Attack, but the generic Action Icon is used for many card-specific Actions.

Actions can only be started when there is no ongoing game play, i.e. you cannot interrupt one Action to perform another Action.

**Reactions:** A Reaction is performed at a specific time. The description of the Reaction will include the trigger and a Character may perform the Reaction whenever this trigger occurs. The Character does not need to be Active to perform a Reaction. Reactions can be started at many different times in the game, and so they may interrupt your own Action, interrupt an Ally's Action, or interrupt an Enemy's Action. There is a list of the most common Reactions below. Common Reactions have icons, but unique, card-specific Reactions will use the generic Reaction Icon.

The most important limitation on Reactions is when they can be performed. For general Reactions, we will describe the timing in the rule book; for card specific Reactions, the timing will be described on the card.

**Cost:** There will often be a cost associated with performing an Action or Reaction. The cost may be in the description of the task or printed on the card that gives you the task. This cost will most often be Stamina that you should Exhaust, but you will sometimes have to pay another price. You must be able to pay the cost in full before resolving the effect. The cost is always paid, even if the effect fails or is canceled by another Player.

**No Witches in Play:** The Witch Master has a special restriction on when it can Activate Characters: it must have a Witch in play. Think of the Witches as commanding and focusing the Dark Legion. If there are no Witches in play, the Witch Master cannot Activate a Creature or Minion, even to perform Reactions.

When there are no Witches in Play, the Witch Master has two options:

- Summon a Witch. This Action is described below. It will be the only Action the Dark Legion performs this Activation.
- Pass – exhaust no Stamina and take no Actions.

Because having no Witches in play is such a limitation, the Dark Legion will almost always want to summon a Witch as soon as possible.



TREE OF DISPAIR



## STAMINA

Most Actions and many Reactions are associated with a Stamina cost. If there is a Stamina cost for an ability, Characters must pay the Stamina cost in full before resolving the effect.

Each Hero Player has their own Hero Dashboard, to organize the Stamina that has been Exhausted or Locked. Stamina that is in Reserve should be stored on the Character's image or nearby on the table. The Stamina belongs solely to that Hero and cannot be shared with the other Heroes.

The Witch Master uses Stamina with more flexibility. They have one pool of Reserve Stamina, which is used for all Characters in the Dark Legion. As it is used, it is moved to the Witch Master's Exhausted Stamina Sheet.

Your Stamina will be distributed between three piles:

- Reserve Stamina. This Stamina is still available for use during this Round. The Witch Master has one Reserve to share between all the Dark Legion Character, so you can just have one pile of Reserve Stamina anywhere in your Play Area.
- Exhausted Stamina. Exhausted Stamina has already been used this Round but will be Recovered at the start of the next Round. The bottom right area of the Hero Dashboard should be used for each Hero's Exhausted Stamina. The Witch Master's Exhausted Stamina Sheet is specifically for their Exhausted Stamina.

- Locked Stamina. The Witches cause Plagues that Lock Stamina out of the Heroes' Stamina pools. Locked Stamina should be placed in the top right area of the Heroes' Dashboards. It is not Recovered in the Start of Round Phase.

Both sides spend Stamina the same way. You Exhaust Stamina as you pay for Actions or Reactions then Recover all your Exhausted Stamina at the start of the next Round. However, various game Effects will temporarily Lock Stamina, and you may even Permanently Lose Stamina, returning it to the game box. Managing your Stamina and controlling the Stamina of other Players is an important aspect of the game.

**Starting Stamina - Heroes:** Each Hero Dashboard has a circular Icon with three segments, Body, Sustenance and Mind, showing how each segment contributes to the Hero's starting Stamina. The Hero adds the Stamina obtained from Body, Sustenance and Mind to get their starting Stamina and places this number of Starting Stamina in their Reserve during Setup.



Figure 5: The Crusader's Starting Stamina.

The Crusader gets  $2+2+5$ , or 9, starting Stamina Tokens, as shown in Figure 5.

See Plague below for how this affects the Hero's access to Stamina.

**Starting Stamina - the Witch Master:** The Witch Master takes 32 Stamina at the start of the game. Plague does not affect the Dark Legion, but they can permanently lose Stamina when they Summon more Witches to the game.

Managing Stamina is just as important as managing your Activations. Rushing to perform as many high cost Actions as you can may give you a temporary advantage, but saving Stamina for later in the Round may leave you in a situation where you can take Actions and your enemy cannot even React.



## CHARACTERS AND MINIATURES

“Characters” is our general term for the actors in the game, whether they are Heroes or Witches or just lowly Minions.

Miniature refers specifically to the game piece used to show the Character’s position on the board. Game play is limited by the number of Miniatures available. For example, a Witch cannot Summon a Condemned Minion when all the Condemned Miniatures are in play.

**Heroes:** There are four Heroes in each Encounter and each one is controlled by a Player. The Heroes cooperate to defeat the Witches.

**Serfs:** Serfs are low level Characters caught up by accident in the Heroes’ battle against the Witches. The Heroes will try to protect the Serfs, while the Witch Master will defeat or possess them.

Serfs are not controlled by specific Hero Players, cannot be Activated during the Activation Phase and do not use their own Stamina. Instead, a Hero Player Activates a Hero normally and can control any of the Serf Characters by Exhausting the Hero’s Stamina to pay for the Serf’s Actions. There are no special restrictions on the Actions a Hero can take with a Serf, so long as the Hero has sufficient Stamina in Reserve. However, each Action taken with a Serf counts as one Action towards the limited number of Actions a Hero may take when they Activate (one or two Actions).

If the Heroes want to use a Reaction for a Serf, for example to Defend, any of the Heroes can Exhaust the Stamina.

Note that Stunned Heroes cannot pay for Serf Actions or Reactions.

**Witches:** Witches command the Witch Master’s Dark Legion. The Witch Master must always have a Witch that they can Activate if they want to perform Actions or Reactions with any of the Dark Legion. Witches have many Actions and Reactions themselves and are required to Activate the Dark Legion’s Disciples.

**Disciples:** Disciple is the generic term for the weaker Characters in the Dark Legion, the Minions, Creatures and Possessed Serfs. If the Witch Master does not have any Witches in play, the Disciples cannot take any Actions or Reactions, including Defend. When the Witch Master Activates a Disciple, the Stamina for the Action is Exhausted from the Witch Master’s Reserve Stamina and it is that Disciple who takes one or two Actions.

**Creatures:** Each Creature is unique and they are the strongest of the Disciples. Witches can only Summon them through Witchcraft.

**Minions:** Minions are the rank and file troops of the Dark Legion. There can be several of each Minion on the board at once. Witches can Summon Minions as one of their Actions.

**Possessed Serfs:** Possessed Serfs are not summoned to the game. Instead the Witch must Possess an existing Serf, either a Farmer or a Militia.

**The Demon:** The Campaign will feature a strong Demon that appears after the first game. Rules for the Demon are in the Advanced Rules section below and are not required for your first game.



SCARECROW



## ATTRIBUTES AND ATTRIBUTE BOARDS

The Attributes of Characters affect how well they perform in the game. The details of how the Attributes are used in the game are described below, but here is a summary.

**Agility:** Helps Heroes move away from Areas containing Enemy Characters. See Move and Evade.

**Strength and Resistance:** Improves the Heroes Attack and Defense. See Combat.

**Alchemy:** Determines whether specific Alchemical Spells are available to the Hero. See Alchemy.

The Heroes' starting Attributes values are shown on the Hero Dashboard, but the Hero Attributes may change during the game. Actions taken by the Hero may cause the Attributes to increase:

**Agility, Strength and Resistance:** When a Hero Defeats a member of the Dark Legion, the Hero can increase any one of these by one level.

**Alchemy Attribute:** Whenever a Hero casts an Alchemical Spell, they may increase their Alchemy Attribute one level.

Other effects found on cards may increase or decrease these Attributes. The Attributes cannot be decreased below the lowest value on the Track or increased above the highest value.

For other rewards for Defeating Characters, see Spoils of War in the Details section below.

All other Characters have fixed Attributes, shown on their ID Cards.

## ATTRIBUTE REQUIREMENTS AND EQUIPPING CARDS

Many cards have Attribute Requirements. Heroes cannot equip the card unless their current Attributes are equal to or higher than all the values shown on the card.



Figure 6: Components showing Attribute Requirements.

Loot cards show a simple example of Attribute Requirements. The Whispering Head has two Attribute Requirements, a Strength of 2 or more and also a Resistance of 1 or more. Another example is the Hero's Alchemy Book, where different spells require different Alchemy levels. This spellbook shows three spells that require an Alchemy of 1 or more, and two spells where the Hero must have an Alchemy of at least 2, two spells at 3 or more Alchemy and one Spell at 4.

If your Attributes decrease during the game, you must recheck the Attribute Requirements for all the cards you have equipped. Unequip any cards where you no longer meet the requirements, and add them your hand.

Note that if Heroes draw cards that they cannot currently equip because they do not meet the Attribute Requirements, they are allowed to keep the card in their hand for later use. There is no hand size, but cards in your hand do count towards your Weight Limit, see below.

Equipping, and unequipping cards, is not an Action and can be performed any time the Hero is Active. This includes immediately after a card is drawn or as part of the Pick Up, Search, or Trade Actions. Cards that are unequipped, perhaps because you have drawn a better version, can be moved to your hand or discarded.



## WEIGHT AND WEIGHT LIMITS

Each Hero has a maximum Weight that the Hero can carry shown on their Hero Dashboard. Some of the Cards they gain during the game have individual Weights written on them. The weight of all the cards carried by a Hero cannot exceed their maximum Weight allowance. This includes cards that are equipped and the cards that are in the Hero's hand.

Heroes can discard cards to stay under the weight limit. This is not an Action and does not take Stamina.

Note that Serfs and all Characters in the Dark Legion can ignore Weight. They do not gain cards during the game that weigh anything.

## ADJACENT AREAS

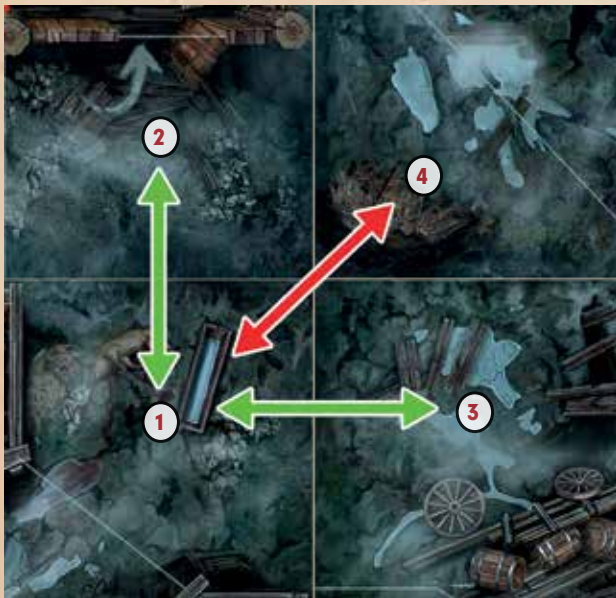


Figure 7: Adjacent Areas share an edge.

Areas are Adjacent if they share a common edge, for example Areas 1. & 2. and 1. & 3. are adjacent in Figure 7. Areas are not Adjacent if they meet at a corner, for example Areas 1. & 4. Characters can Move between Adjacent Areas and Ranged Weapons can target Characters in Adjacent Areas.

