Once there was a dandy of the aristocracy who caught the eye of the Succubus. So enamoured was she with her paramour that her visits were nightly. All who knew the young man perceived in him the change this wrought; for he had become sullen and withdrawn and his mannerisms cruel and capricious. Eventually, the devious twisting of his mind went so far as to create in him aberrant behaviour, both dark and perverse. He turned to evil, full of spite, malice, murder and lies. In time he was caught, locked up and sentenced to execution; guilty of a litany of sins and crime.

One bleak autumnal morning, the Headsman’s axe fell, and that put an end to the killing spree and abusiveness of the spell-bound dandy...

The Succubus seethed with wrath at the death of her plaything. She sought to take revenge on the Headsman; appearing to him as a vision in his dreams attempting to draw him under her spell of corruption. His will, however, proved too strong, for he spurned her advances! The consequences of this failure would prove interminable for the Succubus, and so she plotted a means to bring the Headsman to ruin. Now the Headsman had three sons, each coming of age, and in this the insidious Succubus espied opportunity. If she could not corrupt the Headsman, perhaps she could wrest from him his legacy, and turn all his sons into servants of darkness.

One by one the sons of the Headsman fell to the seductions of the Succubus and were taken away to the infernal keep, enslaved and chained to her will, drained of their energies and rendered listless victims in an eternal dream-slumber.

Finally, the Succubus took great pleasure in appearing before the Headsman again, and at that moment revealed the fate of his missing sons. Great was his ire, and strong was his grip on his axe, which was known as Judgement. “I’m coming for them.” The Headman’s deep voice thundered. “Then I’m coming for you.” The Succubus grinned wickedly, taking satisfaction in his suffering. Perhaps she had underestimated the stoic and determined Headsman...

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**DIFFICULTY:** Hard    **TIME:** 120 min

**TILES REQUIRED**

G-2, ST-2, CY-2, SC-2, C-1, EH-2, A-2, MC-1, MC-2, CH-2, LC-2, L-2, LC-1, G-1

**CASTLE HEART:** 20

**VILLAGE EVENT TRIGGER:** Every round

**OBJECTIVE**

The Succubus must kill the Executioner.

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**SPECIAL CONDITIONS**

- The Succubus Monster must be used in this scenario.
- Villagers always spawn at Tier 1.
- All Town Hero spawn cards spawn a Town Hero.
- During setup, place the Executioner Town Hero in EH-2, then spawn Villagers as you would normally. Place 1 Experience token on the Executioner’s Town Hero token for each Monster playing the scenario. Each time the Executioner is reduced to 0 Health, remove one of the Experience tokens and all damage tokens from his Town Hero token. All Monsters may inflict damage on the Executioner, but only the Succubus may land the final killing blow once all of his Experience tokens have been exhausted.
- The Executioner is not interested in the Castle Heart and has entered the castle to free his sons (blue, red & yellow objectives) and slay the Succubus. If he manages this, then all is lost!
- The Executioner will move through the castle in a specific route (blue objective ⇒ red objective ⇒ yellow objective ⇒ Succubus) If he is in a zone containing an objective, he will use his next movement action to interact with the objective and free one of his sons. Objectives are removed from play once this has happened.
- If the Executioner slays the Succubus after all objectives have been collected, then his task is complete and the scenario is lost.
- The Executioner wields Purification, a magical axe imbued with the essence of fire. All of his attacks deal +1 damage and inflict Burn, in addition to his usual Slow effect. If you like, place a Burn and Dice Symbol token next to his Town Hero token to remind you of this.
- Purification also inflicts staggered: when a Monster is damaged by the Executioner’s attack, Dice cannot be used against it.
- Whenever a Village Event with the Dice symbol is drawn, the Executioner gains +1 Movement when he activates that round.
- The Dice Symbol tokens in MC-1 represent impassable walls that prevent both Monster and Villager from moving between zones via these exits. Line of sight cannot be drawn through these walls and ranged attacks may not pass through them.
- MC-1 is able to rotate and reacts to Villager movement. If Villagers activate and MC-1 is not aligned to permit their movement, rotate it until it is, then move the Villagers. Monsters cannot cause MC-1 to rotate.
• The Dice Symbol tokens in CH-2, ST-2 and L-2 represent Mirrorcraft portals that Monsters may use to move around the castle. A Monster may spend 1 when in one of these zones to instantly move to another zone containing a portal. Monsters may not use these portals when suffering from Hindered.

**ROOM CONDITIONS**

• Armoury (A-2) – Attacks by Villagers made from the Armoury inflict **Sunder**.
• Graveyard (G-1, G-2) – These zones perpetually suffer from **Darkness**.

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**MISSION COMPLETE**

As the Headsman stalked the passages of the infernal keep in search of his sons, little did he know that he was falling directly into the trap laid out for him by the cunning Succubus. Here, so far from safety, close to the source of her power, he was at his weakest. He was on her ground now, and despite his flaming axe, he would be hers! Even as he fought to unfetter the chains on his sons, and wake them from the slumber the Succubus had imposed, her cruel laughter rang throughout the chambers. Insidious whispered taunts echoed in the mind of the Headsman, plaguing him, making him careless with anger. He shouted at his sons to leave, but they simply loitered, only wanting to be further drained by the Succubus who had taken them. Dull-witted in his confusion, and mounting desperation, the Headsman was vulnerable to the claws of the Succubus, as a coterie of monstrosities attacked, and left him bleeding on his knees. Finally, he looked up to behold the Succubus stood over him, her glee evident in her bloodshot eyes. Laughing still, she took him in her cold embrace and administered her tender loving care. His neck torn open and twisted, the Headsman collapsed dead at the feet of the triumphant Succubus...