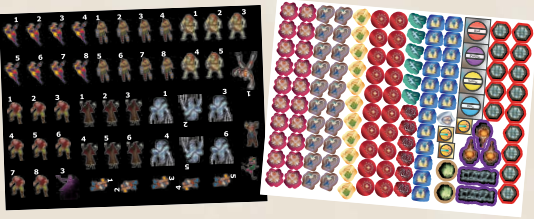


# Chapter 2

## Scenarios 5-10

### Contents:



2 Punchout Sheets, Scenario Book

### New Power and Debuff Tokens (see Glossary):



Hitback



Overcharge



Reset



Stun

## The Ancient Order

5

### Prologue

It has been a busy couple of weeks following your epic battle with the nefarious crab man and his legions of hundreds of thousands of gallons of slime. Artisans and stonemasons from Greyport and the territories beyond have descended into the Undercity, working day and night to repair the support pillars that hold up the Great Temple.

Life has been busy for you as well. Under Gerki and Fiona's direction, you have been working with the Greyport City Guard and the Undercity's Runoff Rangers to probe every nook and cranny in the Undercity that you can find. Your mission, ostensibly, is to root out any last little bits of slime that managed to tuck themselves away after your big battle, as well as to clean up any spores that might someday grow into new slime. After attacking countless walls with scrub brushes, soap, and magic, you are sure that you have eradicated any future menace the slime might have posed.

One day—at least, you think it's daytime; it's rather hard to tell down here in the Undercity—you wander far afield of your Runoff Ranger "chaperones." You soon find yourselves at the far end of a dusty, crumbling tunnel, its roof supported by square stone columns. Eve, who has seemed taciturn and bored during your whole tenure in the Undercity, notices something on the nearest column, lets out a low grunt of surprise and walks over to it.

She peers at a carving in the wall before cocking her head and calling out to Zot. "Hey, Professor! You're the expert on these sorts of things. Can you tell me if this symbol is what I think it is?"

Zot strides over to the wall, the hem of his robes kicking up dust as he moves. He draws close to Eve, scrutinizes the wall for a moment, and then recoils in shock.

"Aha," says Eve, with a smirk. "That's what I thought."

"Indeed," sniffs Zot. "Though there's no need to pay it any mind. It's probably just

graffiti, carved by a student with a bizarre sense of humor."

"What you talking about?!" shouts Gog. "Gog not get it!"

"Sorry, Gog," says Eve, before gesturing to Zot. "You should explain this one."

Zot presses his palms together and immediately assumes his teacher stance. His sonorous voice spins a brief tale of an ancient and disbanded order of mystics, who ignored the warnings of the Wizards' Council and dabbled in forbidden and dangerous arts. They enslaved elementals, using their stolen power to create powerful magical items, and that was only the least of their unsavory powers.

"He's leaving out the good stuff," says Eve with a wink. "What he's not telling you about are the legends about them pumping raw magic into captured test subjects, just to see what would happen to them, or warping their bodies with fleshcrafting and demonic magic."

"Because that sort of magic is impossible. Ludicrous! Tales of them are just unsubstantiated rumors spread around by the student body at the Collegium!"

"And yet..." says Eve, pointing at the symbol.

"As I said, the result of a bored student with an overactive imagination."

Deirdre steps forward, giving the strange symbol the once-over. "Still, it looks fresh."

Everyone looks at her, with various expressions of surprise on their faces.

"Oh, what?" says Deirdre, giggling. "I can't know anything about stone because I'm an elf? I'll have you know I spend a lot of time adventuring with Dimli, and he taught me quite a bit about stones and stone carving. This," she points at the symbol again, "looks freshly carved. Even if it is a joke, I feel like I don't want to leave the area without knowing who made it or why."

"There's an easy way to find out," says Eve. In unison, she and Zot make identical

wiggling motions with their fingers and make sweeping gestures encompassing the subterranean hallway. One short, in-unison chant later, and the hallway flares briefly with blue light.

"See anything?" asks Fiona.

