Prologue

It's late at night at the Red Dragon Inn. The Wench calls for last orders as many of the guests start heading up to their rooms or out into the streets. In a small office upstairs, Warthorn Redbeard, the dwarven proprietor, gets an early start on counting the day's take, admiring the glint of gold in the candlelight.

Your band of famed adventurers remains at your table, as you often do at this time of night. Some of you are slumped over in your chairs, sent temporarily to oblivion by one too many drinks or dances with Gog. Others, like Wrench and Wizgille, who burned through their small stashes of coin hours ago, are paying off their tabs by bringing bottles of wine and ale up from the cellar. Fiona, Zot, and Gerki are all still awake, more or less, playing what looks to be the final round of gambling of the night.

"You can't win, you know," says Gerki, plucking a gold piece off of his mountainous hoard and throwing it into the ante. "I raise."

Pooky sticks his head out of Zot's sleeve and favors Gerki with an angry expression as the wizard scans his cards. Gerki grins back, trying not to break into a sweat as the tips of the rabbit's innumerable teeth poke out past his fuzzy lips.

"Well," says Zot. "It seems like the only thing I can do is..." then he points dramatically over Gerki's shoulder. "What's going on over..."

"Nothing's going on over there," says Gerki, leaning back in his chair. "I'm not falling for it."

And yet, despite not falling for it, Gerki **does**

hear the pitter-patter of both booted and bare feet running up from behind. Since he knows better than to let random people walk, or run, up behind him, Gerki turns around just as Wizgille and Wrench race breathlessly up to the table. By the time he turns back around, Fiona has leaned across the table and taken a peek at the five dragon cards in his hand.

"Seriously, Gerki?" she says, raising an eyebrow. "There's three dragons to a deck. It's like you're not even trying anymore."

"Well," says Gerki. "I'm actually playing a little-known rules variant where..."

Wrench slams down his toolbox in the middle of the game, scattering the ante.

"We need help!" he says, luminous eyes darting. "We were trying to help Warthorn out, but I think we made... a mistake!"

"What," said Fiona, "you break some bottles or something?"

"Yes," says Wrench, before shaking his head. "But that's not the biggest problem."

"What he's trying to say," interrupts Wizgille, "is that something's wrong with our new Danger Room!"

You feel the entire inn shudder, as if struck by a catapult stone, and a gout of black smoke erupts from the cellar entrance. Glasses shimmy off the tables and shatter on the flagstones. The Wench, annoyed but graceful, negotiates the minor quake without spilling a drop from her fully-laden tray.

"What the heck was that?!" shouts Fiona. "And what the heck is a Danger Room?"

"We were working down in the cellar,

yeah?" says Wrench. "Trying to build this artificed thing with combat constructs and wing-a-lingers and spinblades and stuff, so that novice adventurers could face off against them and hone their fighting skills."

"We thought it would be a good way to attract the type of clientele that Warthorn is always looking for," adds Wizgille. "Mostly the reason we've been on bottle duty these past couple of months is so we have better access to the cellar, so that we can finish it and surprise him!"

Another tremor rocks the inn. A strange, rhythmic chiming sound begins to issue from the cellar.

"You know," says Gerki, "I'm pretty sure he's going to be surprised."

"Yeah, we know." Wrench looks over his shoulder. "We were almost finished, but there was a short in the system, and now the Danger Room is powering up and **we can't turn it off!**"

Zot purses his lips. "How long do we have until it's fully powered up?"

Something in the basement falls over, crashes, and explodes. Amidst the din, you hear the unmistakable sounds of unseen constructs whirring to life.

Wizgille looks down at the floor. "According to my calculations, about ten seconds ago."

Pooky is already across the room and down the cellar stairs in a flash. Zot stands up, arcane power flowing from his hands. "Make sure whatever's down there doesn't come up here. We'll try to get the rest of them sober... or at least awake! We'll be right behind you!"

STOP This is a Stop Point. When you encounter one of these while reading through the Scenario Book, you will be provided with important information like Objectives and Win and Lose Conditions. Make sure that you read these sections before continuing your game. **STOP**

Setup

Place the scenario map and Epic Pool in the middle of the play area. Place a door token on each of the door spaces.

Prepare the following schemers:

Standee	Base Color	Tracker Deck
Gizmoblin #1-5	Blue	Blue #1-5
Robogre #1	Red	Red #1
Sparking Engine #1	Yellow	Yellow #1

⑤ Gizmoblin   ①⑤ Robogre   ①⑤ Sparking Engine

Deploy

The inventors Wizgille and Wrench have enthusiastically filled the storeroom with pointy objects and automatons to wield them. Guess it's time for a good ol' fashioned melee!

Deploy the following to **The Gauntlet**:

1 or 2 Heroes		3 Heroes		4 Heroes	
BD:	Gizmoblin	BCD:	Gizmoblin	ABCD:	Gizmoblin
AC:	❷ Trap	A:	❷ Trap		

Heroes

Each player does the following:

- ⌐ Choose a Hero and take that Hero's figure(s), Hero mat, reminder card(s) and initiative token(s) and place them in front of you.
- ⌐ Place the two Hero Cards and one Item Card for your Hero near your Hero mat. These are your equipped ability cards.
- ⌐ Deploy your Hero Figure(s) on the map.
- ⌐ Resolve any Setup Flags on your equipped Hero and Item Cards.

Map Features

Difficult · Door · Impassable · Trap

Difficult: These spaces cost an additional point of Move 🗲 to enter. This does not affect a figure using Leap 🦅 or a figure being Pulled, Pushed, Grabbed or Placed.

Door: These spaces are Impassable as long as the door token remains in play. **For this scenario**, doors will be removed from the map during the Objective Phase if Objectives are achieved. (Later scenarios may have different rules for doors!)

Impassable: These spaces block movement and Attacks. No figure may enter these spaces, nor may tokens be placed on these spaces. Line of Fire may not be drawn through these spaces.

Trap: Traps are Dangerous and will deal damage to figures who Move 🗲 onto or through them. This includes figures who are Pulled or Pushed onto or through them, and figures that are Grabbed or Placed onto them. Figures may Leap 🦅 over Traps without penalty.

Hey again! Before you dive into the game, you've still got a few more things to learn. Continue reading through the Walkthrough until it tells you to come back and start playing the game!

STOP   **STOP**

Lose Condition: The players lose if any Hero is Defeated.
Objective: Defeat all Gizmoblins in The Gauntlet.

It's time to play! Repeat the steps listed on the map under "Playing the Round". If it's the Objective Phase and the Objective has been achieved, read "The Maze of Madness" in the Walkthrough (page 16).

Warthorn is not going to be a fan of the creative "reorganization" of all his kegs and barrels of ale, but a far more pressing concern is the iron rods that the Gizmoblins are launching at you!

Remove the door tokens from the blue spaces at the end of The Gauntlet, then deploy the following to the **Maze of Madness**:

1 or 2 Heroes		3 Heroes		4 Heroes	
BDFG:	Gizmoblin	ABDFG:	Gizmoblin	ABDEF:	Gizmoblin
ACE:	2 Trap	CE:	2 Trap	CG:	2 Trap

STOP

Lose Condition: The players lose if any Hero is Defeated.
Objective: Defeat all Gizmoblins in The Maze of Madness.

Return to the game, and continue playing rounds. If it's the Objective Phase and the Objective has been achieved, read "The Room of DOOM" in the Walkthrough (page 17).

STOP

Okay, well that hulking monstrosity actually looks pretty impressive. In the far corner of the room you spy an arcano-mechanical object buzzing away and throwing off arcs of electricity. Looks like you've finally found the off switch!

Remove the door tokens from the lavender spaces at the end of the Maze of Madness, then deploy the following to the **Room of DOOM**:

1 or 2 Heroes		3 Heroes		4 Heroes	
AF:	Gizmoblin	ABF:	Gizmoblin	ABCF:	Gizmoblin
D:	Robogre	D:	Robogre	D:	Robogre
E:	Sparking Engine	E:	Sparking Engine	E:	Sparking Engine
BC:	2 Trap	C:	2 Trap		

STOP

Lose Condition: The players lose if any Hero is Defeated.
Win Condition: The players win if either the Sparking Engine has been Defeated **OR** if the Robogre and all Gizmoblins have been Defeated.

