

~ The Whisperer in the Walls ~

DIFFICULTY: Medium **TIME:** 85 mins

TILES REQUIRED

LC-2, K-1, BH-2, ST-1, CH-1, MC-1,
CY-2, A-1, L-1, SC-1, L-2, C-1

CASTLE HEART: 15 **VILLAGE MORALE:** 60

TIER 2: 30

VILLAGE EVENT TRIGGER: 6, 12, 18

OBJECTIVE

Reduce Village Morale to 0.

Terrible tales of the fates of the labourers and craftsmen who were forced to work on the fortress of evil were well-known tales amongst the populace. Any who were foolish enough to work on the construction of that ungodly place had met their end before ever having the chance to leave. These stories were macabre enough, yet frightening new details began to surface pertaining to the fate of these poor souls beyond their deaths. Rumours of the very masonry wailing in anguish were rife, and many believed that the workers had not only been thrown into the foundations of the castle, but were now bound to it and would unwillingly serve their masters from beyond the grave. It is not known whether it was altruism or plain pity that rallied the townsfolk into action, but they marched on the castle that day with the single purpose of freeing whatever poor souls they could from the ethereal shackles that the castle...

SPECIAL CONDITIONS

- The Raukakai Monster must be used in this scenario.
- Day and Night mode rules are used in this mission (p21 core rule book).
- The Yellow Spawn point is only active during a Day round and the Blue Spawn point is only active during a Night round.
- Mythic (red), Demon (yellow) and Cursed (blue) Town Heroes will move towards and attack objectives that match their colour when they activate, over and above anything else in the target priority order.
- Only Town Heroes will attack the objectives.
- Each objective has 5 Health and represents a site where the Raukakai may be entombed. Use damage tokens to track how much damage each objective has suffered.
- During setup, place 2 Defence and 1 Magic dice symbol tokens into the bag that Type tokens are drawn from. Whenever an objective is destroyed, draw one of these tokens from the bag. If the Magic dice symbol token is drawn, the Raukakai's site had been discovered and the scenario is lost.

ROOM CONDITIONS

- Armoury (A-1) – Monsters suffer **Sunder** if damaged in this zone.
- Chapel (C-1) – Monsters suffer **Silence** if they enter this zone.

MISSION COMPLETE

Their intentions were noble and their hearts full of hope, but despite all attempts at salvation, the Raukakai remained a feature of the Castle. Entombed and doomed to protect the lair of evil from the zeal of the just throughout the long aeons, the thing in the walls continued its servitude. Its whispers and wails could still be heard emanating from the great stone foundations and served as a constant reminder of the cruelty that existed on their doorstep.

