

THE WITCHES' SABBATH



DARK RITUALS

MALLEUS MALEFICARUM

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CONTENTS

PLAYING THE EXPANSION	4
Contents.....	4
The Witches' Sabbath Setup.....	4
Using The Witches' Sabbath Components in other Encounters	4
NEW RULES	5
The Champion System	5
The Altar	6
Voskor's Demon Control Deck	7
Special Character Types.....	7
A NEW HORROR	8
WICKED WITCHES	10
TRAPPED!	12
CRYSTAL PRISON	14
THE SABBATH	16



THE WITCHES' SABBATH

A Witches' Sabbath has come to mean any gathering of Witches, but you are about to discover its origin!

Our trio, Pekka, Hagatha and Ikrek, have enlisted the aid of a stronger Witch, Madra. Seemingly lazy and indolent, Madra rides around on her litter, attended by her constant companion, Kakhard. But hidden behind this façade, Madra is powerful, scheming and cruel. Indeed, she is trying to gain her Demonhood by stealing power from any source she can.

Her plan culminates with a gathering of all four Witches, where she plans to drain the energy from Voskor, a Demon she has been tormenting. She names this ritual "The Sabbath".

PLAYING THE EXPANSION

The Witches' Sabbath is an expansion for Dark Rituals: Malleus Maleficarum. Dark Rituals is required to play The Witches' Sabbath.

The Witches' Sabbath has five new Encounters that are designed to be played as a short Campaign. They can be played as Standalone games too. These Encounters are designed for the powerful Witch and Demon included in this expansion and the new Champion versions of the four Heroes from the core game. If you have other Heroes with Champion cards, they can also be used with these Encounters.

CONTENTS

- 4 Champion Heroes
- Madra
- Voskor
- 5 Vampiric Spirits
- 4 Pillars
- 4 Double-sided Map Tiles
- 4 Hero Dashboards
- 4 Champion Upgrade/Hero Weapon Cards
- 1 Witch ID Sheet
- 1 Grimoire
- 1 Creature ID Card
- 1 Demon ID Sheet
- 6 Demon Control Cards
- 4 Loot Cards

THE WITCHES' SABBATH SETUP

Follow the normal rules for Setup, with the following changes.

- Shuffle the new Loot Cards with the Core Loot Cards of the same Level.
- Add a Champion Upgrade Card to each Hero's Play Area, as described below.

USING THE WITCHES' SABBATH COMPONENTS IN OTHER ENCOUNTERS

If you wish to use the Champion system in Encounters from other games, it will boost the capabilities of the Heroes. It would be best to also use the Witch and Demon from The Witches' Sabbath to keep your Encounters balanced.

NEW RULES

THE CHAMPION SYSTEM

The new Champion System gives the Heroes another avenue for advancement during the game.



Figure 1: Each Hero has a Champion Upgrade Card in their Play Area.

During Setup, each Hero takes a Champion Upgrade Card and tucks it under their Hero Attribute Board.

During the game, each Hero should add a Wound Token to the Champion Upgrade Card whenever they cause 1+ Wounds to an Enemy. It does not matter how they cause the Wounds, Attacking, Alchemy, etc. These are not Wounds that the Hero has taken, they are simply used to track the Hero's progress towards becoming a Champion.



Figure 2: If you cause 1+ Wounds, add a Wound to the Champion Upgrade Card.

As soon as a Hero collects the number of Wound Tokens shown on the Champion Upgrade Card, the Hero becomes a Champion immediately. This is not an Action and does not end their Turn. As shown in Figure 2, Corday becomes a Champion when she has collected 3 Wound Tokens on the Champion Upgrade Card.

When a Hero becomes a Champion, swap their Hero Dashboard and Weapon Card with the Champion Dashboard and Weapon Card. The Champion Weapon Card is on the reverse of the Champion Upgrade Card. Take care to keep the same amount of Reserved, Exhausted and Locked Stamina when swapping the Dashboards. Discard the Wound Tokens on the Champion Upgrade Card that you used to track your progress.