Return to the game and continue playing rounds. If it's the Objective Phase and you have achieved the Win Condition, read the Epilogue. If you lose, just return to the start of the scenario and try again!

STOP

The last of the strange machines explodes in a shower of sparks, gears, and noxious black smoke. All around the hidden room inside the Red Dragon Inn's basement, the few constructs that are still functional lurch to a stop or topple face-first onto the ale-soaked floor. A lone gizmoblin bravely tries to continue the fight, crawling toward you with its one remaining arm.

"Danger Room Program Error 404," it says, in an electronic voice that becomes gradually slower and quieter. "Battle... not... found..."

Then the gizmoblin's servos seize and its red eyes go dark.

You survey the room. Several barrels, broached in the battle, continue to disgorge their contents all over the floor. The basement's wooden support columns bear the scars, arrows, scorch marks, and acid etching of the recent pitched battle. Other than that, and the small fortune in artificed machinery that has just fallen beneath your mighty blows, the damage is minimal.

In the relative quiet following the battle, Pooky splashes across the floor and runs up Zot's robe to sit upon the wizard's shoulder, leaving ale-stained rabbit prints on Zot's velvety finery. Fiona, apparently because the battle hasn't been finished to her satisfaction, wanders around kicking the constructs in the face.

"This is going to set us back months," says Wizgille, wrinkling her nose. "It's our fault, though. We should have told you to fight the constructs with padded weapons."

"Oh," says Fiona. "I guess that makes sense, but it's not nearly as much fun!"

Amidst all this, you hear a strange, bubbling, fizzing sound coming from the back of the room. Splashing through the ale puddles, you resolve to investigate.

"What in the gold-durned heck is goin' on down here?" says Warthorn as he comes clomping down the stairs, the puffball on the tip of his nightcap bouncing against a face that is currently as red as his hair. The whiskers of his

normally well-maintained beard bristle wildly in every direction. "I thought ya were runnin' bottles and kegs upstairs, not turnin' the cellar into a mechanical death trap. Look at all this damage here! You've destroyed all my stock!"

"Not all of the stock," says Gerki, gesturing theatrically with his daggers at the significant number of lightly-damaged barrels. "I'd say less than... what do you think, Zot? Fifteen percent?"

Zot merely wrings out the hem of his robe and grumbles.

"What is all o' this even for, anyhow? People come here to drink and unwind, not to get attacked by out-of-control whirl-a-gigs and foolery."

"We just wanted to make you a training room to attract more guests," says Wrench, nervously wringing the neck of his spanner. "It was supposed to be a surprise. So. Well. Uh. Surprise?"

"That's right!" says Wizgille. "Even though we caused some damage, I'd say this was a pretty good alpha test of the equipment. Once we make some modifications and track down that short in the wire, we can have it all ready to go, good as new. No! Better than new! I think I saw a way to improve the tactical programming of the constructs. Oh! Maybe if I added a remote

kill switch, that would solve..."

"Oh, fer the love o' Korash," grumbles Warthorn, covering his eyes with the palm of one hand. "You adventurers'll be the death of me. Or of the inn... one or the other."

In the silence that follows, the mysterious bubbling and fizzing noise sounds as if it is both louder and closer.

Warthorn takes a deep breath to calm himself. "Look, I appreciate the offer, and all yer hard work, I really do, but I really wish you'd've asked me before..."

"Uh, Warty?" says Gerki, pointing to a distant corner of the room.

"Don't call me 'Warty,'" says Warthorn. "Now look, it's late, so why don't you lot leave off this training room nonsense for now. Tomorrow mornin', ye can ask Olivia for some cleanin' supplies, and then..."

"Sorry to keep interrupting, Thorny," says Gerki, gesturing at the corner again, "But I was just wondering... is the floor meant to be doing... that?"

You all turn to look at the corner of the room, just in time to watch a large section of the basement floor give way, crashing down into darkness with a thundering boom, taking a rack of ale barrels and several broken construct carcasses with it.

"What in the bleedin' heck is all that?" mutters Warthorn, his face falling.

A pack of oozing, multi-colored slimes begins undulating over the lip of the huge, dark hole and into the basement. They burble and fizzle as they swarm over ale puddles, splintered barrels, and the broken constructs alike. Soon, the back corner of the basement is covered in a shuddering carpet of myriad colors and textures.

"That's bad," says Deirdre.

"No. That's awesome," says Fiona.

"I am assuming," says Zot, looking from the advancing slime back to the party's two artificers, "that this is not part of the Danger Room's protocols?"

"No," says Wizgille, pulling her goggles down over her eyes. "No it's not."

"Right then. We're going to have to force these slimes back into the hole before they eat the Red Dragon Inn, then we'll need to go upstairs and get our other equipment." Zot pauses to pat Warthorn reassuringly on the shoulder. "Don't worry, my friend. We won't let them destroy your livelihood."

"Thanks," says Warthorn, looking on in stunned disbelief. "Much appreciated."

STOP Read "Finishing Scenario 1" in the Walkthrough (page 17). **STOP**

Rewards

Unlock the following from the Vault. New Hero cards go to their Heroes and new Item cards are added to the Armory.

Vault 1 - 21

What Goes Up... I Guess Creeps Down?

Prologue

Greyport is built on top of an ancient Undercity, parts of which are deserted and parts of which are quite lively, occupied, and have a complex culture all their own. Fiona and Gerki, who once lived in the Undercity, know that several basements in Greyport have connecting passageways and stairwells which allow the folk from the surface to journey down into the Undercity, and vice versa.

Thanks to the incursion of these awful rock-eating slimes, one more building in Greyport now has a basement with Undercity access...

-

Freshly equipped, your dauntless band of adventurers drives the hideous oozes out of the cellar of the Red Dragon Inn and back down the sinuous, slimy tunnel that the creatures have bored into the rock. You light your torches (or, if you're a classy, Collegium-trained wizard who can't be bothered with such common lighting implements, cast a light spell), and make your way down the ale-soaked incline into the depths below.

Your lights do a fair job of illuminating the area. The cramped space smells of wet earth and ale as the broken barrels continue belching out their contents onto the sloped floor. It looks

like there may have been tunnels and passages down here that have since fallen in due to who knows what.

However, it looks like the most recent cave-in is on the far side of the room. The wall appears to be made from loose rubble. A good whack would probably blow a hole in the wall big enough for even Gog to squeeze through.
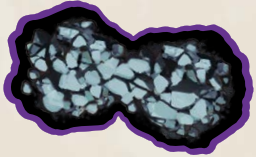
STOP

Setup Place the scenario map and Epic Pool in the middle of the play area. Place a two-space-long Gravel Wall on each of the double-wide door spaces. This will create three "temporary walls" on the map.

Prepare the following Schemers:

Standee	Base Color	Tracker Deck
Glitchedmoblin #1-3	Blue	Blue #1-3
Slime #1-7	Grey	Grey #1-7
Gelatinous Blob #1	Yellow	Yellow #1

Berserk

4 Glitchedmoblin

Immune to Acid, Immune to Traps

7 Slime

2

Immune to Acid, Immune to Traps, Massive

30 Gelatinous Blob

Keywords

Berserk: This figure treats **all** other figures as though they were Foes, including other schemers of this figure's type.

Immune to Acid: This figure is unaffected by Acid Pools and treats them as though they were Safe spaces.

Immune to Traps: This figure does not trigger Trap tokens and treats them as though they were Safe spaces. Note that Zot's Wizard Fire tokens are not Traps, so they can still damage a figure with this keyword.

Massive: When a Push/Pull X effect targets this figure, that effect is reduced to Push/Pull 1. When a Forced Movement effect causes this figure to Move ⌐ X, X is reduced to 1. This figure is not affected by Grab or Place effects.