## CARD EFFECTS

Many card effects alter the basic rules of the game. Card effects always take precedence over general rules described here.



VAMPIRIC SPIRIT



SCREAMING SKULLS



# GAME DETAILS

## COMMON ACTIONS

There are many Actions that can be performed by different Characters in the game. These Common Actions are described here in the rule book and have their own Action Icons on the game components.

Card-specific Actions are the same except they are described on a card, use the generic Action Icon and are often specific to one Character or one card. However, they are resolved the same way.

Look at a Character's Dashboard, ID Card, and other active Cards, to see which Actions they can perform. Heroes and Witches have the most actions available to them.

Icon	Action	Icon	Action
	Melee Attack		Save Witch
	Ranged Attack		Search
	Move		Summon Minion
	Pick-Up/Drop		Summon Witch
	Possess Serf		Trade
	Revive		Component Action

### Attack

A Character may attack an enemy by exhausting Stamina as shown on their ID Card or Weapon Card. Melee and Ranged Combat are indicated separately and may have different costs. Because Attacking is linked to the Defend Reaction, they are both described below in the Combat section below.

### Move

Characters can Move to an Adjacent Area by Exhausting the Stamina specified as the cost on their ID Card.

Movement is prevented by walls. To Move into a building, there must be a door on the border between the two Areas. However, there is no cost related to moving through doors on the Map Tile, think of them as being open. Doors are marked by grey arrows on the Map Tile.

You can Move into Areas with other Characters without restrictions, but you need to Evade to Move away from enemy Characters in your Area.

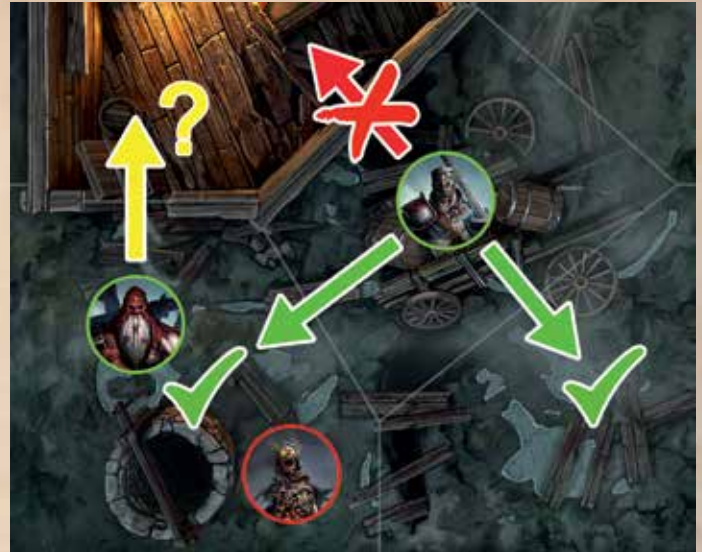


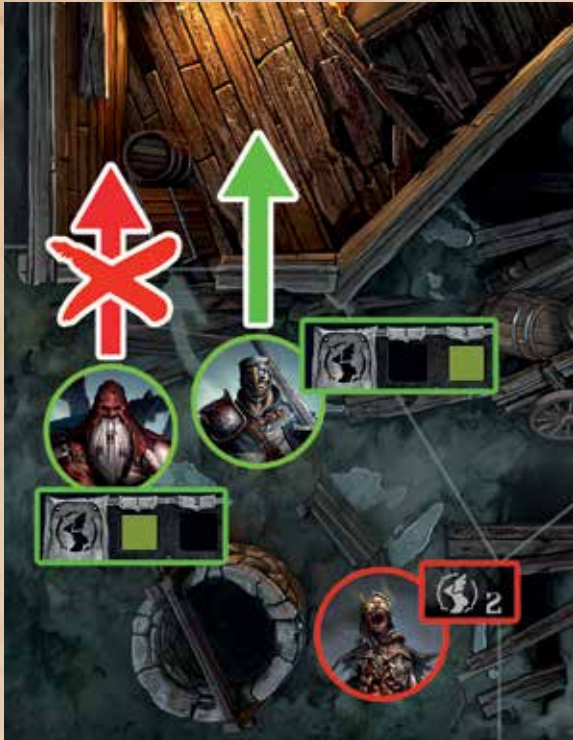
Figure 8: Move Actions.

Here in Figure 8, the Crusader can Move into the two Areas marked with the green arrows. Both Moves are to open, Adjacent Areas and the presence of The Possessed Farmer does not prevent the Crusader entering that Area on the left. However, he cannot Move into the building, because there is not a door on the border separating the two Areas, it is just solid wall.

The situation is different for the Executioner, as he is beside a door, shown by the grey arrow, which allows him to enter the building. However, there is an enemy Character in his starting Area, so he cannot simply Move, he must Evade.

**Evade:** If the Active Character is moving from an Area with one or more enemy Characters, they must Evade those Characters. This is still a Move Action, Evading is an extra check that must be made before Moving. To Evade Enemies, the Active Character's Agility Attribute must be equal to or higher than the Agility of the most Agile Enemy Character in the Area. If the Active Character has enough Agility, they may take the Move Action normally, with no additional Stamina cost. If not, they cannot Move at all.





**Figure 9: Evading Enemies.**

Figure 9 shows the Heroes trying to Evade the Possessed Farmer. In the example, The Executioner's current Agility is 1, which is lower than the Agility of the Possessed Farmer, 2, so the Executioner cannot Move out of the Area at all. The Crusader is currently more nimble. With an Agility of 2, equal to the Agility of the enemy in his Area, he is able to Move normally. Hopefully, the Executioner can improve his Agility later in the game, as getting pinned like this can be a problem.

Various card effects may say that the Character can Evade. This means they do not have to make the Agility check when trying to Move away from Enemies when using that particular Component Action/ Reaction and can Move normally.

### Pick Up/Drop

Characters can Pick Up Items that are in plain sight in the game. This includes:

- Botanical Tokens (Heroes Only).
- Encounter Specific Objectives.
- Any Item that has been Dropped.

In all cases, any marker for the item, such as a Token or card, is removed from the Map Tile. See the Botanicals section for more details on Picking Up Botanical Tokens.

Characters can also Drop Items. Place the card in the Area. Items that are equipped can be unequipped before you Drop them. Heroes can't drop Stamina, or any of their class-based cards, such as the Alchemy Book or Weapon.

### Possess Serf

A Witch can Possess a Serf that is in its Area. There is no defense against this Action and the Serf Miniature is immediately replaced with a Possessed Serf Miniature. The Witch Master will receive rewards for Possessing a Serf, see below. Possessed Serfs are controlled by the Witch Master just like any other Minion, the only difference being how they enter the game.

### Save a Burning Witch

A Witch can Save a Burning Witch in their Area by Exhausting Stamina as shown on their ID Card.

The Burning Witch Token is replaced with the appropriate Witch Miniature which can now take part in the game normally.

Note that Burning Witch Tokens do not count as Witch Characters and cannot perform Actions and Reactions. They take no part in the game until they are Saved.

### Search

The Characters can Search their Area for Items that are hidden:

- Chest Tokens (Heroes Only).
- Hidden Encounter Specific Objectives.

Searching Chests for Loot is described below.

### Trade

Two Heroes can Trade a Card when they are in the same Area. Only the Active Hero pays the Stamina cost and they may give or take one Card. This Action must be used repeatedly to Trade several times, but Stamina must be Exhausted each time. Both Heroes involved in a Trade Action can equip and unequip cards. Heroes can't trade Stamina, or any of their class-based cards, such as the Alchemy Book or Weapon.

### Revive

While the Hero is Stunned, they cannot perform any Actions or Reactions except for Revive. Stunned Heroes can Activate as normal, if they have the Stamina to Revive (so they will not be able to do this in the Round they are Stunned). They must perform Revive as their first Action and then they continue their Activation normally, for example, taking an optional second Action.



If the Hero does not have enough Stamina to pay the Revive cost, they cannot Activate and the Hero remains Stunned.

### Summon Minion

A Witch can Summon a Minion to a Summoning Circle. The Witch Exhausts Stamina to pay the cost of the Action and places a Minion of their choice in any Area with a Summoning Circle. This Action is limited by the number of Minion Miniatures available in the game. The Witch does not need to be in the Area where the Minion is Summoned. Note the cost for the Summoning Action is on the Witch ID Card and is therefore the same for all Minions.

### Summon Witch

To Summon a new Witch, the Witch Master must permanently lose five Stamina. As normal, the Stamina comes from the Witch Master's Reserve but it is returned to the game box instead of being Exhausted. Then a new Witch Character is brought into play:




- Add the new Witch's ID Card to your Playing Area.
- Place the new Witch Miniature in any Area with a Summoning Circle.

The Witch that is summoned must be a new Witch Character, one that has not taken part in this Encounter so far.

This is a special Action that is taken by the Witch Master, not an individual Witch. After completing this Action, the Witch Master may Activate the Witch that has been Summoned and take one more Action, so that one or two Actions can be taken this turn. The special Summon Witch Action is the only Action that can be performed when the Witch Master has no Witches in play, but it can also be performed when other Witches are present.

## COMMON REACTIONS

Just like Actions, there are some Reactions that have unique icons and appear on the several ID Cards. Most Reactions are card-specific, but they are essentially the same. They are simple enough to be described on a card, use the generic Reaction Icon and are often specific to one Character. However, all Reactions are resolved the same way.

Icon	Reaction
	Aid
	Defend
	Component Reaction

### Aid

Aid is a Reaction that allows Characters in the same Area to help each other. It is triggered when the Active Character performs an Action that uses one of their four Attributes and its effect is to boost that Attribute by 1 point for the duration of the Action.

The active Character states they will perform an Action that uses an Attribute and Exhausts Stamina normally. Then, an inactive Character in the same Area states that they will Aid the Active Character and Exhausts Stamina for their Aid Reaction. The Active Character then gains +1 to the Attribute that they are using for their Action. Once Reactions are performed, the Active Character must perform their Action immediately. Once the Action has been resolved, the boost is immediately lost.

If there are many Characters in the same Area, all the inactive Characters can Aid and the active Character gains +1 for each Aid Reaction that is performed. However, Attributes cannot be increased above the limit shown on the Hero Attribute Board.

### Defend

When a Character is Attacked, it is possible that they can block the damage by Defending. The Character must have Stamina available in Reserve to Defend. This is a Reaction taken when the Attacker is Active and is described in detail below, in the Combat section below.



## DICE ROLLS AND ABILITIES

Many abilities and card effects change the outcome of dice rolls and the timing of these effects are important. Unless otherwise stated, follow these steps for all dice rolls in the game:

1. The Player Exhausts Stamina for the Action and creates a dice pool by taking the correct number of dice for their Character.
2. If there are ongoing effects, or Reactions that have been triggered that add dice to this pool or that add results to the roll, the Characters resolve them before the dice roll. This includes Exhausting Stamina and discarding cards if required.
3. Roll the dice.
4. If there are ongoing effects, or Reactions that have been triggered, including Reactions that allow you to reroll dice, you may use them now. Again, this includes paying any necessary costs and discarding cards if required. You may Activate these Reactions one by one until you get the result you need, or you run out of re-rolls.

There is no limit to the number of different Reactions that can be combined in steps (2) and (4) but each Reaction must be activated at the appropriate time and paid for regardless of the outcome. However, each Reaction can only be activated once.

## COMBAT

Combat is a two step process where the Active Character makes an Attack and the Target may optionally Defend. Both steps involve dice rolls added to base Attributes. Further, the Attack may involve some magical effects too. If the Attack succeeds, it causes 1 Wound.



