

TWISTED VEINS

DIFFICULTY: Medium † **TIME:** 90 min

TILES REQUIRED

C-2, LC-2, ST-1, A-1, ST-2, MC-1, SR-1
MC-2, T-2, CH-2, SC-2, LC-1, SA-2, C-1

CASTLE HEART: 10

VILLAGE EVENT TRIGGER: Every round

OBJECTIVE

The Efreet must kill the Engineer using a Summoned Monster.

Once there was an engineer who discovered a rich vein of crystal bathed in magical energies in the nearby mountains. He gathered his work crew and set out on an expedition down into the deeps, but little did he know that a wicked creature had made the caves its lair. A battle ensued, and though blood was spilt and lives were lost, the engineer triumphed and returned to town to replenish his numbers to plunder his prize. In the beginning, the operation ran smoothly, but the crystals acted as a beacon to otherworldly things, and it was not long until it attracted a new would-be denizen. An infernal Efreet sought to call the mountains home and did not take well to the intrusion of mortal company...

SPECIAL CONDITIONS

- The Efreet 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
 - Gypsy
 - Engineer*

*If you do not have the Engineer Town Hero from the Dread & Malice expansion, use the Skald Town Hero with the following stats:



- During setup, construct the Summoning deck from any unused Core Game or Horrors of the Sands Monsters, up to a maximum total of 5 Monsters.
- Town Heroes are not interested in the Castle Heart, and have entered the castle to mine Dark Shards, the crystals that the engineer so highly covets. If the Town Heroes manage to leave the castle with 3 Dark Shards or the Efreet ends a Monster phase trapped in the **Devil Trap** (see below), then all is lost!
- 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 the Villager attacking & target priority order. Whenever a Hunter would deal damage from the Summoning Room, instead roll a die and place a Sunder token on the corresponding pedestal in the Summoning Room.
- If the number of Sunder tokens placed is ever equal to the number of Monsters playing the scenario, the Efreet is immediately moved to SA-2 and placed in the **Devil Trap** (see below).
- The 3 blue objectives represent the Dark Shard crystals. When a Town Hero enters a zone containing a Dark Shard, place the corresponding blue objective onto their Town Hero token. They will now attempt to leave the castle via the nearest Villager Spawn point. Leaving the map is not automatic when the Town Hero enters a zone containing a Villager Spawn point and requires 1 point of movement.
- Each time a Town Hero escapes with a Dark Shard, place the Town Hero token back at the bottom of the Town Hero deck and place a Darkness token on the Efreet dashboard. Each Darkness token reduces the Efreet's maximum health by 2.

THE DEVIL TRAP

- The Devil Trap is only ever triggered if the number of Sunder tokens placed in the Summoning Room by Hunters is ever equal to the number of Monsters playing the scenario, and can only affect the Efreet.
- When the Efreet begins her turn in the Devil Trap, roll the dice as usual, but she may not spend any of her results or leave the zone. Instead, she must give them to other Monsters to be used on their turn. Each Monster may only have 1 dice result given to them and ☉ results are resolved as usual. Any dice results not allocated are discarded.

