# RULES SUMMARY

## I. PHASES OF PLAY

### 1. MONSTER PHASE

Roll the 6 custom dice and:

- Move
- Attack
- Activate abilities
- Interact with objectives
- Place Traps

### 2. VILLAGER PHASE

Advance Village Event Wheel and draw an Event if needed.

- Starting with zones closest to the Castle Heart, Villagers attacks then move, always in that order.
- Traps trigger
- Spawn new Villagers

### 3. CLEAN UP PHASE

- Remove all expired tokens and cards from play.
- Deal 1 new Trap card.
- Pass the First Player Coin clockwise.

## II. DICE

**MELEE**
deal 1 damage to an enemy in your zone

**RANGED**
deal 1 damage to an enemy in an adjacent zone

**MAGIC**
used for spells and healing

**DEFENCE**
block up to 2 points of damage from a single attack

**RETALIATE**
deal equal damage to an enemy that successfully attacks you

**VILLAGER**
advance a Villager furthest from the Castle Heart 1 zone

- If 3 or more of the same result are rolled then players can elect to re-roll those matching results.
- Can be repeated as many times as 3 results are rolled
- All matching results must be re-rolled.

## III. VILLAGERS

Villagers attack targets in this order:

1. Nemesis – Monsters of the same type
2. Castle Heart
3. Monsters in their zone
4. Monsters in adjacent zones.

If multiple kinds of Villagers are in the same zone they act in this order:

1. Peasants
2. Hunters
3. Town Heroes

## IV. TRAPS

To place a Trap:

- Pay the cost at the top of the card
- It must be your turn
- You must be in the room the Trap is to be placed in

| ALL VILLAGERS | PEASANT | HUNTER | TOWN HERO |
| ALL ROOMS | CORRIDOR | LARGE ROOM | SMALL ROOM |

## V. STATUS CONDITIONS

Status conditions that affect Monsters:

- Silence – Place a Silence token on a Reserve slot
- Sunder - Place a Sunder token on a Defence slot
- Slow – Place a Slow token on a Movement slot.
- Burn – Place a Burn token on Monster's dashboard. Monster suffers 1 damage each time it activates.
- Stun –Place a Sunder token on a Defence slot and lay Monster on its side. Monster rolls -1 die next time it activates.

Status conditions that affect zones:

- Unlucky – Flip the First Player Coin for all attacks made by Monsters and Villagers in that zone. Traps are unaffected:
  - Heads – Attack succeeds
  - Tails – Attack fails
- Darkness – Attacks cannot be made into or out of zone. Abilities requiring line of sight cannot be made through zone.

| VILLAGER TYPE | MOVEMENT ACTIONS | ATTACK ACTIONS | RANGE | DAMAGE PER ATTACK |
| --- | --- | --- | --- | --- |
| Peasant | 1 | 1 | 0 | |
| Hunter | 1 | 1 | 0-1 | 1 |
| Town Hero | | | | 1 - to Monsters of a different type 2 - to Monsters of the same type |

*Stipulated on Town Hero token*

# Village Attacks

# Rulebook

# CREDITS

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# CONTENTS

# GAME CONTAINS:

5x Monster miniatures

32x Peasant miniatures

24x Hunter miniatures

5x Town Hero miniatures

16x Game tiles

1x Game Overview tile

8x Custom engraved dice

5x Monster dashboards

5x "type" tokens
(Demon, Mythic, etc)

5x Town Hero tokens

44x Villager Spawn cards

20x Trap cards

25x Village Event cards

1x Day & Night token

9x Darkness tokens

9x Unlucky tokens

9x Burn tokens

5x Room Condition tokens

5x Objective tokens

10x Silence tokens

10x Sunder tokens

10x Slow tokens

25x Dice Symbol tokens

20x Experience tokens

30x Damage tokens

6x Villager Spawn tokens

1x First Player coin

15x Ability tokens

35x Coloured clip on bases

1x Dice bag

1x Rulebook

# INTRODUCTION

There is a place where evil calls home. Deep in the foothills of a secluded land stands a castle where creatures of lore and legend reside, and from here they strike out at the world and cause unspeakable terror. For too long the local villagers have lived in the shadow of this place, but no more! A call to arms has been made, and heroes and adventurers from across the land have answered the call! The Villagers now come to destroy that which gives evil life, and they cannot be allowed to succeed!

Village Attacks is a 1-5 player cooperative castle defence game, where players take on the roles of the most infamous and feared creatures of folklore and legend. Deep in a remote part of the world, you and your monstrous brethren have taken up residence in an immense castle in the foothills of lands where most fear to tread. But the local village has had enough of the evil that lies at its door and has decided to lay siege to the castle in an effort to drive you out and destroy whatever ties you to this world.

Players are tasked with defending the heart of the castle from the Villagers onslaught. The player's goal is to kill enough Villagers so that their morale breaks and they retreat, but should the Villagers manage to destroy the Castle Heart, then all is lost!

# COMPONENT BREAKDOWN

▪ **Game tiles**

Used to construct the sprawling labyrinth of the castle interior, these tiles are used to create the many different missions and scenarios of Village Attacks.

▪ **Game Overview tile**

Used to keep track of Castle Heart Health, Village Morale, Village Events and Traps at your disposal.

▪ **Monster dashboards**

Each Monster comes with their own dashboard that displays their unique stats, abilities and type.

▪ **Monster Ability tokens**

Monsters may also level up and unlock new abilities, which are printed on their own tokens.

▪ **Town Hero tokens**

Town Heroes are special enemies that come with their own tokens that display their stats, type and special ability.

▪ **Village Event cards**

The Village Event deck periodically triggers random events such as additional Villager spawns and room status effects.

▪ **Villager Spawn cards**

Villagers will pour into the castle from designated Spawn points, and these cards indicate the amount and type of Villagers that will appear on any given tier.

▪ **Trap cards**

Traps can be purchased and placed by the Monsters around the castle to help fend off the onslaught of Villagers.

▪ **Damage tokens**

These tokens are placed on Monster dashboards and Town Hero tokens whenever they are damaged.

▪ **Experience tokens**

These tokens are awarded to Monsters for slaying Villagers and completing objectives and can be spent on new, more powerful abilities.

▪ **Status tokens**

Used to represent the various status effects that can happen during the game.

▪ **Villager Spawn tokens**

Used to indicate where on the map Villagers will spawn from.

▪ **Objective tokens**

Used to represent a specific goal that Monsters need to fulfil when playing a scenario.

▪ **Type tokens**

Used to assign a random type to Hunters as they spawn on the map.

▪ **Room special condition tokens**

These are placed on the map as a reminder that this room has a special condition attached in the scenario.

▪ **Dice symbol tokens**

Displaying the 5 useable faces of the dice, these tokens are used as placeholders on the Monster dashboards when the dice need to be passed to the next player.

▪ **Day & Night token**

This tokens represents whether the game is currently in Day or Night.

▪ **First Player Coin**

Used to identify the Monster who is the current first player. The coin is also used to decide when multiple possibilities are available.

▪ **Custom dice**

The currency and core of Village Attacks, gameplay is based around these custom dice.

▪ **Day & Night dice**

These dice have different symbol arrangements on their faces and are used when playing Day & Night mode.

# THE BASICS ~ PLAYING THE GAME

## SETUP

### 1. SORT THE PIECES

Sort all card decks by their type and shuffle each one respectively. Before shuffling the Village Event deck, remove the 4 "TROLL!" cards and place them back in the box. Separate all tokens and markers and place them into separate piles.

### 2. CHOOSE A SCENARIO

Players choose a scenario that they wish to play, lay out the map tiles, and place any Villager spawn points, room tokens and objective tokens according to the scenario guidelines.

### 3. CHOOSE YOUR MONSTERS & CLAIM THEIR DASHBOARDS

Once you have decided on a scenario, each player must choose a Monster to play as. All Monsters have their own strengths and weaknesses and are always one of the 5 Monster types, so be sure to choose a variety to avoid falling prey to a particular type of Hunter and Town Hero. Place the Monsters you've chosen in the Castle Heart and nominate a first player for the opening round. This person is given the First Player coin.

### 4. SELECT TYPE TOKENS & TOWN HEROES

Place type tokens matching the Monsters being used in your scenario into the dice bag. These will be used to determine Hunter types when spawning. Create the Town Hero deck by taking the 5 Town Hero tokens, shuffling them together and placing them face down by the board. The Town Hero deck should always be made up of at least 5 Town Heroes, but more can be added using expansions. If players wish to make a Town Hero deck of more than 5 Town Heroes, the types should remain balanced i.e. 2 Demon Town Heroes, 2 Mythic Town Heroes etc.

### 5. SET UP THE GAME OVERVIEW TILE

Each scenario will tell you where to set the starting values of the Castle Heart Health and Village Morale. Set the dials on the dashboard according to these values. Scenarios will also tell you the Village Event trigger point, which is also kept track of here.

### 6. DEAL VILLAGER SPAWN & TRAP CARDS

Finally, deal a Villager Spawn card for each Villager Spawn point and place those miniatures on the map. Deal 1 Trap card onto the Game Overview tile, and you're ready to begin!

## WINNING & LOSING

To win the game, players must complete the objectives outlined in the scenario. Village Attacks is a co-operative game, so work together to defend the castle! The game is lost if the Villagers manage to reduce the Health of the Castle Heart to zero or if a fail condition is met.

## DICE

The custom dice are the currency of Village Attacks that allow you to control your Monster, purchase Traps, and activate objectives. At the beginning of a Monster's turn the 6 custom dice are rolled, with 6 possible unique results:

**MELEE**
deal 1 damage to an enemy in your zone

**RANGED**
deal 1 damage to an enemy in an adjacent zone

**MAGIC**
used for spells and healing

**DEFENCE**
block up to 2 points of damage from a single attack

**RETALIATE**
deal equal damage to an enemy that succesfully attacks you

**VILLAGER**
advance a Villager furthest from the Castle Heart 1 zone

If 3 or more of the same result is rolled, then those results may be re-rolled. This effect can be chained, but all dice showing the same symbol must be re-rolled, including those placed in a Monster's Reserve. 🪶 symbols are considered unusable, as Monsters cannot spend these results when acting during their turn.

## MONSTERS

Players in Village Attacks take on the roles of Monsters of folklore and legend. These Monsters come in a variety of types, each with their own strengths and weaknesses.

## MONSTER DASHBOARDS

A Monster's dashboard contains all of the important information that you need to know about the creature:



**1. NAME**
The name of the Monster

**2. TYPE**
Every Monster will be one of the five Monster types in the game; Undead, Mythic, Cursed, Arcane & Demon.

**3. HEALTH**
How much damage a Monster can take before being slain.

**4. EXPERIENCE**
How much experience is needed to level up and gain a new ability, or improve a current one.

**5. DEFENCE**
Defence & Retaliation dice results may be placed in these spaces to defend against and counter against incoming attacks.

