

A Fiery Dream: 2-6

“Jeanne D’Ark was sleeping heavily into her room tired after defending the realms against the evil. Finally there was peace across the land and she could rest for a while, but her rest was not going to last. Dark nightmares came to her troubled mind. She saw herself in flames surrounded by evil creatures. Through the smoke she saw a tiny figure, an evil cat was staring at her, with fire coming out of its mouth. She suddenly woke up to the sound of knocking on her door. It was a companion telling her that 3 villages at the north side were burning. Somehow she knew what was going on and she knew that what she saw wasn’t just a dream...”

Set-Up

For this plot players use only 1 Dark Lord regardless of the number of players and realms and this Dark Lord is the Bakeneko.

For this plot, 1 player has to assume the role of Jeanne D’Ark.

Winning Condition

Defeat the Bakeneko in all the realms.

Gameplay

For this plots there is only one dark lord in play the Bakeneko.

Whenever, 1 realm’s invasion marker reaches 16 Bakeneko spawns, just as a normal dark lord would following the same rules. When defeated the normal rules apply with the only difference that the Bakeneko can and will spawn again on another realm just as if she belonged to that realm too.

The heroes must collect each realm’s Artefacts normally in order to defeat her on each realm. For the entirety of this scenario the Bakeneko can only be confronted and defeated by Jeanne D’Ark. Also, if the Bakeneko ever has to spawn again while already on the board the players instantly lose the game.

For example if a second realm reaches 16 on the invasion marker and the Dark Lord is already on the board.

Attention: The Bakeneko’s ability is changed and for this plot at the start of each round roll the area dice 3 times. For each “1” rolled, Jeanne D’Ark loses one of her tred talents (Her Choice) or another player’s hero loses 2 of his talents instead.