

RULEBOOK

~ A TOUCH OF EVIL ~

SOMETHING WICKEDTM EXPANSION



**FLYING FROG[®]
PRODUCTIONS**

A Game Expansion for
A Touch of Evil[®]

A TOUCH OF EVIL SOMETHING WICKED

By
Jason C. Hill

As the terror of Shadowbrook grows, the darkness spills into the neighboring countryside. Strange creatures wander the roads at night and dark chanting can be heard from the hallowed halls of the Monastery. Masked figures move about in the shadows, pulling strings and making ready to complete rituals begun centuries ago. But not all that is new is evil. More travelers have arrived to quell the growing shadow and strengthen the resolve of the people, but have they come too late? A fog lays cold and dark over the mysterious Echo Lake, and the spirits and spectres grow restless now, for they know that something dark approaches. Something ancient... Something evil... Something Wicked!

Game Contents

- 1 Full Color Rulebook
- 1 Expansion Game Board
- 4 Unique Hero Figures
- 20 Card Monastery Deck
- 20 Card Forgotten Island Deck
- 20 Card The Inn Deck
- 12 Monastery Item Cards
- 4 Manor Cards
- 4 Windmill Cards
- 4 Olde Woods Cards
- 4 Abandoned Keep Cards
- 9 Lair Cards
- 8 Event Cards
- 12 Mystery Cards
- 1 Town Item Card
- 4 Curse of Stone Cards
- 2 Possessed / Crimson Hand Cards
- 4 Large Hero Character Sheets
- 4 Large Villain Record Sheets
- 4 Extra Large Villain Minion Chart Cards
- 1 Large Reference Card for Terrain Effects
- 3 Full Color sheets of Die-Cut Counters



Number of Players

With new Heroes added, *A Touch of Evil*® may now be played by as many players as there are Heroes available. It is still recommended that with more than 5 Players the Cooperative or Team Game be used.

NEW MINIATURES

Something Wicked includes 4 new unique grey Hero figures, each matching one of the new Hero Character Sheets.



Eliza, The Witch Hunter



Brother Marcus



Valeria, The Eternal



Captain Hawkins

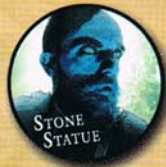
NEW COUNTERS

Resolve Tokens

These tokens are sometimes placed on Town Elders during the game to show that their will to fight has increased. They can be used to prevent the Elder's death or during a Showdown to gain extra Fight Dice.

Stone Statue Markers

When hunting the Gargoyle, it is possible for Heroes and Town Elders to be turned to stone. These *Stone Statue Markers* have been included to mark their position on the board when this occurs.



Bomb Markers

These markers are used to keep track of the number of Bombs a Hero may have left on specific Items.



Additional Militia and Investigation

Something Wicked™ includes additional Militia markers as well as more Investigation Markers.

These are exactly the same as those included in the base game, but allow for more of these markers to be available.



Swamp/Sunken Markers

When Hunting the Bog Fiend, some areas of the board will begin sinking into the swamp. Occasionally these areas will sink entirely and be lost. These markers are double-sided and are placed on the board to show when a space is turned into a Swamp and may be flipped over to show when an area has fully Sunken.



Summoning Circle/Void Markers

When Hunting the Unspeakable Horror, its cult followers will frequently set up Summoning Circles in various areas around the board to further their aims of bringing their dark master into the world. Over time, the dark rituals performed at these circles may open up a Void; a tear in reality through which all manner of evil will spread. These markers are double-sided and are placed on the board to show when a space



has a Summoning Circle built on it by the Villain's worshippers and may be flipped over when a Void has ripped open.

New Minion Markers

There are many new Minion markers included to represent the various creatures and cohorts controlled by the Villain. Each Villain uses the Minions listed on their individual Minion Chart.



One of the new Minions, the *Grounds Keeper*, is the first Unique Minion - denoted by its octagonal shape. Details for this Unique Minion can be found on the

Banshee Villain's Minion Chart.

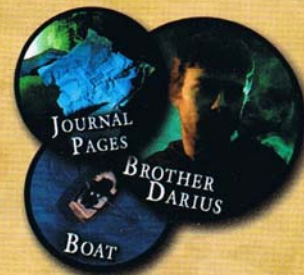
Villain Markers

A marker has been provided for each of the new Villains in *Something Wicked™* as well as two extras; The Necromancer (found in the ATOE Hero Pack 1) and the Delion Dryad (found on the official website as a downloadable Villain). These markers are not necessary for gameplay, but can be used to represent the Villain on the board when they attack.



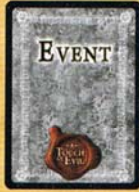
Assorted Counters

Several additional counters have been provided. These are not needed for the main game but can be used for house rules, homemade Villains, and new Official Content to come.



NEW CARDS

Existing Decks

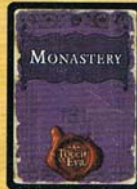


There are new cards included in *Something Wicked™* for nearly all of the card decks from the base game. These are simply meant to be shuffled directly into the existing decks.

New Location Decks

(The Inn, Monastery, Forgotten Island)

There are three new Corner Locations on the Echo Lake expansion board, each with its own deck of cards to be drawn from when exploring that Location. These new Corner Location cards have their own unique symbol in the upper left corner as well as a color-coded border to help differentiate them.



Additional Town Item

One new Town Item card is included and should be added to the Town Items stack available for purchase in town at the Blacksmith.