**6. RESERVE**
Dice results may be stored here indefinitely for use in later rounds.

**7. MOVEMENT**
Any dice (except Villager symbols) may be placed in these spaces to move the Monster. 1 dice result placed here moves a Monster a single zone.

**8. RANGE**
The range of the Monster's ability. If no range is displayed then the ability either has a range of 0 or range is irrelevant to the ability.

**9. ABILITY NAME & DESCRIPTION**
The name of the ability and details of the effect it has.

**10. ABILITY COST**
The dice cost required to activate the ability.

**11. LINE OF SIGHT**
If this symbol appears on a Monster's ability then a direct line of sight is not required between the Monster and its target.

**12. ROLE**
There are 3 roles that a Monster can be; Guardians, Supports and Decimators.

## MONSTER ROLES

There are 3 possible roles that Monsters can be:

### GUARDIANS
With a large Health pool and abilities that focus on disrupting the Villagers advances, Guardians are able to withstand great punishment whilst slowing the advance of the Villagers.

### SUPPORTS
Some of the most versatile Monsters available are Supports, as their wide range of abilities allow them to aid their allies with healing, Villager manipulation and movement enhancing abilities.

### DECIMATORS
Powerful but easily slain, Decimators are able to deal the most damage to the enemy forces but must be protected from direct conflict.

When choosing Monsters for any scenario, a maximum of 1 Guardian and 1 Decimator can be used. Any additional Monsters must be Supports.

## MONSTER ABILITIES

Each Monster has three unique abilities at their disposal. The first of these abilities is available at the very beginning of the game, whilst the other two must be unlocked as the game progresses. Each ability has a basic and an advanced version which must be unlocked in order. New abilities are purchased with experience gained from slaying Villagers and completing objectives.

### BASIC ABILITY



WAIL OF THE DAMNED

All Peasants in your zone are **Stunned**.

BANSHEE

### ADVANCED ABILITY



O-1

COMB TRAP

Target zone becomes **Unlucky**.

BANSHEE

## VILLAGERS

Villagers are the antagonistic force that seek to storm the castle and end your reign of terror! There are 4 known kinds of Villagers:

### 1. PEASANTS
Weak and stupid but vast in number, Peasants make up the bulk of the force assaulting your castle. They have 1 Health, 1 attack action, 0 range and move a single zone.

### 2. HUNTERS
Would-be adventurers with a taste for Monster hunting, Hunters are a much more dangerous foe. They have 1 Health, 1 attack action, 1 range and move a single zone.

### 3. YUNFAKH HUNTERS (HORRORS OF THE SANDS EXPANSION)
The Yunfakh are an elite fighting guild that spend their lives training to hunt the evils of the world. They have the same stats as regular Hunters, but are so agile they can only be hurt by attacks and abilities made in their zone

### 4. TOWN HEROES
Your presence has attracted the most famous and renowned heroes from all corners of the earth! Town Heroes have their own unique stats that you'll find printed on their Town Hero token.

### VILLAGER MINIATURES
Both the Peasant and Hunter Villagers have multiple miniatures that represent them. These variations have no gameplay effect, and simply add variety to the game. When selecting Peasants and Hunters, it does not matter which specific sculpt is chosen.

## MONSTER & VILLAGER TYPES

One of the fundamental mechanics of Village Attacks is the type system. Every Monster has a type, which is displayed on their dashboard. Each Town Hero has a type, indicated on their Town Hero token, and Hunters are assigned a type at random when they spawn onto the map. There are 5 possible types:



ARCANE

DEMON

CURSED

MYTHIC

UNDEAD

Hunters and Town Heroes that match a Monster's type deal +1 damage to them, so it's important to avoid them whenever possible!

## MELEE & RANGED ATTACKS

A melee attack is defined as an attack that has no range and can only target the zone the attacker is in. A ranged attack is an attack that can target zones beyond that of the attacker's.

## ROOMS & CORRIDORS

Scenarios are constructed using map tiles of varying sizes. There are 3 types of map tile; corridors, small rooms and large rooms. Understanding the difference between room types is important when placing Traps, as most Traps may only be placed in specific types of rooms:

### CORRIDORS:
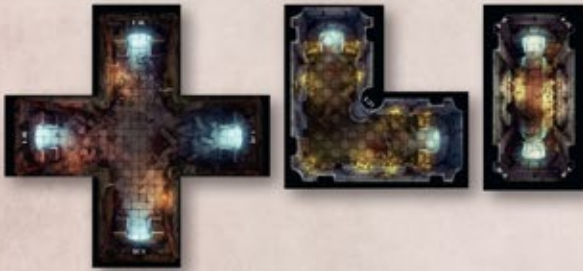
### SMALL ROOMS:

### LARGE ROOMS:

## ZONES

Each individual tile is considered a single zone, regardless of size and shape.

## THE CASTLE HEART

Within the walls of the castle lies a room unlike any other. Great stones, inscribed with symbols from a language long forgotten by the world, emanate an ancient magic that is bound to the very essence of the creatures that gather to it. The Castle Heart must be protected at all costs, as failure to protect the heart from the onslaught of the Villagers will result in all being lost!

Not only does the Castle Heart contribute to the Monster's long term vitality, it also may benefit them during play. Any Monsters occupying the Castle Heart may spend ▣ symbols to restore their health and remove status effects. 1 ▣ symbol removes 1 damage or 1 status effect from a Monster's dashboard. Monsters can only heal themselves in this way, not other Monsters in the zone.

## ROOM CONDITIONS

Many rooms have special unique conditions that affect how a scenario plays. If a room condition is active, the scenario will tell you this and a Room Condition token should be placed onto the tile to remind players that the room has a special effect in that scenario. Should no special conditions be specified, then that room has no special conditions for that scenario has no impact on play.

## LINE OF SIGHT

Monsters and Villagers can see in straight lines that run parallel with the board, no matter the distance.

### LINE OF SIGHT EXAMPLE

The Banshee and the Peasants are in view of each other and may be targeted by each other's attacks and abilities. The Hunters however are not in the Banshee's line of sight, and may not be targeted by her unless she moves into the zone containing the Peasants.
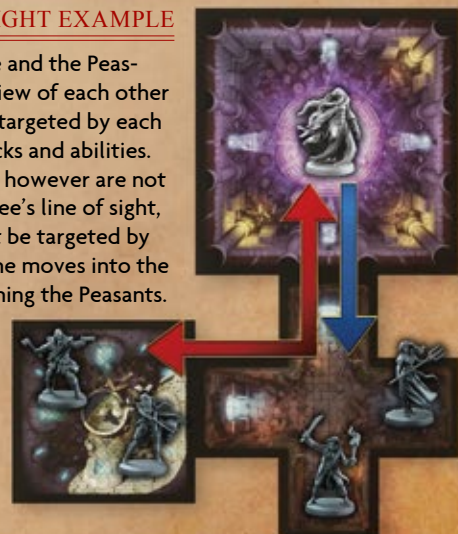
## GAME OVERVIEW TILE

The Game Overview tile keeps track of important information as you play the game:



### 1. CASTLE HEART

These keep track of the current Health of the Castle Heart. The starting values of the dials are set according to the scenario and the game is lost if these ever reach zero.

### 2. VILLAGE MORALE

These keep track of the current level of Village Morale, which is depleted by slaying Villagers and completing objectives. The starting values of the dials are set according to the scenario.

### 3. VILLAGE EVENT DECK SPACES

During setup the Village Event deck is shuffled and placed here. When the Village Event dial reaches certain points that are indicated in the scenario, the top card from the Village Event deck is revealed and its effects are played out immediately.

### 4. VILLAGE EVENT DIAL

This dial is advanced at the beginning of the Villager Phase by the number of Monsters in play. Village Events are triggered periodically when this dial reaches a certain number as indicated in the scenario.

### 5. TRAP SLOTS

A Trap card is dealt here during setup, and then throughout the game at a rate of one at the end of each game round. Only Trap cards placed here are available for purchase.

## TRAP CARDS

Traps are essential in holding back the near endless tide of Villagers and there are 2 keys stages to remember; **Placing Traps** and **Triggering Traps**.

### PLACING TRAPS

Traps may be purchased with your dice results during your Monster's turn by paying the cost at the top of the Trap card. If a Monster wishes to purchase a Trap, they must satisfy the following conditions:

- **It's their turn**
- **They are in a zone the Trap can be placed**
- **They can pay the cost of the Trap**

The effect of the Trap is explained below the Trap's name, and the symbols at the bottom of the card indicate which zones the Trap can be placed in and which Villagers the Trap affects.

| | | | |
|---|---|---|---|
| **ALL VILLAGERS** | **PEASANT** | **HUNTER** | **TOWN HERO** |
| **ALL ROOMS** | **CORRIDOR** | **LARGE ROOM** | **SMALL ROOM** |

### TRIGGERING TRAPS

Traps are triggered during the Villager Phase after Villager movement and before new Villagers are spawned. They also:

- **ONLY trigger if there is a Villager present in the zone at this specific stage of the Villager Phase (with the exception of the Treasure Hoard, see page 16)**
- **ARE NOT triggered by Villagers passing through and ending their movement in zones beyond.**
- **ARE triggered by all types of Villagers, regardless of whether the Trap affects them or not.**
- **CANNOT be removed from play until they have been triggered.**

If multiple Traps trigger simultaneously then players may choose in which order to resolve them. Each zone can accommodate a single Trap at a time.

### EXHAUSTING DECKS

Whenever the Village Spawn, Village Event or Trap decks have been exhausted, the cards or tokens should be reshuffled and put back into play immediately.



### TRAP TRIGGER EXAMPLE

The Vampire is in the Library and decides to purchase the Chandelier Trap with one of his ▨ dice results. During the Villager Phase, the Peasants in the adjacent zone move up, and once all Villagers have moved the Trap is triggered. The Trap deals 2 damage, slaying 2 Peasants and pushing the surviving Peasants back 1 zone.

### THE FIRST PLAYER COIN

If there is ever a time when playing the game that a decision must be made from several possibilities which are out of your control, such as the target of the Villagers attacks when multiple targets are in range, then the First Player Coin is used to decide the outcome. The players as a group narrow down the choices to 2 possible results, assign each one heads or tails and the current first player flips the coin.

# PHASES OF PLAY

Each game round consists of 3 phases, played out in the following order:



## 1. MONSTER PHASE

The Monster with the First Player Coin rolls their dice and then spends them to perform actions such as moving, attacking and activating abilities. Once they have finished the next Monster takes their turn and so forth, moving in a clockwise fashion around the board until all Monsters have had their turn. Then the Villager Phase begins.

## 2. VILLAGER PHASE

Next is the Villager phase. First, the Village Event wheel is advanced by the amount of Monsters playing the scenario. Events trigger when this number reaches a certain point, which is specified in each scenario. Next, all Villagers on the board attack any targets within range and move towards the Castle Heart, always in that order. Traps placed on the board that can be triggered are now set off, and finally new Villagers are spawned. Players may take turns to control the Villagers' movements and attacks, or may select one person to do so for the entire game.