Figure 10: 1. Melee Attack, 2. Range Attack and 3. Defense Statistics.

As described above, the Attack Action and Defense Reaction are indicated by specific Icons. Figure 10 shows a small sample of components showing Combat related statistics. As with all other Actions and Reactions, if a Character does not have these icons on a card in play, they cannot Attack or Defend. For example, the Farmer cannot Attack.

At its heart, combat is simple. The Active Character's Attack Action generates an Attack Value and the Target's Defense Reaction generates a Defense Value. If the Attack Value is greater, the Target takes 1 Wound.

These terms and more options are described below.

## MELEE ATTACKS

Melee Attacks are the simplest of all Attacks. The Melee Attack icon is a Crossed Sword Icon, which can be seen on ID Cards, and Weapon Cards, for example.

Melee Attacks can only be made against other Characters in the same Area as the Attacker.

The Melee Attack icon will always be followed by other information:



1. The Stamina cost, two in this example.
2. The Dice Pool, two yellow dice here.

Since Attacking is an Action, the Attacker must be able to Exhaust the required Stamina to Attack the Target. Then they roll the specified number of dice.

The Attack Value is:

The Attacker's Strength Attribute + Dice Result



## RANGED ATTACKS

Some Characters have Weapons or Abilities that can make Ranged Attacks. The procedure is very similar to Melee Attacks.



Figure 11: The Assassin's crossbow can make Ranged Attacks.

The Ranged Attack icon will always be followed by other information:

1. The Stamina cost, three in this example.
2. The Dice Pool, one blue and two yellow dice for the Assassin's crossbow.

The only difference between Ranged Attacks and Melee Attacks is using Range and Line of Sight to select a valid Target.

**Range:** Ranged Attacks all have a Range of 1 Area, meaning the Attack can be made against Targets in Adjacent Areas only. Specifically, they cannot be used to shoot Targets in the same Area as the Attacker.

**Line of Sight (LOS):** Only completely solid walls along the boundary between two Areas block LOS. No other objects block LOS, including other Miniatures, Tokens and walls with doors.

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In case it is referenced in other game effects, you always have LOS to Targets in your Area. However, Ranged Weapons cannot be used against Targets in your Area, which is a Range of 0.

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Figure 12: Range and Line of Sight for Ranged Weapons.

In this example, the Assassin has four potential targets:

- Both Condemned can be Attacked. One is in an open, Adjacent Area, and the other can be seen through the door.
- The range to the Possessed Serf is good, but the wall blocks LOS. The Possessed Serf cannot be targeted.
- The Assassin has LOS to the Mortus, but both Characters are in the same Area, so the Range is not legal. Although the Assassin cannot use her ranged crossbow to Attack the Mortus, she can still make a Melee Attack against it.

If the Target is at a Range of 1 and there is LOS, the Attack is allowed and proceeds just like Melee Attacks, with the Attacker Exhausting the required Stamina, forming a Dice Pool and generating the Attack Value. Like Melee Attacks, Strength is still the base Attribute for Ranged Attacks.



## DEFENSE

Just as Attack is a common Action in Dark Rituals, Defend is a common Reaction, triggered by the Attack. There is also a special Defend Reaction named Armor Save that is always available to the Target.

The Target may be able to defend against the Attack and prevent it Wounding them. Defense is based on the Resistance Attribute.

**Armor Save:** In all cases, even when there is no Defense Icon on a Character's card or the Character is Exhausted, the Character may use the Armor Save Reaction to generate a Defense Value. The Character does not Exhaust Stamina to make an Armor Save.

When the Character uses Armor Save, the Defense Value is the Character's Resistance Attribute.

**Defense:** Characters that have a Defend Icon on their ID or other cards can roll dice to gain a higher Defense Value, if they can Exhaust Stamina to perform the Reaction.



Figure 13: A Hero can Defend with this Weapon.

Defense requires Stamina and adds the dice result to the Defense Value:

1. The Defense icon indicates that the owner can use this Reaction.
2. The Stamina cost, two in this example.
3. The Dice Pool, three green dice here.

If the Target Defends, they Exhaust the required Stamina and roll the specified number of dice. The Defense Value is:

The Target's Resistance Attribute + Dice Result

The Target can decide between making an Armor Save or a Defense roll after seeing the Attack Value.

## RESOLVE THE ATTACK

Once you have the Attack and Defense Values, it is simple to resolve the Attack.

If the Attack Value is greater than the Defense Value, the Target takes 1 Wound.



Figure 14: The Assassin makes a Ranged Attack!

Figure 14 shows a worked example. The Assassin makes a Ranged Attack against a Condemned, who is in the Adjacent Area. As shown, LOS and Range restrictions are satisfied.

The Assassin has a Ranged Weapon Equipped **1**. She Exhausts three Stamina **2**. to perform the Attack Action. The Dice Pool of one blue and two yellow dice gives her a roll of **4** **3**. Her Strength Attribute has not improved from its starting value of **1** **4**., as shown on her Attribute Board in the lower left. This gives an Attack Value of **5** **5**., pretty good.

The Witch Master sees that an Armor Save will not help the Condemned, as its resistance is only **2** **6**. and decides to Defend. The stats for this are on the Condemned's ID card **7**. This will Exhaust two Stamina **7**. from the Witch Master's Stamina Reserve, but it is worth it! A roll of **4** on the two green dice **8**. gives a Defense Value of **6** **9**. This is plenty!

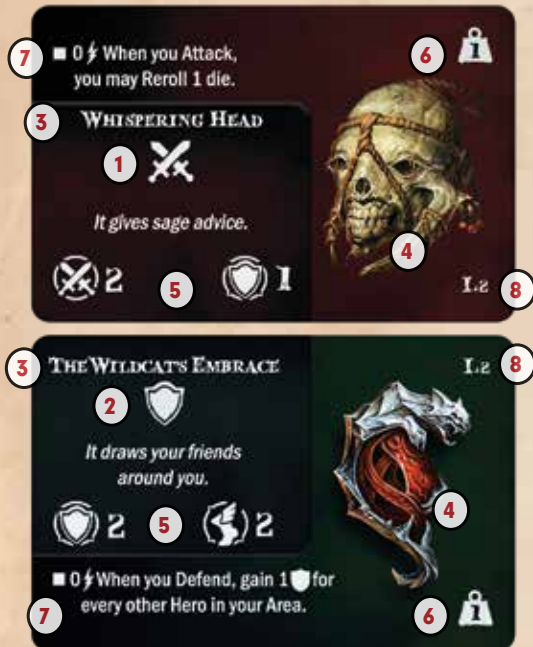
The Assassin's Attack Value needs to exceed the Defense Value to cause 1 Wound, so this Attack is a failure.



## MODIFIED ATTACKS AND DEFENSE

Attacking and Defending can be modified by many different kinds of cards. We will describe some here, but the general principles above are the same.

**Weapon Upgrades:** The Loot Deck contains many cards that can be attached to your weapon to change its statistics and add special effects.



There are two kinds of Weapon Upgrades, Attack Upgrades and Defense Upgrades. The location of the card effect and the icons used distinguish them:

1. Attack Upgrade. There are upgrades for Melee and Ranged Weapons
2. Defense Upgrade
3. Name
4. Image
5. Attribute Requirements
6. Upgrade Weight
7. Upgrade Effect
8. Card Level for Deck Seeding

There are a few requirements for using an Upgrade:

- You must meet or exceed all the Attribute Requirements.
- Attack upgrades must match at least one of the Attack Icons (Melee/Ranged) on your Weapon.
- Your total Weight with the Upgrade cannot be more than you can carry.
- You can only equip one Attack Upgrade and one Defense Upgrade.

If you meet the criteria, these cards are used by sliding them under your Weapon Card.



Figure 15: Equipped Upgrades

If you want to use an Upgrade, you must equip it first. Attaching it is not an Action and can be done any time you are Active. You can remove any existing Upgrade if you want to equip a new Upgrade. However, you cannot change your equipped Upgrade while you are in the process of resolving an Action or Reaction.

The Upgrade is attached by sliding it under your Weapon Card, so that only the Upgrade Effect, 1. or 2. above, is visible. Slide Attack Upgrades under the top of your Weapon Card and slide Defense Upgrades under the bottom.

Note that bonuses/effects that change dice rolls are only applied if you roll the dice. For example the Defense bonus above is only applied if the Character makes a Defense roll, and not for Armor Saves.

**Witch's Attacks and Defense:** The Witch's ID Card shows Combat Spell names that are resolved depending on the Attack Value and Defense Value.





**Figure 16: Attacks/Defense and the Witch's Grimoire.**

Start by making the Attack as described above. Witches do not have separate Weapon Cards, and the relevant information is all on the Witch's ID Card. Once you have the Attack Value, check the Witch's ID Card to see if the Attack is strong enough to trigger a Combat Spell. Simply compare the final Attack Value to the numbers listed on the ID Card. For example, if Pekka Attacks and scores an Attack Value of 5, resolve *Recoveren*. If she scores 7 or more, resolve *Dren*.

These Combat Spell Effects are described on the Witch's Grimoire. Resolve the Spell Effect immediately, before the Target makes its Defense Roll.

Then resolve the rest of the Attack normally. The Target may Defend and the Attack may Wound the Target.

Similarly, there are magical effects named below the Defense information. Just like the Attack above, resolve the Combat Spell matching the Defense Value immediately after you calculate the Defense Value, and then continue to use the Defense Value to resolve the Attack. For example, if Pekka generates a Defense Value of 6 or more, she resolves *Schopfen*.

**Other Reactions and Ongoing Effects:** There are many Reactions on cards that can affect Attacks and Defense. For example, a Hero can cast an *Alchemy* to buff an Attack; a *Witchcraft Spell* may affect a Defense roll; an ongoing effect may affect several Attacks made by a character.

## COMBAT SUMMARY

Here is a complete summary of all the steps in Combat:

- 1.1 The Attacker Exhausts Stamina, as shown beside the *Melee* or *Ranged Attack* icon.
- 1.2 The Attacker selects a valid target, taking *LOS* and *Range* into account, where necessary.
- 1.3 The Attacker forms the *Attack Dice Pool*, based on the dice shown beside the *Attack Icon*.
- 1.4 The Attacker rolls the *Attack Dice* and then makes any re-rolls allowed by *Reactions* or other effects in play. The Attacker must accept the final re-rolled result.
- 1.5 The Attacker calculates the *Attack Value*. The *Attack Value* is the Attacker's *Strength* plus the dice result and any bonuses.
2. The Defender chooses between 3. *Armor Save* or 4. *Defense*.
3. *Armor Save*: The *Defense Value* is the Target's *Resistance Attribute*.
- 4.1 *Defense*: The Target Exhausts *Stamina*, as shown beside the *Defend icon*.
- 4.2 The Target forms the *Defense Dice Pool*, based on the dice shown beside the *Defend Icon*.
- 4.3 The Target rolls the *Defense Dice* and then makes any re-rolls allowed by *Reactions* or other effects in play. The Target must accept the final re-rolled result.
- 4.4 The Target calculates the *Defense Value*. The *Defense Value* is the Target's *Resistance* plus the dice result and any bonuses.
5. The Attack is resolved by comparing the *Attack Value* to the *Defense Value*. If the *Attack Value* is higher than the *Defense Value*, the Target takes 1 *Wound*.