The Immune keywords make those slimes and blobs ignore all those awful traps and acid pools that will start crowding the map. However, Zot's Wizard Fire tokens are neither Traps nor Hazards! So those ancient wizarding words still hold true: "kill it with fire!"

Deploy *As you cast about with your light, you hear the all-too-familiar sound of Gizmoblins whirring to life, their flickering eye lamps pinpointing the recesses of the chamber. Oh yeah, and the floor is also moving, because the slimes are attacking...*

Deploy the following to **Under the Cellar**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	EF:	Glitchedmoblin	EF:	Glitchedmoblin	EF:	Glitchedmoblin
	CD:	Slime	BCG:	Slime	BCD:	Slime
Veteran	AEF:	Glitchedmoblin	AEF:	Glitchedmoblin	ABC:	Glitchedmoblin
	CD:	Slime	BCD:	Slime	DEFG:	Slime
Legend	AF:	Glitchedmoblin	ABC:	Glitchedmoblin	AC:	Glitchedmoblin
	BCE:	Slime	DEFG:	Slime	BDEFG:	Slime

Heroes

For a refresher on Hero Setup, see page 4 of the Walkthrough. Each player does the following:

- Choose a Hero and take that Hero's figure(s), Hero mat, reminder card(s) and initiative token(s) and place them in front of you.
- Place your 4 Hero Cards near your Hero mat.
- Choose 1 of each class of Item (1 Major Item and 1 Support Item) and place them near your Hero mat.
- Resolve any Setup Flags on your equipped Hero and Item Cards.
- Claim 1 spot on your Hero's Power Tree.
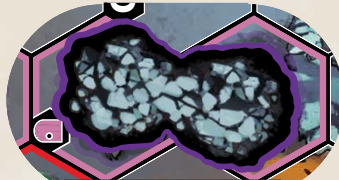- Deploy your Hero figure(s) on the map.

Map Features

Acid Pool	Difficult	Gravel Wall	Trap

Acid Pool - Hazard: These spaces are Dangerous and deal damage to figures occupying them during the Objective Phase. **In this scenario**, deal ❸ to each figure on an Acid Pool space during the Objective Phase. These spaces do not cause damage to figures that move through them.

Difficult: These spaces cost an additional point of Move 🦵 to enter. This does not affect a figure using Leap 🦅 or a figure being Pulled, Pushed, Grabbed or Placed.

Gravel Wall - Special: These tokens are Impassable and Destructible. Gravel Wall spaces block movement and Attacks. No figure may enter these spaces, and tokens may not be placed on these spaces. Gravel Wall spaces may be attacked by Heroic figures. When a Heroic figure uses an Attack, they may treat either space a Gravel Wall occupies as though it were a Foe while resolving the Attack. If a Gravel Wall is dealt ⚔ or more damage, remove it from the map. When a Gravel Wall is removed from the map, revealing a new room for the first time, immediately Reinforce that room. Damaging a Gravel Wall will trigger Harm ⚙ effects on the Attack that damaged it.

Trap: Traps are Dangerous and will deal damage to figures who Move 🦵 onto or through them. This includes figures who are Pulled or Pushed onto or through them, and figures that are Grabbed or Placed onto them. Figures may Leap 🦅 over Traps without penalty.

Hazards are no joke! Throughout the campaign you'll see plenty of different Hazards and they'll work differently depending on the scenario.

Anyway, you'd better try your best to make sure you don't end your turn standing in those Acid Pools. You can run through them just fine, but if you stick around they'll eat right through your boots!
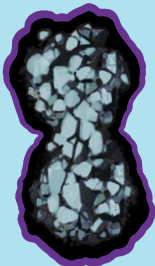
Gravel Walls are going to be your "doors" in this scenario. Remember that you may target a Gravel Wall with your Attacks. Remember also that you can choose whether or not to include targets in a Burst Attack like "Gog say HELLO!" This is important, because destroying a Gravel Wall could reveal new foes in the next room! In addition, if Fiona is bashing a slime adjacent to a Gravel Wall using her "Power Attack!" she will deal Splash damage to the Gravel Wall.

Oh yeah, and since you can't place tokens on Gravel Walls, that means Zot can't break them with Wizard Fire.

STOP

Lose Condition: The players lose if any Hero is Defeated.
Objective: Defeat all Slimes **OR** reveal the Echo Chamber during the Combat Phase.

Begin the game. In the Objective Phase, if all Slimes have been Defeated **AND** the Echo Chamber hasn't been revealed yet, resolve the Event "Trembling Tunnels Part 1".

If the Echo Chamber is revealed during a Combat Phase, skip the Event, pause the current Hero's turn and continue to the next Reinforce section.

In either case, read "Combat Phase Reinforcement" in the Walkthrough (page 21).

STOP

Event: Trembling Tunnels Part 1

Do the following in order:
1. Deploy a Slime in each Unoccupied Acid Pool in Under the Cellar.
2. Remove both Gravel Walls between Under the Cellar and Echo Chamber.
3. Continue to the next Reinforce section.

Reinforce *As the wall of loose rock collapses, the room shudders, dislodging yet more sections of wall, and the oozing monsters hiding behind them.*

Deploy the following to **Echo Chamber**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	A:	Glitchedmoblin	BD:	Glitchedmoblin	BC:	Glitchedmoblin
	EGH:	Slime	AEG:	Slime	AEFH:	Slime
	DH:	❷ Trap	CH:	❷ Trap	D:	❷ Trap
Veteran	BD:	Glitchedmoblin	BC:	Glitchedmoblin	BC:	Glitchedmoblin
	AEG:	Slime	DEFH:	Slime	DEFGH:	Slime
	CH:	❷ Trap				
Legend	BC:	Glitchedmoblin	BC:	Glitchedmoblin	BC:	Glitchedmoblin
	DEFH:	Slime	DEFGH:	Slime	ADEFGH:	Slime

STOP

Lose Condition: The players lose if any Hero is Defeated.
Objective: Defeat all Slimes **OR** reveal the Dripping Passage.

Continue playing. In the Objective Phase, if all Slimes have been Defeated **AND** the Dripping Passage hasn't been revealed yet, resolve the Event "Trembling Tunnels Part 2".

If the Dripping Passage is revealed during a Combat Phase, skip the Event, pause the current Hero's turn and continue to the next Reinforce section.

STOP

Event: Trembling Tunnels Part 2

Do the following in order:
1. Deploy a Slime in each Unoccupied Acid Pool in Echo Chamber.
2. Remove both Gravel Walls between Echo Chamber and Dripping Passage.
3. Continue to the next Reinforce section.

Reinforce
A long, narrow chamber that is steeper and noticeably more humid opens before you. There's an ominous loud sound echoing from further into the darkness that can only be described as "sticky".

Deploy the following to **Dripping Passage**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	DE:	Slime	CDE:	Slime	CDE:	Slime
	AB:	✷ Trap	AB:	✷ Trap	AB:	✷ Trap
Veteran	CDE:	Slime	BDE:	Slime	BDE:	Slime
	AB:	✷ Trap	AC:	✷ Trap	AC:	✷ Trap
Legend	BDE:	Slime	BDE:	Slime	BDE:	Slime
	AC:	✷ Trap	AC:	✷ Trap	AC:	✷ Trap

Lose Condition: The players lose if any Hero is Defeated.
Objective: Defeat all Slimes **OR** reveal the Blob Room.

🛑 **STOP**

Continue playing. In the Objective Phase, if all Slimes have been Defeated **AND** the Blob Room hasn't been revealed yet, resolve the Event "Trembling Tunnels Part 3".

If the Blob Room is revealed during a Combat Phase, skip the Event, pause the current Hero's turn and continue to the next Reinforce section.

In either case, read "Reinforce the Blob Room" in the Walkthrough (page 21).

🛑 **STOP**

Event: Trembling Tunnels Part 3 ❗

Do the following in order:
1. Deploy a Slime in each Unoccupied Acid Pool in Dripping Passage.
2. Remove both Gravel Walls between Dripping Passage and Blob Room.
3. Continue to the next Reinforce section.