## 3. CLEAN UP PHASE

Lastly is the Clean Up Phase. Any expired tokens and cards are removed from play, a new Trap card is dealt onto the Game Overview tile (if able to) and the First Player Coin is handed clockwise around the table so that a new Monster acts first during the next round.

## MONSTER PHASE

The Monster Phase begins with the player currently holding the First Player Coin. The custom dice are rolled, and the results may be spent to move, attack, defend, activate an ability, purchase Traps and even be stored for later use.

## SPENDING DICE RESULTS

At the beginning of every Monster's turn, the 6 custom dice are rolled and placed onto their Monster's portrait. The results rolled make up the pool of resources that the Monster may draw from this round. Dice results may be spent in whatever order the player wishes. When a dice result has been spent, it should be removed from the Monster's portrait and placed in the appropriate space on the dashboard or off to one side of the dashboard if it has been spent in a way that does not allow placement, such as using 🔲 and 🔻 symbols to make direct attacks.



### SPENDING DICE EXAMPLE

The Banshee has rolled 1 🔲, 2 🔻, 2 👁 and 1 🛡. She could spend 1 🔲 to slay a Peasant in her zone and 1 🔻 to slay the Peasant in the adjacent zone, but she'd need to move out of her current zone to use her last 🔻 to slay the final Peasant in the zone in which we started.

## RE-ROLLING DICE

If 3 or more of the same result is rolled then a player may choose to re-roll those dice. This effect can be repeated as many times as 3 identical results are rolled. If a player wishes to re-roll dice symbols then all symbols must be re-rolled, including any in Reserve. No dice should be spent or 🖋 resolved until a player has completely finished re-rolling results.

### DICE RE-ROLL EXAMPLE

The Dullahan rolls his dice and gets a ▨, 2 ⊕ and 3 ⛨. The 3 ⛨ can be re-rolled, so he decides to do so and rolls 1 ▨, 1 ⊕ and 1 ⚚. The 3 ⊕ could also be re-rolled, but the Dullahan is satisfied with the result and decides to play out his turn.

## VILLAGER ACTIVATION SYMBOLS

When Villager Activation symbols are rolled, a single Villager from the zone furthest from the Castle Heart is moved 1 zone closer towards the Castle Heart. If there are multiple zones that are equidistant from the Castle Heart, then the lesser enemy always activates first (Peasants < Hunters < Town Heroes). If there are multiple zones of an equal distance to the Castle Heart that contain lesser enemies, such as 2 zones both containing Peasants equally distant from the Castle Heart, then players nominate 2 of the zones, assign them head and tails and flip the First Player Coin.

If a Monster rolled multiple ⚔ results then they should attempt to resolve all of these in the same zone, rather than flipping the coin for each result.

Villager activations never cause the Villagers to attack, only move, except for in the rare case that all Villagers in play are in the Castle Heart. In this case a Villager activation causes the Villager to attack.

## MOVEMENT

A Monster may spend any useable dice symbols to move around the castle ( ⚔ symbols are the only symbols that are considered unusable). Moving 1 zone cost 1 die. Monsters may only move to zones that are adjacent and have doorways that are in alignment. Each Monster has a limited number of movement actions available to them, and they may not spend more dice on movement than the Monster's dashboard will allow.

### MOVEMENT EXAMPLE

The Banshee wants to return to the Castle Heart to restore some Health. She has 3 Movement slots on her dashboard, meaning that she can reach her destination this turn. She decides to spend her ⚚ to slay a Peasant in the adjacent zone, and then spends 2 ▨ and 1 ⊕ to reach the Castle Heart. She still has 2 ⊕ left, so she uses them to remove 2 points of damage.

## LEAVING A VILLAGER OCCUPIED ZONE

### HINDERED & UNHINDERED

To leave a zone containing Villagers, a Monster's remaining Health must be greater than the number of Villagers in the zone (the type of Villager is irrelevant). A Monster's remaining Health is their 'Health' (top right corner of the dashboard) minus the number of damage tokens on their dashboard. Being unable to leave the zone is known as being Hindered and Monsters may not leave until their Health is once again greater than the number of Villagers occupying the zone. If a Monster's ability allows them to move Unhindered, then they are able to leave Villager occupied zones without restriction as if no Villagers were present.
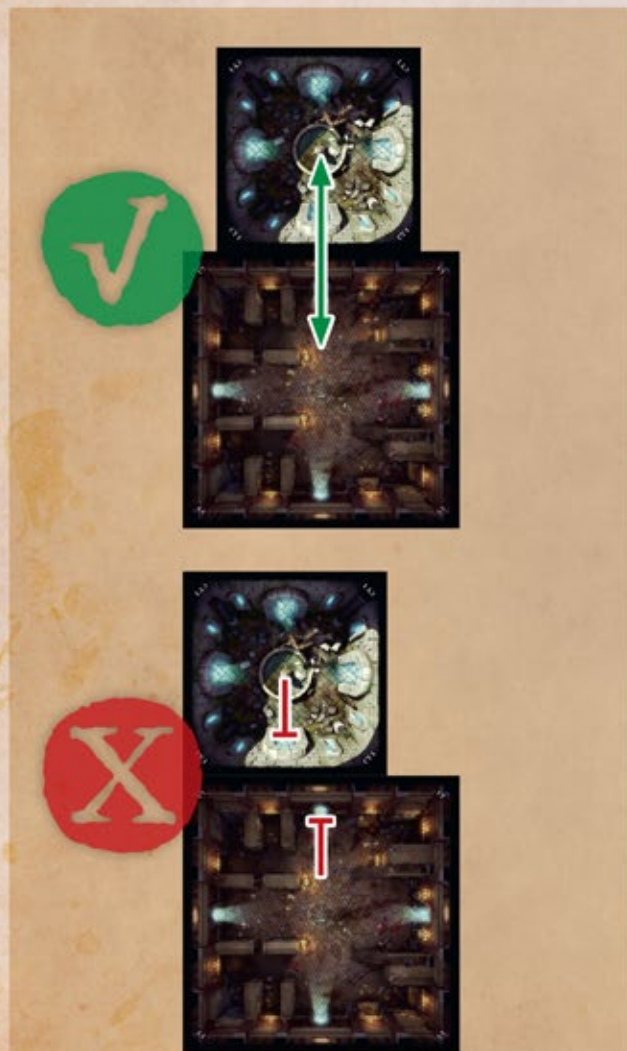


### TILE PLACEMENT

When placing tiles for gameplay, doorways must line up for them to be usable. The tiles touching isn't enough.

## ATTACKING WITH DICE RESULTS

There are 2 symbols that may be used to cause immediate damage, the ▨ and ▨ symbols. The ▨ symbol deals 1 damage to an enemy in your current zone, whereas the ▨ symbol deals 1 damage to an enemy in a zone adjacent to your location. Slaying a Peasant or a Hunter reduces the Village Morale by 1, whereas slaying a Town Hero reduces the Villager Morale by 2.

### TARGETING PRIORITY

If several different types of Villagers occupy the zone that you are attacking, then damage must be dealt to them in the following order:

**1. Peasants   2. Hunters   3. Town Heroes**

This order applies to all actions towards Villagers (Traps, Monster abilities, etc.) Certain Monster abilities allow you to target Villagers in an order of your choice, and these are distinguished from other abilities as they always begin with the word **choose**. In situations when there are variants of the same Villager type in the same zone, such as multiple Town Heroes or Hunters of varying types, then players decide which Villager they wish to target.

### DEFENCE

▨ and ▨ symbols may be placed in the Defence slots of the Monster dashboards to prepare for incoming attacks. ▨ symbols block up to 2 damage from a single attack, but multiple ▨ symbols may not be combined to block powerful attacks. They can be used to block the damage from an attack but not any additional effects or conditions of the attack. ▨ symbols do not stop incoming damage, but deal an equal amount of damage back to the attacker. An equal amount of damage is dealt back to the attacker even if it is more than enough to slay the defending Monster. Enemies slain by ▨ award experience to the target Monster. If the Monster is the target of multiple attacks, then players may choose which attacks they wish to Defend and Retaliate against.

> **RETALIATION NOTE**
> In some rare cases, a Retaliation may slay a Town Hero before all of the damage from their attack has been dealt. If this ever happens, deal all of the damage from the Town Hero's attack before removing them from the board.

### RESERVE

Dice results may be placed here and stored indefinitely until you wish to use them in later rounds. The cost of this is that 1 less die is rolled at the start of the Monster's turn for each symbol held in Reserve. If a player has symbols in Reserve at the beginning of their turn, they may elect to discard these and roll the die/dice instead. This must be done before any dice are rolled.

### DEFENCE EXAMPLE

It's the Villager Phase and there's 2 Peasants and a Mythic Hunter that are about to attack, but the Dullahan had placed 2 🛡 and 1 ⚙ in his Defence on his turn, so he's ready to deal with them. The Peasants attack first, so he decides to block one of the attacks with a 🛡 and retaliate against the other with his ⚙. He takes 1 damage from the Peasant, but also deals 1 damage and slays her. The Hunter is next to attack, and is the same type as the Dullahan! Luckily 🛡 blocks up to 2 points of damage from a single attack, so he uses his final 🛡 to prevent the damage from the Mythic Hunter. All symbols placed in the Defence slots are discarded as they are used.



### RESERVE EXAMPLE

In this example, the Lich has rolled 2 👁, 2 ⚗, 1 ⫻ and 1 ⚙. The Lich has a very large Reserve, and so is in a good position to plan for future rounds. A ⚗ and 👁 are needed to activate Soul Arrow, but Lich has rolled 2 of each of these results, so is able to store these in its Reserve and activate its ability instantly in the future.

## ACTIVATING ABILITIES

To activate a Monster's ability, the Monster must pay the cost displayed next to the ability. If no cost is shown, then the ability is a passive one and activates automatically when triggered or is always in effect. Each ability may only be used once per round and only lasts for the duration of the round. If a Monster is slain, then any effects of their abilities that would usually persist until the end of the round end with their death, except for abilities that place status effects on zones/Villagers, such as the Banshee's Comb Trap. These continue to persist until they expire.

### DAMAGING A ZONE

If a Monster ability refers to it damaging a zone, this means that the damage is dealt in that zone and distributed according to the attacking priority order, with Peasants taking the damage first, then Hunters and finally Town Heroes.

## EXPERIENCE AND LEVELLING UP

Experience is gained by slaying Villagers and completing objectives. When experience is awarded to a Monster, experience tokens are collected and placed onto the Monster dashboard. Once a Monster has experience tokens equal to their experience value, they instantly level up and may either:

<div align="center">

**Choose a new ability**

OR

**Upgrade an existing ability**

</div>

When the player has decided which ability they wish to gain, the spent experience tokens are removed from the Monster's dashboard and the new ability token is placed onto the Monster's dashboard, and may be used immediately. If an ability has been upgraded from its lesser version then it can be used again this round, so long as the Monster can afford to activate it.

If an ability that's effects persist until the end of the round had been activated but then levelled up, such as the Banshee's A Death Foretold or the Dullahan's Basin of Blood, then the cost of the ability must be spent again to reactivate it.

