

THE BLOOD-BINDER'S WARES

DIFFICULTY: Medium **TIME:** 60 min

TILES REQUIRED

CH-1, SR-1, L-2, G-1, G-2, SA-2,
CY-2, C-2, T-2, LC-2, MC-1

CASTLE HEART: 16

VILLAGE MORALE: 30

TIER 2: 15

VILLAGE EVENT TRIGGER: 6, 12, 18

OBJECTIVE

Reduce Village Morale to 0
& slay the Djinn Trapper

The famed Djinn Trapper named Blood-binder infiltrated the castle in ages past, intent on capturing the Djinn by nefarious design. Blood-binder did not undertake this task without a cadre of demon hunters to ensure victory. Sale of the Djinn had been pre-arranged with a desert Emir, and a wealth of jewels had been promised in exchange. However, as Blood-binder slipped past the castle wards and had finished the creation of a demon-trap, the hand of fate intervened. A great sandstorm obscured the lands, and turned day into night, so as Blood-binder laid a careful trap for the demon, the creatures of evil stirred from slumber. Their vitriol at the intrusion in their lair was beyond mere ire, and this anger grew when the Djinn perceived what the enemy was about! A violent battle ensued...

SPECIAL CONDITIONS

- The Djinn Monster must be used in this scenario.
- Yunfakh Hunters are used in this scenario.
- During setup, construct the Town Hero deck from the following Town Heroes:
 - Muharib
 - Assassin
 - Djinn Trapper (this is Blood-binder, the renowned Djinn Trapper!)
 - Gypsy
 - Any Mythic Town Hero
- All Hunters are not interested in the Castle Heart, and instead head for the Summoning Room (SR-1). This is equal to the Castle Heart in their Villager attacking & target priority order. Whenever a Hunter would deal damage from the Summoning Room, deal the damage as usual, then roll a die and place a Sunder token on the corresponding pedestal in the Summoning Room.  results or results that have already been covered by a Sunder token do nothing and are ignored.

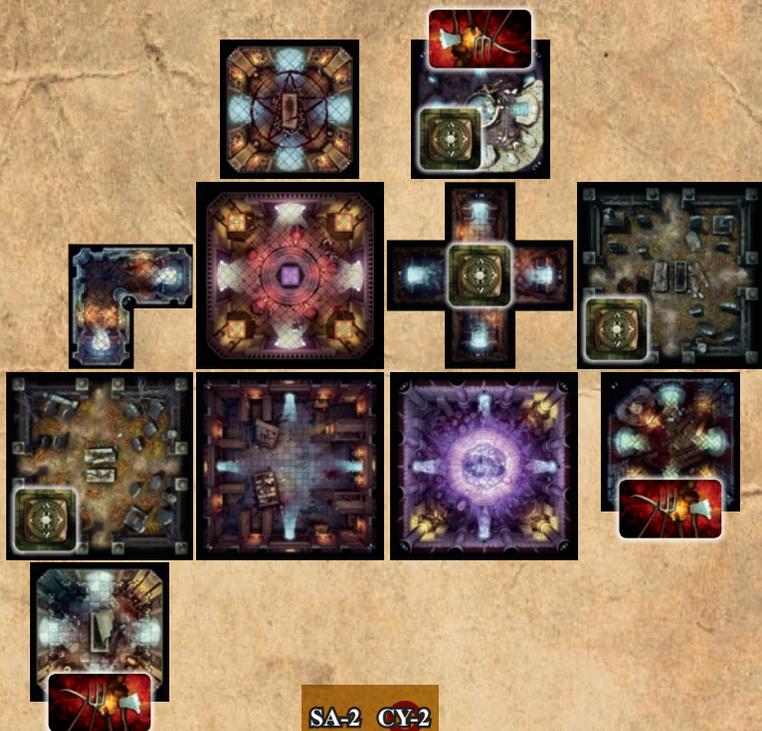
- If at any time all pedestals in the Summoning Room are covered by Sunder tokens, the Djinn is immediately moved to SA-2 and placed in the **Demon Trap** (see below).
- Demon Hunters should always spawn before any other type if able to.
- Demon Hunters are the Blood-binder's coterie, and Village Morale is only reduced when Blood-binder or one of her coterie is slain. Demon type Villagers slain by Summoned Monsters reduce Village Morale +1.
- Whenever a Village Event with the  symbol is drawn, immediately advance all Demon type Villagers 1 zone.
- When Blood-binder spawns, place 1 Experience token on her Town Hero token for each Monster playing the scenario. Each time Blood-binder is reduced to 0 Health, remove one of the Experience tokens and all damage tokens from her Town Hero token, and reduce Village Morale by 2. When Blood-binder is finally slain, the Djinn Trapper Town Hero token should not be returned to the Town Hero deck.

THE DEMON TRAP

- The Demon Trap is only ever triggered when the Hunters have managed to cover all pedestals in the Summoning Room with Sunder tokens, and can only affect the Djinn.
- The Djinn cannot move or be moved whilst in the Demon Trap, but rolls dice and may spend the results to attack and activate abilities when it activates as usual.
- To free the Djinn, all Demon Hunters must be slain before the end of the current round. Freeing the Djinn is a top priority! If the game round ever ends with the Djinn imprisoned in the Demon Trap, the scenario is lost!

ROOM CONDITIONS

- Graveyard (G-1 & G-2) – Monsters suffer 1 damage and **Burn** if they end their turn in this zone.
- Multi Section Corridor (MC-1) – This corridor suffers from **Darkness**.



	SA-2	CY-2		
LC-2	SR-1	MC-1	G-1	
G-2	L-2	CH-1	C-2	
T-2				



MISSION FAILED

The Djinn and the Blood-binder fought a pitched battle, with demon hunters feverish in their designs to snare the Djinn and hold it still. At last, across a blood-soaked chamber, they saw the malevolent demon caught in the demon-trap they had laid. The skills of Blood-binder had been sorely tested, but the well-trained coterie and their leader were successful, as at last, the rite was completed. With a final incantation from Blood-binder, the sneering Djinn was sucked out of the demon-trap and snared in a brass trinket; to be sold to the desert Emir. In the same instant, the sandstorm abated, scattering the other wicked creatures, allowing for Blood-binder's escape...

MISSION COMPLETE

Caught off-guard by the sandstorm, and its fell influence, it is said that Blood-binder panicked! Always well prepared for a hunt, the Djinn Trapper was, for the first time in a long career, having to improvise! This proved a difficulty for one beset on all sides by evil creatures doing wicked things to Blood-binder's coterie. Screams and shouts filled the chambers, and blood spurted onto the ancient stone, as corpses piled up! In the end, they say the Djinn took Blood-binder away to a plane of torment, to pay for all those times when other Djinn had been victims of the trapper, demeaned and sold in the souks for petty baubles. Whatever the truth, no one ever saw that legendary Djinn Trapper again...