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Virtually every step can be affected by a Reaction, for example lowering *Stamina* costs, adding dice to *Dice Pools*, re-rolling dice results and increasing the final *Attack* or *Defense Value*. Be sure to keep track of all your options.

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## DEFEATED CHARACTERS

Use Wound Tokens to track how much Health a Character has lost. For Unique Characters, place the Wound Tokens on the ID Card. For other Characters, place the Wound Tokens beside the Miniature on the game board.

When a Character takes as many Wounds as it has Health Points, it is immediately Defeated. However, the exact result depends on the Character.

**Hero:** The Hero is Stunned. When a Hero is Defeated, immediately lay their Miniature on its side and Exhaust all their remaining Stamina. They will regain their Stamina as normal and then they may be able to Revive and rejoin the game. While they are Stunned, they take no part in game play.

**Serf:** The Miniature is simply removed from play.

**Witch:** Swap the Witch Miniature with a Burning Witch Token.

**Disciple:** Return the Miniature to the general pool of Miniatures.

## SPOILS OF WAR

Defeating your enemies is its own reward, but it also gives your Characters some benefits.

**Heroes:** When a Hero defeats an enemy Character:

- Increase one of the Strength, Resistance or Agility Attributes by one Level.

**Dark Legion:** Every time the Witch Master Defeats a Hero or Defeats/Possesses a Serf, immediately:

- Increase the Aura of Evil by one level.
- Place a Soul Token on the next available space on the Soul Track.

## CHEST TOKENS AND CARDS

Heroes can Search a Chest in their Area. The Hero discards the Chest Token and draws a Loot Card to their hand, which should be kept hidden from the Witch Master.



Figure 17: The three different kinds of Loot Cards.

There are three kinds of Loot Cards:

1. **Artifacts.** Artifacts must be equipped before they become active, and once equipped, they give the owner ongoing benefits. Artifacts have Attribute limits that the owner must meet or exceed, before the Artifact can be equipped. They have a weight and contribute to the total weight the Hero is carrying.
2. **Blood Magic Scrolls.** Blood Magic Scrolls describe new spells the Heroes can cast. The card shows Attribute Requirements, any costs to be paid and the effect. Blood Magic Scrolls are kept in your hand until you cast them and they are discarded when the Spell is resolved.
3. **Weapon Upgrades.** These are described in the Combat section. They must be equipped before the effect becomes active.

Loot cards that have a Weight Icon contribute to a Hero's total Weight whether they are equipped or not.



## BOTANICAL TOKENS AND CARDS



Figure 18: Taking Botanical Cards.

Figure 18 shows how a Hero can Pick Up Botanicals from a Botanical Token in their Area. Flip the token **1.** to reveal how many Botanical Cards you should draw **2.** Discard the token from the playing area. Then draw that number of cards from the Botanical Deck **3.** Keep these cards in your hand, hidden from the Witch Master. Witches and their Disciples ignore Botanicals, as they are common on Neemoss and are not required to cast magic.

The Botanical Deck contains many different Alchemical Ingredients, all identified by a name **4.** and image **5.** The Heroes use Alchemical Ingredients when they use Alchemy, see Alchemy. In addition, there are some cards that have immediate effects. Resolve the effects and discard the card.

Alchemical Ingredients have no weight and there is no limit to the number you can hold. They can be Traded between the Heroes.

## ALCHEMY

Each Hero has an Alchemy Card identified by their name. This card shows the Alchemical Spells that the Hero can cast, although the Hero may not be able to access them all at the start of the Encounter.



Figure 19: The Crusaders' Alchemy Book.

The Alchemy Card shows the following information.

- 1.** Character Name
- 2.** Class Icon
- 3.** Alchemical Spell Effect
- 4.** Alchemy Ingredients
- 5.** Required Alchemy Level

Each book has eight Alchemical Spells. Some Alchemical Spells are Actions that can be cast when the Hero is Active. Others are Reactions that can only be cast in response to the trigger event. To cast an Alchemical Spell:

1. The Hero must satisfy the Alchemy Level Requirement, meaning their Alchemy Attribute must be equal to or greater than the value shown next to the spell.
2. The Hero must discard one Alchemy Ingredient card matching each symbol shown in the spell.

The Hero Exhausts Stamina, pays any other costs listed and then resolves the spell effect.

After a Hero resolved the effects of casting the Alchemical Spell, they may increase their Alchemy Attribute one level on the Attribute Board.



## WITCHCRAFT

The Witch Master has a hand of three Witchcraft Cards, which can be exchanged during the Start of Round Phase, as described in the Start of Round section above.

These cards are additional spells that are cast by the Witches. You must be able to Activate a Witch to cast any Witchcraft spell. All Witchcraft Spells are one-time use, discard the card once it has been resolved.



Figure 20: Example Witchcraft Cards.

There are two kinds of Witchcraft Cards:

1. Black Magic, which have a Name 3. and Effect 4.
2. Summon Creature, which also have a Name 3. and Effect 4.

Both kinds of cards are discarded after use 5.

**Black Magic:** Some cards are Actions, some are Reactions. Exhaust the amount of Stamina given on the card, if required, and resolve the card effect.

**Summon Creature:** These Witchcraft Cards allow Witches to summon unique Creatures to the game. To summon a Creature, follow the instructions on the card and discard it. For example, the Tree of Despair card shows that it is an Action and you must Exhaust five Stamina. Summoned Creatures always appear in Areas that contain a Summoning Circle. However you are free to summon the Creature to any such Area. The Witch does not need to be in the Area.

Creatures are unique. You cannot play a Summon Creature spell if that Creature is already on the Board.

---

Remember, a Witch must Activate to cast a Witchcraft Spell that is an Action. So if a Witch summons a Creature, it is the Witch that may take a second Action this Turn, not the Creature.

---

## WITCH MASTER'S MISERY BOARD

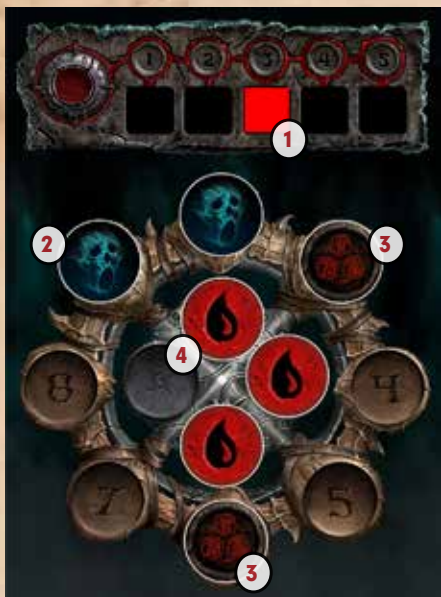
As the Witches wreak havoc, their power rapidly increases. This is managed by the three tracks on the Witch Master's Misery Board.



1. Aura of Evil Track
2. Soul Track
3. Sacrifice Track

The tracks are marked with cubes and tokens during game play.





1. A marker starts on the red spot and moves along the Aura of Evil Track.
2. Soul Tokens fill the Soul Track, starting at position 1.
3. Plague Reward Tokens show when Plague Cards are drawn.
4. Wound Tokens fill the Sacrifice Track.

**Aura of Evil Track:** As the Witches and their Dark Legions defeat more of the Forces of Good, the Aura of Evil increases across the land. The Witch Master moves the marker one square along the Aura of Evil Track for:

- Defeating a Hero.
- Defeating a Serf.
- Possessing a Serf.



**Figure 21: The Aura of Evil increases and the Dark Legion becomes stronger.**

Figure 21 shows changes to the Witch Master's playing area after defeating a Serf. At the start of the example, the Aura of Evil had already been advanced to position 4 and this act of violence moves the marker to the final position, completing the track. All Dark Legion ID cards are flipped over, to the side with the red highlight, as shown here for the Mortus ID Card. You can see the Dark Legion gets a little stronger.

**Soul Track and Soul Tokens:** The Soul Track is used to track the Witch Master's progress towards Plague Rewards defined in the Encounter. Soul tokens are earned by:

- Defeating a Hero.
- Defeating a Serf.
- Possessing a Serf.
- Other game effects that specifically instruct the Player to take a Soul Token.

Soul Tokens are placed as soon as they are obtained, filling the track in numerical order.

The Encounter setup says where Reward Tokens are placed on the Soul Track and when the reward Token is covered with a Soul Token, the Witch Master immediately draws a Plague Card.

**Sacrifice Track:** As the Witch Master completes Objectives defined in the Encounter, Wound Tokens are placed on the Sacrifice Track, marking progress towards the Witch Master's goal. The Objectives, the number of tokens to collect and the final result are all defined in the Encounter.



## SPREADING PLAGUE

Plagues are powerful weapon that the Witches can use to reduce the Stamina available to all Heroes.



Figure 22: A Body Plague Card

Figure 22 shows a Plague Card:

1. Stamina Source Icon.
2. Card Action.
3. Plague Effect.

The Witch Master may exhaust Stamina to use the Spread the Plague Action on a Plague Card in their hand, bringing the Plague into play. The Witch Master must Activate a Witch to cast this spell and should place the card on the Witch's ID Card to track the spellcaster.



Figure 23: Pekka has spread a Plague.

The Plague effect changes the amount of Stamina a Hero can access, by reducing the Stamina drawn from the three sources: Body, Sustenance, Mind. When the Plague is spread, the Heroes must immediately adjust the Stamina on their Dashboard:

1. First, calculate the amount of Stamina that is locked: The amount on the Plague Card or the amount on the Hero's matching Source, whichever is smaller.
2. Then move the corresponding number of Stamina Tokens to the Locked Location on their dashboard. The Heroes may choose to Lock Stamina that is in their Reserve or is currently Exhausted. While the Plague rages, they can no longer use the Locked Stamina.

Each Plague Card affects one source of Stamina, indicated by the Stamina Source Icon at the top of the card. There is no limit to the Plagues in play at the same time and the Heroes will lock Stamina for all the Plagues that are active. If more than one Plague affects the same Source, the Heroes must still resolve all the Plague Cards, rather than the highest of each type.

In Figure 24, Pekka has already spread a Plague, reducing Body Stamina by three. Both Heroes have Locked three Stamina as a result. Now she casts another, reducing Mind Stamina by two. The Heroes are in trouble.

The Crusader has nine Stamina, drawn from Body 5, Sustenance 2 and Mind 2. The Crusader must Lock two Stamina as a result of the new Plague. He has one Exhausted Stamina at the moment, which he Locks, together with one Reserve Stamina.

The Executioner has ten Stamina, drawn from Body 5, Sustenance 4 and Mind 1. For the second Plague, he only Locks one Stamina, since his Mind Source is smaller than the reduction by the Plague. He has one Exhausted Stamina, so he Locks that one.

Note that you can always check the amount of Stamina your Heroes have by reducing each Stamina Source by the active Plagues and adding the adjusted values together. Remember, Sources may be reduced to zero, but will never be negative.





Figure 24: Pekka spreads a Second Plague!

## CURING PLAGUE

There are various ways a Hero can cure a Plague:

- They can Defeat the Witch who spread the Plague. As soon as the Witch is Defeated, remove all the Plague Cards that the Witch played on their ID Card.
- Alchemical Spells.
- Blood Magic.

When the Heroes cure a Plague:

- Discard the Plague Card.
- Immediately move the correct amount of Locked Stamina to the Exhausted Location. This will be the amount on the Plague Card, or the amount on the Source, whichever is smaller.

## SUMMONING CIRCLES

Summoning Circles mark weak areas in the veil that separates Earth from Neemoss during the Conjunction. As well as marking where Summoned Creatures may appear, they mark Areas where the Witch's power is especially strong.