Different amounts of experience are awarded for slaying Villagers, depending on the Villager slain:

| VILLAGER TYPE | EXPERIENCE AWARDED |
|---|---|
| Peasant | 1 |
| Hunter | 1 |
| Town Hero | 2 (3 if the same type) |



### LEVELLING UP EXAMPLE

The Dullahan has just gained enough experience to level up and decides to unlock the first level of his Whiplash ability. Newly unlocked abilities can be used immediately, so he spends 1 ⚙ to activate Whiplash and slays a Hunter in his zone, but Whiplash causes the Dullahan's ⫻ to damage a second enemy of the same type, so the other Hunter is also slain.

## MAXING OUT ABILITIES

Should a Monster ever reach a point where they have purchased all available abilities, then levelling up takes on a different effect. Rather than gaining a new ability, they may instead remove 1 point of damage or status condition from their own Monster Dashboard, much like spending ◉ symbols in the Castle Heart.

## INTERACTING WITH OBJECTIVES

Objectives can be interacted with in a variety of ways and will always be explained in the scenario, but most commonly they require dice symbols to be spent. This is done in the exact same way as spending any other dice in the game.

## PLACING TRAPS

Traps are available to purchase from the Game Overview tile. If a Monster wishes to purchase a Trap, they must satisfy the following conditions:

- **It's their turn**
- **They are in a zone the Trap can be placed**
- **They can pay the cost of the Trap**

If all of these conditions are met, then the Monster may purchase the Trap. Traps are placed immediately and may not be held onto. They activate at a specific point in the Villager Phase, after all Villagers have moved and before new Villagers spawn. Traps are triggered by any Villager, not just Villagers that are affected by the Trap. This makes the placement of Traps important, as they can potentially be triggered by the wrong type of Villager wandering through, rendering them useless! Damage from Traps is subject to the same targeting priority order as damage dealt by Monsters. Villagers slain by Traps award no experience, but still decrease Village Morale.

> ### TREASURE HOARD NOTE
> All Traps trigger at a specific point in the Villager Phase, with the exception of the Treasure Hoard. This Trap is unique and its effect triggers as soon as an eligible Villager enters its zone and persists for the duration of the round.

## DEATH AND DYING

If a Monster ever receives enough damage tokens to equal their Health then the Monster is slain. All damage, experience tokens, status effects tokens and dice symbols are removed from their dashboard (unlocked abilities are kept) and the miniature is removed from the board and placed on the Monster's dashboard. When the Monster would next activate, it is placed back on the board in the Castle Heart, and the Castle Heart suffers 2 damage. If there are multiple Castle Heart tiles in the scenario, Monsters always begin the scenario in CH-1 and, if a Monster is slain, the player may choose which one they would like their Monster to revive in. The Monster is now back in play and may take its turn as normal immediately. Monsters must revive if able to, unless doing so would reduce the Castle Heart Health to 0, in which case they cannot.

> ### DYING WHILST LEVELLING UP
> Should a Monster ever be slain by an attack that would also cause them to gain experience and level up, then the Monster is awarded the experience , levels up and chooses a new ability before being slain.

## VILLAGER PHASE

The Villager phase is made up of 4 distinct actions, which must always happen in the order listed. Players may elect a single person to resolve the Villager phase for the entire game, or may take turns in doing so:

### 1. ADVANCE VILLAGE EVENT DIAL

The Village Event dial keeps track of when Village Events are triggered. At the start of the Villager phase, the dial advances 1 for every Monster playing the scenario. Each scenario will dictate when Village Events are triggered, and when this number is reached or passed the top card of the Village Event deck is revealed and its effects are played out immediately.

> ### TRIGGERING MULTIPLE EVENTS
> Should the Village Event wheel advance past multiple trigger points in a single round then multiple Village Events are triggered and played out in order.

| VILLAGER TYPE | MOVEMENT ACTIONS | ATTACK ACTIONS | RANGE | DAMAGE PER ATTACK |
|---|---|---|---|---|
| Peasant | 1 | 1 | 0 | 1 |
| Hunter | 1 | 1 | 0-1 | 1 - to Monsters of a different type<br>2 - to Monsters of the same type |
| Town Hero | | | | *Stipulated on Town Hero token* |

## 2. ENEMY ATTACKS & MOVEMENT

All Villagers now attack and then move, always in that order. Players activate each Villager one by one, starting in the zone(s) closest to the Castle Heart and working outward from there. In each zone Peasants are activated first, then Hunters and finally Town Heroes. Villagers that can attack at range can target zones in any direction, whether it is in front of, behind or adjacent to them. If a Monster is within range then they attack that Monster and move their maximum movement allowance towards the Castle Heart. If no Monsters are in range then Villagers simply move towards the Castle Heart. Villagers' attacks are always a success, unless a modifier such as an ability or Trap affects this.

## 3. TRIGGER TRAPS

At this point any Traps that can be triggered are triggered, and their effects are played out. Traps must be triggered if able. Villagers slain by Traps award no experience, but still decrease Village Morale.

## 4. VILLAGERS SPAWN

New Villagers are spawned onto the map by drawing from the Villager Spawn deck.

## VILLAGE EVENT CARDS

The Village Event deck is shuffled and placed face down on the Game Overview tile at the beginning of the game, and cards are drawn from it when the Village Event wheel reaches a particular value, as indicated in the scenario. When a Village Event card is put into play, its effects are resolved immediately and the card is placed face up next to the Village Event deck.



There are 2 types of Village Event card; single and persistent effect. When a single effect card is played, the card is resolved immediately and just once. When a persistent effect card is played, the effects of the card continue until the next Village Event card is drawn. Persistent effects cards are marked with the ⟳ symbol.

## VILLAGER ATTACKING & TARGET PRIORITY

Damage dealt by Villagers is automatic and requires no dice rolls. Villagers do not harm other Villagers when attacking. The Villagers also have a targeting priority that explains who they will target if multiple options are available to them:

**1. Nemesis** – Hunters and Town Heroes will always attack a Monster that share their type above all others.

**2. Castle Heart** – The next most important target for the Villagers is the Castle Heart.

**3. Monsters in their zone** – Villagers will always target Monsters in their current zone above Monsters in adjacent zones.

**4. Monsters in an adjacent zone** – Lastly, Villagers will attack Monsters in adjacent zones. Villagers do not prioritise Monsters closer to them if their range is greater than just their adjacent zones.

### MULTIPLE TARGETS

If there is ever more than 1 possible target of the Villagers attacks of the same priority level, then players reduce the choice to 2 possible outcomes, assign those heads and tails and flip the First Player Coin. This is done for each attack.

## VILLAGER ACTION PRIORITY

If there are multiple types of Villagers in the same zone, they act in the following order:

**1. Peasants    2. Hunters    3. Town Heroes**

In situations when there are variants of the same Villager type in the same zone, such as multiple Town Heroes or Hunters of varying types, then players decide which order they act in.

## VILLAGER MOVEMENT

The Villager's true goal is the Castle Heart, and they will stop at nothing to reach it! After a Villager has attacked, it now moves its maximum movement allowance towards the Castle Heart.

## MULTIPLE PATHS

If there is ever a time when more than one path is available, assign the 2 possible zones heads and tails and flip the First Player Coin to decide which path they take. If more than 2 paths are possible, players choose 2 zones and flip the coin. This is done for each type of Villager and Villager types move as a group. (1 coin flip = 1 Villager type)

## MULTIPLE PATHS EXAMPLE

The Villagers have arrived at a corridor where the path splits, so the First Player Coin will need to be flipped to see where they go. The 2 possible zones are assigned heads and tails, and the coin is flipped. The first result is heads, so the Peasants are moved up into the Armoury. The Hunters are a different type of Villager, so the coin needs to be flipped again to see what direction they head in. This time the result is tails, so the Hunters head into the Courtyard.

## VILLAGER SPAWNING

The last step of the Villager Phase is to spawn new Villagers. Each scenario will dictate where Villagers appear on the map with the placement of Villager Spawn tokens. Players nominate a Villager Spawn token and draw a Villager Spawn card. The card will tell you exactly how many and what type of enemy to spawn. Repeat this for every Villager Spawn token in play.



## SPAWNING HUNTERS & ASSIGNING TYPES

Whenever Hunters spawn onto the map, they must be assigned a type. First, draw a type token at random from the dice bag; this is the type of Hunter that has appeared. Return the token to the bag, and then place the number of Hunters in the zone as listed on the Villager Spawn card with the matching coloured clip on bases. Hunter types are assigned as a group per spawn card, not per individual miniature. Villagers and Monsters of the same type are referred to as Nemesis.

## SEASONED HUNTERS

Only 5 of each type of regular Hunter and 3 of each type of Yunfakh Hunter may be in play at any one time and only Hunters matching the Monster types in play should be spawned. If there is ever a time when players are unable to spawn Hunters matching the Monster types in play, then Hunters without coloured clip on bases should be spawned, and these are referred to as Seasoned Hunters. Seasoned Hunters are incredibly dangerous and are considered to be all types, dealing additional damage to all Monsters, so they must be dealt with quickly!

## SPAWNING TIERS

There are 3 different levels of Villager spawns; Tier 1, Tier 2 and Tier 3. At key points during the scenarios the spawn tier will increase and a greater number of Villagers will begin to spawn. The ⬚ symbol means that the card does not cause Villagers to spawn on that particular tier, and another card should be drawn immediately.

## TOWN HEROES

Town Heroes are the most dangerous type of Villagers you will face. They are faster and stronger than any other foe you will face, and as such have their own Town Hero token that displays their unique stats:



1. NAME
Town Hero name

2. SPECIAL ABILITY
Each Town Hero has their own special ability that bestows a unique bonus upon them, and potentially others around them

### 3. TYPE
The Town Hero's type

### 4. HEALTH
The amount of damage required to slay the Town Hero

### 5. SPEED
The number of zones the Town Hero will move per round

### 6. DAMAGE
The amount of damage the Town Hero deals each time it attacks

### 7. RANGE
The range of the Town Hero's attacks

When setting up a scenario, the 5 Town Hero tokens are shuffled and placed in a pile face down, creating the Town Hero deck. When a Villager Spawn card indicates that a Town Hero should be spawned, reveal the top Town Hero token and place that Town Hero into play. Any damage or status effects dealt to the Town Hero are placed onto its Town Hero token. Once a Town Hero has been slain, its Town Hero token is placed at the bottom of the Town Hero deck, ready to be spawned again if needed. The same Town Hero can spawn multiple times in the same scenario.

### EXPANDING THE TOWN HERO DECK

Should players wish to use the Town Heroes found in Village Attacks add ons they may use these in any scenario they wish, but a Town Hero deck should always contain one of each type of Town Hero. If players own more than one type of Town Hero, it is recommended Town Heroes are sorted by type and 1 token is chosen of each type at random to construct the Town Hero deck. The Town Hero deck is not limited to 5 tokens however, so long as an equal number of types are represented in the deck.