Reinforce
Upon revealing the room, you encounter a very unwelcome sight - a truly massive slime monster with smaller ones budding off it! The monster jiggles to life upon your entrance, and dust and gravel rain down from above. The ceiling appears to be barely supported by the rotting pillars around the room.

Deploy the following to **Blob Room**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	DFI:	Slime	DFGI:	Slime	ADFGI:	Slime
	C:	Gelatinous Blob	C:	Gelatinous Blob	C:	Gelatinous Blob
	GH:	✷ Trap	H:	✷ Trap	H:	✷ Trap
Veteran	FGHI:	Slime	BCDFGI:	Slime	ABCDFGI:	Slime
	E:	Gelatinous Blob	E:	Gelatinous Blob	E:	Gelatinous Blob
Legend	EFG:	Slime	BCDFG:	Slime	ABCDEFG:	Slime
	H:	Gelatinous Blob	H:	Gelatinous Blob	H:	Gelatinous Blob
	I:	✷ Trap	I:	✷ Trap	I:	✷ Trap

New Map Features

Escape!

Rotten Pillar

Escape!: During the Objective Phase, if the Gelatinous Blob is in the Dripping Passage, as indicated by crossing this line, the players lose the game! If the Gelatinous Blob crosses this line but is moved back over it before the Objective Phase, then the players do not lose.

Rotten Pillar: Rotten Pillars are Impassable and Destructible. They block movement and Attacks. No figure may enter these spaces, nor may tokens be placed on these spaces.

Any Rotten Pillar that has not yet taken ❸ damage may be attacked by Heroic figures as though it were a Foe. If a Rotten Pillar takes damage, place that damage directly onto its space on the map. (This counts as Harming ⬖ the Rotten Pillar.)

Once a Rotten Pillar space has ❸ or more damage on it, immediately deal damage to the Gelatinous Blob based on the difficulty you are playing, according to the following table. This damage ignores Toughness Tokens, and does not trigger Harm ⬖ effects.

Story	Veteran	Legend
Deal 7 Damage to the Gelatinous Blob.	Deal 6 Damage to the Gelatinous Blob.	Deal 5 damage to the Gelatinous Blob.

That Gelatinous Blob is super tough! Its scheme will push everything around it, including Heroes, other Heroic figures like Illusions and Pooky, and even other slimes! It'll also push you away regardless of whether or not you have any defensive tricks like Evade or Shield Tokens.

Good thing there are those Rotten Pillars! They give you three shots of some pretty major damage that ignores Toughness Tokens! Plus, since you don't lose from an escaping blob until the Objective Phase, you can use your Forced Movement abilities like Push and Pull to stall for time.

Lose Condition: The players lose if any Hero is Defeated.
Lose Condition: The players lose if it's the Objective Phase and the Gelatinous Blob is in the Dripping Passage (by crossing the Escape! Map Feature line).
Win Condition: The players win if it's the Objective Phase and the Gelatinous Blob has been Defeated.

STOP   **STOP**

Continue playing. If you achieve the Win Condition, read the Epilogue.

Epilogue

The great slime beast is dead, felled at last by your swords and sorcery (and maybe a few tons of stone). Once it releases its final squelch, it doesn't take much effort to search the rest of the cavern and clear out all of its remaining spawn. You and your companions are pleased with your victory, but are also very, very interested in getting back to the Red Dragon Inn for a scalding hot bath and a change of clothes.

"I don't know about you," says Deirdre, picking at her slime-covered robes, "but I have half a mind to burn these."

Zot, on the other hand, seems not to notice Deirdre's complaints or the sorry state of his own robes. He stands both deep in thought and deep in a puddle of congealing slime innards, stroking his grey beard with his hand and staring up at the spot where, until recently, the giant slime monster had been. Pooky, who has climbed up on top of Zot's silver skull cap, sniffs at the air, an irritated expression on his bunny face.

"Zot?"

"You're both familiar with the Undercity," he says to Fiona and Gerki at last. "Get a lot of slime down here, do you?"

"Sure, some," says Gerki.

"Usually in the dark crawlspaces and abandoned parts," adds Fiona. "They chew on cobwebs and dead things. You know, filth and stuff."

"Hmm," mumbles the wizard, clearly not put at ease by these replies.

"Don't worry, Zot," says Fiona, sheathing her sword. "They're just monsters, right? We've beaten monsters before, and we'll beat them again. We're kind of really good at this!"

"Maybe..." Zot turns and wades out of the puddle of slime guts with as much dignity as he can muster. "I will leave you all to your baths and fresh linens, my friends. I, for one, need to pay a visit to the Collegium. I have a bad feeling that there's more going on here than we might think."

"You mean it's not a one-off, completely random slime infestation?" asks Gerki, "That's just great."

Rewards

Unlock the following from the Vault. New Items are added to the Armory.

Prologue

You find yourself in the Undercity beneath the streets of Greyport, walking along a subterranean thoroughfare fitfully lit by glowing moss, candles, and torches. The few Undercitizens that you have seen on your way down below hardly seem to have noticed you, despite Zot tugging on the coarse fabric of his ill-fitting clothing and letting off a constant stream of grumbling.

"I just don't see why I have to wear this costume," he says.

"Because we have to blend in," replies Fiona. "The people down here aren't going to open up to us if they think we're a bunch of nosy adventurers from the surface."

"Yeah," says Gerki. "We gotta look the part, you know, so that we can win the long game."

"You're right," says Zot. "we desperately need to know more about that giant slime. My research at the Collegium indicated that the thing we battled was not one of the ones native to the Undercity, but actually a distantly-related oceanic species that lives in the sea beds near gas vents."

"Which raises all manner of questions," says Deirdre, still looking effortlessly elegant in a shapeless, brown dress and loosely-knit hair wrap. "For instance, how did it find its way from the ocean floor to almost the surface of Greyport? What caused it to leave its home? And are there more of them down here?"

"Indeed," sighs Zot, scratching irritably at his neck. "And I, for one, fear for the safety of the city... and the Undercity... until we know the answers to those questions. I just wish we could have disguised ourselves in such a way that it didn't involve me getting a nasty rash!"

At the back of the party, Eve raises her head. "I could probably have just disguised us with illusion magic," she says, smirking, though her voice is carefully neutral.

Zot wheels around. "Why didn't you just do it then?"

"Two reasons," says Eve, counting them off with a pair of upraised fingers. "In the first, I wanted to conserve my power in case we ran into trouble. In the second, this is much more entertaining."

"Quiet," says Gerki. "We're almost to the Grey Market. So, you know, act casual."

-

The Grey Market is a bustling place, larger and more varied than any marketplace on the surface, so long as you count all of the approach tunnels. Though the stalls are drab, made of bits of cast-off wood and fabric, they posess an almost endless selection of goods, from the common to the esoteric. Undercitizens jostle one another to locate bargains and necessary goods, while hawkers accost you from every corner, trying to attact your attention to their wares. Urchins play in the crossroads between stalls, and musicians, singers, jugglers, and beggars are set up in the few remaining open places in the market, performing and competing for coin from passersby.

You spread out, dividing your time between buying things that interest you and surreptitiously interviewing the inhabitants. Despite the Grey Market's outwardly festive appearance, you discover that the Undercitizens are tense and fearful. Many of them indicate that they are studiously avoiding the outlying passages and districts of the city, especially the ones nearer to the harbor.

Your party reconvenes at the market's Great Bonfire, flanked by a handful of the market's more permanent structures. You go to a cafe to eat and share what you've discovered. Well, most of you eat. Deirdre sniffs the food on her battered plate warily and pushes it around with a delicate finger.

"What... what is this?"

"Mushrooms, mostly," says Fiona between bites.

"And this? The meat?"

"Best not to think about it," says Gerki.

"What we do need to think about," says Zot, as he passes the charred meat on his plate to Pooky, "is that the people here have seen, or heard about, other large slimes, oozing up from below and digging tunnels through the bedrock. It may be coincidence that the one we fought almost reached the surface, or it may not. I wonder if..."