Zot frowns, glances worriedly at Pooky, and then back to the rest of you. "Active and unstable elemental magic. Relatively nearby." The elder wizard points down the hallway. "That way."

"That sounds like it's worth investigating," says Deirdre.

"Agreed," says Zot. "This way."

As your group marches farther down the hallway, Eve strides briskly to the front, one hand raised to shield her eyes.

"Everything all right, Eve?" asks Zot.

"Yeah. We all just have too many magical items. Looking at everyone with this detection spell up is like staring into the sun."

"Ah," says Zot. "True."

"How do you manage it, Zot?"

Zot smirks. "Lots of practice. Also, very bushy wizard eyebrows."

Your group turns a corner, squeezes its way through a much narrower, more roughly-hewn passageway, and into a large chamber. Before you, the bodies of several people have been arranged in a circle on the floor, their dead and empty eyes staring up at the ceiling. The bodies show signs of having been... altered... in unpleasant ways. Even from the doorway, you can see criss-crossing wounds that have been roughly sutured shut, as well as strange runes that have been branded on their faces and arms.

Bolts of energy crackle up from the floor, arcing between the stone and the corpses. Galvanized by the magical energy, the dead leap to their feet, their limbs rigid, electricity sparking out of their eyes. You watch as their prostheses hum to life and their musculature bulges grotesquely beneath their tortured skin.

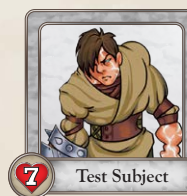
Then they rush you, shrieking and wailing.

## Setup

Place the scenario map and Epic Pool in the middle of the play area. Place an Arcane Wall token on each of the double door spaces. Prepare the following schemers:



Standee	Base Color	Tracker Deck
Test Subject #1-8	Grey	Grey #1-8
Lightning Beast #1-5	Blue	Blue #1-5
Mad Mystic #1-5	Red	Red #1-5



## Keyword

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

## Deploy

Deploy the following to the **Entryway**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	ADC:	Test Subject	AC:	Test Subject	ABC:	Test Subject
			D:	Mad Mystic	D:	Mad Mystic
Veteran	AC:	Test Subject	ABC:	Test Subject	ACD:	Test Subject
	D:	Mad Mystic	D:	Mad Mystic	B:	Mad Mystic
Legend	ABC:	Test Subject	ACD:	Test Subject	ACD:	Test Subject
	D:	Mad Mystic	B:	Mad Mystic	B:	Mad Mystic



The Schemes in this scenario have a couple of new twists. The first is Range  $\infty$ . This simply means that the Scheme can target any Foe on the map. Remember, though, that Ranged Attacks *always* target the Nearest Foe(s)!

The Lightning Beasts sometimes move toward the Farthest Foe. When they do this, they target the Foe that is the farthest away on the map by Line of Fire. However, once they have chosen a target to move toward, they will still take the shortest, most direct path that they can to get to any space that is adjacent to that Foe.

The Mad Mystics each deploy with a Shield Token. This works the same as it does for Schemers like the Lightning Beasts, which deploy with Toughness Tokens.

## 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.
- ~ Choose 4 of your 6 Hero Cards and place them near your Hero mat. (The other 2 will not be used this game.)
- ~ 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

**Arcane Wall - Impassable:** These tokens are Impassable. The scenario will tell you when they should be removed.

**Difficult:** Difficult spaces cost an additional point of Move  $\blacktriangle$  to enter.

**Mana Pool - Hazard:** These spaces are Dangerous and deal damage to figures that enter them. They also deal damage to figures that occupy them during the Objective Phase. **In this scenario**, a figure that enters a Mana Pool space takes  $\heartsuit$ . In addition, any figure on a Mana Pool during the Objective Phase takes an additional  $\heartsuit$ .



**STOP****Lose Condition:** The players lose if any Hero is Defeated.**Objective:** Defeat all Foes in the Entryway.

Begin the game. If it's the Objective Phase and all Foes are Defeated, read on.