Monastery Items

Much like the Town Items stack available for purchase at the *Blacksmith* in town, Monastery Items are a stack of cards that are available for purchase at the Monastery Location on the Echo Lake board. These Monastery Items are a face up stack of cards, not a deck, and so do not need to be shuffled.



Curse of Stone

Much like the Curse of the Werewolf, the Curse of Stone is only used when hunting the Gargoyle and is described in detail later.

Possessed/Crimson Hand

In *Something Wicked™*, it is possible for a Hero to become Possessed or to be attacked by the Order of the Crimson Hand cult regardless of what Villain you may be hunting. This double-sided card is used to mark when a Hero has become Possessed and can also be used as reference for the Order of the Crimson Hand cult Minions when they attack a Hero.



Reference Card for Terrain Effects

A large reference card has also been included to describe the special effects of Swamp and Sunken markers (used by the Bog Fiend) on one side, and Summoning Circles and Voids (used by the Unspeakable Horror) on the other.



New Heroes and Villains

There are four new Hero Character Sheets to represent the new Heroes that can be played as well as four new Villain Record Sheets to keep track of the new Villains that may be hunted.

REVISED MYSTERY PHASE ORDER

Mystery Phase

As some elements of the Mystery Phase have become more fleshed out with the new Villains and Minions, the Mystery Phase has some minor changes to the order in which things take place.

NEW MYSTERY PHASE SUMMARY

1. **Minions Move** - Any Minions that move at the 'Start of the Mystery Phase' are always moved before anything else occurs.
2. **Start of the Mystery Phase** Any other things that occur at the 'Start of the Mystery Phase'.
3. **KO'd Heroes are Revived**
4. **The Villain Heals**
5. **Roll on the Cooperative Mystery Phase Chart** (usually Cooperative Game Only)
6. **Draw a Mystery Card**
7. **Pass the First Player Marker**

NEW EXPANSION BOARD

Echo Lake Expansion Board

Something Wicked™ introduces the Echo Lake expansion board. This new board is added to the existing Shadowbrook board and sits neatly beside it on the right, doubling the size of the total gameboard. The Echo Lake board adds new Corner Locations (each with their own Location Deck) and new Dangerous Locations, as well as a few new paths that may be traveled.

New Corner Locations

There are three new Corner Locations that can be visited on the Echo Lake board:

The Inn

The Inn is a large building perched on a foggy hilltop overlooking Echo Lake, and set just off the road. It is a quaint place for weary travelers to rest and recover, but it is also a haunted place of madness and despair. With many twisting and turning hallways connecting countless rooms and passages, The Inn feels much larger within than it appears from outside, and is home to many residents; some for just a night, some more...permanent.

The Inn Cards focus on Cunning, Allies, and unique Rooms to stay in.

Staying at The Inn -

The Inn has a Location Deck to draw from when Encountering the space, but also has Game Text written on the Board. When a Hero Encounters The Inn space, before drawing a card from the deck, that Hero may either Heal a Wound or gain 2 Investigation (as noted on the board).

The Monastery

On the far side of Echo Lake, secluded and silent, sits a sprawling complex of stone and wooden structures...the Monastery. Home to a brotherhood of pious monks, the Monastery is a quiet place of meditation

and reflection that pre-dates any of the other nearby settlements. Always willing to lend a helping hand, the monks offers sanctuary and supplies to travelers in need, though it is said that many who journey there never return and often echoed chanting of dark ceremonies can be heard from the gables of the nearby Inn.

The Monastery Cards Focus on Spirit, Health, and the Order of the Crimson Hand.

Lingering at the Monastery -

As noted on the board, if a Hero is attacked while Lingering at the Monastery, do NOT roll on the Villain's Minion Chart. Instead, the Hero is attacked by the Order of the Crimson Hand. Immediately place a **Crimson Hand** minion at the Monastery to Fight the Hero, the details of which can be found on the *Crimson Hand* reference card.

Secret Passage -

Also as noted on the board, there is a permanent Secret Passage that Heroes may use to travel between the **Monastery** and **The Manor** (on the Shadowbrook board). A Hero that begins their move phase at either **The Manor** or the **Monastery** may give up their entire move and pay 1 Investigation to immediately travel to the other side of the passage (to the other of the two Locations). A Hero may always roll for movement first before deciding how they would like to move (this also gives the opportunity to get a free Event for rolling a 1 for movement).

Monastery Items -

After Encountering the Monastery by drawing a Location card, a Hero may also buy from the stack of Monastery Items available. This works exactly like Town Items at the Blacksmith in Shadowbrook. Monastery Item cards count as Town Items in every way, except for the fact that they are only available for purchase while at the Monastery. Note also that one of the Monastery Items (the *Guide*) is actually an Ally card. This works the same as every other normal Item there.



Forgotten Island

At the center of Echo Lake, shrouded in a thick, dead-man's fog, rests the Forgotten Island. It is a secluded and savage place, overgrown and forgotten by the local peoples of the neighboring villages. A dangerous isle of magik and death; those who know of it avoid it at all costs and dare not speak its name aloud for fear it may somehow curse them.

Forgotten Island Cards focus on extreme danger, Curses, and powerful Items.

Traveling to the Forgotten Island -

The only way to reach the Forgotten Island is by traveling across the lake from either the North or South Dock. As noted on the board, it costs 2 spaces worth of movement to move from either of the Docks to the Island or back again. Minions that move will always move from the Island to a Dock or the reverse as a single space of movement.

