



HALLOWEEN

Hexensabbat Edition

It's Halloween. The inhabitants of the country decorate their houses, the small children dress up, the candy sellers make their turnover of the year (and of course, they forget to pay the Kings 10tn) and the priests prepare for the commemoration of the dead on All Saints' Day. Everything seems to be quite normal until night falls. Because today (as every 49 years) Halloween meets with an unfavorable constellation of stars, which is called the "Witch's Curse".

On the night of Halloween, the material plane and the plane of the dead comes very close. During that night, clairvoyants find it easy to chat with the dead, necromancers manage to enliven the undead, and priests praise the blessings of their Saints. Only this year (to the "Witch's Curse") the two planes are not only getting very close, they will overlap. Many spirits manage to enter the land without the magic of necromancers. Many just deceased simply will step up again, because their spirits are not forced to disappear into the realm of the dead. After only a few hours, the land is haunted by undead carcasses.

Last but not least, the chief witch Marzanna has invited to a witches' sabbath on the "Mystic Glade", in the dark depths of the forest, and 121 witches follow her call. But while the witches dance around their mighty fire with fairies and demons, a broad front of resistance will be forced.

The city's Mages Guild and the Mystic's School in the village have erected powerful magical defensive shields, the guard patrols the country, and the angry mob is practicing lynching. With the first rays of sunshine, the curse disappears and calm returns to the country.

On the Night of the Dead, some rule changes apply:

1. **If you kill an enemy card that has a Strength combat value**, so this card will die, but is immediately revived as an undead carcass. The battle is considered won. However, the defeated card will not be discarded and cannot be used to gain experience. Instead, you place the card uncovered, with your head down, on the board. The former strength enemy has awakened as a carcass and now fights as an undead spirit-enemy with a Craft value that corresponds to the old strength value. The old enemy loses every special ability. Ignore the old label. Enemies who have Craft and strength values are considered strength enemies. Whether you have defeated such an enemy in physical or psychological combat, he awakens as a carcass with a mirrored Craft/Strength value. Only after another visit to the space can you defeat the carcass (now as a spirit-enemy with a Craft value) and destroy him.
2. **There are also some events that eliminate a Strength enemy.** Here the motto is, if the corpse remains intact, it is awakened as a carcass. If it is buried, eaten or burned, there will be no revival to a carcass.
Example: The lumberjack fights against the displacer beast (Strength 4 /Craft 5) in the psychic combat and defeats it. According to the monster description, the dice are rolled to see if the displacer beast can teleport to the other side of the game board. The litter fails and the monster is considered killed. Since the night of Halloween has begun, the dead animal awakens as a carcass with Craft 4. The carcass is placed on the space with the inscription "2 monster enemy" pointing to the outer edge of the playing field. The lumberjack (or another player) can only fight the carcass (now considered a spirit enemy) on the next visit of that space. If the fight against the "Relocation Beast Carcass" is now won, the card is discarded and can be used to gain experience (on the night of Halloween he is considered a Craft 4 enemy). After the victory over the "Displacement Beast Carcass", it is not rolled whether it can teleport to the other side of the board. The carcass has lost all old abilities.
3. **Raising the dead to carcasses concerns only the main board and directly adjusted boards** like Wood-Realm and Mountain-Realm (Sea-Realm, Dessert, Fearie-Lands, ...). It does not concern the Dungeon, the Timescape, the Black Tower, the Palace of the Warlock, the Pyramid, the Catacombs, the Village and the City. As a general rule, boards that lie outside the country, placed in the underground or protected by powerful spells, are not haunted by the "Witch's Curse" (the awakening of carcasses).

4. On the night of Halloween, **you gain experience by killing ghost enemies and carcasses**. For collecting 7 (or more) Craft Point trophies, you get 1 additional Craft Point experience for your character. Excess Craft points will not be credited when gaining experience and will be forfeited. You can only charge the slain ghost enemies at the end of your turn to gain experience. Theoretically, there is still the possibility of gaining experience from killing strength enemies, but in fact this is overridden because the monsters are revived as carcasses (see Rule 1).
Example: The priest defeats a Night-ghost (Craft 3), a Skeleton (Craft 3) and the carcass of a Snapping dragon (Craft 9; formerly Strength 9) for Halloween. He wants to use them as experience for his character at the end of his round. For the dragon carcass he receives one Craft. The remaining 2 points of the dragon expire. Skeleton and Night ghost with 6 points are not enough to gain new experience.
5. **Anywhere you need to draw adventure cards**, instead, you draw cards from the Halloween deck. This does not apply to the Timescape and the Black Tower. If, for example, there are still uncovered cards from the Night of the Tiamat on the space, they are played normally. Since no Adventure card is redrawn when entering the space, there is no need to draw a Halloween card instead. The same applies at Place-Cards like the "Annual Fair", "Thorn bush" and similar. Using Map-cards like "Circles in the Cornfield" or "Feldon's Walking Stick" you only draw Halloween cards when you are asked to reveal an adventure card.
6. During the night of Halloween, **no other expansions/event should come into force** (like Night of Tiamat, Thorn Expansion). If you draw such an event (or a magic brew with this effect), the card is immediately discarded without effect and a new card is drawn. If an expansion has already come into force, such as Anarchy in the village, it can continue to be played if it does not hinder the course of the game too much.