The Grey Market starts to shake! Undercitizens scream and run in all directions, carrying armloads of goods and children, as stone dust rains from the ceiling and sections of the floor hiss and dissolve into the inky darkness.

As you abandon your dishes and rush to the bonfire, you see them. From the tunnel entrances to the market pour several nightmarish-looking creatures, humanoid in shape, though much larger in size. They seem to be of a decidedly crustacean-like cast, with bony, colorful carapaces, cruel crushing claws, and arm cannons with oozing nozzles. As they advance, a much larger, much more heavily armored and armed crab creature appears briefly in one of the passageways, winding a howling dirge from a horn shaped like a giant conch.

"Destroy the cave dwellers!" the impressive specimen booms. "Feast upon their bones and flesh! Then onward, upward, to their Great Temple!"

You lose sight of the giant crab man as his smaller brethren rush into the market, snapping at the fleeing citizens and driving them back with their arm cannons belching putrid muck. The citizens shriek as the offspring of the deadly oceanic slime bubble up from the depths of newly-formed fissures, attempting to ensnare the unfortunate Undercitizens in their rubbery embraces.

Fiona draws her blade. "We've got to help these people! Let's smash these crab men!"

"I've got daggers, not crackers and crab mallets," shouts Gerki, "but I'll do the best I can!"

STOP   Read "Setting up the Grey Market" in the Walkthrough (page 22).   **STOP**

Setup

Place the scenario map and Epic Pool in the middle of the play area. Place a door token on each of the 11 door spaces, then randomly place a Randomizer Token letter-side-down in each of the four rooms (the buildings) on the map. Using the following table, place the indicated amount of damage onto the Grey Market's damage box.

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	No starting damage.	No starting damage.	❷ starting damage.
Veteran	❷ starting damage.	❷ starting damage.	❷ starting damage.
Legend	❷ starting damage.	❸ starting damage.	❹ starting damage.

Prepare the following schemers:

Standee	Base Color	Tracker Deck
Muck Launcher #1-7	Grey	Grey #1-7
Chitin Brawler #1-6	Red	Red #1-6
Siege Jelly #1-5	Yellow	Yellow #1-5

Keywords

Immune to Acid: This figure is unaffected by Acid Pools and treats them as though they were Safe spaces.

Immune to Traps: This figure does not trigger Trap tokens and treats them as though they were Safe spaces. Note that Zot's Wizard Fire tokens are not Traps, so they can still damage a figure with this keyword.

Deploy

You've abandoned your meals but it appears your enemy has not. The crab-like hulks are spraying living muck this way and that while an undulating mass of slime eats its way through the Grey Market, melting stalls and eroding the rock!

Deploy the following to the **Grey Market**:

		1 or 2 Heroes		3 Heroes		4 Heroes
Story	AG:	Muck Launcher	FG:	Muck Launcher	EF:	Muck Launcher
	F:	Chitin Brawler	AC:	Chitin Brawler	AB:	Chitin Brawler
	D:	Siege Jelly	D:	Siege Jelly	D:	Siege Jelly
	BCE:	❷ Trap	BE:	❷ Trap	CG:	❷ Trap
Veteran	FG:	Muck Launcher	EF:	Muck Launcher	CEF:	Muck Launcher
	AC:	Chitin Brawler	AB:	Chitin Brawler	ABG:	Chitin Brawler
	D:	Siege Jelly	D:	Siege Jelly	D:	Siege Jelly
	BE:	❷ Trap	CG:	❷ Trap		
Legend	EF:	Muck Launcher	CEF:	Muck Launcher	CEG:	Muck Launcher
	AB:	Chitin Brawler	ABG:	Chitin Brawler	ABF:	Chitin Brawler
	D:	Siege Jelly	D:	Siege Jelly	D:	Siege Jelly
	CG:	❷ Trap				

Heroes

For a refresher on Hero Setup, see page 4 of the Walkthrough. Each player does the following:

- ⌐ Choose a Hero and take that Hero's figure(s), Hero mat, reminder card(s) and initiative token(s) and place them in front of you.
- ⌐ Place your 4 Hero Cards near your Hero mat.
- ⌐ Choose 1 of each class of Item (1 Major Item and 1 Support Item) and place them near your Hero mat.
- ⌐ Resolve any Setup Flags on your equipped Hero and Item Cards.
- ⌐ Claim 1 spot on your Hero's Power Tree.
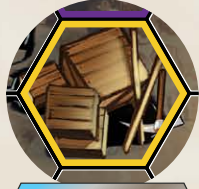- ⌐ Deploy your Hero figure(s) on the map.

Schemer Notes

Chitin Brawler: When *How about a refreshing acid bath* refers to the Nearest ↗ Unoccupied Acid Pool or Trap, it means the one Nearest ↗ to the Chitin Brawler itself, not the one Nearest ↗ to the target.

Map Features

| Acid Pool | Difficult | Door | Impassable | Trap | Wall |

Acid Pool - Hazard: These spaces are Dangerous and deal damage to figures occupying them during the Objective Phase. **In this scenario**, deal ❸ to each figure on an Acid Pool space during the Objective Phase. These spaces do not cause damage to figures that move through them.

Difficult: These spaces cost an additional point of Move 🦵 to enter. This does not affect a figure using Leap 🗡 or a figure being Pulled, Pushed, Grabbed or Placed.

Door: These spaces block Line of Fire and Burst Templates as long as the door token remains in play. **For this scenario**, a door will be removed automatically when Hero enters its space, triggering "Event: Surprise Enemies!"

Impassable: These spaces block movement and Attacks. No figure may enter these spaces, nor may tokens be placed on these spaces. Line of Fire may not be drawn through these spaces.

Trap: Traps are Dangerous and will deal damage to figures who Move 🦵 onto or through them. This includes figures who are Pulled or Pushed onto or through them, and figures that are Grabbed or Placed onto them. Figures may Leap 🗡 over Traps without penalty.

Wall: Walls separate adjacent spaces from one another and are represented by purple lines. Figures, Lines of Fire and burst templates cannot go through a wall.

Market Health

To save the Grey Market, you'll need to Defeat certain Schemers and reveal each of the four buildings. While that's happening, the Grey Market will be taking damage! Depending on Hero count and difficulty level, the Grey Market will start with some damage already on it. In addition, the Grey Market will take damage during the Objective Phase each round. The amount of damage is equal to the number of buildings that have not yet been revealed.

Siege Jellies may also cause damage to the Grey Market, depending on their Scheme.

If the Grey Market takes damage greater than or equal to its Fortitude, the players lose!

> If the Grey Market is defeated, the players lose!
>
> **20** Grey Market

Opening Doors

Doors are removed automatically when a Hero (or a Companion, if you're playing in Solo Mode) enters a space with a door. After a door is opened, remove all other doors from that building. There are four buildings, and a building's door spaces are marked with the same color door icon.

If a Hero or Companion is forced into a door space by a Scheme or ability, remove the door and reveal the building. A Schemer cannot be forced onto a door by Schemes or abilities. Pooky, Illusions and other Allies or tokens the players control may not enter spaces containing doors.

When a building is revealed, trigger the "Event: Surprise Enemies!" described below.

Lose Condition: The players lose if any Hero is Defeated or if the the Grey Market is Defeated.
Win Condition: The players win if it's the Objective Phase, all buildings have been revealed and all Siege Jellies have been Defeated.

Read the Event description in the Walkthrough, then begin the game!

If it's the Combat Phase and a player reveals a building, resolve the "Event: Surprise Enemies!" To win, you'll need to resolve this Event four times, once for each building on the map, then Defeat all the Siege Jellies.

Event: Surprise Enemies!

When a building is revealed, do the following in order:
1. Pause the Combat Phase and the Scheme or ability that revealed the building.
2. Remove all other doors from that building. These doors will be on spaces that share the same color icons as the removed door.
3. Reveal that building's randomizer token and Reinforce that building with the matching deployment table listed below.
   Note: Some buildings do not have all of the lettered spaces found on the deployment table. Do not deploy on missing letters.
4. Continue the Combat Phase from where you left off.