Witches that are in an Area with a Summoning Circle gain +1 to their Strength, Resistance and Agility Attributes.



## VICTORY AND DEFEAT

At the end of a session of Dark Rituals: Malleus Maleficarum, either the Witch Master will emerge victorious, or all of the Hero Players as a group will be the winners.

Winners are determined by Encounter Objectives that are described in each Encounter. The Encounter will explain exactly what the Objectives are and when to check that the Objectives have been met.

However there are some general Objectives that are always in effect:

- If there are no Witches in play and the Witch Master cannot summon more Witches next Round, the Heroes have won the Encounter. The Witch Master may be unable to summon Witches because there are no new Witch Characters or the Witch Master does not have enough total Stamina to Summon a Witch.
- If all the Heroes are Stunned, the Witch Master has won the Encounter.



# ADVANCED RULES

## DEMONS

Witches are not the top of the food chain on Neemoss. Demons make their lives miserable, just as the Witches harass the Creatures and Minions. Life on Earth may be a bit disorientating, but it's great not being pushed around.

As you will see in the Encounters, the Earth-bound Witches will resort to summoning Demons, using their magic to bend the Conjunction to their will. Who knows why? Perhaps a powerful Demon will help get the upper hand against a band of pesky humans. Or when brought to such a soft land, with all its tasty morsels, a Demon would grant them favor. Perhaps there are Witches that just like to be dominated a little.

Demons are not normally part of the Witch Master's Dark Legion. They are not present in all Encounters and are often summoned to the game rather than being part of the starting force. You will not need these rules for your first game.

Suddenly being dragged through the Conjunction is a shock and together with their ornery nature, Demons are not totally controlled by the Witch Master. Sometimes, the Demon is a normal member of the Dark Legion and can be activated by the Witch Master just like any other evil Character. At other times, it is more like an NPC and will be working towards its own secret desires, which may actually help the Heroes more than the Witch Master.

**Additional Setup Step:** If a Demon is used in an Encounter you should shuffle the Demon Control Deck and keep it within easy reach.

**Drawing a Demon Control Card:** A new card is drawn under the following circumstances:

- If a Demon is in play, but no card has been drawn, immediately draw a card.
- At the very start of the Witch Master turn, before they Activate a Character, draw a new card, unless there is a two-part card in play that has not been fully resolved.

Note that if the Witch Master is out of stamina, they should still draw a new card after the Heroes have activated a Hero for one or two Actions. The Witch Master is then forced to Pass and the Heroes continue with the new card in play.

When you draw a new card, discard the existing one. Only one card is in play. If the Deck is empty, shuffle the discarded cards and draw as normal.

**Resolving the Card:** The card controls which of the players controls the Demon for the next pair of turns (the Witch Master's Turn and the Heroes' Turn). Two-part cards will remain in play for twice as long.

The simplest cards give the Witch Master control of the Demon. The Witch Master plays their turn normally, as if the Demon is part of their force. The Witch Master does not have to activate the Demon and is free to choose any of the Dark Legion to be the Active Character. If the Demon is used, the Witch Master exhausts the Stamina from their Stamina Pool as normal.

There are also cards that give the Witch Master limited control of the Demon. These cards work as above, except the Witch Master must observe the restriction, if they choose to use the Demon. There is no "bonus" for observing the restriction. For example, if the card says the Witch Master may only take one Action with the Demon, they take one Action with the Demon and end their turn. They do not get a second "bonus" Action with a different Character. Of course, the Witch Master is not forced to activate the Demon when a restrictive card is in play.



Figure 25: A Demon Card with a restriction.

Figure 25 shows a card with a restriction. The Witch Master may choose to Activate the Demon and take one or two Actions, but both must be to Attack. The Witch Master cannot Move the Demon for example.





**Figure 26:** A card that forces the Demon to perform specific Actions.

Another type of card forces the Demon to take specific Actions, for example, Attack every Character (from both the Dark Legion and the Forces of Good). This is handled differently from normal play. The Demon activates immediately, before the Witch Master

takes their normal Turn (although the Witch Master cannot Activate the Demon on this Turn). To remind players of this new rule, cards of this type have “1st” written in the lower right corner. The Actions are performed without spending any Stamina, as indicated by the “No Stamina” icon, also lower right. This means the actions are always performed, even if the Witch Master is out of Stamina. Finally, if there is any ambiguity, the Heroes decide how to interpret the card. For example, the Hero Players decide the order of the Attacks.



**Figure 27:** A card that allows the Heroes to control the Demon.

Finally, the Demon may be insanely angry and may be working against the Witches that summoned it. The Hero Players will be making the choices. The Heroes may have full control of the Demon or there may be restrictions they must follow. Like the cards marked “1st”, the Demon acts immediately

after the card is drawn and no Stamina is paid for the Actions. After the Demon Activates, the Witch Master and Heroes play a normal Turn.

So, when Sulker comes into play, the Heroes are allowed to immediately take one Move Action with the Demon. This is done before the Witch Master plays and no Stamina is exhausted.

**Demon Reactions:** Demon Reactions, including Defense, mimic the above rules. If the Witch Master controls the Demon, the Witch Master chooses which reactions to use and Exhausts the associated Stamina. If the card forces Actions, or the Heroes are in control, then the Heroes make the decisions and no Stamina is paid, with one exception: Defense. Heroes must allow the Demon to Defend.



**Figure 28:** A two-part card where control changes between the first and second section.

**Two-Part Cards:** Two-part cards are the same in all respects, except that the first part applies to the Witch Master’s and Heroes’ Turn when it is first drawn, and then it remains in play for a second pair of turns when the second part is used. Quite often,

the second part has a large effect on the game and all players should think about how best to exploit or minimize that effect from the moment the card is drawn.

As a reminder of the unusual rules of play, there are two icons in the bottom right of some of these cards. The “1st” icon means the Demon activates first, immediately after the card enters play. The “No Stamina” icon is a reminder that no Stamina is Exhausted. The two-part cards often change who is in control between the two parts and so these icons are displayed just below the paragraph they explain.

The card in Figure 28 shows an example of control changing from one section to the next. In the turn that the card is drawn, no-one activates the Demon and no icons are required. On the next turn, the Demon is forced to Attack all Targets, so the Demon acts first and no Stamina needs to be exhausted.





**RAVENOUS**



**POSSESSED SERF**



**CONDEMNED**



**MORTUS**



# ENCOUNTERS AND CAMPAIGNS

## CHARACTER SUBSTITUTIONS

Feel free to substitute Characters in the Encounters with other Characters of the same type. For example, many of the Encounters are set up with one or two Witches present. You could use any Witches in this case. Make sure you substitute all cards required and change the names in the story text as you read it to the other players.

## STANDALONE AND CAMPAIGN PLAY

The Encounters can be played in any order as standalone games. Simply pick the Encounter you want to play. There are no special setup instructions for standalone play.

The Encounters can also be played as one long Campaign of ten Encounters. Players are rewarded for good play with Victory Points that can be spent at the start of the next Encounter, or saved for future use.

The winning team receives 8 Victory Points (VPs) at the end of each Encounter. The Heroes share the VPs and decide how to use them as a group. There is no limit to the number of VPs that can be collected and no time limit for how long the VPs may be stored. However, only one side collects VPs at any one time. If you are awarded Victory Points and your opponent(s) has some saved from previous games, the VPs you collect must first be used to reduce the number stored by your opponent.

For example, the Heroes have done well and have stored 10 Victory Points. The Witch Master wins an encounter and is awarded 8 VPs. The running total is now 2 VPs for the Heroes to 0 VPs for the Witch Master. It is not 10 VPs to 8 VPs. Here is a second example: the Heroes have won a few games, but have been spending their points, they currently have 2 VPs. Again, the Witch Master wins 8 VPs. First the Heroes are reduced by 2 to 0 VPs, and then the Witch Master can collect the remaining 6 points. Now the running total is 0 VPs for the Heroes and 6 VPs for the Witch Master. If you have allocated the VPs correctly, there will be at least one side with 0 points. Spend them while you can!

The following Table shows how the VPs can be spent after the Encounter has been set up, but before play begins.

Heroes		Witch Master	
Reward	Cost	Reward	Cost
Draw 1 Botanical Card	1 VP	Draw 1 Witchcraft Card	3 VP
Draw 1 Loot Card	3 VP	Summon 1 Minion to a Summoning Circle	5 VP
Remove 1 Minion	5 VP	Each Hero must Exhaust 2 Stamina	8 VP
The Witch Master must Exhaust 8 Stamina	8 VP		



# ENCOUNTER 1 FIRST RITUAL

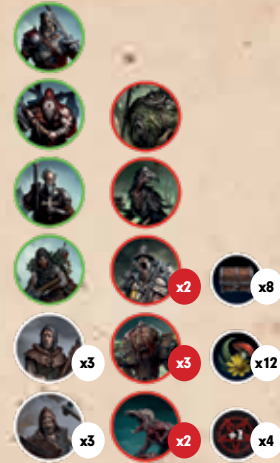
"I'm hungry!"

"Hagatha, you're always hungry. Just eat a farmer. But I feel odd too. Is the Conjunction shifting? Closing, even?"

"We need to sacrifice a few townfolk. That will keep it happy. Maybe we can eat them afterwards."

\*\*\*\*\*

Four Heroes, each with their own reasons for fighting the Witches, are drawn to this Area. Before they meet, they are surrounded by more monsters than they have ever seen. It's time to fight, not talk.



Witch Master's Misery Board: Place two Plague Reward Tokens at 3 and 6 Souls.



## SPECIAL RULES

**Sacrifice Innocent Serfs:** When the Dark Legion Defeats a Serf, immediately place a Wound Token on the Sacrifice Track, in addition to gaining the other Spoils of War.

## OBJECTIVES

**Heroes:** The Heroes must defeat the Witches before they start the ritual. The Heroes win immediately if:

- There are two Burning Witches in play at the same time.

---

*"I swear on my cross, I've never seen such a large congregation of evil," pants Wolgar, exhausted. "At least we killed two of those Witches."*

*"Witches and death! Two things the church knows nothing about," bellows Battista. "Those Witches are not dead, just burning. I swear they like the warmth! Their pain will just draw more evil to the area, and they will resurrect their kin. Let's get out of here before that happens!"*

---

**Witch Master:** The Witch Master must fill the Sacrifice Track to strengthen the Conjunction. The Witch Master wins immediately if:

- The Sacrifice Track is filled with four Wound Tokens.

---

*"I liked that fat one! Very juicy!"*

*"Did you not see those four humans, the ones that fight and cast magic? They are learning our secrets, or have secrets of their own. I'm here for the easy life. Grab a thigh if you're hungry, we need to get out of here before they decide to fight some more."*

---



## BATTISTA, THE EXECUTIONER:

An executioner's life was cold and empty, traveling from town to town to mete out justice before incongruously cheering crowds. But after his wife died, he was equally cold and empty. It was best for his daughter, Pina, that he was away from home; the village took better care of her than he ever could. That was until the beheading of Clara Rossa, an unrepentant adulteress, whose physical charms seemed irresistible to most men, and many women, in the city. Battista was shocked to see her transformation at the moment of death, from the most beautiful woman he had ever seen, to an aged and shriveled crone. So shocked, that he dropped his axe, carelessly detaching the fingers on her left hand. But that was not what made him leave his village permanently, seeking revenge. That decision was made when he returned home, to find Pina killed in a gruesome farm accident, her head and four fingers severed.