Start/ End

The Halloween expansion starts with drawing of the adventure card "Happy Halloween" or the drawing of the magic brew "Hobgoblin". The "Los Dias de Muertos" (city map) card can also lead to the drawing of Halloween cards (see below). Once someone has drawn one of these "start cards", all Halloween cards are shuffled and **5 cards are drawn per player**. These cards are building the Halloween stack.

Example: On board A there are 5 players in the tournament, one of whom is in the Black Tower and one in the Timescape. Nevertheless, 25 Halloween cards will be drawn.

The expansion ends as soon as a player has drawn the last card of the Halloween card deck and completes his turn. The following steps are then performed.

1. **If the "Consul" card is in game**, each player will show a Spirit-Trophy card. The spirit trophy with the highest Craft value receives the attention of the consul. The player is personally ennobled by the king and is allowed to draw a "Nobleman" card. If two players have trophies of the same height, both players will be ennobled. Attention: Each player can only show one card. Cards with multiple enemies are only counted single. In the following, all Craft trophies (or strength carcass trophies) are collected and discarded. This also applies to the cards presented to the consul. They can no longer be used to gain experience.
Example: The "Skeletonhorde" counts for the consul only for Craft 3.
2. **All carcass-cards disintegrate in the first sunlight**. This only applies to the animated carcasses (inverted Strength enemies). These cards are discarded. This does not apply to the cards with "carcass" in its name.
3. **All cards with the appendix "Halloween"** (above the card type) are removed from the board and are discarded.

Special cards

Baba Jaga's Hut: The card moves always with you. However, if the hut jumps into the warp gate it disappears. An exception is the door into the "Black Tower" (which you must take after rolling a 4). Here the hut remains on its space.

Canon: It is enough to have a spirit/carcass trophy to receive a blessing. The trophy does not have to be taken. Each player may only have one blessing at a time (exception: Arch-Bishop).

Carcass Rats: The value of the rats is 2 + 1 per awakened carcass (turned upside down card with a Strength value) and +1 for each card in the region with "carcass" in their name (like Myconid Carcass). The outer region also includes the Village, City, Mountain- and Woods realms. The carcass rats are the only enemies that are also revived to spirit-enemies after the Halloween event ends.

Check Point: The checkpoint is constantly being filled. He will be never awakened as a carcass.

Consul: This map is explained under the item "Start/End". If two (or more) noble players show the highest Craft value trophy-card, the player who pays the consul the highest number of Gold will be named King's Champion. If both pay the same amount, the character with the highest strength is named Champion. If the

value of the strength is also the same, the highest initial strength counts. If this is the same, the consul is confused and nothing happens.

Coven: All female characters and strangers gather on the "Mystic Glade" and dance around the witch fire. After that, the strangers are discarded. For them they will not be rolling a dice. If two players reach a tie, you have to roll the dice between them again. Whoever wins this round can take the "White/Black Hag" Master-Level-Character. Before you roll a dice for movement, you have to choose if you still want to go in the direction of the Wraith Lord or wants to leave the Woods Realm.

Demon Summoner: The summoner has a very low chance to survive. During Halloween, defeated Strength enemies are revived into carcasses and afterwards eat him.

Halloween-Ball: In the event of a tie, all players with the highest value will receive only one Magic Brew and no one will be named the new Royal Herald (Master-Level-Character).

Hunchback Witch/ Vampire Teeth/ Witch Staff: All animals, dragons, monsters and humanoids are considered "living" followers/ familiars. Golems (like the homunculus, robot), elementals, undead and plants (like the "Young Treant") will not be excepted for payment. In short: Everything that bleeds.

Hydra: The Hydra is a curious monster in this expansion. Since she does not die, but more and more heads grow for her, she will not awaken as a carcass. If the Hydra is defeated with fire (torch, fireball, flame sword, etc.), the ash nest will be finally discarded. The burnt Hydra does not revive as a carcass. The Hydra can only be enslaved by the "Staff of Mastery" for one fight.

Los Dias Muertos: This festival of the dead is the shortened edition of the Halloween event. The following changes apply: Carcasses appear only in the City and Village. The rest of the country is not affected. You draw Halloween cards instead of City cards. The Feast of the Dead ends as soon as the Halloween deck is used up or there is no character left in the Village or City (all left the both boards). Los Dias Muertos does not take place if the expansions "Anarchy in the village" or "Dornen/Thornes" have already begun in the city or village.

Skeletonhorde: The 3 skeletons must be fought one after the other. If one character does not succeed in killing all skeletons, the next time there will be 4 skeletons on this space (no matter how many were killed before). If again not all of them are slain, 5 skeletons etc. appear next time.

Spirit-Oil: When using the spirit-oil, only the bonus of the weapon is added to your Craft combat value. This also includes all magical bonuses that arise from the use of this weapon.

Witcher: The witcher only leaves you when you actively attack a dragon enemy or wizard (or warlock or similar names), not when they attack you. Killing a stranger with objects or spells (e.g., "Scroll of Banishment" or "Vampire Bite") is also considered an attack.

Master-Level-Character: If a player is appointed to a changeable character and there is already such an incumbent, the previous one loses his royal office. In the exercise of an office, one does not make many real friends. There are always enough envy, hypocrites, know-it-alls and troublemakers.

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Carsten Both