## CLEAN UP PHASE

Lastly is the Clean-up phase. Any expired Traps or tokens are removed from the game board. All dice results that are not in a Monster's Reserve are cleared from their dashboards.

# ADVANCED RULES

## STATUS CONDITIONS

There are 3 distinct types of status conditions:

- **Status conditions that affect Monsters**
- **Status conditions that affect Villagers**
- **Status conditions that affect zones**

### STATUS CONDITIONS THAT AFFECT MONSTERS

Monster status conditions are represented by tokens that are placed on the Monster's dashboard. These effects are persistent and do not expire at the end of the round and can only be removed by spending 1 👁 symbol whilst in the Castle Heart. 1 status condition is removed for each 👁 symbol spent in this way.

SUNDER

If a Monster becomes sundered, place a Sunder token over one of their Defence spaces. Defence symbols cannot be placed on the sundered space until the Sunder token has been removed.

SILENCE

Silence hampers a Monster's ability to store dice results. When a Monster is afflicted by Silence, place a Silence token over one of their Reserve spaces. Dice results cannot be placed on the silenced space until the Silence token has been removed.

SLOW

If a Monster suffers from Slow, a Slow token is placed on one of their Movement spaces. Movement can be reduced down to a minimum of 1 space, but a Monster must always have at least 1 Movement space available.

> **SUNDER, SILENCE & SLOW NOTE**
> If you are attempting to place a Sunder, Silence or Slow token but the Monster's slots are currently full, the token automatically replaces one of the dice in those slots. The player may choose which die to discard.

BURN

When a Burn is inflicted onto a Monster, a Burn token is placed onto the Monster's dashboard. The Monster now takes 1 damage at the beginning of their activation until the Burn has been removed. Monsters may only suffer from a single Burn at any given time and damage from Burn cannot be blocked using dice symbols.

STUN

When a Monster is Stunned, a Sunder token is placed onto one of their Defence slots and their miniature is laid on its side. When the Monster would next activate, return the miniature to a standing position and suffer a penalty of -1 die rolled this turn. If a Monster is Stunned during their turn, their turn automatically ends, their miniature is laid on its side and they suffer the penalty of -1 die on their next activation. Stunned Monsters are targeted by Villagers' attacks as they normally would be.

## STATUS CONDITIONS THAT AFFECT VILLAGERS

### STUN

When a Villager becomes stunned, their miniature is laid onto its side and a number of conditions take affect:

- **The Villager misses its next activation**
- **They are no longer considered in the attacking priority order for Monsters, but are when resolving Traps**
- **They are not added to the total Villager count when deciding whether a Monster is Hindered**

Stunned Villagers are returned to a standing position once they have missed their activation. Stunning should be treated the same as attacking regarding targeting priority order, unless an ability or effect dictates otherwise. Stunned Villagers can be targeted by Monsters attacks and abilities.

### BURN

Just as with Monsters, burned Villagers take 1 damage at the beginning of their activation, and every future activation.

Villagers slain by Burn award no experience, but still decrease Village Morale.

## STATUS CONDITIONS THAT AFFECT ZONES

The final type of status conditions do not affect specific miniatures, instead they affect the entire zone and everyone is subject to their effects. These status conditions expire at the end of the round, unless a Village Event causes them to persist.

### UNLUCKY

If a zone becomes Unlucky, all attacks made in that zone by both Monsters and Villagers have a chance of failure. Anytime an attack is attempted from an Unlucky zone, flip the First Player Coin:

**Heads** - The attack is a success

**Tails** - The attack fails and no damage is dealt

Unlucky only affects attacks made inside the zone suffering from Unlucky, so ranged attacks made into the zone from another zone are not affected. Damage dealt from Traps or Burn is also unaffected by Unlucky. Unlucky does not affect Monster abilities that do not deal damage, such as the Vampire's Regeneration, the Banshee's Comb Trap or the Dullahan's Unstoppable.

### DARKNESS

Should a zone become inflicted with Darkness, no ranged attacks may be made into or out of the zone. Abilities that require line of sight may not be cast into or used in a zone suffering from Darkness, and Darkness also interrupts line of sight meaning attacks and abilities may not be cast through zones suffering from Darkness. Abilities that do not require line of sight are unaffected.

## FULL ZONES AND HEAVING

A miniature is legally considered to be in the zone if more than 50% of its base is within the tile. Tokens should not be considered when deciding the fullness of a zone, and it is assumed that they take up no physical space. If a zone ever becomes so full that no other miniatures can physically fit onto the tile, then Villagers attempting to enter the target zone cause Heave. Heaving is when a Villager of the same type is forced

### HEAVE EXAMPLE

The Hunters are attempting to move into the next zone, but it's already full so their movement causes 3 Peasants to immediately move up into the next zone. The Hunters then move up into the zone that they forced the Peasants from.

1 zone towards the Castle Heart by the shortest route possible. The miniature that caused the Heave immediately moves into the zone it was attempting to enter. If a Villager of the same type is not available, the next Villager in the targeting priority is Heaved. Heave works both ways, so if enemies are forced away from the Castle Heart then the same rules apply but in reverse. Monsters can also cause a Heave by entering a full zone, immediately forcing the lesser enemy 1 zone towards the Castle Heart.

## RUNNING OUT OF MINIATURES

If at any time you should spawn a miniature but cannot do so, a miniature of the same type of enemy that you're trying to spawn that is in play gets an additional activation. This is resolved in the exact same way that ⚑ symbols are.

## DAY & NIGHT MODE

For those who are seeking an even greater challenge, every scenario in Village Attacks can be played in Day & Night mode, an optional gameplay mode that will test even the toughest of Monsters!

### DAY & NIGHT DICE

When playing Day & Night mode, players swap one of their regular dice for the die corresponding with whether it is day or night. Monsters are more powerful at night and weaker during the day, and the symbols on these dice reflect this.

NIGHT DIE
The Night die allows the Monsters to play more aggressively. Its faces have 3 ⚔ and 3 🛡 symbols.

DAY DIE
On the Day die 2 blank faces and 4 faces with the ⚑ symbol. Blank faces are unusable results that are discarded immediately.

There are also a couple of special rules relating to these dice;

▪ **Day and Night dice cannot be re-rolled and do not count towards the triggering of re-rolls.**
▪ **Day and Night dice results cannot be stored in Reserve and must be spent on that turn or discarded.**
▪ **The Day and Night dice should always be rolled If the player is subject to a penalty, such as -1 die rolled, then a regular die is always the one that is deducted. The Day and Night dice should always be rolled.**

## THE DAY/NIGHT CYCLE AND ITS EFFECTS

To begin playing a scenario in Day & Night mode, players take the Day & Night token and flip it to determine which phase the game begins in. From there, the following rules now apply:

DAY
▪ **Each Monster rolls 5 normal dice and the Day die at the beginning of their turn.**
▪ **At the beginning of a Day round, each Monster removes 2 experience tokens from their dashboard. If they are unable to remove experience tokens, they suffer 1 damage for each experience token they cannot remove. This is not done on the first round if the scenario brings in the Day.**
▪ **Monsters do not collect experience for any Villagers they slay during the Day. Experience gained from objectives is still collected and Village Morale is still decreased as normal.**

NIGHT
▪ **Each Monster rolls 5 normal dice and the Night die at the beginning of their turn.**
▪ **Monsters are rewarded with +1 experience for any Villagers they slay during the Night.**
At the end of every round, the very last thing that is done is the Day & Night token is turned over so that the next round begins in the opposite phase. This is done at the end of every round, so that Day & Night alternate evenly.

## THE TROLL

The Troll is a Village Event that adds a hulking, random force of destruction to any game! To setup the Troll:

▪ **Take the 4 Troll! Village Event cards and remove 1 at random.**
▪ **Shuffle the other 3 into the Village Event deck and place it face down on the Game Overview tile.**
▪ **Draw the top 2 cards form the Village Event deck, and without looking shuffle the remaining Troll card into these. Place these 3 cards back on top of the Village Event deck.**

### ACTIVATING THE TROLL

The Troll is a friend to neither Monster nor Villager and can cause untold havoc for both parties. The Troll activates in the Villager Phase, immediately after all the Villagers have finished attacking and moving. Due to the Troll's unpredictable nature, roll one of the regular custom die at the beginning of its activation to see how it behaves:

**MELEE & RANGED**
3 damage to each Monster in the zone & the Troll moves 1 zone towards the Castle Heart

**MAGIC & VILLAGER**
3 damage to Villagers in the zone & the Troll moves 1 zone towards the closest zone containing a Villager spawn point.

**DEFENCE & RETALIATION**
All Monsters & up to 5 Villagers in the zone are stunned & flip the First Player Coin.

▪ **Heads** – Moves 1 zone towards the Castle Heart
▪ **Tails** – Moves 1 zone towards the closest zone containing a Villager Spawn point.

If the Troll is ever in a zone containing a Villager Spawn token and is instructed to move towards the closet zone containing a Village Spawn token, then it exits the Castle and is removed from play. If it is ever in the Castle Heart and is instructed to move towards the Castle Heart, then the Castle Heart takes 1 damage and the Troll remains in place. Villagers slain by the Troll do not decrease Village Morale.

### ATTACKING THE TROLL

The Troll cannot be slain or hurt, but Monsters can still choose to attack the Troll in the hope of steering the hulking beast into the path of the Villagers or chasing it out of the Castle! Monsters may only attack the Troll using [Melee] and [Ranged] dice results, and can target it even if there are Villagers in the Troll's zone. Instead of dealing any damage to the Troll, attacking it automatically activates it and a custom die is immediately rolled to see how it behaves. Villagers do not attack the Troll because they are so scared of it! The Troll is completely unaffected by any Monster abilities and Status Effects.

### ENTERING A FULL ZONE

The Troll cannot be stopped and Heaves any Villagers out of its way if there is not enough room in the zone for it.

### THE TROLL & TRAPS

The Troll is unaffected by Traps and automatically triggers Traps in any zone that it enters.

## SUMMONING MONSTERS (HORRORS OF THE SANDS EXPANSION)

The Horrors of the Sands expansion introduces a brand new mechanic to Village Attacks; Summoning Monsters. Lesser versions of Monsters that are not being played by a player in the scenario may be summoned to aid the Monsters with their objectives. To clearly distinguish between the two, Monsters that players have chosen to play as will now be referred to as **Player Monsters** and Monsters brought into the game through the Monster Summon deck will be referred to as **Summoned Monsters**.

### BUILDING THE MONSTER SUMMON DECK

The Monster Summon deck is constructed the same way that the Town Hero deck is; 1 Monster Summon card of each type (Demon, Undead, etc) is selected at random. These 5 cards are then shuffled together and placed face down. Player Monsters cannot be used in the Monster Summon deck. Only 1 Monster of each type should be used when building the deck.

