

HOPE IN A HANDFUL OF DUST

DIFFICULTY: Hard **TIME:** 60min

TILES REQUIRED

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

CASTLE HEART: 4 per Monster

VILLAGE MORALE: 60



VILLAGE EVENT TRIGGER: Every round



OBJECTIVE

Reduce Villager Morale to 0.

The old gravedigger of Glumbarrow had discovered a long-hidden secret from an age-old tome. Buried within the cemeteries and catacombs of the damned castle was an artefact of immeasurable worth. In legend, it was said that this artefact known as the Sun Medallion, held powerful magic that could protect the wearer from evil. In the hands of a mighty hero, it could be a significant weapon against the twisted beings in that forsaken fortress! Having deemed the reward worth the risk, the gravedigger at once set forth from Glumbarrow, intent on unearthing the relic! The trouble was, it was buried with the Seneschal of Slayn, and according to the local records, there were four such Seneschals interred at the castle before the doomed town of Slayn was put to the torch! So this news begged the question; which Seneschal was the Sun Medallion buried with? The gravedigger hoped he could find the answer before his presence was revealed and the monsters were upon him!

SPECIAL CONDITIONS

- Place 3  Dice Symbol and 1  Dice Symbol tokens into the dice bag, along with the relevant Villager Type tokens for the Monsters playing the scenario.
- Villagers always spawn at Tier 1
- All Town Hero spawn cards spawn a Town Hero.
- During setup, place the Gravedigger Town Hero in ST-1, then spawn Villagers as you would normally.

- Whenever the Gravedigger is slain, his token is placed back into the Town Hero spawn deck as usual. Whenever he spawns, always spawn him in ST-1, and draw an additional Villager Spawn card. The Town Hero spawn deck should only contain 1 token per Monster playing the scenario.
- The Gravedigger is not interested in the Castle Heart, only the discovery of the Sun Medallion, and will first move toward the Graveyard (G-1). If he activates in the Graveyard, he will dig!
- When the Gravedigger activates whilst in a Graveyard (G-1 & G-2) or a Chapel (C-1 & C-2), immediately draw a Dice Symbol token from the dice bag. If a  is drawn, he finds nothing of value, but if a  is drawn, the Gravedigger has discovered the Sun Medallion and the game is immediately lost. Once the digging action has been resolved, the Gravedigger attacks and moves on that activation as normal.
- The Gravedigger may only dig once per Graveyard or Chapel. If he is unsuccessful in G-1, his next target is G-2. If he is also unsuccessful in G-2, he will head for the blue objective in MC-1 in an attempt to discover the secret Chapels (C-1 & C-2).
- If the Gravedigger activates in MC-1 after unsuccessfully digging in both Graveyards, rotate LC-1 & LC-2 so that they lead to the Chapels (C-1 & C-2), remove the Villager Spawn point from G-2 and begin spawning Villagers from Tier 2. The Gravedigger will now head for C-1, and failing that, C-2.

ROOM CONDITIONS

- Courtyard (CY-2) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.
- Graveyard (G1 & G2) - Monsters suffer 1 damage and **Burn** if they end their turn in this zone.

MISSION COMPLETE

Frantically the search went, but ever did the true resting place of the Sun Medallion evade discovery! Fell beings leapt from every shadow, and out from every crevice, wreaking havoc. Even with the assistance of brave souls from the villages between Glumbarrow and the castle, failure became inevitable. At last, thwarted, it became apparent that Glumbarrow would need a new gravedigger. Their old one didn't have the heart for it any more...