BATTISTA



Figure 3: Champion Dashboard and Weapon Card.

The Champion Cards have some differences. Notice that you will gain Stamina. The extra Stamina is clearly indicated as “+X ⚡” for each Stamina Source. Immediately take the extra Stamina Tokens and add them to your Stamina Reserve. In Figure 3, you can see that Corday gets two extra Stamina Tokens, one for Body and one for Mind.

Review the changes to your Character. The Stamina cost for many Actions will change, normally for the better. The new Weapon will be more effective, but it may be heavier too. You may need to adjust your inventory as a result.

Finally, swap the miniature for your Hero to the new Champion.

Once the upgrade is complete, continue your Turn normally.

THE ALTAR



Figure 4: The Altar on Map Tile E1.

Map Tile E1 has a large circular Area in its center called the Altar. The Altar is referred to in several Encounters and means this one Area of the Tile. The veil between Earth and Neemoos is especially weak here, and the Witches will often use this to their advantage, working powerful spells.

In each of the four Areas surrounding the Altar, there are smaller circles. These are not separate Areas and are not part of the Altar. They are just visual references for where you may place Pillars, if required by the Encounter.

VOSKOR'S DEMON CONTROL DECK



Figure 5: A Demon Card that is used in all Demon Control Decks.

The Witches' Sabbath includes six new Demon Control Cards for Voskor. To create the full Demon Control Deck of eight cards, add the two Cards from the Core Game that have the infinity symbol in the bottom left corner.

SPECIAL CHARACTER TYPES

Vampyric Spirits: Vampyric Spirits behave slightly differently for all Encounters in this expansion and for other Encounters where Pillars are in play. Vampyric Spirits are still Creatures and can be targeted by Alchemy Spells, or other game effects, that affect Creatures. However, they are not Summoned using the Witchcraft Spells, so remove the Summon Vampyric Spirit Witchcraft card from the Witchcraft deck. Further, the normal restriction that Creatures are unique does not apply to Vampyric Spirits. They are only limited by the number of miniatures that you have.

Pillars: Similarly, Pillars are a little different from other Minions. Pillars are normally story elements that come into play via the special rules in an Encounter. Witches cannot use the Summon Minion Action to bring them into the game. However, they are still Minions, and can be targeted by Alchemy Spells, or other game effects, that affect Minions, if they are not protected by some part of the story.



WOLGAR

ENCOUNTER 17 WICKED WITCHES

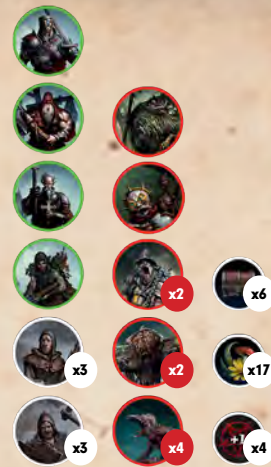
"The Witches are doing something different," mutters Curthouse, trying to figure it out.

"They are not just feeding, they seem to be killing the villagers for sport!" Battista sounds disgusted.

"It's not that. I think they are sacrificing villagers for another ritual, but there seems to be more cruelty than normal..." Corday trails off, lost in her thoughts.



Witch Master's Misery Board: Place three Plague Reward Tokens at 3, 5 and 7 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.

Summon Voskor: When the Sacrifice Track is filled with four Wound Tokens, Voskor is summoned through the Conjunction. The Witch Master should place Voskor in any Area with a Summoning Circle.

OBJECTIVES

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

- There are two Burning Witches in play at the same time, before the Demon is Summoned.

"If only the fire put an end to them!" says Wolgar, as he cleans the blood from his armor.

"Stay strong, brother. We'll find a way to end this once and for all." Battista's grimace is meant to be an encouraging smile.

- Or Defeat the Demon, after it has been Summoned.

"That Demon was the biggest we've fought!" Corday is still amped from the battle.

