The Greyfriars of Frownley Abbey are an ancient order, and the Blessed among them have long pondered on the damned castle and the evil within it. It seemed not to service the province to see it crushed under the yoke of tyranny from the dark heights. So it came to pass that collections and donations afforded the Greyfriars were set aside, in secret, until an untold wealth was amassed. The Blessed sought the services of Deathspeaker, the most legendary Bounty Hunter in all the world. Therein a compact was signed, and Deathspeaker strode forth into battle with a message for the monsters of the fortress of terror, one she would pontificate with each explosion from her black powder guns...

SPECIAL CONDITIONS

- During setup, place the Bounty Hunter Town Hero to once side on top of her face up Town Hero token. This is Deathspeaker, the legendary gun for hire!
- Villagers always spawn at Tier 1.
- All Town Hero spawn cards spawn a Town Hero.
- Deathspeaker has set her own traps for the Monsters! During setup, deal Trap cards face down into the indicated zones. When a Monster enters one of these zones, reveal the Trap card and immediately resolve the damage and effects on the Monster. These Traps do not hurt or affect Villagers. If the revealed Trap card is not compatible with the room zone it is in, the Trap has misfired and is ignored.
- The mission is failed if Deathspeaker manages to slay every Monster once. When a Monster is slain by Deathspeaker, place an Unlucky token on their dashboard when they resurrect. Once a Monster has an Unlucky token on their dashboard, they roll -1 die for the rest of the mission. If multiple Monsters are within range, the Bounty Hunter will always target Monsters that she has not yet slain.
- The Dice Symbol tokens on the map indicate places where Deathspeaker could appear. Whenever a Village Event is drawn, roll a die and spawn her in the corresponding zone. She always activates before any other Villager. Continue to roll a die each time a Village Event card is drawn and move Deathspeaker to that location. She does not spawn or change location if a "死亡" result is rolled.
- New traps can also be placed throughout the mission! Whenever a Village Event with the "死亡" symbol is drawn, roll a die and a Trap card face down in the corresponding zone. If a "死亡" result is rolled, re-roll until you roll a viable result. Traps set by Deathspeaker in rooms already containing Monsters trigger the next time that Monster activates, or when another Monster enters that zone.
- To slay Deathspeaker, the Monsters must first collect and use the blue, then the red objectives against her, which represent incantations to dispel the powerful wards of her armour (blue) and a elemental curse to finally put her to death (red). She cannot be harmed by any other means than the red objective. All attempts to slay her are Unlucky, unless the yellow objective has been used, which represents a spell that renders a powerful amulet she carries useless.
- Collecting an objective costs 1  and 1 . All objectives have a range of 0-1 and may be used by spending 1 . When a Monster uses any of the objectives against Deathspeaker, they immediately level up, keeping any experience they have. If the Monster carrying an objective is slain, it is dropped in that zone. If the Monster is not slain, the objective may be used again. Each Monster may only carry 1 objective. Once an objective has been successfully used against her, place it on her Town Hero token as a reminder.
- Deathspeaker fires blessed bullets! Whenever you take damage from Deathspeaker’s attacks, place the Damage tokens along the left edge of your dashboard. This damage cannot be healed and is only removed when a Monster is slain.

ROOM CONDITIONS

- Library (L-1 & L-2) – Monsters suffer Silence if they enter this zone.
- Chapel (C-2) – Monsters suffer Silence if they enter this zone.
- Armoury (A-1) – Monsters suffer Sunder if they take damage in this zone.
MISSION COMPLETE

Dark incantation after dark incantation emanated from the chambers surrounding Deathspeaker. As each utterance was syncopated with a flash of magic, her powers waned. The wards etched into her artefact armour were erased, the crystal in her amulet went dark and shattered as she took a hit from a fatal thunderbolt, which smote her defences. Blasted through the air, she lay sprawled, crippled and broken on the cold flagstones. The reckoning at hand was not for the evil within the castle, it seemed. Her dead eyes stared skyward in dull comprehension. There were legends still in the world, but it was less a living one. Evil laughter replaced the thunder of her guns.