Shortest Path to the Town Hall -

Similar to the Fields on the Shadowbrook board, when counting the 'shortest path to the Town Hall' starting at the Forgotten Island, you must first roll to see which direction to continue - 1, 2, or 3 is toward the North Dock while 4, 5, or 6 is toward the South Dock. Though these two paths from the Forgotten Island are not technically equidistant to the Town Hall, this random roll between the two Docks overrides the 'shortest path'.

Escaping from the Island -

While on the Forgotten Island, any Hero that wants to Escape from a Fight must first roll a D6. On the roll of 4, 5, or 6, the Hero successfully Escapes to one of the Docks (roll randomly to see which Dock). On the roll of 1, 2, or 3, the Hero is trapped and must Fight another round before they can try again to Escape.

New Dangerous Locations

There are three new Dangerous Locations as well on the Echo Lake board, the Bog, North Dock, and South Dock. These all have the same Dangerous Location Game Text as seen on the Shadowbrook board, but also have 2 Investigation placed on the board at each of them during the game setup.

Traveling Across the Lake -

A Hero at either Dock may travel across the lake to the Forgotten Island or directly to the other Dock. As noted on the board, it costs 2 spaces worth of movement to move from either of the Docks to the Island or back again; and 3 spaces worth of

movement to move directly from one Dock to the other.

Carrying Limits

A Hero may still carry up to one card from each of the Location Decks (as before), there are just three more Locations now to have Items or Allies from. This means that a Hero may now normally carry up to 10 cards (7 Locations and up to 3 Town Items). Note that Monastery Items count as Town Items for a Hero's Carrying Limit.

Traveling Between Boards

The Crossroads space on the Shadowbrook board acts as a hub for travel during a Hero's movement. Any Hero may move from the Crossroads to the corresponding Road space on the Echo Lake board (marked as 'To Crossroads') as though they were adjacent spaces. This same movement path applies to Minion movement and counting the Shortest Path to the Town Hall. For all purposes, these two spaces are considered adjacent.

Also note that there is a permanent Secret Passage at the Monastery (as marked on the board) that may be used to travel back and forth to The Manor Location on the Shadowbrook board.

Being KO'd on the Echo Lake Board

Any time a Hero is KO'd while on the Echo Lake board, they are placed at the Monastery instead of at the Town Hall. Everything else about being KO'd remains the same.



NEW FEATURES

Order of the Crimson Hand


The Order of the Crimson Hand is a secret society and cult which operates out of the Monastery. The full extent of their membership and influence is a closely guarded secret, however, as the Order is only ever mentioned in hushed whispers, and never with outsiders. With masked worshippers performing dark rituals in the dead of night, and tendrils of influence over those in position of authority, the Order will stop at nothing to achieve their goals. Blackmail, promises of wealth and power, and even occult manipulation are all tools in their fiendish arsenal, and if all else fails they dispatch cloaked assassins to eliminate any who would stand in their way.

Occasionally in game, a Hero will be attacked by the Order of the Crimson Hand based on a card effect or while Lingered at the Monastery. When this happens, place a Crimson Hand minion in the Hero's space and they must immediately Fight. These Crimson Hand minions are normal minions in every respect and remain in play until defeated. The details for the Crimson Hand minions can be found on the Crimson Hand reference card.

The Order's Influence

As a secret masked cult, anyone could be a member of the Order of the Crimson Hand and their influence stretches through all levels of society. Some new Mystery Cards introduced in *Something Wicked™* are called *The Order's Influence*. These cards Remain in Play when drawn and each affect a different Town Elder. While in play, they cause that Elder to do wicked things. This does not necessarily mean that the Elder is evil, just that they are being influenced. Town Elders with *The Order's Influence* on them still act as normal in every way and may still be part of a Hunting Party. If a Town Elder with *The Order's Influence* on them is killed or becomes an Evil Elder, *The Order's Influence* is discarded as noted on the card.

Resolve Tokens

 As the danger and menace over Shadowbrook grows, some of the Town Elders may actually become stronger as their resolve to fight is strengthened by the need to save their town. This is accounted for with Resolve Tokens. Resolve Tokens are added to Town Elders by card effects and usually a player will have some choice over which Elder is awarded a Resolve Token.



Anytime a Town Elder with one or more Resolve Tokens on them would be killed, instead remove one of their Resolve Tokens as they evade death. All of a Town Elders Resolve Tokens are however removed from them if they are turned into an Evil Elder or if they are killed by something that 'cannot be prevented'.

Alternatively, during a Showdown, a Hero may discard a Resolve Token from a Town Elder with them (in their Hunting Party or attached as a *Hero of the People*) to gain an extra 2 Fight Dice for one attack. This may be used as many times as they have Resolve Tokens.

Keys

A Key is a new type of Item introduced in *Something Wicked™* and there is at least one Key in every Location Deck. When a Key is found, a Lair card is also drawn and revealed for that Key to show what space on the board its card effect relates to. This Lair card is only used for the Key's card text and is attached to the Key itself.

Oaths

Another new type of card that a Hero may carry is an Oath. Similar to an Item or Ally, an Oath is placed on a Hero and continues to affect them. Note though that an Oath is NOT considered an Item or Ally. A Hero may not have more than one Oath at a time. If a Hero already has an Oath, they must discard any new Oath they find. Oaths may not be exchanged with other Heroes and do not count against a Hero's Carrying Limit.