"Yes, their evil acts seem to draw ever stronger monsters through the portals." Wolgar is still in shock.

Witch Master: The Witches must placate the Demon with blood. The Witch Master wins immediately if:

- The Demon defeats a Serf.

Madra is calm as she surveys what is left of the village. Kakhard's hands run across her wounds, first healing them, and then reopening them with her sharp nails.

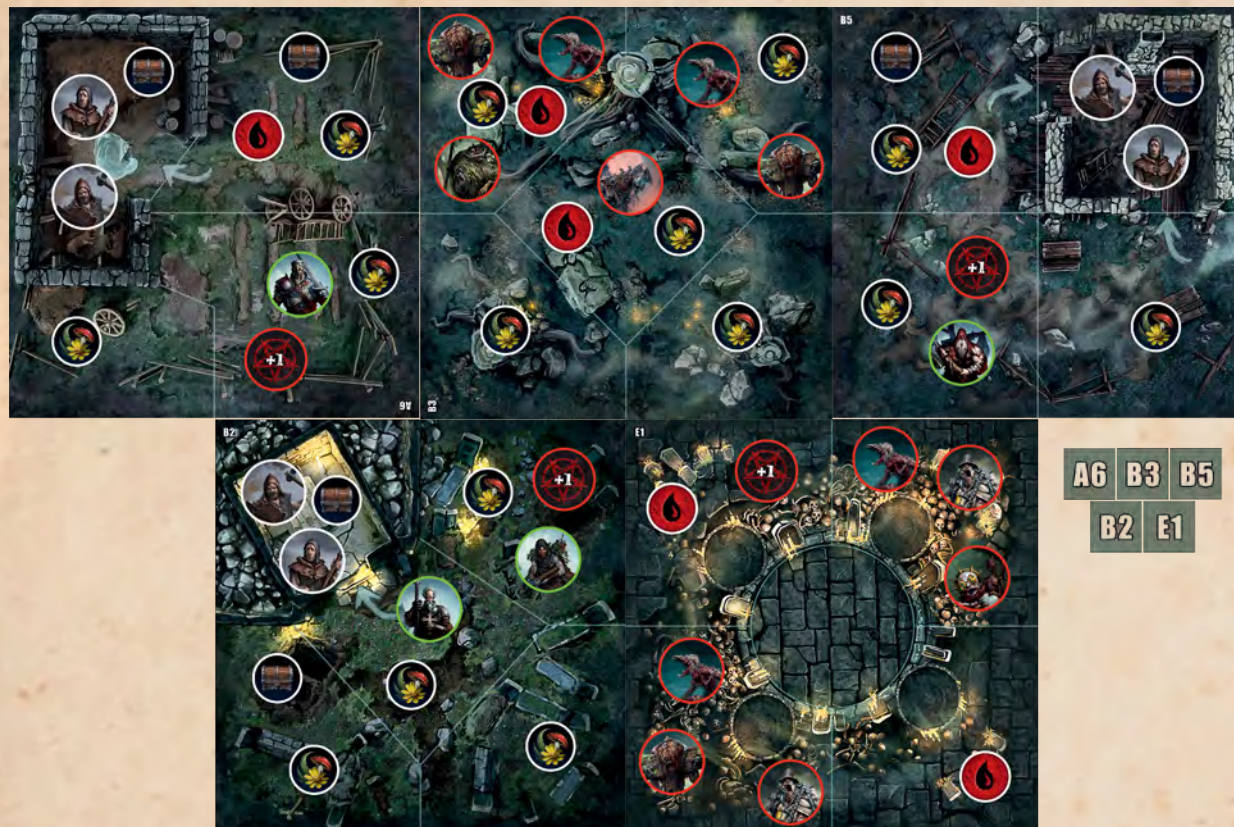
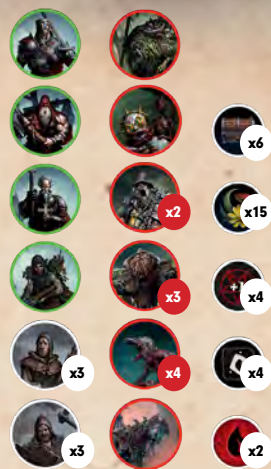
"This land needs a little more blood. But I think it will serve me well."