### SUMMONING MONSTERS INTO PLAY

Summoned Monsters are brought into the game from the Summoning Room tile. Displayed on the Summoning Room tile is the 5 usable dice results and to summon a Monster:

▪ **Each Player Monster in the scenario must pay any 1 of these dice costs. The Player Monster must be in the Summoning Room to pay the cost and each dice cost may only be paid once.**
▪ **When a Monster pays any one of these costs, place a corresponding Dice Symbol token over it to show it has been paid and place a Damage token onto the base of the Player Monster. This Damage token stays on the Player Monster's base until the Summoned Monster has been summoned, and whilst it is there the Player Monster rolls -1 die.**
▪ **Once each Player Monster has paid one of the costs, the top card of the Monster Summon deck is revealed and the Summoned Monster is placed into the Summoning Room. However, to keep the Summoned Monster in this world requires a sacrifice, and 2 Player Monsters must continue to roll -1 die for the entire time that the Summoned Monster is in play. Players may choose amongst themselves which Monster(s) remove the Damage token from their base.**

**SUMMONING ROOM EXAMPLE**

The Vampire is in the Summoning Room and decides to pay one of the costs to summon a Monster. The corresponding Dice Symbol token is placed over the cost he paid, which is the ▨ symbol, and a Damage token is placed on the Vampire's miniature base to remind him that from now on he rolls -1 die until a Monster has been summoned. This is a 3 player game, so the other 2 Player Monsters will need to visit the Summoning Room and pay one of the remaining costs to complete the summon.

### CONTROLLING SUMMONED MONSTERS

Summoned Monsters act at the end of the Monster Phase once all Player Monsters have acted and are controlled jointly. You can elect one player to control Summoned Monsters for the entire game, or take turns in doing so. A Summoned Monster may act in the round in which it was summoned, and stats are displayed in the same way as Town Heroes (p18-19).

Summoned Monsters are still affected by Status Effects (Unlucky, Darkness, etc) Villagers slain by Summoned Monsters still decrease Village Morale, but Summoned Monster cannot interact with objectives. Lastly, Summoned monsters are unable to place Traps.

> Damage from Summoned Monsters is considered to be the same as damage from Monster abilities and is not the same as damage from dice results. This is important when attacking certain Town Heroes

### BANISHING A SUMMONED MONSTER

If the summoned Monster ever receives enough damage to equal its Health value then it is slain. The Summoned Monster is removed from play immediately and its Monster Summon card is placed to one side. Unlike the Town Hero deck, Monster Summon cards are not recycled back into the Monster Summon deck and once a Summoned Monster has been slain it may not be summoned again in that scenario.

### YUNFAKH HUNTERS (HORRORS OF THE SANDS EXPANSION)

The Yunfakh Hunters are a deadly guild of elite assassins that have trained their entire lives to hunt evil the likes of which dwell within the castle. Even more agile and deadly than the standard Hunter, dispatching them quickly should be the utmost priority.

Spawning Yunfakh - Whenever playing with the Yunfakh Hunters, half of any Hunters spawned should be Yunfakh Hunters, rounded up.

Attacking & targeting - Yunfakh Hunters cannot be damaged by ▨ symbols, or any attacks made from outside their zone. They can still be affected by abilities that would not damage them, such as movement based abilities like the Lich's Zombify. Neither Yunfakh nor standard Hunters take priority in the targeting order, both are considered Hunters and players may choose which to target if both varieties are in the same zone, but Yunfakh Hunters are still considered to be a different **kind** of Villager.

### MINIONS

Lesser creatures under the control of Monsters are known as Minions. Wode of the Wild Hunt has the ability to summon and control Hounds, which are classed as Minions, and have the following rules:

- **Bringing a Minion into play is known as Summoning a Minion.**
- **The Monster who summoned the Minion is the one who controls it.**
- **Minions activate at any point during the turn of the Monster who controls them.**
- **Minions share the same type as the Monster that controls them.**
- **Minions are treated as Monsters in the Villager targeting priority.**
- **If a Monster has Minions under their control in their zone and they are attacked, they can choose to have the Minions suffer the attack instead. If the attack deals damage over what is necessary to slay the minion(s) then the controlling Monsters suffers the remaining damage.**

### PLAYER DIFFICULTY ADJUSTMENTS

All Village Attacks scenarios have been designed to be played with 3 Monsters, but if players would like to play with more or less they should make the following adjustments:

- **2 Monsters – -1 to Tier 1 Villager spawns & -2 to Tier 2 & 3 Villager spawns**
- **3 Monsters – N/A**
- **4 Monsters – +1 to Villager spawns**
- **5 Monsters - +2 to Villager spawns and +1 damage to Castle Heart when you revive.**

# ~1~ Lessons of the Past

**DIFFICULTY:** Medium ✝ **TIME:** 15min

### TILES REQUIRED
**CH-1, G-1, CY-1, EH-1, BH-1, A-1**

### CASTLE HEART: 5

### TIER 2: Always

### OBJECTIVE
Level up each Monster once
& slay all of the Villagers.

Long ago in distant lands there existed a castle like no other, for within its walls dwelled the largest gathering of evil the world has ever known. The countrymen lived in fear of this place, and though the horrors within filled their lives with terror and despair, they dare not act against them through fear of even greater horrors. But from the darkest pits of despair desperation is born, so a party of villagers made plans to assault the castle and drive out whatever lurked in that bastion of the damned...

## SPECIAL CONDITIONS

• Village Morale is infinite in this scenario; Villagers will keep spawning until the objective is complete.

• Villagers always spawn from Tier 2.

• Villagers will stop spawning once each Monster has levelled up once. All Villagers that remain in the Castle must be slain to win the scenario.

• The Village Event Wheel is not advanced in this scenario, and no Village Events are triggered.

• Town Heroes are not spawned in this scenario. If a Town Hero spawn card is drawn, ignore it and draw another card immediately.

• Traps are not used in this scenario.

• Each Monster may only level up once during this scenario. Any additional experience gained is not collected.

• If a Villager ever enters the Castle Heart, the mission has failed.

## ROOM CONDITIONS

• Courtyard (CY-1) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

• Graveyard (G-1) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

• Armoury (A-1) - All Villagers deal +1 damage when attacking from this zone.

## MISSION COMPLETE

The villagers, small in number and unprepared for the task at hand, stood little chance against the fiends within. But something had been ignited in the hearts of the men, the fire of rebellion, and such a flame is not easily extinguished by a single failure.

# ~2~ FATES ENTWINED

**DIFFICULTY: Medium † TIME: 40min**

**TILES REQUIRED**
CH-1, BH-1, EH-1, A-1, CY-1, ST-1,
LC-2, LC-2, SC-1, SC-2

**CASTLE HEART: 15**

**VILLAGE MORALE: 40**

**TIER 2: 30 † TIER 3: 20**

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

### OBJECTIVE
Reduce Villager Morale to 0.

The villagers sought to drive out evil with renewed purpose. They had little knowledge of how to defeat the malevolence at their door, but that did little to dampen their resolve. A choice had been made, that future generations should not inherit the dismal existence that so many of their ancestors had suffered, and so the way forward was clear...

## NEW MECHANIC

Village Events (p17)

## SPECIAL CONDITIONS

• The Monsters begin the game as if they have levelled up once. If you are continuing this mission from *Lessons of the Past,* begin with the first ability that was gained through levelling up in the previous scenario.

• Town Heroes are not spawned in this scenario. If a Town Hero spawn card is drawn, ignore it and draw another card immediately.

• Traps are not used in this scenario.

• Each Monster may only level up once during this scenario. Any additional experience gained is not collected.

• If the "Faulty Mechanisms" Village Event is drawn, ignore it and immediately draw another card.

## ROOM CONDITIONS

• Store Room (ST-1) – Hunters may not be damaged by Monster attacks or abilities whilst in this zone.

• Armoury (A-1) - All Villagers deal +1 damage when attacking from this zone.

## MISSION COMPLETE

It became clear to the people of this land why this evil had persisted for so long. Their number seems without limit, and even when a creature has been struck down and seemingly destroyed it is not long before it reappears, once again free to wreak more misery upon the world of men.

# ~3~ A GREATER FOE

**DIFFICULTY: Medium ✝ TIME: 50min**

**TILES REQUIRED**
CH-1, EH-1, L-1, BH-1, C-1, CY-1, K-1,
A-1, ST-1, LC-1, SC-1, SC-2

**CASTLE HEART: 20**

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

## OBJECTIVE
Slay all 5 Town Heroes.

News of the villagers' plight had spread throughout the world, and before long warriors of great strength and power began to arrive in the local towns. Some came for the fame and glory of slaying an ancient evil, others because they felt it was their duty to protect the innocent. Whatever their intent, the arrival of true heroes emboldened the townsfolk to once again assault that place where evil calls home...

### NEW MECHANIC

Town Heroes (p18)

### SPECIAL CONDITIONS

• The Monsters begin the game as if they have levelled up twice. If you are continuing this mission from *Fates Entwined*, begin with the first two abilities that were gained through levelling up in the previous scenario.

• Traps are not used in this scenario.

• Village Morale is infinite in this scenario; Villagers will keep spawning until the objective is complete.

• Villagers always spawn at Tier 1.

• All Town Hero spawn cards spawn a Town Hero.

• To win this scenario all 5 of the Town Heroes must be slain. Once a Town Hero has been slain, place their Town Hero token face up below the Game Overview tile. This Town Hero may not respawn.

• Should a Town Hero Spawn Card be drawn and there are no more Town Heroes to spawn, simply ignore it and draw another card immediately.

• When spawning Villagers during setup, spawn a Town Hero at the spawn point in EH-1.

• Each Monster may only level up once during this scenario. Any additional experience gained is not collected.

### ROOM CONDITIONS

• Chapel (C-1) – Monsters suffer **Silence** if they enter this zone.

• Kitchen (K-1) – Remove 2 damage from Town Heroes that enter this zone.

### MISSION COMPLETE

They fought hard, and though the humans were once again driven back, the fiends of the castle appeared to be weakening. Perhaps the incursions were beginning to take their toll upon these creatures of legend. Or perchance this was all a game, to give hope where there once was none and make sport of the foolish mortals who dare cross the threshold of that unholy place.

# ~4~ Tower of Tricks

**DIFFICULTY:** Medium † **TIME:** 70min

**TILES REQUIRED**
CH-1, CH-2, G-1, EH-1, C-2, K-2,
CY-2, LC-1, LC-2, MC-1, SC-1

**CASTLE HEART: 20**

**VILLAGE MORALE: 20**

**TIER 2: 14** † **TIER 3: 7**

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

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### OBJECTIVE
Reduce Villager Morale to 0.

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These fiends of antiquity were not the only danger within the walls of the castle. At first glance it seemed that the unhallowed denizens were the primary danger within, but nefarious traps hid just below the surface of the otherwise ordinary castle veneer, simply await a careless footstep to unleash their viciousness and trickery...

## NEW MECHANIC

Traps (p11)

## SPECIAL CONDITIONS

• The Monsters begin the game as if they have levelled up three times. If you are continuing this mission from *A Greater Foe*, begin with the three abilities that were gained through levelling up in the previous scenario.

• Only Villagers slain by Traps reduce Village Morale.