Possessed

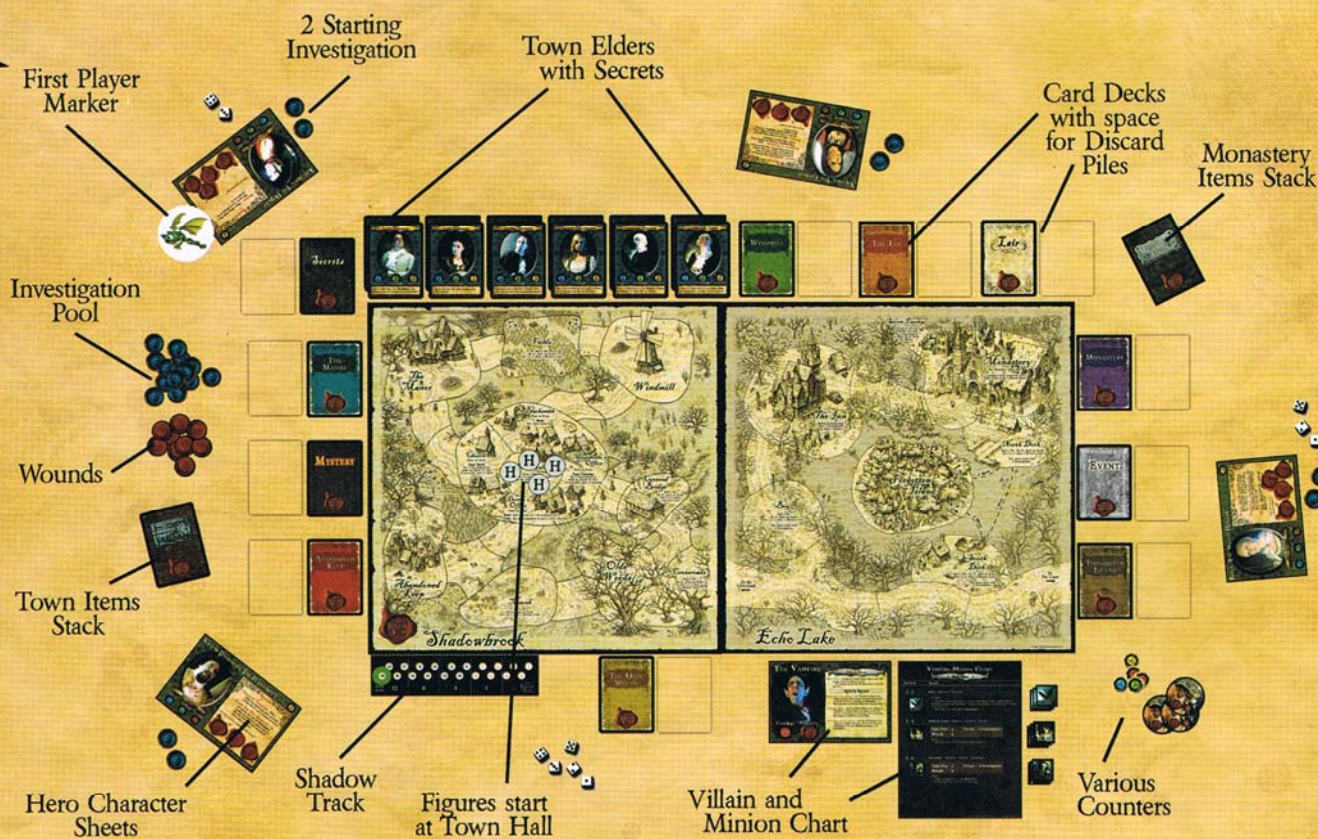
Occasionally a Hero will become *Possessed*. When this happens they should take the Possessed card and place it by their Character Sheet to show that they have been Cursed. As Possessed is a Curse, it may be cured at the Doctor's Office in Town.

Bringing Town Elders Back to Life

There are some ways now to bring a Dead Town Elder back to life (for instance the Event card *Blood Transfusion*). When a Dead Town Elder is returned to Town, place them back with the other living Elders. This does not however reset the Shadow Track from the steps moved when the Elder was killed. Dead Evil Elders and any Town Elders that have been removed from the game entirely may not be brought back to life.

EXPANDED GAME SET-UP

The new Echo Lake Expansion Board should be placed next to the Shadowbrook Board and the various card decks should be placed within reach of all players. The diagram below shows the new suggested game set-up.



NEW OPTIONAL RULES

Too Many Secrets (Recommended)

Anytime a Town Elder has 3 or more Secrets, immediately reveal them. Any bonus granted to the player who 'revealed the Secret' instead goes to the current First Player.

Exchanging Items and Allies in the Competitive Game (Recommended)

As an Action, players can give or trade Items and Allies with other willing Heroes in the same space. You may not give or exchange Investigation.

Playing Without the Expansion Board

For a smaller and faster game, you can play without the Echo Lake Expansion Board. You do not need to remove any of the cards from the decks. Simply do not use the Location Decks for any of the Locations on the Expansion Board or the Monastery Items.

The Lair Deck now has cards that point to Locations that are not being used. These count as Wild Cards. If used for a Random Location, the First Player may choose any named space on the board instead. When drawn as a Lair, the player may use it to start a Showdown at any named space on the board, but must pay twice the listed cost of Investigation to start the Showdown. The Lair card special ability is still used. If the cost to start the Showdown is already meant to be doubled (for instance with the Scarecrow's *Well Hidden* ability), triple it instead.