A · Deployment Table A

		1 or 2 Heroes			3 Heroes			4 Heroes
Story	A:	Muck Launcher	AC:	Muck Launcher	A:	Muck Launcher
	D:	Chitin Brawler	D:	Chitin Brawler	DC:	Chitin Brawler
	G:	Siege Jelly	G:	Siege Jelly	G:	Siege Jelly
	BEF:	❷ Trap	BEF:	❷ Trap	BEF:	❷ Trap
Veteran	AC:	Muck Launcher	A:	Muck Launcher	DC:	Chitin Brawler
	D:	Chitin Brawler	DC:	Chitin Brawler	AG:	Siege Jelly
	G:	Siege Jelly	G:	Siege Jelly	BEF:	❷ Trap
	BEF:	❷ Trap	BEF:	❷ Trap		
Legend	A:	Muck Launcher	DC:	Chitin Brawler	ACE:	Chitin Brawler
	DC:	Chitin Brawler	AG:	Siege Jelly	BF:	Siege Jelly
	G:	Siege Jelly	BEF:	❷ Trap	DG:	❷ Trap
	BEF:	❷ Trap				

B · Deployment Table B

		1 or 2 Heroes			3 Heroes			4 Heroes
Story	B:	Muck Launcher	AB:	Muck Launcher	ABE:	Muck Launcher
	F:	Chitin Brawler	F:	Chitin Brawler	F:	Chitin Brawler
	G:	Siege Jelly	G:	Siege Jelly	G:	Siege Jelly
	ACDE:	❷ Trap	CDE:	❷ Trap	CD:	❷ Trap
Veteran	AB:	Muck Launcher	ABE:	Muck Launcher	AB:	Muck Launcher
	F:	Chitin Brawler	F:	Chitin Brawler	EF:	Chitin Brawler
	G:	Siege Jelly	G:	Siege Jelly	G:	Siege Jelly
	CDE:	❷ Trap	CD:	❷ Trap	CD:	❷ Trap
Legend	ABE:	Muck Launcher	AB:	Muck Launcher	ABC:	Muck Launcher
	F:	Chitin Brawler	EF:	Chitin Brawler	EF:	Chitin Brawler
	G:	Siege Jelly	G:	Siege Jelly	G:	Siege Jelly
	CD:	❷ Trap	CD:	❷ Trap	D:	❷ Trap

C Deployment Table C

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	CD:	Muck Launcher	D:	Muck Launcher	BF:	Muck Launcher
	B:	Chitin Brawler	CF:	Chitin Brawler	CD:	Chitin Brawler
	G:	Siege Jelly	G:	Siege Jelly	G:	Siege Jelly
	AEF:	✌ Trap	ABE:	✌ Trap	AE:	✌ Trap
Veteran	D:	Muck Launcher	BF:	Muck Launcher	F:	Muck Launcher
	CF:	Chitin Brawler	CD:	Chitin Brawler	C:	Chitin Brawler
	G:	Siege Jelly	G:	Siege Jelly	DG:	Siege Jelly
	ABE:	✌ Trap	AE:	✌ Trap	ABE:	✌ Trap
Legend	BF:	Muck Launcher	F:	Muck Launcher	BF:	Muck Launcher
	CD:	Chitin Brawler	C:	Chitin Brawler	C:	Chitin Brawler
	G:	Siege Jelly	DG:	Siege Jelly	DG:	Siege Jelly
	AE:	✌ Trap	ABE:	✌ Trap	AE:	✌ Trap

D Deployment Table D

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	AB:	Muck Launcher	AB:	Muck Launcher	BD:	Muck Launcher
	C:	Chitin Brawler	D:	Chitin Brawler	AC:	Chitin Brawler
	G:	Siege Jelly	G:	Siege Jelly	G:	Siege Jelly
	DEF:	✌ Trap	CEF:	✌ Trap	EF:	✌ Trap
Veteran	BA:	Muck Launcher	BD:	Muck Launcher	D:	Muck Launcher
	D:	Chitin Brawler	AC:	Chitin Brawler	ABC:	Chitin Brawler
	G:	Siege Jelly	G:	Siege Jelly	G:	Siege Jelly
	CEF:	✌ Trap	EF:	✌ Trap	EF:	✌ Trap
Legend	BD:	Muck Launcher	D:	Muck Launcher	ACD:	Muck Launcher
	AC:	Chitin Brawler	ABC:	Chitin Brawler	BE:	Chitin Brawler
	G:	Siege Jelly	G:	Siege Jelly	G:	Siege Jelly
	EF:	✌ Trap	EF:	✌ Trap	F:	✌ Trap

Epilogue

You survey the broken wreckage of several market stalls, the oozing puddles of slime remains, and the splintered carapaces of the crab men. Though the damage to the Grey Market is extensive, you are pleased to know that your timely arrival and intervention has saved the lives of the Undercitizens trapped here by the terrifying sea creatures. As you explore the now-deserted market, you are concerned to discover that there seem to be far fewer corpses of oceanic creatures here than there were living oceanic creatures in the initial attack.

"I didn't see the biggun after the fight started," says Fiona, echoing everyone else's concerns. "The chatty one. Anyone see him? Did we get him?"

"I don't think so, no," says Zot. "And I'm worried about that. He seems to be their leader."

Deirdre's eyes go wide with shock. "Do you remember what he said, about pressing onward toward the Great Temple? Maybe that's where he and his followers are going! We need to warn them!"

Gerki points toward an inconsequential-looking cavern entrance, indistinguishable from many others around the Grey Market.

"This way!" he shouts. "I know a shortcut!"

Rewards

Unlock the following from the Vault. New Items are added to the Armory.

Vault 26 - 27

Prologue

You hurtle down the Undercity's subterranean tunnels, pursuing the giant crab man who seems to be the leader of this underground assault against Greyport. True to his word, Gerki takes you on the most direct path from the Grey Market's massive cavern to the place in the Undercity that stands beneath the Great Temple.

As you travel, it becomes clear that you heard the crab man's threat correctly, for the closer you get to your goal, the more signs you see of the sea creatures' infestation. Brackish pools of salt water have settled in low places in cavern and hallway, bright tracks of phosphorescent slime—no doubt left behind by the great oceanic oozes—stretch out into the distance and light your way, and the air grows thick with heat and a sour, acidic smell.

"It's just up ahead," says Gerki, a touch breathless. He vaults over a puddle of slime that shimmers and bubbles on a patch of the bedrock floor and leads you through an opening into a massive chamber beyond.

"By the Goddess!" shouts Deirdre, raising her holy symbol in a warding gesture.

The chamber is the largest one you have yet seen in the Undercity, brightly lit by long-duration light spells impregnated into its walls, and by the glowing, fluid bodies of the oozes that slip and slither around the room. Holding up the ceiling of the chamber are four pillars of cyclopean size and construction, clearly wrought by dwarven hands. Each pillar bears the symbols and carved scriptures of one of Greyport's gods.

"This is it," shouts Gerki, pointing up. "The temple is right above us!"

"Behold the power of the sea, drylanders!" booms a voice. In the distance, surrounded by a protective cordon of slime, the giant crab man regards you with a contemptuous grimace. "This is but the first wave of many as the ocean rises against you, and its power is great enough to wash even your gods away! The waves that follow..."

"Oh, wow," says Deirdre, looking up at the four huge pillars with a look of rapturous awe on her face. "These pillars are engraved with all of the scriptures to the four great divinities of Greyport. I didn't even know this was down here! Thank you, Gerki, this is truly a wondrous..."

The giant crab man sputters. "Are you drylanders even listening to me?"

Eve rolls her eyes. "Look, you have to understand. We've heard megalomaniacal speeches before, so we get it."

The giant crab man clacks one of his claws in irritation. "Do you not see the terrors that will soon afflict you? The seas will batter your dry and dusty city in a storm unending, until you and all your horrid works are washed clean from the surface of the land!"