• Each Monster may only level up once during this scenario. Any additional experience gained is not collected.

## ROOM CONDITIONS

• Graveyard (G-1) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

• Courtyard (CY-2) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

## MISSION COMPLETE

Once across the threshold of the damned fortress, nothing could be trusted. Each lever, doorway and flagstone hid the potential for a grisly demise, and in the end it was too much for the villagers to bear. For now, the monstrosities have reclaimed their home and instilled a lesson that would not soon be forgotten.

# ~5~ The Sacrifice

## OBJECTIVE
Return the Castle Heart's Health to 20
and slay any remaining Villagers.

---

Through the many assaults upon the castle, an idea had begun to take root in the minds of the villagers. Strange stones, inscribed in ancient markings and emanating a peculiar luminescence had been sighted in the deepest reaches of the stronghold, and the notion that the stones and the monsters that protected them were entwined gave rise to a theory; what if the stones were the key to evil's immortality?

## SPECIAL CONDITIONS

• The Monsters begin the game as if they have levelled up four times. If you are continuing this mission from *Tower of Tricks*, begin with the four abilities that were gained through levelling up in the previous scenario.

• Village Morale is infinite in this scenario; Villagers will keep spawning until the objective is complete.

• Villagers always spawn on tier 2.

• All Town Hero spawn cards spawn a Town Hero.

• The Castle Heart begins the scenario with 1 Health, and can only be restored by slaying Villagers in the Castle Heart. If a Villager is slain in the Castle Heart the experience is not collected by the Monster and is instead added to the Castle Heart's health value, healing the Castle Heart.

• Once the Castle Heart has reached 20 Health, Villager Spawn cards are no longer drawn. Your new objective is to slay any Villagers that remain in the Castle.

## ROOM CONDITIONS

• Armoury (A-2) - All Villagers deal +1 damage when attacking from this zone.

• Library (L-1) - Hunters and Heroes attacking from this zone are considered to be EVERY type.

## MISSION COMPLETE

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The truth was laid bare; these stones at the heart of the castle that glowed with such unholy light were tied to its denizen's life force. The villagers fought valiantly and attempted to disrupt the magic that tied the monsters to this world, but in the end it was not enough. No mortal soul left the castle that day, but tales began to be whispered that these creatures of folklore and legend had a weakness, and perhaps one day could be vanquished forever.

# ~6~ Dinner Time

**DIFFICULTY: Hard ✝ TIME: 80min**

**TILES REQUIRED**
CH-1, EH-1, BH-1, L-1, A-1, ST-1,
CY-1, K-1, C-1, SC-2, MC-2

**CASTLE HEART: 17**

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

## OBJECTIVE
Drag 4 Peasants to the Kitchen.

Though the heart of the castle ties the monsters that live within to the world, other forms of sustenance are often required, and Man has often been the prey of the creatures within. The assault upon the castle began like many others had before, but little did the villagers know that it was feeding time, and they were ambling right into the maw of evil...

## SPECIAL CONDITIONS

• Village Morale is infinite in this scenario; Villagers will keep spawning until the objective is complete.
• Villagers always spawn at Tier 1.
• All Town Hero spawn cards spawn a Town Hero.
• The scenario ends when 4 Peasants have been taken to the Kitchen.
• Knocking out a Peasant costs 1 ▨. You may only carry 1 Peasant at a time.

• When carrying a Peasant, place a **Slow** token on a single Movement slot on your dashboard.
• The Peasant is considered delivered as soon as you enter the Kitchen. The miniature is removed from play immediately and any movement restrictions are lifted. 1 experience is gained for delivering a Peasant. Place these miniatures to one side to keep track.
• During the Villager phase, do not spawn Villagers at the blue spawn point. However, each time that a Peasant is delivered to the Kitchen, immediately spawn a Town Hero at the blue spawn point.
• You may slay the Peasant you are carrying at any time and remove the **Slow** token by spending 1 ▨. If a Monster is slain whilst carrying a Peasant, the Peasant is placed in the Monster's zone and activates immediately.

## ROOM CONDITIONS

• Armoury (A-1) - All Villagers deal +1 damage when attacking from this zone.
• Courtyard (CY-1) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

## MISSION COMPLETE

There would be nothing to bury of the poor souls that wandered into the castle that day, for they were devoured whole and scrubbed from the world. Whilst some of the grisly denizens were satisfied feasting upon the flesh of the recently departed, others fed upon their fears, their memories, and even their very souls. Otherworldly appetites sated, it would be many months before another raiding party dared to assault that accursed place.

| | CH-1 | | ST-1 |
|---|---|---|---|
| BH-1 SC-2 | EH-1 | A-1 | L-1 |
| | CY-1 | C-1 | |
| K-1 | MC-2 | | |

# ~7~ A Rescue Most Macabre

**DIFFICULTY:** Medium ✝ **TIME:** 60min

**TILES REQUIRED**
CH-1, BH-1, EH-1, L-1, SC-1, SC-2,
LC-1, MC-1, A-1, ST-1, K-1, CY-1

**CASTLE HEART: 16**

**VILLAGE MORALE: 45**

**TIER 2: 34** ✝ **TIER 3: 17**

**VILLAGE EVENT TRIGGER: 7, 14, 19**

### OBJECTIVE
Stop the Villagers from kidnapping a Monster.

How do you vanquish that which cannot perish? Despite countless slayings of the monstrosities of the castle, their spirits endured and were reborn anew. And so the villagers decided they must learn more of their foe, and where magic and mysticism had failed, science would perhaps hold the key. All that was required now was to steal away one of the creatures back to the village, so that it may be studied and a weakness found...

## SPECIAL CONDITIONS

• Spawn 2 Town Heroes during setup instead of drawing from the Villager Spawn deck.

• All Town Hero spawn cards spawn a Town Hero.

• If a Town Hero ever enters a Monster's zone, then the Monster is now considered captured and the Town Hero immediately moves 1 zone towards an objective with the Monster in tow. If a Town Hero manages to leave the board with a Monster in tow then the scenario is failed. Leaving the board requires 1 point of movement. Being captured can interrupt a Monster's turn.

• Town Heroes that have captured a Monster will still attack on their turn if able to, but will not injure the Monster they have captured.

• Only 1 Monster can be captured at a time.

• When captured, any experience, status effects and dice in Reserve are cleared from the Monster's dashboard. Whilst captured, a Monster rolls just 3 dice on their turn. They may spend these dice to attack and activate their abilities, but they cannot Reserve any results. A Monster cannot attack or injure the Town Hero that has captured it.

• Villagers will not attack or hurt a Monster that has been captured.

• Town Heroes will always try to capture Monsters of their type first if possible.

• Stunning a Town Hero that has captured a Monster frees it from its grasp.

## ROOM CONDITIONS

• Courtyard (CY-1) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

## MISSION COMPLETE

Even the best that the world of Men had to offer could not forcibly remove the horrors from their home. Perhaps science did indeed hold the key to evil's destruction, but no answers would be learned that day, and the villagers retreated to plot their next attack against the fortress of the damned.

# ~8~ ESCALATIONS

**DIFFICULTY: Hard** ✝ **TIME: 80min**

**TILES REQUIRED**
**CH-1, G-1, EH-1, ST-1, C-1, K-1, SC-1, SC-2, LC-1, LC-2**

**CASTLE HEART: 12**

**VILLAGE MORALE: 70**

**TIER 2 & 2ND SPAWN POINT: 55** ✝
**TIER 1 & 3RD & 4TH SPAWN POINT : 35**

**VILLAGE EVENT TRIGGER: 2, 6, 10, 14, 18**

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### OBJECTIVE
Slay all of the Villagers.

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Able bodied fighters came from far and wide, and gathered in numbers that had not been seen for a long time. If skill and prowess would not win out against evil, then perhaps sheer numbers would. As the army of mankind marched towards the castle, it seemed as though the very ground trembled in their wake. Perhaps today was the day of reckoning for the monsters of that unholy place...

## SPECIAL CONDITIONS

• The scenario begins with just the yellow Villager spawn point active and spawning at Tier 3. When Tier 2 begins, the blue Villager spawn point becomes active. When Tier 1 is triggered, both of the red Villager spawn points activate.

• All Town Hero spawn cards spawn a Town Hero.

• Whenever a Town Hero spawn card is drawn during Tier 3, draw an additional spawn card and spawn both the Town Hero and the additional Villagers at that spawn point. (Max 1 additional card per spawn.)

## ROOM CONDITIONS

• Chapel (C-1) – Monster suffer **Silence** if they enter this zone.

• Graveyard (G-1) Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

## MISSION COMPLETE

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The battle was long and vicious, and though evil won the day, the victory was balanced upon a knife edge. The humans had lost, but had also proved that this war was not quite the one sided massacre they had long believed it to be. As unlikely as it would seem, hope was born from defeat that day, and the fires of rebellion burned all the brighter for it.



ST-1 G-1 SC-2 EH-1
LC-1 CH-1 LC-2
C-1 SC-1 K-1

# ~9~ Bar the Way

## OBJECTIVE
Repair the breaches in the castle.



The denizens of that haunted bastion that loomed above the land may have otherworldly origins, but the castle itself was built of this world, and even places of such power can fall into ruin and disrepair. The scars upon the sprawling landscape of the stronghold told stories of countless battles fought, and each crumbled wall and broken window provided the villagers with another point of incursion in which to strike at the heart of evil...

## SPECIAL CONDITIONS

- Village Morale is infinite in this scenario; Villagers will keep spawning until the objective is complete.
- During setup, place 2 👁 tokens onto each of the Villager Spawn point tokens.
- Objectives in the Store Room represent the magical regents needed to cast the incantations to close the Villager Spawn points. (collecting an objective is automatic and requires no actions)
- Whilst carrying an objective, Monsters suffer from **Slow**. Remove the **Slow** token as soon as an objective has been delivered or discarded.
- To close a Villager Spawn point, an objective must be delivered to a zone with an active Villager Spawn point. Once a Monster carrying an objective reaches a zone with an active Villager Spawn point, the objective is removed from their dashboard immediately and placed into the zone. Monsters may now spend their 👁 results to remove the tokens from the Villager Spawn point. 1 👁 result removes 1 👁 token.
- 👁 tokens can only begin to be removed once an objective has been placed into the zone.
- Once an objective is placed in a room containing and Villager Spawn point it remains there until the spawn point has been closed.
- Once both 👁 tokens have been removed from the Spawn point, it is considered closed and removed from the zone.
- A Monster must be in the zone to remove 👁 symbols from the Villager Spawn point.

- If the Monster carrying an objective is slain, then it is immediately returned to the Store Room. Objectives may not be passed to other Monsters, but objectives can be discarded at any time at no cost. Discarded objectives are placed back into the Store Room.
- For the scenario to finish, all Villager Spawn points must be closed and any remaining Villagers still inside the castle must be slain.
- Delivering an objective grants 1 experience.
- Removing a 👁 token from a Villager Spawn point awards 1 experience.