Advanced Cooperative Mystery Phase Chart (Recommended, Cooperative Game)

For extra challenge when playing an Advanced Cooperative game, roll 2D6 and consult the chart on the back of this rulebook instead of the normal Cooperative Mystery Phase Chart. Note that as with the normal chart, these individual results MAY be canceled by anything that would cancel an *Event* or *Mystery* card as it is played.

Growing Darkness

If you would like to add extra challenge to your games, you may use *Growing Darkness* with any Villain. At the start of each Mystery Phase, roll once on the Villain's Minion Chart and work out the result. If it is a Minion or Villain Attack, it occurs at a Random Location.

Holding Back the Darkness (Cooperative Game Only)

If you find that the Cooperative Game is too difficult for your group (at least with a particular Villain), you may wish to use the *Holding Back the Darkness* Optional Rule. At the start of the Mystery Phase while the Shadow Track is in the **RED**, if every individual Hero pays 2 Investigation, move the Shadow Track 1 Step away from Darkness (limit once per turn).

Endurance of Evil

Endurance of Evil can also be used with any Villain, but be warned, this may result in your untimely demise! Anytime the Villain Kills a Town Elder or KO's a Hero, they gain a permanent **+2 Wounds** (or **+1 Wound per Hero** in the Cooperative Game) as they drain a part of their life force. This is in addition to any other bonus that the Villain might get for killing a Town Elder and is triggered even if the Elder is just removed from the game outright (such as with the Gargoyle).



SOLO PLAY RULES

As a Cooperative Game in its own right, *A Touch of Evil*® is ideal for playing solitaire. This can be a very fast and rewarding game and only requires a small number of changes and clarifications to make Solo Play work well.

First you must choose if you want to play as a Team of Heroes or as a Lone Hero, hunting the Villain one-on-one. As a lone Hero, the game can be very difficult, but also creates a potentially far more exciting story.

Team of Heroes

As a Team of Heroes, you must choose how many characters to use. Generally 2 to 4 Heroes tends to be a good number of characters to run for a single player. Playing a Team of Heroes essentially uses all of the Cooperative Play Rules found in the *A Touch of Evil*® Rulebook, with one minor adjustment. You as a Player have a single hand of Event cards that may be played on any of your Heroes. When one of your Heroes draws an Event, simply add it to your collective hand of cards.

Also, when playing with only 2 Heroes on your team, you may ignore the rule that the Villain automatically wins if all of the Heroes are ever KO'd at any time.

As a single individual controlling all of the Heroes, you may find that it is a bit easier to coordinate everything to the best possible advantage. Because of this you may find it a more rewarding game by adding some of the Optional Rules detailed above to make the game more challenging. You should certainly use the Advanced Cooperative Mystery Phase Chart found on the back of this Rulebook (rather than the original chart from the base game Rulebook) as well as the *Too Many Secrets* rule detailed above.

Lone Hero

As a Lone Hero, the task of hunting down and defeating one of these fearsome, supernatural Villains is daunting to say the least. But if you are up to the challenge, then continue reading at your own peril. When playing a single Hero, you should use all of the Competitive Play Rules with a few exceptions.

When looking at the Secrets of a Town Elder, those Secrets must be revealed unless using a card which specifically states to look at them 'without revealing'. You should also use the *Too Many Secrets* optional rule detailed above.

If KO'd during the Mystery Phase, your Hero is Revived at the end of that Mystery Phase, thereby avoiding the need to lose a turn (not terribly exciting when you are playing Solo).

You must also choose a level of difficulty below:

- | | |
|------------------------|---|
| Normal - | No additional difficulty. |
| Hunter - | Use the Cooperative Shadow Track. |
| Master Hunter - | Use the Cooperative Shadow Track and the Advanced Cooperative Mystery Phase Chart. |
| Insanity - | Use the Cooperative Shadow Track, the Advanced Cooperative Mystery Phase Chart, and the Optional Showdown Chart from the ATOE Rulebook. |
| Apocalypse - | Same as Insanity above, but if you are KO'd 3 times, you lose. |



NEW VILLAINS AND CLARIFICATIONS

BOG FIEND



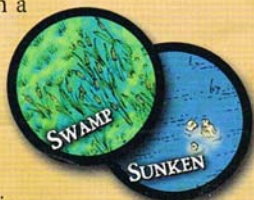
A creature of the deep, the Bog Fiend strikes in the dark of night leaving only a trail of slimy tracks and the faint stink of the swamp floating in the thick, foggy air. As his power grows, the nearby marshes and rivers begin to rise, slowly engulfing the countryside and sinking the town ever deeper into his swampy

embrace.

Swamps and Sunken Locations

Swamp - Any Hero at a space with a Swamp marker is -1 Fight Dice.

When a second Swamp marker would be placed at the same Location, instead replace the existing marker with a Sunken marker and place a Swamp marker in every adjacent space.



Note that the Crossroads space IS considered to be adjacent to the 'To the Crossroads' space on the *Echo Lake* board and the Forgotten Island is considered adjacent to both of the Dock spaces.

Sunken - The Location has fully sunken into the swamp for good. Any existing Game Text and Card Deck for this Location are removed from the game entirely (including any discard pile). Sunken Locations still count as a Swamp (-1 Fight Dice), and the Game Text for Encountering the space now reads:

Roll a D6. On the roll of 3+, draw an Event Card.
On the roll of 1 or 2, draw a Mystery Card.