"Nice imagery," sniffs Eve, "but not very original. I'll award you a... five and a half out of ten."

The giant crab man blinks at your party in disbelief. "I'm going to enjoy destroying you!"

At that, the creature raises its smaller claw—and the large conch shell that it grips between its pincers—to its mouth. It blows a note that echoes off the walls of the chamber, so loud that the temple's four support columns ring out an answering call.

The walls begin to shudder as, in places, circular sections of acid-eaten stone erupt out onto the chamber floor. From these perfectly round holes pour in not only a seemingly endless supply of oozes, great and small, but also great pressurized gouts of noxious, glowing...

"SLIME!" shouts Fiona.

The slime splashes down in mighty torrents, fizzing, hissing, and dissolving everything it touches. In a few moments, there will be only a few areas of the chamber floor that are barren of slime, so you know that you will need to hurry if you are to make your way across.

As you move to confront your foe, the oozes, jiggling with an intensity you have not yet seen, converge on the four great pillars, swarming up the stonework and beginning to dissolve it with their caustic juices.

"We need to get to the pillars," shouts Deirdre. "If those supports fail..."

"Rest assured, we're not going to let that happen," says Zot, pointing at the few spots of floor that are still clear. "Get to the pillars! Stop that slime!"

Pooky acts before his master can finish speaking, hopping off Zot's shoulder and bouncing from bare spot to bare spot, drawing ever nearer to the hideous creatures on the nearest pillar.

As you ready your weaponry and shout a desperate battle cry, the giant crab man throws back his head and replies with a gout of mocking laughter...
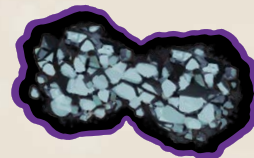
STOP Read "Setting up Scenario 4" in the Walkthrough (page 23).

STOP

Setup

Place the scenario map and Epic Pool in the middle of the play area. Place a two-space-long Gravel Wall on each of the double-wide door spaces. This will create five destructible "doors" on the map. Using the following table, place the indicated amount of damage onto the Temple Foundation's damage box.

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	No starting damage.	No starting damage.	❶ starting damage.
Veteran	❸ starting damage.	❸ starting damage.	❸ starting damage.
Legend	❺ starting damage.	❺ starting damage.	❺ starting damage.

Prepare the following Schemers:

Standee	Base Color	Tracker Deck
Hardened Slime #1-7	Grey	Grey #1-7
Oozing Fauna #1-4	Blue	Blue #1-4
Chitin Guard #1-6	Red	Red #1-6
Gelatinous Brute #1-5	Yellow	Yellow #1-5

Finally, deploy the following Schemers to the map (these spaces are alphabetically clockwise around the edge of the map).

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	UWZ:	Oozing Fauna	VWZ:	Oozing Fauna	UWXZ:	Oozing Fauna
Veteran	VWZ:	Oozing Fauna	UWXY:	Oozing Fauna	UWXZ:	Oozing Fauna
Legend	UWXZ:	Oozing Fauna	UWXY:	Oozing Fauna	VWXY:	Oozing Fauna

Keywords

Big Bad: If this figure would gain Debuff Tokens, it instead gains one fewer token of that type.

Immobile: A figure with Immobile never moves. If an effect would cause it to be moved, it instead remains where it is.

Immune to Traps: This figure does not trigger Trap tokens and treats them as though they were Safe spaces. Note that Zot's Wizard Fire tokens are not Traps, so they can still damage a figure with this keyword.

Resistant: As long as this figure has a Shield Token or a Toughness Token, it does not trigger Traps and treats them as though they were Safe spaces. If this figure is on a Trap when it loses its last Shield/Toughness Token, it immediately triggers that Trap.

While the Resistant keyword prevents Schemers from taking damage from the traps created by the Oozing Fauna, it doesn't prevent damage dealt by Zot's Wizard Fire! So yeah, stick to your wands and "kill it with fire!"

Deploy

The laughing crab king disappears into the cavern. You are confronted by massive slimes and snapping pincers standing between you and the eroding pillars.

Deploy the following to **Entrance Chamber**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	E:	Hardened Slime	ED:	Hardened Slime	AD:	Hardened Slime
	F:	Gelatinous Brute	F:	Gelatinous Brute	F:	Gelatinous Brute
Veteran	ED:	Hardened Slime	AD:	Hardened Slime	ADF:	Hardened Slime
	F:	Gelatinous Brute	F:	Gelatinous Brute	E:	Gelatinous Brute
Legend	AD:	Hardened Slime	AD:	Hardened Slime	CBD:	Hardened Slime
	F:	Gelatinous Brute	E:	Gelatinous Brute	E:	Gelatinous Brute

Heroes

For a refresher on Hero Setup, see page 4 of the Walkthrough. Each player does the following:

- Choose a Hero and take that Hero's figure(s), Hero mat, reminder card(s) and initiative token(s) and place them in front of you.
- Place your 4 Hero Cards near your Hero mat.
- Choose 1 of each class of Item (1 Major Item and 1 Support Item) and place them near your Hero mat.
- Resolve any Setup Flags on your equipped Hero and Item Cards.
- Claim 2 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

Map Features

| Difficult | Gravel Wall | Impassable | Trap |

Difficult: These spaces cost an additional point of Move ⌐ to enter. This does not affect a figure using Leap ⚔ or a figure being Pulled, Pushed, Grabbed or Placed.

Gravel Wall - Special: These tokens are Impassable and Destructible. Gravel Wall spaces block movement and Attacks. No figure may enter these spaces, and tokens may not be placed on these spaces. Gravel Wall spaces may be attacked by Heroic figures. When a Heroic figure uses an Attack, they may treat either space a Gravel Wall occupies as though it were a Foe while resolving the Attack. If a Gravel Wall is dealt ⬩ or more damage, remove it from the map. When a Gravel Wall is removed from the map, revealing a new room for the first time, immediately Reinforce that room. Damaging a Gravel Wall will trigger Harm ⬧ effects on the Attack that damaged it.

Impassable: These spaces block movement and Attacks. No figure may enter these spaces, nor may tokens be placed on these spaces. Line of Fire may not be drawn through these spaces.

Trap: Traps are Dangerous and will deal damage to figures who Move ⌐ onto or through them. This includes figures who are Pulled or Pushed onto or through them, and figures that are Grabbed or Placed onto them. Figures may Leap ⚔ over Traps without penalty. In this scenario, a Hardened Slime that is deployed onto a Trap will trigger that Trap.

Schemer Notes

Chitin Guard: Chitin Guards do not use a Scheme Die. They simply use the same Scheme every round. The Chitin Guard's Move ⌐ ability is not part of the Harm ⬧ effect above it. It is a separate ability that happens regardless of whether or not the Attack damaged a Foe.

Oozing Fauna

To save the Great Temple, you'll need to Defeat all the Oozing Fauna, then Defeat the Crab King. The Temple Foundation will take damage from the Oozing Fauna. The Foundation may have also started the scenario with some damage, depending on Hero count and difficulty. Whenever an Oozing Fauna acts, it will damage the Temple Foundation unless it is Weakened (i.e., it has one or more Weaken Tokens). If the Temple Foundation takes damage greater than or equal to its Fortitude, the players lose!

Each Oozing Fauna acts every round, even if it is in a section of the map that has not yet been revealed!

STOP

Lose Condition: The players lose if any Hero is Defeated or if the the Temple Foundation is Defeated.
Objective: Reveal all rooms and Defeat all Oozing Fauna.

Begin playing. Reinforce rooms using the following tables as you reveal them during the Combat Phase. When all rooms have been revealed, continue to the next Stop Point.