# ENCOUNTER 2

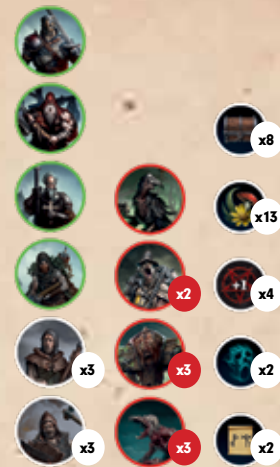
## WITCH IN THE TOWER

*"I'm too old to fight. If we summon Haborym, he can do the hard work. He never stops swinging those swords," says Pekka, digging her fingers into the cat she's holding.*

*"You summon him, I'll hide! I've been nipped by those tails before. Anyway, it's a stupid plan, you don't have a spell to summon a Demon."*

*"Haborym hates Binks. Some problem about scratching. If I poke Binks a bit, he'll charge up the atmosphere and Haborym will come and find us."*

*"Really? I'm out of here."*



**Witch Master's Misery Board:** Place two Reward Tokens at 2 and 6 Souls.  
**Demon Deck:** Shuffle 8 Cards in the Demon Deck.



## SPECIAL RULES

**Ghostly Blockade:** The Witches have bound two souls to the Earthly plane. These two Ghosts are blocking the entrance to the tower, represented by the Soul Tokens on the Map. While there are one or more Ghosts at the tower door, Heroes and Serfs cannot enter the tower by any means, including Spells. Once the Ghosts are banished, they can enter the Tower freely. The Dark Legion, including Pekka, are not blocked from entering or leaving the Tower.

**Magic Parchments:** There are two Parchments inscribed with magic runes to banish the Ghosts, marked by the Parchment Tokens on the map. When a Hero Picks Up a Parchment, the Hero immediately uses the runic magic to break the Witches' blockade and banish one Ghost: discard the Parchment Token and a Soul Token from the Tower. The Dark Legion cannot interact with the Parchments at all.

**Pekka's Cat:** Pekka has summoned her cat from Neemoss. It is pacing in circles, jerkily moving its six legs and angrily swishing both tails from side to side. The cat's motions are building up the magical energy in the Tower and eventually the Demon will come and investigate. In each Start of Round Phase (including the first Round), place a Wound Token on the Sacrifice Track if Pekka is inside the tower. However, if Pekka is not muttering to the cat, it curls up to sleep, dissipating the energy. If Pekka leaves the tower, immediately remove all the Wound Tokens on the Sacrifice Track. Pekka can take other Actions while she is in the Tower without disrupting the Ritual.

When the Sacrifice Track is filled with four Wound Tokens the Demon is drawn from Neemoss to the energy on Earth. The Witch Master should place Haborym beside one of the Summoning Circles. Pekka is now free to leave the tower without penalty.

## OBJECTIVES

**Heroes:** Somehow, the Heroes must stop the Demon getting a foothold on Earth. The Heroes win immediately by completing one of these two objectives:

- Defeat Pekka before the Demon is Summoned.

---

*"Could you feel that?" says Wolgar, "Their magic was especially strong near the tower."*

*"Yes, I've felt it before, just before a portal opened and many of those minions rushed through. But this was stronger. I think we avoided a cataclysm."*

- Or defeat the Demon once it is Summoned.

---

*"My sword is strong, but that thing was stronger. Without all of you at my side we would not have destroyed it," says Curthouse.*

*"The Devil for sure!" states Wolgar, sounding shocked.*

*"Wrong on both counts. That's just a Demon, not the biggest I've seen. And it's not destroyed, just returned to whence it came." The band turns to Corday, wondering what else she has seen on her travels.*

---

**Witch Master:** The Witches are testing the Demon's power. The Witch Master wins immediately if:

- The Demon defeats two Heroes in the same Round.

---

*"Well Binks, that did the job!" says Pekka, feeding the cat something old and moldy.*

*"I said it was a stupid plan. Now that Binks has calmed down, the Demon has gone.*

*That's the only good thing here, I'm sure we were next on its menu."*



### PEKKA:

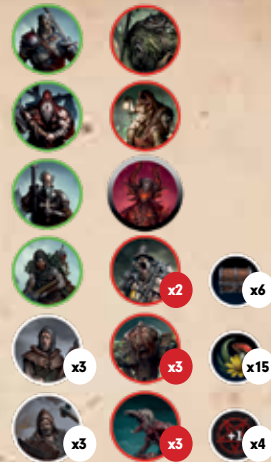
Pekka was the first to step through a random portal that transported her across the chasms of space and time. At first, she reveled in the luxury of having no one to whip her, poke her, bite her and otherwise make her life miserable. This was such a bad place to live! With abundant food and novelties never seen before, even if it was too warm and bright. But a scorpion's nature is to sting and she soon got bored with comfort. Misery should be shared! Although she would not admit it, she was surprised that her first summoning incantation worked, dragging Hagatha through the Conjunction. And so it started. Some minions to bully, carry and fetch. Some creatures to manage the minions, when that was too tiresome. Ikrek to take her side when Hagatha got argumentative. Pekka's coven slowly created a little bit of Neemoss here on Earth.



# ENCOUNTER 3 CAPTIVE WITCH

We join an encounter that is well in progress. Two of the Witches are busy with an incantation the Heroes do not recognize. They take the opportunity to catch Hagatha and truss her up like a chicken. They plan to take her to the village, where she can be examined by the Priest. Our Heroes need to convince more people that the Witches are a real threat.

As the Heroes are dragging Hagatha off, they are minutes from learning the goal of the ritual.



**Witch Master's Misery Board:** Place two Plague Reward Tokens at 3 and 5 Souls.

**Demon Deck:** Shuffle 8 Cards in the Demon Deck.



A3	A2	B1
		B6



## SPECIAL RULES

**Haborym Setup:** Do not place Haborym at the start of the encounter, see the Interlude.

**Captured Witch:** Hagatha has been captured by the Heroes. She has been tied up and knocked out and cannot perform any Actions at all. She does not count as a Witch or as part of the Dark Legion for any purpose in this Encounter.

**Dragging Hagatha:** Any Hero that Moves out of the same Area as Hagatha may drag Hagatha with them. Move Hagatha to the same Area as the Hero. There is no extra cost for Dragging Hagatha.

**Untie:** ▶1♣ A Witch or a Creature in the same Area as Hagatha can use this Action to free the Captured Witch. Note, the Action can only be performed when there are no Heroes in the Area, or when the Heroes in the Area are Stunned.

**Chasing Demon:** When Hagatha is Dragged on to Map Tile A2, immediately interrupt the game and read the Interlude.

**Enter the Church:** The entrance to the Church is in the direction marked by the red arrow on the map. Heroes can take a normal Move Action to Move from the Area with the red arrow to the Church steps, which are off the board. Remove the Hero from the game. A Hero may Drag Hagatha into the Church if she is in the Area with the red arrow.

## INTERLUDE

Haborym lumbers into view. Perhaps the Heroes should have interrupted the incantation, instead of catching Hagatha.

**Haborym Appears:** Place Haborym in the location shown on the map. Continue play normally from the interruption.

## OBJECTIVES

**Heroes:** The Heroes want to present Hagatha to the local clergymen, to prove that Witches exist. The Heroes win immediately if:

- A Hero Drags Hagatha while they Enter the Church.

---

*"Look! We're safe! They're not following us now that we are near a holy place." Wolgar points back the way they came.*

---

*"No, they have found another way to defeat us. Look at our package," Battista points at the bound and gagged form they have been dragging. It's no longer Hagatha, it's a bewildered peasant.*

---

**Witch Master:** The Dark Legion is trying to free Hagatha before she is Dragged into the village. The Witch Master wins immediately if:

- Hagatha is Untied.

---

*"You fool! What were you thinking? How could you be captured so easily?"*

*"You're a fine one to talk. Didn't I see you burning like a candle last week?" replies Hagatha nonchalantly, brushing some dust from her robe. "That's better. That dirt was covering a nice blood stain."*

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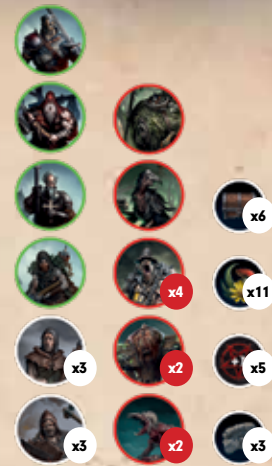
## CORDAY, THE ASSASSIN:

Corday was consumed with the fight, but no-one would let a woman join the militia, let alone the guild's guardsmen. If concealing her face and figure was required, she would conceal her entire body and strike from the shadows, selling her services to the highest bidder. Practicing in the dark, she could feel the homemade face paint energizing her and unnaturally increasing her agility. She could strike down anyone anywhere and often did, until she found a greater cause. To prove her skills, she crept unseen into a guildmaster's mansion and saw the unbelievable. The mason was so ugly and deformed he could not be human! There was no way that costumes and makeup could hide his appearance in public. And she had almost worked for this monster! She knew she had to find out what was truly going on.



# ENCOUNTER 4 CAVERN (PART I)

The villagers are storing mystical Stones in their houses. These Stones seem to quiet the heaving ground, an event that has been all too common in the region since the Conjunction started. However, they say the Stones have a hidden danger: if they knock against each other, they cause a sudden Earthquake. The Heroes think they can use this as a weapon.




Witch Master's Misery Board: Place two Plague Reward Tokens at 3 and 5 Souls.



## SPECIAL RULES

**Two-Part Encounter:** The outcome of this Encounter affects the next Encounter. Make sure you record who wins this Encounter.

 **Quake Stones:** The Heroes can Pick Up/Drop and Trade the Quake Stones, although the Stones are too heavy for a Hero to carry more than one. The Heroes can use any pair of Quake Stones to complete their objective. The Dark Legion cannot interact with the Quake Stones.

**Collapse the Cavern:** The Heroes will not enter the Cavern (the two Areas lit up in yellow) as there is a chance there will be a natural earthquake that will trap them. But if the Heroes drop two Quake Stones in the Area indicated by the Red Marker, they can trigger an earthquake that Collapses the Cavern.

**Sacrifice Innocent Serfs:** When the Dark Legion Defeats a Serf, immediately place a Wound Token on the Sacrifice Track, in addition to gaining the other Spoils of War.

**Hagatha's Ritual:** Hagatha is actively chanting to strengthen the ritual. She does not count as a Witch or as part of the Dark Legion for any purpose in this Encounter.

## OBJECTIVES

**Heroes:** The Heroes are committed to using Magic against the Witches. The Heroes win immediately if:

- They can Collapse the Cavern and squish Hagatha.

---

*The two rocks are weirdly drawn together and smash against each other with an almighty crack! But the deafening sound is not actually from the Quake Stones, it is the ground heaving about the cave. It collapses, trapping the Witches inside.*

*As the Heroes return their gaze to the Stones, they are gone. Nothing remains but a pile of dust.*

---

**Witch Master:** Hagatha needs to finish her ritual. Perhaps she can bind the Demon to the Earthly Dimension. The Witches win immediately if:

- They fill the Sacrifice Track.

