

# “A Brand Pluck'd Out of the Burning”

- C Mather

Scenario By Dave Valentine



## Background

The account of Mercy Short and her Christmas accusations. Short was an orphaned Boston serving girl who became tormented by invisible witches after mocking Sarah Good, an accused Salem witch being held in Boston's jail. After seeing Sarah Good and making fun of her, Short was stabbed by invisible pins, burned by unseen flames, and at times made deaf and blind. She also shouted profanities and claimed to see the Devil and witches hovering around her. Her torments lasted for many months.

“On the twenty-fifth of December it was, that Mercy said, They (*the invisible witches*) were going to have a Dance; and immediately those that were attending her, most plainly Heard and Felt a Dance, as of Barefooted People, upon the Floor; whereof they are willing to make oath before any Lawful Authority.

If I should now venture to suppose, That the Witches do sometimes come in person to do their Mischiefs, and yet have the horrible skill of clothing themselves with Invisibilities, it would seem Romantic. And yet I am inclinable to think it...”

– Cotton Mather (1693)

## Objective

The witch hunters are out to stop the witches from congregating for their Christmas dance. The witch hunters must capture the witches and bring them to the pillory in order to keep to their Puritan ways.

## Setup

This scenario is designed to be played solo with the Witch Hunters being run by the player. Setup your board as you would for a standard game (either original or 19 Souls). Except to remove recruit cards from the Witch deck. You will need a 6" circle (terrain piece) that you place somewhere on the board. This terrain feature will be the objective for the NPC witches. You will also need a pillory placed at least 10" from the circle. Then place 6 numbered markers randomly, at least 10" from the circle and 6" from each other.

## Game Play

**Turn one:** You will draw five cards for the witch hunters AND five cards for the witches. Then you will draw a location card for the witch hunters. Place the 3 core witch hunters in their respective location. Roll a D6 3 times, that's where each of the first 3 witches deploy. Roll initiative for each side, highest roll activates first. You don't look at the witch cards, instead as the witches activate draw a card for each character. If the card can be played, you must play it. The witches will move towards the circle in the safest direction that they can. If they can shoot before or after their move, they will shoot. The witches will avoid attacking in melee, unless they have a card that gives them an advantage. Witch Hunters will activate as normal.

**Turn two:** Roll a D6 and deploy another witch at that marker number. Roll initiative, and draw up to nine cards for each faction, per standard rules. Then roll activations. The order of the witches activation is as follows: The closest witch to the circle takes an activation, if they can do a 2<sup>nd</sup> activation, such as determined by a card, or shoot at and opponent, or reload, they must do that. If a witch crosses into a location, they must search the location and trigger the event. Then the next witch activates, and so on until there are no activations, or no witches left. Repeat this for all subsequent turns.

Every time a witch kills a witch hunter, or reaches the circle, they get an objective point (the witch hunters may not enter the circle). Each time the witch hunters capture a witch, they get an objective point. They get a second objective point when they reach the pillory with the captured witch (Once a witch reaches the pillory, they can not escape and are out of play).