STOP

Reinforce

Upper Passage: *The acrid smell of acid and slime hits your nose hard when this passage is opened. And the floor is moving. That's probably not good either.* Deploy the following to the Upper Passage:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	ABD:	Hardened Slime	AD:	Hardened Slime	AD:	Hardened Slime
			EF:	Gelatinous Brute	EF:	Gelatinous Brute
Veteran	AD:	Hardened Slime	ACD:	Hardened Slime	ADF:	Hardened Slime
	F:	Gelatinous Brute	EF:	Gelatinous Brute	CE:	Gelatinous Brute
Legend	ABD:	Hardened Slime	ADF:	Hardened Slime	ADF:	Hardened Slime
	F:	Gelatinous Brute	CE:	Gelatinous Brute	BC:	Gelatinous Brute

Lower Passage: *As the gravel crumbles, you immediately duck under a volley of muck fired from the crab men guarding this passage's acid spewing plant... animal... things?* Deploy the following to the Lower Passage:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	DF:	Chitin Guard	DF:	Chitin Guard	AF:	Chitin Guard
	E:	Gelatinous Brute	BE:	Gelatinous Brute	BE:	Gelatinous Brute
Veteran	AF:	Chitin Guard	AF:	Chitin Guard	AC:	Chitin Guard
	C:	Gelatinous Brute	BE:	Gelatinous Brute	BD:	Gelatinous Brute
Legend	AD:	Chitin Guard	AC:	Chitin Guard	ACE:	Chitin Guard
	C:	Gelatinous Brute	BD:	Gelatinous Brute	D:	Gelatinous Brute

Back Passage: *This chamber is massive, with the worst infestation of slime-spitting spawn coating the walls.* Deploy the following to the Back Passage:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	EH:	Hardened Slime	CD:	Hardened Slime	ABC:	Hardened Slime
	F:	Chitin Guard	G:	Chitin Guard	F:	Chitin Guard
	G:	Gelatinous Brute	F:	Gelatinous Brute	H:	Gelatinous Brute
Veteran	CD:	Hardened Slime	ABC:	Hardened Slime	ABG:	Hardened Slime
	F:	Chitin Guard	F:	Chitin Guard	C:	Chitin Guard
	G:	Gelatinous Brute	H:	Gelatinous Brute	D:	Gelatinous Brute
Legend	AB:	Hardened Slime	ABG:	Hardened Slime	DE:	Hardened Slime
	F:	Chitin Guard	D:	Chitin Guard	AB:	Chitin Guard
	H:	Gelatinous Brute	C:	Gelatinous Brute	C:	Gelatinous Brute

STOP

Lose Condition: The players lose if any Hero is Defeated or if the the Temple Foundation is Defeated.
Objective: Defeat all Oozing Fauna.

Continue the game. If it's the Objective Phase and all Oozing Fauna have been Defeated, resolve the Event "Approach of the Crab King".

STOP

Event: Approach of the Crab King

1. Remove any remaining Gravel Walls from the map.
2. Read "Confronting the Crab King" in the Walkthrough (page 24).

The Crab King

The Crab King howls with rage as the last of the acid spitters is crushed. He blows his conch once more, summoning the deadly remnants of his horde to his side.

Setup: Put the Crab King standee into the purple base. The Crab King deploys with a variable number of Toughness Tokens, listed below. When the Crab King becomes Wounded, he gains that many Toughness Tokens again.

At certain difficulty levels, the Crab King uses two initiative tokens instead of one. If the Crab King is using multiple initiative tokens, then after his first turn, reroll his Scheme Die.

Crab King — Big Bad, Resistant — 9

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	1 Toughness 1 Initiative Token	2 Toughness 1 Initiative Token	3 Toughness 2 Initiative Tokens
Veteran	2 Toughness 1 Initiative Token	3 Toughness 2 Initiative Tokens	5 Toughness 2 Initiative Tokens
Legend	3 Toughness 2 Initiative Tokens	5 Toughness 2 Initiative Tokens	7 Toughness 2 Initiative Tokens

Reinforce

Deploy the following to the **Entrance Chamber**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	CD:	Hardened Slime	D:	Hardened Slime	A:	Chitin Guard
	A:	Chitin Guard	A:	Chitin Guard	CD:	Gelatinous Brute
	B:	Crab King	C:	Gelatinous Brute	B:	Crab King
	F:	Oozing Fauna	B:	Crab King	F:	Oozing Fauna
			F:	Oozing Fauna		
Veteran	D:	Hardened Slime	A:	Chitin Guard	F:	Chitin Guard
	A:	Chitin Guard	CD:	Gelatinous Brute	CD:	Gelatinous Brute
	C:	Gelatinous Brute	B:	Crab King	B:	Crab King
	B:	Crab King	F:	Oozing Fauna	E:	Oozing Fauna
	F:	Oozing Fauna				
Legend	A:	Chitin Guard	F:	Chitin Guard	AF:	Chitin Guard
	CD:	Gelatinous Brute	CD:	Gelatinous Brute	CD:	Gelatinous Brute
	B:	Crab King	B:	Crab King	B:	Crab King
	F:	Oozing Fauna	E:	Oozing Fauna	E:	Oozing Fauna

STOP

Lose Condition: The players lose if any Hero is Defeated or if the the Temple Foundation is Defeated.

Win Condition: The players win if it's the Objective Phase and the Crab King and all Oozing Fauna have been Defeated.

Continue playing. When the Crab King becomes Wounded, pause the current turn and resolve the event "Slime Whisperer".

STOP

Event: Slime Whisperer

1. Flip the Crab King's Boss Mat to its Wounded side, remove all damage tokens from it, and reroll its Scheme Die.
2. The Crab King regains Toughness Tokens as listed in the table above.
3. Deploy a Gelatinous Brute in the Nearest ⇲ Unoccupied Safe space to the Crab King.
4. Continue playing until either the Lose or Win Condition has been met.

Epilogue

With a cry of fury surprising for one normally so friendly and pious, Deirdre sweeps up the dead crab man's conch and bashes it against the floor until it shatters into pieces. The moment the conch is sundered, the slime still pouring into the chamber slows to a trickle, and the few remaining oozes begin to burble across the floor, making a relatively speedy retreat to the holes and fissures through which they issued. In a few moments, they are gone.

You look around, surveying the damage. The pillars holding up the Great Temple will need to be repaired and reinforced before too long, but, for now, they are still strong enough to bear the weight of the holy place above them. Relieved and grateful for your success, you and the other party members swat one another on the back, congratulate each other, and laugh at the irregular holes the slimes have eaten into your clothing.

As you stand there, surveying your hard-fought victory, a large contingent of priests and paladins enter the room from one of the passageways leading out to the rest of the Undercity. Shouting prayers of thanks to Greyport's gods, they run over to you, talking over one another as they try to ask you what happened.

"Sea creatures sought to pull down the Great Temple," says Deirdre, kicking at the broken remains of the Crab King with a delicate foot. "This one seemed to be their leader, but we stopped him."

"By the burning mane!" shouts one of the high priests of Korash. "We had no idea anything of the sort was occurring until the temple started to shake. Had you not been here to stem the tide, I fear we would have arrived too late to stop them."

As the priests and paladins look at one another with sober and horrified expressions, Gerki guffaws, clutching at his stomach with both hands. The high priest of Korash regards him with a sharply raised eyebrow.

After a long moment, Gerki manages to get himself under control, though he is redfaced, weepy, and still giggling a little. "I get it," he says, looking at the somber, confused faces of the assembled clergy. "Stem the tide? Of the sea creatures? No? Uh. Too soon?"

"Oh… that was unintentional," Says the high priest with a shrug. "Anyway, you have our boundless and sincere gratitude for your bravery here today. Please accompany us to the Great Temple. We cannot offer much ourselves, other than our curative and restoration magics, but I would imagine that Grand Cleric Ohava will be able to give you a more… earthly… reward for your great deeds."

"Sounds good to me," says Gerki. "Lead the way, your holinesses!"

Rewards

Unlock the following from the Vault. New Hero cards go to their Heroes and new Item cards are added to the Armory.

Vault 28 - 47

Archive Vault Card 13 - Wizard Fire, Vault Cards 14-17 - Potion of Scrapes, and Eve Start Card 3 - Eve's Illusion.

STOP

Read "Finishing Chapter 1" in the Walkthrough (page 24).

When you're ready to continue, open the Chapter 2 Pack!

STOP