

# ~ The Watcher in Twilight ~

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

## TILES REQUIRED

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

**CASTLE HEART:** 15

**VILLAGE EVENT TRIGGER:** 6, 12, 18

## OBJECTIVE

Slay the Executioner.

Ever have the villagers warned their children against straying down the paths of the Forbidding Forest, and for good reason, for they are treacherous and unsafe. It was a sad day indeed when childlike curiosities of the town executioner's daughter lead the girl to don her riding hood and meander into that cursed place. She wandered for what felt like days, until at last she came upon a graveyard that time had not been kind to, and decided to rest for a time. The place showed signs of many a terrible battle in ages past, yet the innocence of youth shielded her from such ominous signs, and the girl wandered carefree amongst the headstones and ate from the plants and vines that bore fruit. But little did she know that the burial ground was home to an ancient tree ghost known as the Jubokko, whose primeval roots ran deep into the cold earth. Vampiric in nature and capable of unspeakable acts of viciousness, the tree spirit had long thirsted for the blood of any mortal foolish enough to stumble upon its den. Like so many before her, the poor unsuspecting girl would never leave the graveyard alive, yet the villagers would not give up hope. A father's love proved enough to rally the townsfolk to mount a rescue to bring home his little girl and punish any who sought to harm her...

## SPECIAL CONDITIONS

- The Jubokko Monster and Executioner Town Hero must be used in this scenario.
- Village Morale is infinite in this scenario; Villagers will keep spawning until the objective is complete.
- Villagers always spawn from Tier 1.
- All Town Hero spawn cards spawn a Town Hero.
- Day and Night mode rules are used in this mission (p21 core rule book).
- Room Conditions are only active during a Day round.
- When creating the Town Hero deck, set aside the Executioner's token and shuffle the deck as normal, then place the Executioner token face down on top so that it is the first to spawn.
- When the Executioner spawns, spawn him in ST-2 regardless of which spawn point the card was drawn for.
- The red objective represents the corpse of little lost girl, barely recognisable save for the red riding hood, which was not red when she had first set out....When the Executioner reaches this zone he is overcome with grief and immediately suffers **Stun**. When he recovers, he gains +1 damage and ignores the first point of damage inflicted by each Monster for the rest of the scenario.
- The Executioner will move towards the Jubokko when he activates, over and above the Castle Heart and treats it as his **Nemesis**. If the Executioner ever manages to deal enough damage to the Jubokko to slay it, the scenario is lost.

## ROOM CONDITIONS

- Courtyard (CY-2) – Monsters suffer 1 damage **Burn** if they end their turn in this zone **during a Day round**
- Graveyard (G-1, G-2) – Monsters suffer 1 damage **Burn** if they end their turn in this zone **during a Day round**.

The Jubokko had begun by slaking its thirst on the blood of the innocent girl but had ended the day with far more victims. Her father's rage had dealt many a blow to those foul beasts that day, but in the end, he too fell prey to that strange and twisted tree. It is small comfort that in death they are together, and the tragic tale of the little girl lost will no doubt add a fresh and morbid gravity to the warnings of the Forbidding Forest for some time to come. Perhaps in the future, any such errant souls who do venture into the darkling woods might avoid the ancient graveyard, where the dread creature awaits its next victim...



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