---

*"Argh! I can do no more. The Demon is here and bound more tightly to this Plane," says Hagatha, exhausted.*

*Hagatha hears a voice in her head, "You fool, there is no Demon here. Your spell failed, as usual. Let's port out of this place. Those blasted humans are upon us again."*

*"No, I know I summoned a Demon," thinks Hagatha, trying to keep her thoughts to herself. "I'm just not sure where or when I summoned it."*

---



### HAGATHA:

*As is fitting for a Witch blessed with such an ugly visage and a crooked body, Hagatha celebrates the best of Neemoss: death. Her victim's carcasses are tied to her back, decaying rapidly as her magic consumes what little energy they retain. Life on Earth has treated her well; there seems to be an endless supply of bodies to harvest.*







## SPECIAL RULES

**Two-Part Encounter:** Some elements of this Encounter depend upon the winner of the previous Encounter. If you are playing this Encounter standalone, choose a side as the previous winner.

**Hagatha:** If the Witch Master won "The Cavern" place Hagatha as shown. If the Heroes won "The Cavern" return Hagatha to the box; she cannot be summoned this game.

**Optional Demon (If the Witch Master Won "The Cavern"):** If the Witches completed the Ritual in Part I, the Witch Master should place Haborym at one of the Summoning circles during Setup.

## OBJECTIVES

**Heroes (If the Heroes Won "The Cavern"):** Hagatha has not reformed. The Heroes have a chance to defeat Pekka while she is alone. The Heroes win immediately if:

- They Defeat Pekka.

---

*"I knew we could do it!" shouts Corday.*

*"Even if this evil is not of God's realm, we were bound to win with Him on our side," intones Wolgar.*

*"I think there is more to it. The Witches do not know the meaning of death the way we do. There are still minions and creatures here and elsewhere, and they seem to appear from thin air. Let's not rejoice yet." Curthouse is more cautious.*

*"They don't know death the way we do? I think they know death exactly the way we do. I've seen you take blows that would split a lesser man in two. This magic is taking its hold on all of us. Perhaps we are immortal, like these Witches." Battista's observation shocks his companions.*

---

**Heroes (If the Witch Master Won "The Cavern"):** The Heroes win immediately if:

- They Defeat the Demon.

---

*"How many times must we banish this Demon?" groans Curthouse, breathlessly.*

*"As many times as they summon it," says Wolgar with surprising resolve.*

---

**Witch Master:** The Witches have had enough of the Heroes' meddling. The Witch Master wins immediately if:

- Two or more Heroes are Stunned at the same time.

---

*"Another victory! The Heroes are gone at last and Haborym is sated. It's the easy life from now on! I need to eat." Hagatha is more cheerful than normal.*

*"This scentless atmosphere is affecting your brain. These humans cast our magic, I think they are as hard to kill as we are. Feel the Demon's energy. It is weak! Haborym will soon return to Neemoss."*

---



### CURTHOUSE, THE CRUSADER:

When Curthouse left to fight in the Middle East to defeat Saladin, he was filled with honor and hope. That slowly faded as the mundane journey took its toll, and vanished when his camp was ambushed outside Acre. He alone survived, but was mortally wounded before he could see his attackers. His first real memory as he floated through delirium was looking at his wound being tended by a singing Arab and thinking that he would soon be dead. In his few moments of consciousness over the next few days, he learned from Barkhad that he had been not been attacked by the Church's enemy, it was a monstrous Witch and its disciples. He would not have believed this unless he saw Barkhad use the same Magic to heal the gaping wound in his gut and fix his shattered thigh. Clearly, there were worse things in the world than Infidels.







## SPECIAL RULES

**Token Setup:** Take three double-sided Wound Tokens and three Wound Tokens with Blood Crystals on their backs. Place them Wound side up and mixed them thoroughly. Then place them on the map in the 6 locations shown, without letting anyone see which tokens are the three Blood Crystal Tokens.

**Search Remains:** ▶ 1♣ All Characters in the Dark Legion gain the Search Remains Action. Flip a Wound Token in your Area. If there is another Wound token on the back, remove the Token. Leave Blood Crystals in play.

**Destroy the Crystals:** Once discovered, the Dark Legion can Attack the Blood Crystals. Causing 1 Wound is enough to Destroy and remove the Token. Blood Crystals can defend in the same way as Serfs. Heroes decide to use Defend or use an Armor Save and one Hero must Exhaust the Stamina:

**BLOOD CRYSTAL** ♣:2 ♣4 ♣4 ♣4

## OBJECTIVES

**Heroes:** The Heroes must Defeat the Witches before the Blood Crystals are Destroyed. The Heroes win immediately if:

- There are two Burning Witches in play at the same time.

---

*"We need to find a better way to dispatch these monsters!"*

---

*"I get the feeling the answer is all around us."*

---

**Witch Master:** The Witches must destroy the Blood Crystals. The Witch Master wins immediately if:

- All the Blood Crystals are Destroyed.

---

*"We're done! One less thing they can use against us!"*

---



## IKREK:

Conjoined twins are a rare power on Neemoss. With two spirits in one body, it is hardly surprising that they often become the most powerful of Witches. But it is unique that one of these twins, Ikrek, has absorbed that doubled power, leaving the other twin a nameless empty shell, to be controlled like a puppet. Ikrek loves to be carried around, making her sister do all the manual labor. But when Neemoss gives with one hand it takes with the other. Ikrek is cursed with great beauty and a svelte figure.



# ENCOUNTER 7 HOLLOWS

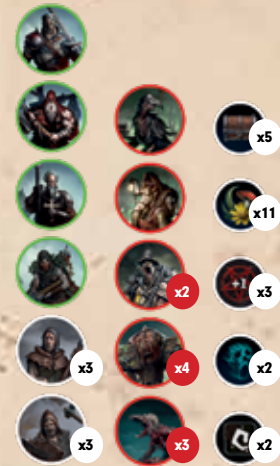
"Near that dark area, to the East of the Village. That's where we see most of those Minions. There must be some tunnel or something. I dunno. We don't go near anymore," the farmer says gravely, his eyes downcast. Battista's bulk is intimidating. "We keep these little rune stones in the farmhouse, they seem to keep the monsters away."

"It is a tunnel. A tunnel to another plane of existence," corrects Wolgar.

"Like, like, Heaven?"

"More like Hell, but don't worry, it's neither," states Curthouse as he puts a reassuring hand on the farmer's shoulder. "But if I wanted to summon a Demon, that's where I would go."

"Then that is where we are headed. But let's get these Rune Stones first. Perhaps there is more than superstition to their powers." Wolgar is always quick to see the value in weird Artifacts.



**Witch Master's Misery Board:** Place two Plague Reward Tokens at 3 and 6 Souls.  
**Demon Deck:** Shuffle 8 Cards in the Demon Deck.



## SPECIAL RULES

**Ikrek is Protected in the Hollow:** Ikrek begins the game in the Hollow. Random magic in this area has strengthened the Conjunction and Ikrek can easily summon the Demon by collecting Souls. To keep herself safe, she has cast a Protection Spell that keeps everything out of the Hollow, except the Dark Legion. Heroes cannot enter this Area, or make Ranged Attacks against Ikrek. However, the spell prevents Ikrek leaving the Hollow until the Ritual is complete.

**Ikrek's Ritual:** In the Start of Round Phase, beginning in the first Round, place 1 Wound Token on the Sacrifice Track. When there are four Wounds on the Track, the Ritual is complete. The Witch Master immediately places Haborym at one of the Summoning Circles. Ikrek can now be Activated normally.

**Weaken the Conjunction:** The two stones engraved in Neemossian runes repel the Conjunction and stop it opening near the hovels. If the Heroes can move both Rune Stones to the Hollow, they will break the magic, strengthen the veil and interrupt the Ritual. The Dark Legion cannot interact with the Rune Stones.

**Throw Stones:** **X** The Heroes gain the "Throw Stones" Action that allows them to Throw the Rune Stones from an Area Adjacent to the Hollow into the Hollow. Heroes need to Exhaust the same amount of Stamina as their normal Drop Item Action. The Rune Stones are from Neemoss and can penetrate the Protection Spell.

## OBJECTIVES

Heroes: The Heroes must stop the Ritual or Defeat the Demon. The Heroes win if:

- They Throw both the Rune Stones into the Hollow, before the Ritual is completed.

---

*The second rune stone has a surprising effect. The energy from the Conjunction instantly dissipates, the atmosphere is stable. But the stones themselves glow and smolder. Suddenly Ikrek bursts into flames.*

---

*"You said we should take the rune stones!" laughs Battista.*

- Or the Heroes Defeat the Demon, after the Ritual has been completed.

---

*"That Demon is getting stronger every time we fight it!"*

---

*"The Witches are learning better ways to bind it to our plane. I fear we must find a better way to battle it or it will find a permanent home here."*

---

**Witch Master:** The Witch Master wins if:

- The Demon defeats a Hero.

---

*"It's always nice to see Haborym feed," says Hagatha.*

---

*"It didn't eat that human, it just knocked it down. I don't think it likes the taste of them like you do."*

---

*"If the Demon is still hungry, I'm out of here."*

---



## WOLGAR, THE WARDEN:

Wolgar wanted to become a Priest and take care of the congregation's needs, but he was happy with his position as a Warden. If only he could keep his mouth shut and not talk about healing the body and soul with his herbs. But prayer and incense only went so far and he had seen his results with his own eyes. He knew his concoctions and tinctures cured pain and distress and surely God was to be found in such heavenly creations. That was until he found the mutilated body of his Priest, turned inside out in the Apse. His first thought was of the Devil, but he could feel the same power in the air that he invoked to heal the parishioners. Then he knew he had to find and defeat anyone using this magic in such perverted ways.

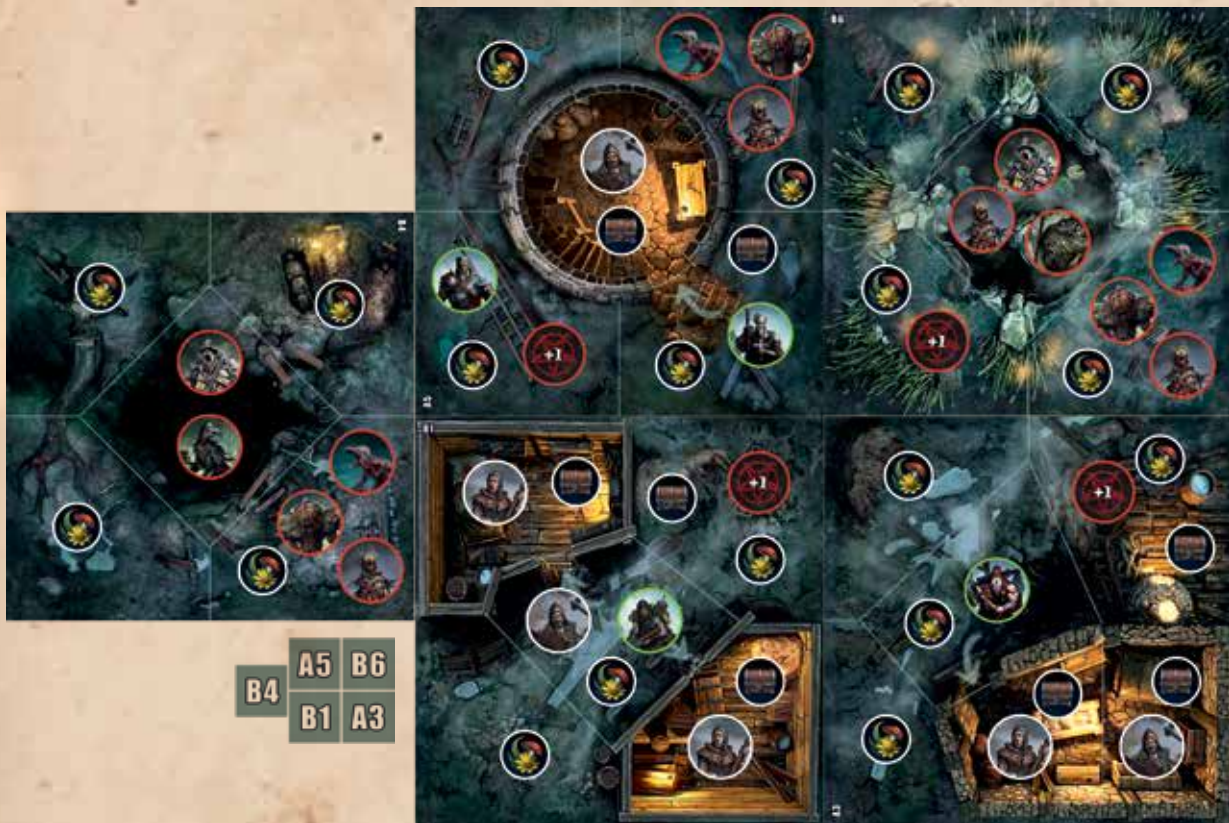
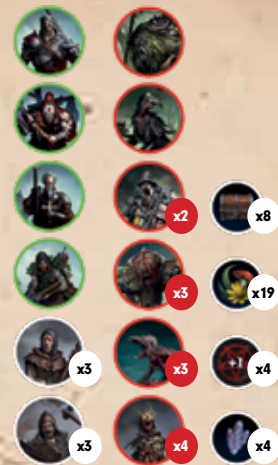


# ENCOUNTER 8 POSSESSION

"There must be some way to save these poor townfolk," says Curthouse.

