

Trick or Treat!

An October Scenario



Setup

1. Place this board last in turn order.
2. Place the Vagabond pawn to represent the Trickster as follows:
 - **On the standard map**, place him in the fox clearing with five paths.
 - **On the winter map**, draw a card and place him in the matching clearing with the most paths. If you drew a bird card, draw another card.
 - **On the lake map**, draw a card and place him in the matching clearing with the most paths. If you drew a bird card, place him on the lake.
3. Shuffle all these cards back into the deck.



Tricksy

When defending in battle, the Trickster can deal a maximum of three hits. For each hit the Trickster takes, discard one random card from the Treats pile.

Daylight



Knock Knock!

Once per turn, draw three cards and reveal them. Place any revealed bird cards in the Treats pile, and discard the rest.

Trick

Whenever the Treats pile has at least five cards, discard all cards from the Treats pile and remove **all** pieces from the Trickster's clearing, except the Trickster and the Vagabond (*if any*). If the Vagabond is there, he must damage three items.

During any player's Daylight, they may take this action:



Treat

Spend a card matching the Trickster's clearing to move him if you wish. Then, if you spent a bird card, place it in the Treats pile. Otherwise, discard it.

A player may add any number of bird cards to the Treats pile per turn, but may move the Trickster only once per turn.

Treats

