The tales of Nicodemus the Transmuter are legend; a Master Chymist unsurpassed in her time in the ways of the craft. When tragedy befell the princess regent, and no trace or body was to be found, it was her paramour Nicodemus who sought the truth of her disappearance. As her investigation began to bear fruit, a terrible narrative began to unfold; a Lich had sought to make the princess his ever-living concubine, but his methods proved as overzealous as the poisons he fed to her, and she succumbed to the lethal concoctions. Transcended to the afterlife and beyond Lich’s reach, what remained of her was buried beneath that damned castle. It did not take long for the wretched creature to move on to another victim, but Nicodemus was not so quick to forget. She dedicated her life to revenge, locking herself away to study the keep of the damned, and in time, tutored a dedicated band of allies to aid her in her quest. With intricate knowledge of her quarry and its lair, Nicodemus and her band of Star Ascendants marched forth, glorious vengeance her only thought...

**SPECIAL CONDITIONS**

- During setup, place the Alchemist Town Hero in EH-2, then spawn Villagers as you would normally. This is Nicodemus, the renowned alchemist come for her revenge! Place 1 Experience token on the Alchemist Town Hero token for each Monster playing the scenario. Each time Nicodemus is reduced to 0 Health, remove one of the Experience tokens and all damage tokens from her Town Hero token, and reduce Village Morale by 1.

- Arcane and Seasoned Hunters are the Nicodemus’ Star Ascendants, and Village Morale is only reduced when Nicodemus or a Star Ascendant is slain.

- Nicodemus and her Star Ascendants are not interested in the Castle Heart, and always move towards the nearest zone containing a Dice symbol.

- Once all Experience tokens have been removed from Nicodemus’ Town Hero token her arsenal is spent, a die is no longer rolled whenever she attacks and she is no longer immune to results.

**OBJECTIVE**

Kill Nicodemus and reduce Villager Morale to 0.

**NICODEMUS’ ARSENAL**

- Nicodemus is armed with several fantastical weapons. In addition to her standard damage and abilities, the First Player should roll a die whenever she attacks and immediately play out the additional effect:

  - Enervation – Nicodemus and any other Town Heroes in 0-1 range remove up to 2 damage. Nicodemus can never heal enough to reclaim any lost Experience tokens, once they are removed from her token they cannot return.

  - Surge – All Villagers in target zone immediately activate (attack and move).

  - Nimbus – Place a Darkness token on any Monsters that were damaged by Nicodemus’ attack. Any zone that the Monster occupies now suffers from Darkness. This effect follows the Monster and does not persist in the zone once they have left. This is treated as a Status Condition and can be removed in the same way.

  - Curse – Place an Unlucky token on any Monsters that were damaged by Nicodemus’ attack. Any zone that the Monster occupies now suffers from Unlucky. This effect follows the Monster and does not persist in the zone once they have left. This is treated as a Status Condition and can be removed in the same way.

  - Slow - Any Monsters that were damaged by Nicodemus’ attack suffer Slow.

  - Blast - Any Monsters that were damaged by Nicodemus’ attack are Stunned and suffer Burn.

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

**TILES REQUIRED**

EH-2, LC-2, C-1, A-1, ST-1, CY-1, K-2, BH-2, MC-2, L-1, EH-1, CH-2

**CASTLE HEART:** 4 per Monster

**VILLAGE MORALE:** 30

**TIER 2:** 20  
**TIER 3:** N/A

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

**OBJECTIVE**

Kill Nicodemus and reduce Villager Morale to 0.
ROOM CONDITIONS

• Armoury (A-2) – Monsters suffer **Sunder** if damaged by a Villager occupying this zone.
• Library (L-1) – Monsters suffer **Silence** if they enter this zone.
• Chapel (C-1) – This room suffers from **Darkness**.
• Courtyard (CY-1) – Monsters suffer **Burn** if they end their turn in this zone.

MISSION COMPLETE

The legend of the Master Chymist ended on that day. Her studies were exhaustive, her preparation flawless, but this was not a place that abided by the fundamental rule of things. Nicodemus, her Star Ascendants and the grisly guardians that defended the Lich fought tooth, nail, claw and fang. As masonry cracked and supports splintered, black-hearted beasts of the nether realms soaked the flagstones in the blood of the trespassers. It is said that the Master Chymist did not go quietly, and exploded into a thousand radiant cinders that took her assassins to the grave with her. Locals like to believe that some of her ashes settled upon the princesses remains, and they shared a final embrace in the cold earth beneath the castle. A poignant end to a tragic love story perhaps, but these lands are rarely known for their graces, however small...