CURTHOUSE

ENCOUNTER 18 TRAPPED!

"This land has made you weak. You summon a Demon, then you let it fight you or let the humans banish it. Let me show you how it's done! My ritual will bend Voskor to my will and bind it to this land. The Demon is so stupid, it will allow this to happen! It will walk right into my trap!" Madra wheezes after her rant and bats Kakhard's soothing hands to one side.



Witch Master's Misery Board: Place three Plague Reward Tokens at 3, 5 and 7 Souls.

SPECIAL RULES

Token Setup: Take two double-sided Wound Tokens and four Wound Tokens with Rune Stones on their backs. Place them Wound side up and mixed them thoroughly. Then place them on the map in the six locations shown, without letting anyone see which tokens are the four Rune Stone Tokens.

Madra's Ritual: Madra has set her Ritual in motion. 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. When the Sacrifice Track is full, the Ritual is complete, casting a powerful spell on the Altar that will bend Voskor to Madra's will.

Subjugate the Demon: Madra has already cast a protection spell on Voskor. The Demon cannot be harmed in any way until the Ritual is complete. It can Activate normally. When the Ritual is complete, Madra will drop the Protection Spell and Voskor can be targeted normally. The Demon will seek the sanctuary of the powerful magics on the Altar, without realizing that Madra has prepared a cunning trap.

Hold the Rune Stones: Madra's magics are resonating with the powerful Rune Stones in this area. The Heroes can feel their general presence but must still search for them. Heroes that are not holding a Rune Stone may use the Pick Up Action to flip a Wound Token in their Area. If it is a Rune Stone, they Hold it in their Play Area. If not, Discard the token. Due to their powerful magic, Heroes can only Hold one Rune Stone at a time, but they may Drop or Trade it. If a Hero Holding a Rune Stone is Defeated, they Drop the Rune Stone in their Area. The Dark Legion cannot interact with the Rune Stones at all.

OBJECTIVES

Heroes: The Rune Stones hold the secret to stopping Madra's Ritual. When all four Heroes are Holding a Rune Stone, the Stone drains the Alchemical Power from the Heroes and interrupts Madra's Ritual. The Heroes win immediately by completing one of these two objectives:

- Each Hero must Hold a Rune Stone before the Witches complete the Ritual.

"What happened? I feel almost normal! Tired but normal!" says Wolgar, his age suddenly showing.

"Lucky for us, these runes know more about magic than we do!" laughs Battista as he turns the stone in his hand. "Rune stone? I think this is just a stone now." He throws the rock at Madra, but she has retreated quickly and is far out of reach.

- Or Defeat the Demon, after the Ritual is complete and Madra has dropped the protection spell.

"This is becoming a habit, my friends!" bellows Curthouse. "These Demons will soon learn to run from us!"

Corday looks at one of the rune stones, now inert and cold. "I'm sure there could have been an easier way to end this," she mutters as she drops the rock and begins cleaning her dagger.

Witch Master: Madra must spring her trap on the Demon. The Witch Master wins immediately if:

- The Demon reaches the Altar after the Ritual has been completed.

Bluish light pulsates around the Altar, growing in brightness as Voskor screams in pain. Everyone stares as the Demon spasms, wracked with agony. Just as the light and noise become too great to bear, there is a mighty explosion, knocking everyone except Madra to the ground.

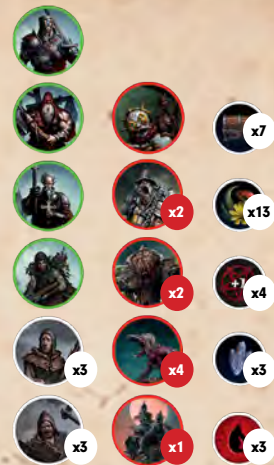
"There, that should teach it a lesson!"

