

# TAINT OF THE MAD PROPHET

**DIFFICULTY:** Medium **⌚ TIME:** 75min

## TILES REQUIRED

ST-1 – L-2, SR-1, LC-2, C-1, EH-2,  
MC-2, CH-2, CY-2, G-1, A-2, T-1

**CASTLE HEART:** 14

**VILLAGE MORALE:** 60

**TIER 2:** 45 **⌚ TIER 3:** 15

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

## OBJECTIVE

Reduce Villager Morale to 0  
or close the Villager Spawn points.

An eastern visionary known as the Mad Prophet had long held the high esteem of the Sultan, such was the depth and accuracy of his divinings. There came a time when the Mad Prophet's whisperings told of a cabal of evil within the dark heart of the damned castle, who would bring ruin upon the Sultanate. Acting on this augury of doom, the Sultan dispatched a cadre of the Fedayeen sect of assassins to put an end to the threat he perceived before it could bring ruin to all he had built...

## SPECIAL CONDITIONS

- Yunfakh Hunters are used in this scenario.
- During setup, construct the Town Hero deck from the following Town Heroes:
  - Muharib
  - Assassin
  - Djinn Trapper
  - Gypsy
  - Any Mythic Town Hero
- Summoning Monsters is the key to closing the Villager Spawn points, but summoning is slower and somewhat changed in this scenario:
  - All 5 Summoning points must be covered to summon a Monster. Each Monster must contribute at least 1 dice result to the summon as usual, and any additional dice results can be given by any Monster.
  - Once all 5 Summoning points have the corresponding dice result, place the top card from the Summoning deck face down in the zone.
  - At the end of the round, flip over the Summoning card and spawn the Summoned Monster. If a Demon, Cursed or Mythic Monster is spawned, immediately remove the matching coloured Villager Spawn point (yellow, blue or red). This is now considered closed.

- All attacks made by the Yunfakh Hunters that deal damage also inflict **Poisoned** on Monsters. All attacks made by the Assassin that deal damage also inflict **Poisoned** on Monsters AND the Castle Heart.
- When a Monster is **Poisoned**, place an XP token on the Monster's miniature base. Any Monster's that are **Poisoned** suffer 1 damage at the end of every round. **Poisoned** is a unique condition and cannot be healed by a Monster's abilities, but it can be healed whilst in the Castle Heart by spending a  result. However, removing the condition in this way deals 2 damage to the Castle Heart.
- Monster can attempt to resist the poison by placing dice in Reserve. When a Monster would suffer damage from the Poison at the end of the round, roll as many dice from your Reserve as you wish:
  -  You do not suffer damage from the poison, but the condition persists.
  -  You do not suffer damage from the poison and the condition is removed.
- If a Monster is ever slain whilst suffering from **Poisoned**, the Castle Heart is dealt +2 damage when they resurrect.

## ROOM CONDITIONS

- Chapel (C-1) – This room suffers from **Darkness**.
- Courtyard (CY-2) – Monsters suffer 1 damage and **Burn** if they end their turn in this zone.
- Graveyard (G-2) – Monsters suffer 1 damage and **Burn** if they end their turn in this zone.





	ST-1	L-2
SR-1	LC-2	C-1
EH-2	MC-2	CH-2
CY-2	G-1	A-2
T-1		

## MISSION COMPLETE

The Fedayeen sect sent their most accomplished assassins, but no word of their fate ever reached the Sultanate. The rheumy eyes of the Mad Prophet widened in terror when the darkness fell, and the bloodshed began. Monsters from the depths of Hell had risen to avenge the pre-emptive strike of his misbegotten master. It is said that the laughter of the Mad Prophet reverberated throughout the night as he saw the humour in the punitive nature of the self-fulfilling prophecy. He did not have much longer to appreciate the irony of his failing, the deceit of his vision, or the fallacy of his hubris; for it is recorded he was slain by the tyrants of the castle during the destruction of the Sultanate, with the echoes of his laughter still ringing in his ears...

