One day whilst rummaging through the open graves on a site of a recent bloody skirmish, the Grave Hag unearthed a Periapt of Souls from amongst the dead. Skulking off with this powerful magical phylactery, she sought to fill it with the spirits of the deceased and capture the souls of mortals, just at the moment when a human would breathe their last. It was never long before the villagers once again mustered the fortitude to assail Evil’s bastion, and as the pounding of footsteps rumbled in the distance, the Grave Hag began to dream of all the souls she would fill her new trinket with...

SPECIAL CONDITIONS

• The Grave Hag Monster must be used in this scenario, and must always end her activation in a Graveyard (G-1 or G-2) or the Castle Heart (CH-2).
• Village Morale is only reduced when the Grave Hag slays a Villager that is in a Graveyard (G-1 or G-2), and only villagers slain by the Grave Hag reduce Village Morale.
• The Grave Hag may use the Periapt of Souls to heal herself or the Castle Heart. To do this she must:
  » Spend any 1 of her useable dice results (not ₪)
  » Increase Village Morale an equal amount that she heals herself or the Castle Heart.

ROOM CONDITIONS

• Courtyard (CY-2) – Monsters suffer 1 damage Burn if they end their turn in this zone.
• Armoury (A-1) – All Villagers deal +1 damage when attacking from this zone. Monsters damaged in this zone suffer Sunder.
• Chapel (C-1) – Monsters suffer Silence if they enter this zone.

MISSION COMPLETE

As the final spirit was snatched from the ether and captured within the Periapt of Souls, the Grave Hag emitted a cruel cackle, for now, her rite could be completed. The Periapt of Souls pulsed with a strange ethereal glow that spoke of an eldritch power unknown to most mortals. Soon the recently slain would rise and walk again...Evil once again proved itself too powerful to be vanquished at its heart. In her macabre victory, the Grave Hag sowed the seeds for an army of the dead with which to wreak havoc across the lands...