



120 min



Ages 14+



3-6 Players

## Approaching Dawn: The Witching Hour

Enter a brand new world of witches and demons.

Players are coven members who are blood bound: what one witch does affects another member of the coven. Black magic begets corruption, which is given to other members. Conversely, White magic can heal your own corruption. But both types of magic are used to bind and banish the demons, imps, fey, possessed animals, and warlocks entering our world.

Each witch starts with spells that they know, but throughout the game can gain corruption to learn new spells, and get familiars and artifacts. But how they choose to use these new cards each Hour – whether as Black and/or White magic, will determine the successful completion of the Scene (mission).

A cooperative card game where each Scene (mission) determines the goal of the game. If the Scenes are played in order they form a story arc. However, you can play any Scene in any order.

### COMPONENTS:

- Board
- Rules
- Over 200 Cards
- Black magic/Corruption Cubes
- White magic cubes
- Tokens
- Gems
- Scenario Cards
- Witch Mats
- Rules
- Quick Set-up Sheet



[Click here for more images](#)

For additional images visit: <https://wizkids.io/ApproachingDawn>

<b>Sellable Unit</b>	Approaching Dawn: The Witching Hour	<b>Item #</b>	72932
<b>UPC</b>	634482729328		
<b>Expected Release</b>	Oct 25, 2017	<b>Orders Due</b>	May 09, 2017
<b>Master Carton Pack</b>	6 units per master carton	<b>Inner Carton Pack</b>	0 units per inner carton
<b>Has Hang Tab?</b>	No	<b>Case Size (inches)</b>	19.5(L) x 12.6(W) x 13(H)
<b>Case Gross Wgt (lbs)</b>	39	<b>Country of origin</b>	China



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