ENCOUNTER 19 CRYSTAL PRISON

"The Witches are up to something! You know that old pillar, the one covered in crystals? I saw one smash it! The pillar is still there, but it's glowing!" reports the old guard, panting. To be honest, his friend, the farmer, looks like he'd be better in a fight.

"I've seen crystals used before to inhibit magical items. Perhaps they are not natural, perhaps they were placed there to tame the pillar's magic," says Corday. She has seen many strange things in her travels.

"If we can find them, perhaps we can calm the pillar again," suggests Wolgar. "But if the pillar is glowing, it sounds like we have very little time."



Witch Master's Misery Board: Place three Plague Reward Tokens at 3, 5 and 7 Souls.

SPECIAL RULES

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

Dormant Pillar: Madra's spell shattered the Crystals inhibiting the Pillar, but it will still take a little time for the Pillar to draw enough energy from Neemoss for Madra to use it to summon Vampyric Spirits. In the End of Round Phase place a Wound Token on the Sacrifice Track to mark the passage of time. Before the Track is completely full the Pillar is Dormant. It cannot be Attacked in any way, nor can its Action be used to summon Vampyric Spirits.

Active Pillar: When the Sacrifice Track is full, the Pillar is no longer an inanimate rock. It can be Activated to use its Action to Summon Vampyric Spirits and it can be targeted and Defeated like any Minion.

Drain the Last Drop: The Vampyric Spirits can Drain Stamina from the Heroes and Madra is siphoning that power from them, so that she has enough energy to hold Voskor in line. When they Drain the Last Drop of remaining Stamina from a Hero, Madra finds the energy especially sweet (the Hero still recovers their stamina normally, in the next Start of Round Phase).

Collect the Crystals: The shattered remnants of the protective Crystals are strewn around the land. If the Heroes are lucky, they can find some larger pieces. Heroes that are not holding a Shattered Crystal may use the Pick Up Action to flip a Wound Token in their Area. If it is a Shattered Crystal, they move it to their Play Area. If not, Discard the token. Due to their powerful magic, Heroes can only carry one Shattered Crystal at a time, but they may Drop or Trade it. If a Hero carrying a Shattered Crystal is Defeated, they Drop the Crystal in their Area. The Dark Legion cannot interact with the Shattered Crystals at all.

Deactivate the Pillar: While the Pillar is Dormant, the Shattered Crystals still have enough power to Deactivate the Pillar. If the Heroes can drop three Shattered Crystals in the same Area as the Pillar, its link to the Energies of Neemoss is severed.

Encrust a Witch: Nothing is as it seems. The Crystals have a will of their own and if the Pillar Activates, then they will compel the Heroes to use them another way: they want to Encrust a Witch. If a Hero Drops a Crystal in the same Area as a Witch, the Witch cannot Move for the remainder of the Round. The Witch can take all other Actions. Place the Shattered Crystal on the Witch's ID Sheet as a reminder. In the End of Round Phase move the Token to the game board, in the same Area as the Witch, to indicate she has escaped its grasp.

OBJECTIVES

Heroes: Madra cannot be allowed to complete her plan. The Heroes win immediately by completing one of these two objectives:

- Replace all three Shattered Crystals and Deactivate the Pillar.

The Pillar abruptly dims and seems to be nothing more than plain carved stone. Just as the Heroes begin to relax, they are astounded by what they see. The crystals roll slowly towards the pillar and when they reach its base, they slowly grow to cover the entire pillar.

- Satisfy the Crystal's compulsion by Defeating a Witch while it is Encrusted.

"Did you feel it? It was like the crystal was telling me what to do!" Corday has seen a lot, but she sounds genuinely disturbed.

"Yes, it seems like these crystals need to surround some magical source," says Wolgar.

"We are lucky they did not want to surround us." The three heroes look at Battista in horror.