"I have these crystals from a band of Gypsies. They are for banishing evil spirits that possess Godly people, but I never gave them much thought. I only bought them to save my congregation wasting good money; it was worth it to make the Travelers move on. But I've seen so many things..." Wolgar trails off, lost in his own thoughts.

"Hand them out. It's worth a try!"



**Witch Master's Misery Board:** Place two Plague Reward Tokens at 3 and 5 Souls.



## SPECIAL RULES

**Cleansing Crystal:** Each Hero starts the encounter with a Crystal Token in their playing area. A Hero can only carry one Cleansing Crystal at a time, but they are free to Drop/Pick Up and Trade them. If a Hero is Defeated, they Drop the Cleansing Crystal.

**Pick Up/Drop Crystal:** ▶ 2♣ Possessed Serfs gain the Pick Up/Drop Action for this Encounter. They can only Pick Up/Drop the Cleansing Crystals. They are the only members of the Dark Legion that can interact with the Crystals.

**Cleanse Serf:** When a Possessed Serf is Defeated, place it on its side and leave it in play. Note that it is not Stunned and cannot Recover. If a Hero carrying a Cleansing Crystal drops the Crystal in the same Area as a Defeated Possessed Serf, the Serf soul is released and the Possession Spell is broken. Remove the Possessed Serf and the Possessed Serf Miniature.

A Possessed Serf is Cleansed immediately if the Possessed Serf is Defeated while it is carrying a Cleansing Crystal.

**Destroy Crystal:** A Possessed Serf can Destroy a Cleansing Crystal by Dropping the Crystal in the same Area as a Summoning Circle.

A Cleansing Crystal is destroyed immediately if the Hero carrying the Crystal is Defeated in an Area with a Summoning Circle.

## OBJECTIVES

**Heroes:** The Heroes must break the Possession Spell on the Serfs. The Heroes win immediately if:

- Three of the Possessed Serfs are Cleansed.

---

*"It worked! We can save all the possessed folk we see!"  
Curthouse is enthusiastic about their result.*

*"Alas, I only had those four."*

*"I've never seen a crystal like that in the Guild's coffers," says Corday, her mood turning sour.*

*"I believe they were not of this Earth. Probably just some random stones that crossed the planes and became miraculous artifacts here. At least we freed some souls today."*

---

**Witch Master:** The Witches must destroy the Cleansing Crystals. The Witch Master immediately wins if:

- Two Cleansing Crystals are Destroyed.

---

*"Those serfs are mine!"*

---



## HABORYM:


*Some demons like to sit and eat, some work great magicks, but Haborym is made for action. Cutting, slicing, biting, it's all the same. It's easy to command when the Witches are in fear for their lives.*







## SPECIAL RULES

 **Neemossian Leech:** Two Neemossian Leeches have been drawn through the Conjunction, represented by the Leech Tokens on the map. Neemossian Leeches drain magical energy, so the Dark Legion will not interact with them. A Hero can safely hold one, but even they are unable to Pick Up two at the same time. Other than that restriction, Heroes are able to Pick Up/Drop and Trade the Leeches normally.

**Protection Enchantment:** The Witches have summoned the Demon again. To stop it being Defeated and banished to Neemoss, they have cast a Protection Enchantment upon it. While the spell is in effect, the Demon cannot be Wounded by any means.

**Attach the Leech:** If a Hero carrying a Leech is in the same Area as the Demon, they can throw the Leech at the Demon. It will Attach to the Demon and start to drain the magical energy of the Protection Enchantment. Heroes use the Drop Action to do this. Place the Leech Token on the Demon's ID Sheet. However, the Leech will not stay Attached for long and it will drop off once it has finished feeding. In the next Start of Round Phase, remove the Leech Token from the Demon's ID Sheet and hide it under the base of the Demon, to show he has Stamped on it. If the Heroes can Pick Up the Leech they may repeat the process.

**Stamp on the Leech:** When a Leech drops off, the Demon will Stamp on it. This is not an Action and does not affect the Leech, they are tough. But it will prevent the Heroes Picking Up the Leech until the Demon Moves to another Area. When the Demon has Stamped on the Leech, hide it under the Demon's Base.

**Shock The Demon:** While there is a single Leech Attached to the Demon, it will be in a state of Shock. The Demon gains the following restriction:

- The Demon cannot Move.
- The Demon's Agility is 0.

The Demon can still perform other Actions/Reactions and the Protection Enchantment still prevent the Heroes Attacking the Demon. The effect will end when the Leech Drops off.

**Remove the Enchantment:** If the Heroes can Attach two Leeches at the same time, the Protection Enchantment will be removed permanently and the Heroes can Attack the Demon normally. In addition, the pain of have two Leeches attached at the same time has the following permanent effect:

- The Demon cannot Move.
- The Demon's Agility is 0.

Discard the Leeches. They have returned to Neemoss.

## OBJECTIVES

**Heroes:** The Heroes banish the Demon before it causes too much trouble. The Heroes win immediately if:

- They Defeat the Demon.

---

*"I could feel that leech sucking at my soul, when I was just holding it. Too much of this evil power is coursing through my veins."*

*"That's true for all of us," mutters Battista.*

---

**Witch Master:** Once the Witches realize that their Protection Enchantment can be broken, they are determined to crush the Heroes. Defeating them is not enough. The Witch Master wins immediately when both Objectives are completed in order:

- First, spread a Plague.
- Then Stun two Heroes at the same time.

---

*"That plague feels good. We should have them all the time. The air is far too clean here."*

*"Shut up! You're making me homesick."*

---



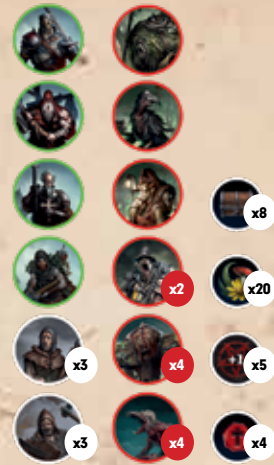
# ENCOUNTER 10 FINAL BATTLE

"I spoke to the Bishop, he gave me these." Wolgar displays four waxen seals.

"What do they do?" asks Corday.

"Nothing, or at least, nothing when the Church gave them to me. But here, let me rub them with that strange red herb, the one that burns when you touch it. I think it will help."

The Seals heat up while Wolgar has them all, but seem cool when he hands them out. "I don't think we should put them back in your bag together," laughs Corday, nervously.



**Witch Master's Misery Board:** Place two Plague Reward Tokens at 3 and 6 Souls.

A5	B1	A2
A3	A6	B4



## SPECIAL RULES

**Bishop's Seal:** Place a Religious Seal in each Hero's Play Area. If a Bishop's Seal is Dropped in the same Area as a Burning Witch, the Burning Witch cannot be rescued with the Save Witch Action. The Heroes can only carry one Seal at a time, or they will catch fire. Other than that, they are able to Trade, Pick Up/Drop the Seals. The Dark Legion cannot interact with the Seals in any way.

**Summon the Demon:** The Witches are trying to Summon the Demon again. Each time they Defeat a Serf, place a Wound Token on the Sacrifice Track. When the Sacrifice Track is full, Summon the Demon to any Summoning Circle.

## OBJECTIVES

**Heroes:** It's time for the Heroes to end this. All the Witches must die. The Heroes win immediately if:

- They Defeat three Witches and condemn them to burn for eternity by Dropping a Bishop's Seal in the same Area.

---

*"It's done. How long will they burn?" Battista looks more relaxed, almost content.*

---

*"Forever."*

---

**Witch Master:** The Demon must be fed. The Witch Master wins immediately when both Objectives are completed in order:

- First Summon the Demon.
- Then Stun two Heroes at the same time.

---

*Haborym turns to the Hero slumped on the ground. The behemoth drops the great swords with a deafening clatter and stuffs the Hero into his gaping belly maw.*

*"Look, Haborym's feeding at last!"*

*"I think he's here to stay."*

---

DISCOVER NEW EPIC WEAPONS AND POWERS IN A  
BRAND NEW CAMPAIGN THAT EXTENDS THE EXCITEMENT OF  
DARK RITUALS: MALLEUS MALEFICARUM





## Round Organization

<b>Start of Round</b>	Recover all Exhausted Stamina.  If a Witch is in play, the Witch Master may discard Witchcraft Cards and draw back to 3.
<b>Activation</b>	The Hero Players select any Hero that may Activate. That Hero takes 1 or 2 Actions.  The Witch Master selects any Character that may Activate. That Character takes 1 or 2 Actions.  Either side may choose to Pass, or must Pass if they have 0 Stamina in Reserve. Play alternates until both sides Pass, even if there is Stamina in Reserve.
<b>End of Round</b>	Perform card or Encounter related End of Round tasks.

**Special Stamina Rules:** Stamina that is Locked by Plagues is not Recovered by the Heroes at the Start of the Round. Stamina that is used to Summon Witches to the game is not Exhausted, it is returned to the box.

**Actions:** Actions can only be performed by the Active Character.

Icon	Action	Icon	Action	Icon	Action
	Melee Attack		Search		Possess Serf
	Ranged Attack		Pick-Up/Drop		Summon Minion
	Move		Trade		Summon Witch
	Revive		Component Action		Save Witch

**Summon Witch:** This Action has a special property – If there is no Witch in play, it is the only Action that the Witch Master may perform.

**Reactions:** Reactions can only be performed when they are triggered.

Icon	Reaction	Icon	Reaction	Icon	Reaction
	Aid		Defend		Component Reaction

## Common Icons

Icon	Meaning	Icon	Meaning	Icon	Meaning
	Strength		Attack Dice		Wound
	Resistance		Defense Dice		Stamina
	Agility		1 or 2 Hits		Minion
	Alchemy		1 or 2 Defense		Creature
	Weight		Discard After Use		Summoning Circle