

# ~ The BLADE IMBUED ~

**DIFFICULTY:** Hard † **TIME:** 60min

## TILES REQUIRED

ST-1, LC-1, L-1, C-2, L-2, MC-1, MC-2,  
LC-2, C-1, CH-2, EH-2, G-1

**CASTLE HEART:** 15

## VILLAGE EVENT TRIGGER:

**DRAW AN EVENT CARD EVERY TURN**

## OBJECTIVE

Slay all 5 Town Heroes.

Legend tells of a powerful weapon that resided deep within the castle, known as the Demon Blade. Long ago the blade was wielded against the Darkness and was a powerful weapon against Evil, but the acolytes of the fiends that resided within those walls stole the blade and brought it to the castle so that it could no longer be brandished against their demonic masters. For many years humans have sought the blade, so that they may once again harness its power against the foulest creatures of the world, and at last, it had been discovered that it resided within the castle of legend. A plan was formulated in which all had their part to play; the brave souls of the local village would mount an assault to divert the gaze of its atrocious occupiers. Hunting parties would seek out the demonic Cambion, whose blood was needed to unlock the magic seals of the chests rumoured to contain the blade. Finally, the heroes amongst them would scour the coffers of the crypts for the blade of legend, and whisk it away once and for all from that damned place so it could be used to meet out justice in the world.

## SPECIAL CONDITIONS

- The Cambion Monster must be used in this scenario.
- Village Morale is infinite in this scenario; Villagers will keep spawning until the objective is complete.
- Villagers always spawn from Tier 1.
- All Town Hero spawn cards spawn a Town Hero.
- To win this scenario all 5 Town Heroes must be slain. Once a Town Hero has been slain, place their Town Hero token face up below the Game Overview tile. This Town Hero may not respawn.
- Should a Town Hero spawn card be drawn and there are no more Town Heroes to spawn, simply ignore it and draw another card immediately.

## COLLECTING THE BLOOD & BLADE

- The Villagers are attempting to discover the Demon Blade's location and escape with it. To do this, they must extract some of the Cambion's blood, use it to unlock the chests that could contain the blade, discover the Demon Blade's location and leave the castle with it.
- All Hunters spawned are Demon type Hunters and move towards the Cambion when they activate, over and above the Castle Heart.
- All Town Heroes spawned move towards the closest zone containing a red objective when they activate, over and above the Castle Heart. Once they arrive, they will wait there until a Hunter carrying demon blood arrives to unlock the chest.
- When a Hunter makes a successful attack against the Cambion, place an Experience token on their base to represent the demon blood they have collected. Hunters carrying demon blood now head towards the closest zone containing a red objective that doesn't already have a Hunter with demon blood occupying the zone, and stay there until a Town Hero arrives in the zone. Hunters should try to occupy the red objective zones as evenly as possible. If a Hunter carrying demon blood is slain, the sample is ruined and the Experience token is removed from play.
- The red objectives represent treasure chests that have a chance of containing the legendary Demon Blade. During setup, place 2 Defence and 1 Magic dice symbol tokens into the bag that Type tokens are drawn from. Whenever a Town Hero enters a zone containing a red objective and a Hunter carrying demon blood (Exp token), draw one of these tokens from the bag. If the Magic dice symbol token is drawn, the Demon Blade has been found! Place a blue objective token on the base of the Town Hero who found it.
- A Town Hero carrying the Demon Blade will now attempt to leave the castle by the shortest route possible. Whilst carrying they blade they deal 5 damage per attack, their range is reduced to 0 and their special abilities are still active. Any Demon Monsters damaged by the blade are immediately slain.
- If a Town Hero is slain whilst carrying the Demon Blade, the Blue objective token is dropped in the zone they were slain in. Any Town Heroes in play will now move towards the blade when they activate, and automatically collect it when they enter the zone containing it. Monsters may not move the objectives.
- If a Town Hero manages to enter a zone containing a Villager Spawn point whilst carrying the Demon Blade, they leave the castle with it and the scenario is lost.



ST-1	LC-1	L-1	C-2
L-2	MC-1	MC-2	LC-2
C-1	CH-2	EH-2	G-1

As the final villager was driven from the castle, the Cambion collapsed under the weight of a thousand attacks that rained down upon it. It lay twitching for a time, wrestling with life and death, but its demonic heritage would not let it depart the world so easily, and before long it rose to its feet without a scratch upon its skin. The effort was a valiant one, but the villagers had failed to wrestle the Demon Blade back from the clutches of the hellspawn that snatched it so long ago. There are many weapons in the arsenal against Evil, but the Demon Blade would continue to not be one of them.