Witch Master: Madra needs more power! The Witch Master wins immediately if:

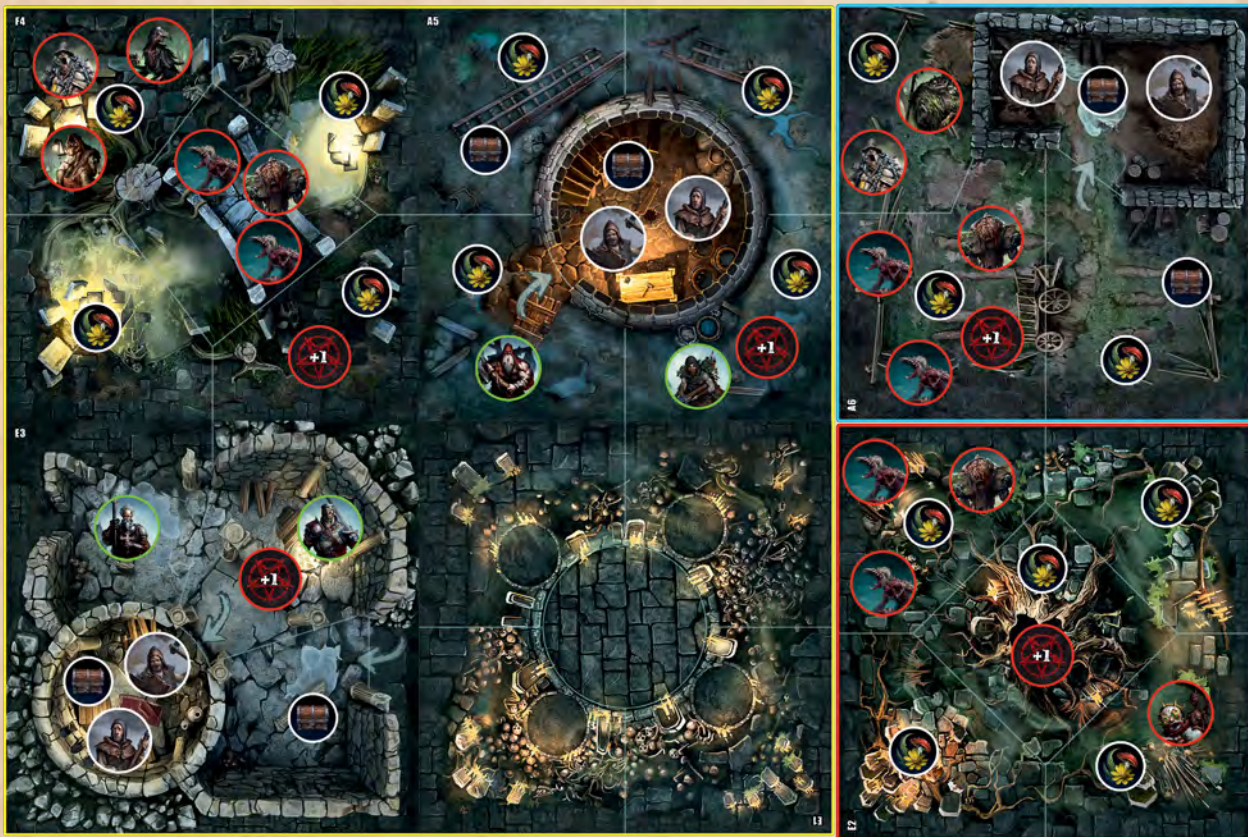
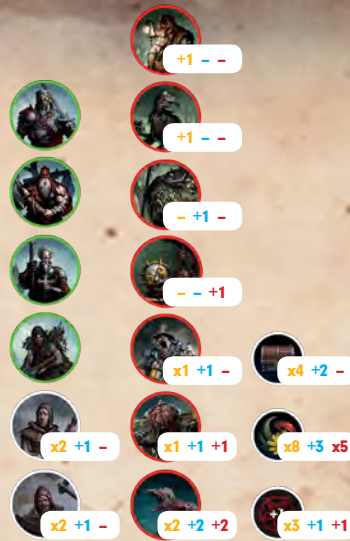
- The Vampyric Spirits Drain the Last Drop of Stamina from two Heroes in the same Round.

