

EVIL QUEEN
VILLAIN GUIDE



Evil Queen's Objective

Defeat Snow White.

In order to achieve Evil Queen's Objective, you must unlock the Dwarfs' Cottage by playing four different Ingredients. You will also need to Brew Poison, which is used to defeat Heroes in your Realm, including Snow White. Snow White must be played, either by you or an opponent. Finally, you will need to play Take a Bite when you are at Snow White's location in order to defeat her and win the game.



Special Setup

Place a Lock Token on the Dwarfs' Cottage, as that location is locked at the beginning of the game.

Ingredients

Ingredient is a card type unique to Evil Queen. Ingredients function the same as Effects, with one exception. The first time you play each Ingredient, after doing what it says, put it below your Board. If you play an Ingredient that you've played before, do what it says, then discard it.

As soon as you have played each of the four Ingredients (Scream of Fright, Old Hag's Cackle, Mummy Dust, and Black of Night), unlock the Dwarfs' Cottage by removing the Lock Token from the location. The four Ingredients remain below your Board for the rest of the game.



Play new Ingredients
below your Board

After you've played four
different Ingredients, unlock
the Dwarfs' Cottage.

Activated Abilities



Evil Queen has some cards with Activated Abilities. See the Instructions for details on how cards with Activated Abilities are played and their Abilities activated.

Magic Mirror



Evil Queen can use her Magic Mirror to find Snow White. To activate this Ability, perform an Activate action and pay 3 Power. Then find Snow White and play her to the Dwarfs' Cottage, even if it is locked.

In addition, while the Magic Mirror is in your Realm, each time you are the target of a Fate action, you may draw a card.

Poison Apples

Evil Queen does not have a Vanquish action in her Realm. Instead, she uses poison apples to defeat Heroes. To do this, she must Brew Poison and then get a Hero to Take A Bite.



Brew Poison Action

The Brew Poison action is unique to Evil Queen and is found at the Laboratory location. Each time you perform this action, you may convert as many of your Power as you wish into Poison. Move the Power onto your Board to indicate that it is now Poison.

Note: Poison is no longer considered Power. Poison may not be used to pay a card or Ability's Cost. Having Poison or adding Power from the Supply to your Poison do not trigger Conditions that require having Power or gaining Power.

Take A Bite

When you play Take A Bite, Evil Queen must be at the same location as the Hero being defeated.

You must also pay Poison equal to the Hero's Strength, which may be modified by other cards in the Realm. Remove that many Poison from your Board and return it to the Supply. Discard the defeated Hero to your Fate discard pile, and discard Take A Bite to your Villain discard pile.

Note: If you do not have enough Poison to defeat a Hero, you may not play Take a Bite.

