

# THE THRICE-FOLD THEURGE

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

## TILES REQUIRED

CY-2, LC-2, C-2, LC-1, C-1, L2, SC-1, MC-2, CH2, EH-2, SC-2, G-2, BH-2, K-1, MC-1, ST-1

**CASTLE HEART:** 12 **VILLAGE MORALE:** 60

**TIER 2:** 40 **TIER 3:** 20

**VILLAGE EVENT TRIGGER:** 5, 10, 15, 19

## OBJECTIVE

Reduce Villager Morale to 0 or sing the Mournsong.

The fire burns low, breathing only in embers. Long have been the days, friends, and oft-times sad the wyrd of those beneath the world-tree.

Sit close with me, take heed of my tale. Ever is it wise to learn from the follies and triumphs of ages lost. Some see the past in the stoop of an old man's back or the frailness of limbs. Yet in the lines on his face there is wisdom etched deep, hidden; but in the asking unearthed.

If you have the strength, then follow me. I will lead you down into the veil. My hand is weak, and my sketch humble. My voice is strong and will be your torch in the darkness. But it is your heart that will be a better guide than I, and so the tale begins... Let me tell of a time long passed, when the greatest Skald I have ever known dared walk the crucible of the damned castle, and let me tell you of his most famed verse, the Thricefold Theurge!

## SPECIAL CONDITIONS

- During setup, place the Skald Town Hero in CY-2, then spawn Villagers as you would normally.
- The Skald is not interested in the Castle Heart, and has entered the castle to sing the Thricefold Theurge, an ancient poem that implores the Gods for divine intervention. If he manages perform his song and cleanse the 4 sites, then all is lost!
- The Skald will move through the castle in a specific route (C-2 ► L-2 ► G-2 ► CH-2), and remove the Status Conditions effecting those rooms as he goes by singing his verse. To remove a Status Condition from a zone, the Skald must attack it as he would a Monster. This is at the top of his targeting priority. The Castle Heart has no Status Condition to remove, but the Skald must still attack it to complete the song. If he does this, the Gods answer his call and flood the castle with positive energy, instantly causing the scenario to fail.

- The Skald is under the protection of his ancient Gods, and so cannot be harmed or affected by any Monster abilities, but can still be moved and Stunned by Traps. Only the Mournsong has any power over him (see below).
- The Skald is ignored when resolving Villager activations from  results, but each time a Village Event card is drawn with a  symbol, advance the Skald one zone toward his next destination, unless he is in one of his target zones, where he will remain until he attacks.
- The only way to defeat the Skald is to gather the fragmentations of the Banshee's Mournsong (blue objectives), gather in the Chapel (C-2) and sing it in unison. Its lament is so terrible that it would send all who hear it mad with despair.

## THE MOURNSONG

- The 3 blue objectives represent the fragments of the Mournsong. Collecting an objective costs 1 . If a Monster carrying an objective is slain, then it is placed in that zone and may be collected again for the cost of 1 . When a Monster carrying an objective enters the Chapel, it is immediately removed from them and placed in the zone.
- Once all Mournsong fragments have been brought to the Chapel, all Monsters must spend 1  and end their turn in in that zone in the same round to sing the Mournsong.
- The  Dice Symbol token in L-02 represents a Dark Incantation. Collecting this costs 1  and may be used when in the Skald's zone by spending 1 . When used, flip the First Player coin:

**Heads** – Move the Skald 1 zone in any direction

**Tails** – Move the Skald 1 zone in any direction and he is **Stunned**.

## ROOM CONDITIONS

- Chapel (C-2) – This room suffers from **Darkness**.
- Storage Room (ST-1) – This room suffers from **Darkness**.
- Library (L2) – Monsters suffer **Silence** if they enter this zone.
- Graveyard (G2) – Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