Trail of Slime

The Bog Fiend's *Trail of Slime* ability leaves a trail of Investigation markers on the board leading back to the nearest Swamp space. This Investigation can be picked up by any Hero in the space as an Action as per the normal rules for collecting Investigation from the board.

UNSPEAKABLE HORROR



Residing in the Void between worlds for thousands of years, So'bat Kur is at last ready to spill forth unto the world once more. His worshippers amongst The Order of the Crimson Hand have been preparing this day for centuries. At last, the time has come!

Summoning Circles and Voids

Summoning Circle - When Encountering a space with a Summoning Circle, you must first roll a D6. On the roll of 3+, draw an Event Card. On the roll of 1 or 2, draw a Mystery Card. Afterward, Encounter the space as normal.

When a second Summoning Circle marker would be placed at the same Location, instead replace the existing marker with a Void marker. If it is already a Void, instead move the Shadow Track 1 step closer to Darkness.

Void - When Encountering a space with a Void, you must first draw a Mystery Card. Then Encounter the space as normal.

While in the space, a Hero may explore the Void as an Action. Make a **Spirit**, **Cunning**, or **Honor 6+** Test (Hero's choice). Gain 5 Investigation for every 6+ rolled. If failed, take D6 Hits.

As Voids are unnatural portals through space and time, they may be used to instantly travel across the board; though this can be dangerous. Heroes may move from one space with a Void to any other space with a Void as though they were adjacent spaces. When moving through a Void like this, the Hero must roll a D6. On the roll of 1, they are attacked and must fight a single Fight Round against the Villain while in the Void. Instead of causing Wounds, each Hit done to the Villain gains 1 Investigation for the Hero. This does not count as a Showdown. Afterward, the Hero may continue moving as normal. Minions also count the shortest path to the Town Hall using Voids to travel.



BANSHEE



Echoing through the foggy night, the shrill wail of the Banshee spreads terror across the land. Freezing her victims to the spot, she descends from the sky to devour their souls. The Grounds Keeper, recently hired on at The Manor, tells tales of his haunted homeland in the British Isles and spreads dark riddles of the dead. Is he

simply a prophet of the doom that has come to Shadowbrook, or keeper to more than just the estate?

Grounds Keeper

The *Grounds Keeper* is the first Unique Minion, signified by the octagonal shape, and is covered in detail on the Banshee Minion Chart. The rules for the *Grounds Keeper* are summarized below:

Unique - There is only one *Grounds Keeper*. If he is already on the board when rolled, move him to the new Location. Any time you would be called on to place multiple copies of this minion at once, place *Barrow Shades* for the excess instead (such as for the Mystery Card *Tide of Darkness*).

Only one Fight Round.

Heroes **Must** use their **Cunning** instead of **Combat** during this Fight.

For **every** Hit done to the *Grounds Keeper*, the Hero gains 2 **Investigation**.

For **every** Hit the *Grounds Keeper* does to the Hero, they must **also** lose 2 **Investigation** or discard one **Ally** (Hero's Choice).

After every Fight with the *Grounds Keeper*, roll a D6. On the roll of 6, gain an additional 5 **Investigation** and remove the *Grounds Keeper* from the game (any future rolls of 4 on this chart are treated as *Barrow Shades* above). Otherwise, immediately move the *Grounds Keeper* to a new **Random Location** (if the same Location is drawn, discard and draw again).



GARGOYLE



An ancient and powerful evil, the Gargoyle is a beastly creature with the ability to turn all those it touches to stone. But more than that, this dark curse allows it to reanimate and control its petrified victims, creating an army of stone soldiers to carry out its will. Soaring through the sky, the Gargoyle swoops down on its prey, delivering stone death to any who would dare to venture out after dark.

Diving Attack

With the Gargoyle's *Diving Attack* ability, the Villain should always Re-roll its own misses first, before any other Re-rolls are caused.

Curse of Stone

The *Stone Touch Hits* of the Gargoyle's attacks have no additional effect on Town Elders Hit as part of a Hunting Party (it is just a normal Hit on the Town Elder regardless of whether a 5 or 6 is rolled).

Note also that the *Curse of Stone* is currently the only way that a Hero may actually be killed during a game. As noted on the *Curse of Stone* card, when their Hero is killed, the player should draw a new Hero to re-enter the game with. If there are no more Hero characters available, place the statue as normal and the player may then re-enter the game using a fresh version of the same Hero character.



CARD CLARIFICATIONS

A Touch of Evil® Card Corrections and Clarifications

Reassuring Speech (Event)

The first half of this card should include the line, "When played, remove this card from the game." Note that this card is not removed from the game if simply discarded or if used to cancel a Hysteria card.

Agents of Evil (Mystery)

Re-worded for clarity, this card should read, "Roll once on the Villain's Minion Chart and work out the result. If a Minion or Villain Attack result is rolled, place it on the board at a Random Location."

"These Roads Aren't Safe" (Mystery)

Re-worded for clarity, this card should read, "Roll once on the Villain's Minion Chart and work out the result. If a Minion or Villain Attack result is rolled, the player who drew this card chooses any empty space on the board to place that Minion or Villain Attack."

Attacked! (All Corner Location Decks)

Re-worded for clarity, this card should read, "Roll once on the Villain's Minion Chart and work out the result."

Hero of the People (Secret)

In the Cooperative Game, an attached Hero of the People Town Elder may be exchanged with or given to any other Hero in the same space as an Action or at the start of a Showdown Fight Round. This also includes teammates

in the Team Game. A Hero of the People Town Elder is never individually targeted by the Villain during a Showdown as they are not part of the Hunting Party.