## ROOM CONDITIONS
- Chapel (C-1) – Monster suffer **Silence** if they enter this zone.

## MISSION COMPLETE

Shattered doors and broken walls reassembled themselves before the very eyes of the human assailants, as if the castle itself awoke to repel its invaders. When the monsters had finished their dark machinations, the castle appeared as if the craftsmen who forged this place in antiquity had finished their work not a moment ago, and the tales the halls had once told of the many lives sacrificed had been erased from the pages of history.

# ~10~ Forbidden Knowledge

**DIFFICULTY: Hard † TIME: 60min**

**TILES REQUIRED**
CH-1, L-1, BH-1, G-1, EH-1, ST-1, CY-2,
K-1, MC-1, LC-1, LC-2, SC-1

**CASTLE HEART: 15    VILLAGE MORALE: 60**

**TIER 2: 45 † TIER 3: 25**

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

### OBJECTIVE
Stop the villagers from stealing
the secrets from the library.

The vast libraries of the castle were rumoured to contain ancient knowledge and certain tomes are rumoured to have existed before Mankind took root in this world. Mortal scholars have studied fragments of these ancient texts, discovered in remote corners of the earth over thousands of years, but an entire book has never been retrieved. What secrets those pages waited to divulge, if only someone would have the courage to seize them...

## SPECIAL CONDITIONS

- When spawning Villagers during setup, do not draw from the Villager Spawn deck. Instead, spawn 3 Hunters at every Villager spawn point.
- The 2 red objective tokens in the Library represent the arcane tomes that the Hunters are trying to steal.
- The blue objective token in the Entrance Hall is the exit that a Hunter carrying an objective leaves by. Once a Hunter has claimed an objective, they will try to leave the board via the Entrance Hall by the shortest route possible. Should a Hunter enter the Entrance Hall, they immediately leave the board with their objective and are removed from play.
- Should a Hunter enter the Library, place an objective token on their base and move them 1 zone towards the Entrance Hall immediately.
- If the Hunter carrying an objective is slain and there is another Hunter anywhere on the board in the same zone as an objective, then place the objective token on their base and move them 1 zone towards the Entrance Hall immediately.
- If a Hunter is slain whilst carrying the book, the objective is dropped in the room that the Hunter was slain. Monsters may not move the objectives.
- Whenever a Hunter is not in possession of an objective, they will head towards zones containing objectives as if they were the Castle Heart. Hunters prioritise this over the Castle Heart.
- Only 1 objective may be carried by the Hunters at any one time.
- A Hunter carrying an objective cannot suffer from any status effects or be moved and/or affected by a Monster's abilities. They can however still be damaged by a Monster's abilities.

## ROOM CONDITIONS

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

## MISSION COMPLETE

Perhaps Man was not ready for the information contained within those primeval volumes. In the end, the choice was not left to them to make. The monsters, keepers of these libraries of ancient times, ensured that no human eyes would divine meaning from those pages, so vicious was their defence of their home.

# ~11~ The Order of the Yunfakh

**DIFFICULTY:** Medium ✝ **TIME:** 60min

**TILES REQUIRED**
CH-1, CH-2, SR-1, T-1, SA-1,
A-1, MC-1, MC-2, LC-1, LC-2

**CASTLE HEART: 20**

**VILLAGE MORALE: 20**

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

### OBJECTIVE
Slay 20 Yunfakh Hunters

Would be heroes from across the globe had always found their way to the villages and towns surrounding the castle, in search of the glory and fortunes that came with monster slaying, but more recently the stories of that damned castle had attracted the people of the Far East. A group known as the Order of the Yunfakh sought to scrub evil from the land wherever they found it, and their presence inspired a hope in the townsfolk that they had not been able to muster for a long time...

## SPECIAL CONDITIONS

• Villagers always spawn at Tier 1.
• All Town Hero spawn cards spawn a Town Hero.
• Village Morale is only decreased when a Yunfakh Hunter is slain.

## ROOM CONDITIONS

• Summoning Room (SR-1) – Monsters may be summoned from here.

## MISSION COMPLETE

These Yunfakh hunters proved to be a force to be reckoned with indeed! Though unable to secure a definitive success against Evil that day, the hope they had inspired in the townsfolk was a victory unto itself. After all, hope is such a fragile thing in these uncertain times, and to see even a sprout of it emerge in these lands tainted soils can be enough to inspire a whole new generation of heroes.

# ~12~ FROM THE SHADOWS THEY COME

**DIFFICULTY:** Medium ✝ **TIME:** 90min

### TILES REQUIRED
CH-1, G-1, SR-1, EH-1, SA-1, T-1, A-2, C-1, CY-1, CY-2, LC-1, LC-2, SC-1

**CASTLE HEART: 10    VILLAGE MORALE: 30**

**TIER 2: 20** ✝ **TIER 3: 10**

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

### OBJECTIVE
Summon at least 1 Monster
and slay all Villagers.

The deeper townsfolk delved into the inner sanctums of the castle, the more foreign the place became. Far from the banquet halls and kitchens that supplied the seemingly mundane veneer of the citadel laid rooms and passages adorned with oddities from far off lands and ancient writings inscribed into the very stone. One area in particular glowed with an unholy light, and the architecture alluded to this room having an otherworldly power.

## SPECIAL CONDITIONS

- During setup, place 5 dice symbol tokens in the marked zones. To summon the first Monster, dice symbols equal to the number of Monsters playing the scenario must be collected and brought to the Summoning Room. Normal dice results cannot be used to summon the first Monster.

- To collect a dice symbol token a Monster must be in the zone and spend 1 dice result matching that symbol. This symbol is then placed onto their dashboard on the Monsters image. Once a Monster has reached the Summoning Room with a dice symbol token, it is immediately removed from their dashboard, placed onto the matching spot and the Monster gains 1 experience. No penalties are suffered by summoning the first Monster using the objective tokens.

- Once the first Monster has been summoned, normal Summoning rules apply.

- Villager Morale will only begin to decrease once the first Monster has been summoned.

- Yunfakh Hunters spawn in this scenario, but do not begin spawning until the first Monster has been summoned.

## ROOM CONDITIONS

- Summoning Room (SR-1) – Monsters may be summoned from here.

- Graveyard (G-1) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

- Chapel (C-1) – Monsters suffer **Silence** if they enter this zone.

## MISSION COMPLETE

The Villagers had discovered something truly diabolical; a portal through which countless beasts could be brought forth into this world. A weapon such as this could not be allowed to stay in this world, and so the townsfolk retreated to devise a way to remove this gateway of the damned from the land.

# ~13~ Entomb the Wicked

**DIFFICULTY:** Medium ✝ **TIME:** 60min

### TILES REQUIRED
CH-1, EH-1 BH-1, G-1, G-2, SR-1, SA-1, T-1, C-2, ST-2, SC-1, LC-1, LC-2, MC-1, MC-2

**CASTLE HEART: 10    VILLAGE MORALE: 60**

**TIER 2: 45 ✝ TIER 3: 20**

**VILLAGE EVENT TRIGGER: 4, 8, 12, 16**

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### OBJECTIVE
Reduce Village Morale to 0

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The discovery of the ancient summoning circles deep within the castle became the most heated of discussions amongst the townsfolk for some time. Such a place could not be allowed to endure, and so the villagers resolved to bury the summoning rooms within the depths of the castle so that evil could spring forth from it no longer!

## SPECIAL CONDITIONS

• The 4 corridor zones surrounding the Summoning Room containing objectives are the 4 zones that the Villagers are trying to collapse.

• When Hunters reach a zone containing an objective, they will not advance any further. If at any time there a 4 or more Hunters or 10 of any kind of Villager in a zone containing an objective then that zone collapses. If a Town Hero enters a zone containing an objective flip the first player coin:

    **Heads** – Nothing happens
    **Tails** – The zone collapses

Stunned Villagers are counted toward this total.

• When a corridor collapses, advance all Villagers in the zone and remove the tile from the board. Any Monsters are moved to an adjacent zone of your choice and any traps placed in the zone are removed.

• If Villager Spawn points are ever completely cut off from reaching the Castle Heart then they are considered no longer active and Villagers are not spawned from them. Monsters in cut off parts of the Castle are slain and Villagers are removed from play but do not decrease Village Morale.

• The scenario is lost if all 4 corridors are collapsed or the Castle Heart reaches 0.

## ROOM CONDITIONS

• Summoning Room (SR-1) – Monsters can be summoned from here.

• Graveyard (G-1, G-2) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

## MISSION COMPLETE

Though the incursion was met with some success, the villagers were unable to seal every entryway that lead to that ancient ungodly site. With the quest left unfulfilled, the people were left with the hanging spectre the unnameable fiends that might lurk on the other side...

| ST-2 | G-1 | LC-1 |
|------|------|------|
| C-2 | MC-2 | CH-1 |
| LC-2 | SR-1 | MC-1 |
| SA-1 | SC-1 | T-1 |
| EH-1 | BH-1 | G-2 |

# ~14~ To Tell The Tale

**DIFFICULTY:** Hard ☦ **TIME:** 40min

**TILES REQUIRED**
CH-1, EH-1, G-1, SR-1, SA-1, T-1,
A-1, ST-1, SC-1, LC-1, LC-2, MC-1

**CASTLE HEART:** 15

**VILLAGE MORALE:** 0

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

## OBJECTIVE
Drive 10 Villagers out of the Castle.

Fear is a terrible weapon when wielded by those who know its true power. Few who venture into the castle live to tell the tale, yet on rare occasions some do return, and with them they bring stories of magic and murder most foul. It's as if those malevolent forces that occupy that awful bastion allow a small number to abscond and spread word of the horrors one could expect, lest they heed the stories of the lucky few...

## SPECIAL CONDITIONS

• The Village Morale starts at 0 and is used to keep track of how many Villagers have escaped the Castle. Once this reaches 10 the scenario is won.

• To force Villagers to flee the castle, a Peasant or Hunter must first reach the Castle Heart. Once there, a Monster must attack it with ▨ or ⛉. This does not slay the Villager, instead place an experience token onto their base. From now on when that Villager activates they will move towards the blue Villager Spawn point and attempt to leave the Castle.

• Villagers attempting to flee will no longer attack and are not considered in the targeting priority order, but can still be slain or affected by traps and abilities.

• Villagers attempting to flee the Castle cannot be moved by a Monster's abilities

• Once they reach a zone containing a Villager Spawn token, they leave the board. Place their miniature to one side to keep track.

• Town Heroes cannot be forced to flee and must be slain.

• All Town Hero spawn cards spawn a Town Hero.

## ROOM CONDITIONS

• Summoning Room (SR-1) - Monsters may be summoned from here.

• Graveyard (G-1) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone

• Armoury (A-1) - All Villagers deal +1 damage when attacking from this zone.

## MISSION COMPLETE

Those lucky enough to escape from the maws of evil would never set foot on the roads that lead to that castle ever again. Though it was true that they had survived their misbegotten adventure, what life did these tortured souls truly lead? All who return are never the same, fit for naught but to serve as a grim reminder of the consequences of bravery...