

NOTE: THE FOLLOWING MISSIONS USE DARK RITUALS CROSSOVER COMPONENTS.

~ JEWELS FOR THE ANJITSU ~

DIFFICULTY: Medium **TIME:** 90min

TILES REQUIRED

EH-1, MC-1, SC-1, BH-1, MC-2, C-1, G-1,
CH-1, LC-2, CY-2, CY-1

CASTLE HEART: 20 **VILLAGE MORALE:** 30

TIER 1: 30 **TIER 2:** 0

VILLAGE EVENT TRIGGER: 6, 12, 18

OBJECTIVE

Collect the 3 Jewels of Light and take them to the Anjitsu.

The Jikininki had inhabited the Anjitsu across from the graveyard for more years than the inhabitants of the castle could recall. Greedy and capricious, the corpse-eater was left to his own devices ordinarily, but the wretched spirit grew restless and desperate. An old solitary priest, the original denizen of the Anjitsu, had returned and wished take up residence. Fearful lest it be discovered and the rites be performed to end its existence, the Jikininki sought the three Jewels of Light to bribe the priest and send him on a pilgrimage to his homeland of the Taiji Empire, to return the Jewels of Light to their rightful place. But the local heroes had discovered the jewels in past adventures and were intent on discerning a way to use their magic against the foul creatures within their ancient fortress home.

SPECIAL CONDITIONS

- The Jikininki Monster must be used in this scenario.
- C-1 is the Anjitsu where the Jewels of Light must be taken to complete the scenario.
- Each time a Town Hero is spawned there is a chance that they possess one of the Jewels of Light. When they are spawned, flip a coin:

Heads – This Town Hero is carrying a Jewel.

Tails – This Town Hero is not carrying a Jewel.




If a Town Hero is indeed carrying a Jewel, place a yellow objective token on the first Town Hero this occurs to, a red objective token on the second and a blue objective token on the third.

- Each objective token bestows unique boons to the Town Hero that possesses it:

Yellow Objective: Town Hero gains +2 Health

Red Objective: Town Hero deals +2 Damage

Blue Objective: Town Hero gains +2 Move

- When a Town Hero carrying an objective is slain, the objective is placed in that zone. A Monster may collect an objective by spending 1 , which places it on their dashboard.
- Monsters may only carry one objective at a time, but can pass the objectives between Monsters by spending 1  to either give or take an objective. If a Monster is slain whilst carrying an objective, it is placed in the zone they were slain in and can be collected again by spending 1 .
- When a Monster carrying an objective enters the Anjitsu (C-1), the objective token is removed from their dashboard immediately and placed into the zone. Once all 3 Jewels have been brought to the Anjitsu, the scenario is won!

ROOM CONDITIONS

- Graveyard (G-1) – Monsters suffer 1 damage **Burn** if they end their turn in this zone.

MISSION COMPLETE

As the old priest returned from a period of meditation spent in a nearby cave, he could sense that something was amiss in his home. Glimmering upon the threshold, he spied the Jewels of Light scattered on his doorstep like leaves upon the wind. The monk could not fathom how the jewels and found their way to him but, realising their significance, he knew that there was no time to waste. The very next morning, the monk collected his meagre selection of possessions and set about his pilgrimage to the Taiji Empire. Painful as it was for the Jikininki to surrender such valuable trinkets, the alternate path held a much more perilous fate should the ghost be discovered. Besides this, there would be many graves to rob for those who have an eternity to wait...