Knows Too Much (Secret)

When this card's effect takes place, the Secret card should then be removed from the game. In this way, if the Town Elder is later revived somehow, this Secret will not interfere with gameplay.

Selfless Martyr (Secret)

Once a player knows that a Town Elder has the Selfless Martyr Secret, they may reveal it at any time to use its card effect.

Villain and Minion Corrections and Clarifications

The Vampire Villain

Mist Form (Basic)

When using his *Mist Form* ability, anytime the Vampire takes one or more Hits, roll a die for each Hit taken. On the roll of 5 or 6, the Hit is ignored. This roll is separate from the Hero's Fight Dice roll.

Bats (Minion Chart)

This Minion should include the line, "Once encountered, discard this Minion."

Wolves (Minion Chart)

This Minion should include the line, "Once encountered, discard this Minion."

SOMETHING WICKED™ FAQ

Q. - With Eliza's *Zealot* ability, if the wound is prevented, does she still get the bonus?

A. - Yes.

Q. - What happens if a Unique Minion such as the *Grounds Keeper* moves to the Town Hall and is removed, moving the Shadow Track?

A. - That Unique Minion is removed from play as normal (NOT removed from the game). It may re-enter gameplay at a later time through normal means (Minion Chart, etc).

Q. - If *The Order's Influence* for Magistrate Kroft is out (making Militia evil), can Captain Hawkins' abilities still be used?

A. - Yes. Captain Hawkins may still create and move Militia using his abilities, but he will also still be 'attacked' by the Militia just like any other Hero ("*I'm sorry sir...but we have orders from the Magistrate.*").

Q. - If a Hero moves to a space with a Summoning Circle/Void/Swamp/Sunken marker and wishes to start a Showdown, do they have to resolve the Terrain Effect

marker first?

A. - No, as they are not Encountering the space (starting a Showdown is 'instead of Encountering the space).

Q. - What about Healing/Gaining 2 Investigation for staying at The Inn or Buying Items at the Monastery or Blacksmith?

A. - Same as above. No, because you are not Encountering the space.

Q. - When I make an attack can I roll less Fight Dice if I want to?

A. - Yes. However you must roll at least as many Fight Dice as your Combat Skill (or whichever Skill you happen to be using in the Fight). You can also roll your Fight Dice and then add extra Fight Dice to the roll by using individual Items, Allies, and Events after the fact.

Check out the official Flying Frog Wiki for the latest FAQ and additional material:

www.flyingfrogwiki.com

HERO PROFILES

Eliza, The Witch Hunter



Recently dispatched to Shadowbrook from the *Sanctum of the Moebius Malus*, Eliza has come with a single purpose—to eliminate any and all supernatural activity with extreme prejudice. As per the guidelines of her Order, she has been granted full inquisitorial authority and has been decreed to use whatever means necessary to accomplish her mission. Any who might stand in her way are to be considered...acceptable losses.

Captain Hawkins



A lifelong military man, Captain Meriwether Hawkins saw much action in the Revolution and various civil uprisings since. A decorated Captain in the Continental Army, he is a man of reason and strategy and has much experience with command. Having heard of this supposed supernatural 'creature' terrorizing the locals he has traveled to Shadowbrook to put an end to this nonsense and bring the community under some semblance of control...by force if necessary.

Brother Marcus



Journeying the countryside, Brother Marcus is far from home. His long pilgrimage has taken him on many adventures around the world, but none quite so deadly as that which he now faces. Armed only with his faith and fortitude, Brother Marcus has at last found the destiny for which he has long been searching.

Valeria, The Eternal



Beautiful but deadly, Valeria has walked this Earth for millennia; one of the very few remaining vampires of the ancient world. Once a noble princess of the legendary *Kingdom of Pharoax*, she now travels the world in secret, the last of a long dead civilization. With the memory of a hundred lifetimes, Valeria is not interested in fame or fortune, only the fleeting joy found in hunting the most dangerous of prey.



CREDITS

Game Design - Jason C. Hill

Graphic Design and Layout -
Jack Scott Hill

Music Composition -
Mary Beth Magallanes

Photography - Jack Scott Hill

Post Production Artwork -
Jack Scott Hill
Jason C. Hill

Game Board Illustration -
Matthew Morgaine

Rules - Jason C. Hill

Miniature Concept Artwork -
Kelsey Martin

Miniature Sculpts - Gael Goumon

Costuming - Liz Spain
Jason C. Hill
Jack Scott Hill

Playtesters -
Joel Hills, Chris Kemnow, Joel
Flamme, Liz Spain, Austin Lamb,
Matt Auen, Christopher Shull, Katie
Shull, Bob Stone, David A. Nolin,
Jennifer Skahen, and many others.