"Ahhh. That's enough," purrs Madra. "Let's summon that Demon again and see if it can disobey me now."

ENCOUNTER 20 THE SABBATH

"Gather around sisters, I am ready for the Sabbath! I have the power to bend the Demon to my will and then to take his magic for my own. Using the pillars and their link to Neemoss to amplify my power, I can summon Voskor and break his spirit. Now prepare! Each of us must summon a pillar! Go, Go!"

Madra commands the other Witches as if she is a Demon herself. Surprisingly, they obey.



Witch Master's Misery Board: Place three Plague Reward Tokens at 3, 5 and 7 Souls.

F4	A5	A6
E3	E1	E2

SPECIAL RULES

Sequential Setup: In the Start of Round Phase, add one Wound Token to the Sacrifice Track, adding the fifth Token to the center of the Track. This will help you remember which Act you are in. As you progress through the Acts, you will need to perform some additional setup in the Start of Round Phase:

Act 1 - When Act 1 begins, set up the game board with the four Map Tiles highlighted in yellow, using the miniatures and Tokens shown with the yellow number.

Act 2 - Add the Map Tile highlighted in blue, using the miniatures and Tokens shown with the blue number.

Act 3 - Add the Map Tile highlighted in red, using the miniatures and Tokens shown with the red number.

Act 4 - No set up required.

Act 5 - Check each of the four Areas surrounding the Altar. If there are 1+ Witches in an Area, add 1 Pillar to the Area. Then, if you placed 1+ Pillars, add Voskor to the Altar.

Act 5 is the final Act and may last several rounds, until one side wins. There is no need to continue adding tokens to the Sacrifice Track.

Banish the Demon: Voskor ignores the Health Points on its ID Card and it cannot be harmed or healed by normal means. The only way to Banish the Demon is to destroy each of the Pillars that the Witches Summoned at the start of Act 5.

OBJECTIVES

Heroes: The Heroes must stop Madra dominating Voskor. If she gains the Demon's power, she will be unstoppable. The Heroes win immediately by completing one of these two objectives:

- Prevent the Witches summoning any Pillars at the start of Act 5.
- Banish the Demon.

Witch Master: Madra forces Voskor to complete a near impossible task to show who is the master! The Witch Master wins immediately if:

- Voskor Defeats two Heroes in the same Round.

"Enough!" commands Madra. "You are not worthy to call yourself a Demon if you run errands for mere Witches. Release your power!"

The Demon staggers to a halt. Arcs of blue lightning crackle through the air, emanating from the Demon and striking the pillars. As the beams of energy sputter and vanish, Voskor begins to collapse.

"Now give it to me!" Madra is writhing in anticipation as Kakhard's hands run soothingly over her brow. The pillars glow and simultaneously begin to discharge the energy.

"Noooo!!!" screams Madra, as the jagged sparks leap from the pillars, joining into one beam and forcefully striking Kakhard. "Nooo!!! It's my Power!! MY POWER!!!"

"No! I've worked too hard for you to foil me now!" It is hard to tell if Madra's croak is one of anger or anguish. "There is nothing for me here! Neemoss will ever be my home!"

The air shimmers as Madra draws the Conjunction to her location. The rushing air envelops her, and she is gone.

The Heroes look around. All other member of the Dark Legion are gone too.

"Our work is done," intones Wolgar, clapping his arms around Curthouse.

"Here, our work is done." Battista corrects him with an even tone, knowing there is more to their story.