Cast

Heroes:

Eliza, The Witch Hunter -

Liz Spain

Captain Hawkins -

Tadd Foote

Brother Marcus -

Cullen Faugno

Valeria, The Eternal -

Shereen Alibnai

Lucy Hanbrook -

Amanda Kom

The Scarlet Shadow -

Jason C. Hill

Harlow Morgan,

The Inventor -

Joel Flamme

Adrianna, Foreign Traveler -

April Quedado

Katarina, The Outlaw -

Josie Nutter

Heinrich Cartwright,

The Drifter -

Matthew Morgaine

Inspector Cooke -

Drew Cady

Victor Danforth -

Christopher W. Shull

Thomas, The Courier -

Michel S. Lowrance

Karl, The Soldier -

Patrick Meehan

Isabella Von Took -

Kelli Zmiarovich

Anne Marie,

The School Teacher -

Anne Marie Henderson

Town Elders:

Lord Hanbrook - Frank Peterson

Lady Hanbrook - Nancy E. Frye

Doctor Manning - David A. Nolin

Sophie, The Midwife - Bailey Fischer

Reverend Harding - Aaron Sutherland

Magistrate Kroft - Josh Lytle

Villains:

The Bog Fiend - Joel Hills

The Banshee - Mary Beth Magallanes

The Gargoyle - Jason C. Hill

The Unspeakable Horror - As Himself

Townspeople and Minions:

Abigail Sturn - Tiegan Walker

Brother Darius - Austin Lamb

Brother Janus - Joel Hills

The Coachman - Jack W. Hill Jr.

Sebastian Skinner - Merrick Shank

Militia Soldier - Chris Kemnow

Captain of the Watch -

Thomas R. Coonradt

The Crimson Hand - Austin Lamb

Joel Hills

Jason C. Hill

The Host - Royden Lepp

Special Thanks -

Jack and Rosa Hill, Baxter, Joel Hills, Charles Cooper, Liz Spain, Matt Spain, Dex O'Hara, Joel Flamme, Tom 'Coony' Coonradt, Matthew Dudley, Lora Nelson, Chris Kemnow, *A Masquerade* Costumes, BoardGameGeek.com, and all of the fans who have helped support the release of *A Touch of Evil*® and *Last Night on Earth*®.

Contact Info / Web Info

www.flyingfrog.net

Official Wiki / FAQ

www.flyingfrogwiki.com

A Touch of Evil®: *Something Wicked*™, Copyright 2009

Flying Frog Productions, LLC. All Rights Reserved.

First Edition 2009. Shot on location in Washington State.

Manufactured in China. The Suffian Crypt has been opened. Do you know the Secret of Cydor?



Advanced Cooperative Mystery Phase Chart

See Optional Rules on Page 9 for more details

2D6 RESULT

- 2 **Surprise Showdown!** - You have stumbled into the Villain's lair! Too late to turn back now...it knows you're here. Immediately draw a Lair card and move every Hero to that space. A Showdown with the Villain has begun. All Heroes take part, but do not have to pay any Investigation. No Town Elder Hunting Party is formed, and Heroes may not use their character Abilities during the first Showdown Fight Round. The card effect of the Lair card is used. If rolled in the Competitive Game, this result only affects the current First Player.
- 3 **Cursed Village** - Immediately draw and resolve one Mystery card for each Hero, starting with the First Player. This replaces the normal Mystery card for the turn.
- 4 **Lies and Deceit** - Roll a D6. Any Town Elder with Honor equal to or less than the roll gains one Secret. If any Town Elder has 3 or more unrevealed Secrets, immediately reveal them.
- 5 **Darkness Falls** - The Shadow Track immediately moves D3 steps closer to Darkness. The Heroes may collectively take 5 Wounds divided as they see fit to prevent this. No Hero may take more Wounds than they have Health Boxes.
- 6 **March of Darkness** - Every Minion on the board immediately moves 2 spaces along the shortest path to the Town Hall. If there are no Minions on the board, instead roll once on the Villain's Minion Chart (re-rolling Event results) and place that Minion at 2 Random Locations.
- 7 **Surge of Evil** - Roll once on the Villain's Minion Chart and work out the result. If it is a Minion or if the Villain attacks, draw a Random Location for placement.
- 8 **"Murder... Murder!"** - Draw a Random Location and place 3 Investigation there. Move the Shadow Track 1 step closer to Darkness. This counts as though the Mystery card "Murder!" had been played (for Villain abilities).
- 9 **Unnatural Storm** - A powerful supernatural storm has blown over the town. Immediately discard any Mystery card in play that is Keyword **Weather**. Also, roll once on the Villain's Minion Chart (re-rolling any non-Event result) to see what evil the storm has brought. If the Villain attacks during the storm, it does so at a **Random Location** and is +3 Combat.
- 10 **Ambush in the Night** - Every Hero must roll a D6 and add their **Cunning**. Whoever has the lowest result is immediately attacked by one of the Villain's Minions (roll off if tied). Roll once on the Villain's Minion Chart (re-rolling any *Event* result or Minion that has no Fight Dice) and place that Minion in the Hero's space. During the first Fight Round, the Hero may not use any Items, Allies, or Abilities and the Minion has double their normal Fight Dice.
- 11 **Possessed by Madness** - Every Hero must immediately roll a D6 and add their **Honor**. Whoever has the lowest result (roll off if tied) must immediately engage in a single Fight Round with the Hero that has the highest result (roll off if tied). Each of these Heroes gains 1 Investigation for every Hit they do to the other. Heroes may choose to roll fewer Fight Dice than they are normally allowed, but not fewer than their basic **Combat Skill**.
- 12 **Sign of the Dark Omen** - One of the Town Elders previously thought dead stumbles back into town. The First Player immediately chooses any dead Town Elder (not Evil Elder) and returns them to play. Discard any Secrets the Town Elder had and draw 2 new Secrets for them without looking. Also, discard the top card from each Location deck, move the Shadow Track 1 step closer to Darkness, and each Hero gains 1 Investigation. If there are no Dead Town Elders, the First Player instead chooses a Town Elder to gain a Resolve Token.

FLYING FROG[®]
PRODUCTIONS