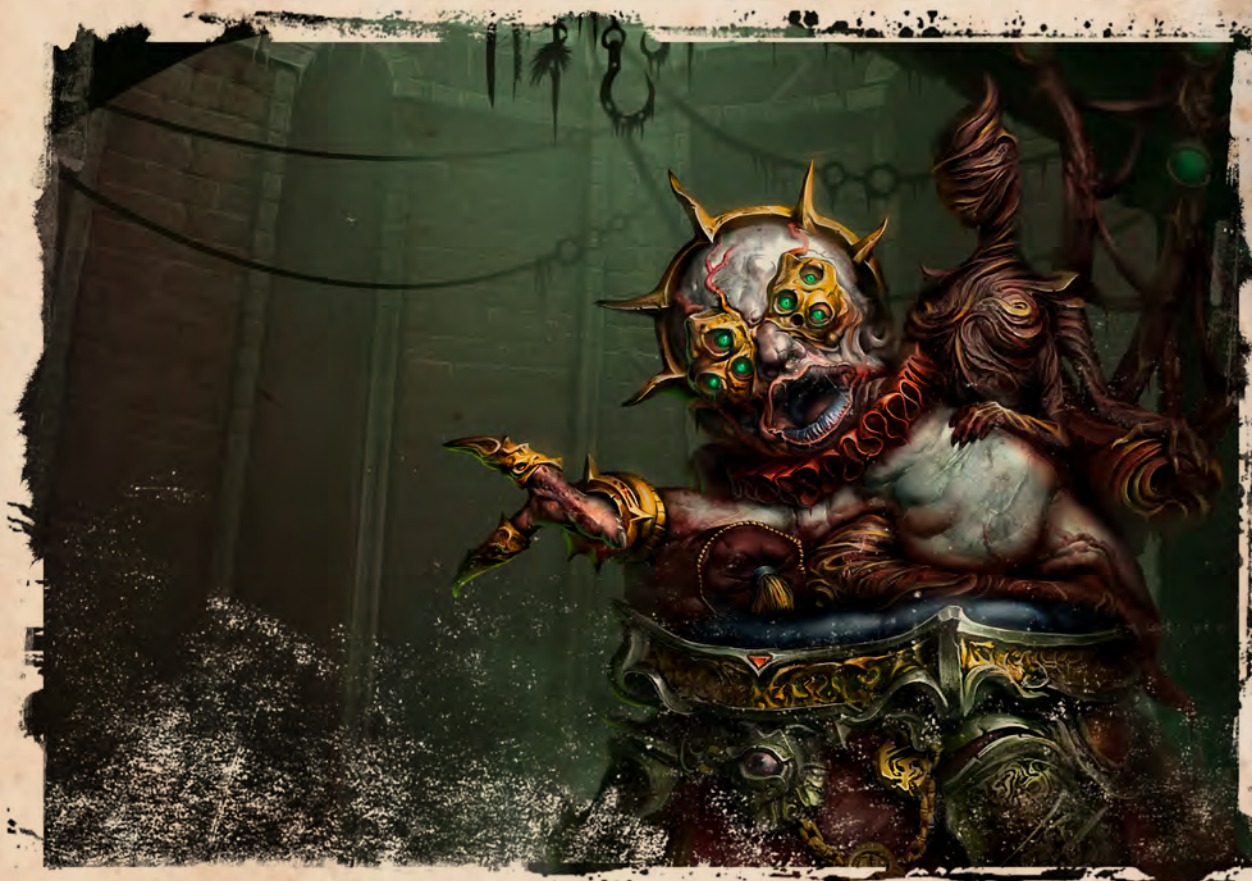
VAMPYRIC SPIRIT



PILLAR



VOSKOR



MADRA:

Lounging on her litter, Madra seems too lazy to even tend to herself: Kakhard is always at her side, taking care of Madra's every need. But looks can be deceiving and the truth can be found in Madra's strange visage. With her many eyes, she is almost all-seeing and she takes great delight from living in other realities, observing cruelty unfolding all around Neemoss, even if this means pleasure without participation.

And there is more still, as Madra is no mere passive spectator. From every scene she watches unfold, she draws a little of the energy for herself. If she ever decides to act, who knows how much power she will unleash?



DARK RITUALS
MALLEUS MALEFICARUM