**STOP****Reinforce**

*The energy wall deactivates and you press on. The unfortunate use of magic here has attracted the attention of elementals who seem to be jealously guarding a large orb on a pedestal in one corner of the room. The orb pulsates with arcane energy, and conduits along the floor indicate that it powers the entire chamber.*

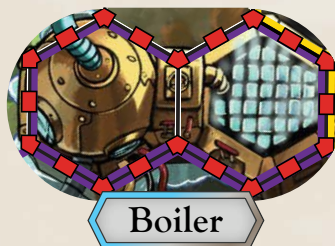
Remove the Arcane Wall separating the Entryway from the Orb Room, then deploy the following to the **Orb Room**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	DG:	Test Subject	DFG:	Test Subject	ADFG:	Test Subject
	FJ:	Lightning Beast	EJ:	Lightning Beast	EJ:	Lightning Beast
Veteran	DFG:	Test Subject	ADFG:	Test Subject	ADFGH:	Test Subject
	EJ:	Lightning Beast	EJ:	Lightning Beast	EJ:	Lightning Beast
Legend	ADFG:	Test Subject	ADFGH:	Test Subject	ADFGH:	Test Subject
	EJ:	Lightning Beast	EJ:	Lightning Beast	EJ:	Lightning Beast
					C:	Mad Mystic

**New Map Features**

**Boilers - Hazard, Impassable:** These burning hot containers sizzle at the slightest touch! If a figure ends a Forced Movement effect adjacent to one of these spaces (even if the Forced Movement leaves the figure on the same space as it started), that figure takes 1.

**Orb of Power - Impassable:** This space is Impassable and used in the Objectives below.

**Boiler****Orb of Power****STOP****Lose Condition:** The players lose if any Hero is Defeated.**Objective:** Defeat all Foes **OR** each Hero is adjacent to the Orb of Power.Continue playing. In the Objective Phase, if all Foes have been Defeated **AND** a Hero is not adjacent to the Orb of Power, resolve the Event "Investigate the Orb", then read on.

If it's the Objective Phase and all Heroes are adjacent to the Orb, skip "Investigate the Orb" and read on.

**STOP****Event: Investigate the Orb**

Place each Hero in an Unoccupied space adjacent to the Orb of Power.

*You all walk over and touch the orb simultaneously. You feel a rush of energy that is at first exhilarating, then overpowering, then uncomfortable, then quite painful! Somewhere in this process, you realize that you can no longer move your hand. The pain begins to blur your vision.*

**Event: The Orb Activates!**

Each Schemer takes 4. Each Hero takes 2 and gains an Overcharge Token and a Reset Token (see Glossary). Remove the remaining Arcane Wall, then read on.



## Reinforce

You are about to cry out when the orb suddenly goes dead. The arcane energy quickly travels through the conduits. When it reaches the barrier, there is one last crackle. The barrier disappears and everything is quiet - for a moment. On the other side of the open doorway, you hear a gravelly voice shout, "No! Our work must not be disturbed!" It seems your task is not yet finished here. New foes appear right in front of you and in the room beyond!

Deploy the following to the **Arcane Lab**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	AB:	Test Subject	AB:	Test Subject	ABC:	Test Subject
	G:	Lightning Beast	EFG:	Lightning Beast	EFG:	Lightning Beast
	D:	Mad Mystic	D:	Mad Mystic	D:	Mad Mystic
Veteran	AB:	Test Subject	ABC:	Test Subject	ABC:	Test Subject
	EG:	Lightning Beast	EFG:	Lightning Beast	EFG:	Lightning Beast
	D:	Mad Mystic	D:	Mad Mystic	D:	Mad Mystic
Legend	AB:	Test Subject	ABC:	Test Subject	BC:	Test Subject
	EF:	Lightning Beast	EFG:	Lightning Beast	EFG:	Lightning Beast
	D:	Mad Mystic	D:	Mad Mystic	AD:	Mad Mystic

Deploy the following to the **Orb Room**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	D:	Mad Mystic	C:	Lightning Beast	AB:	Test Subject
			D:	Mad Mystic	C:	Lightning Beast
					D:	Mad Mystic
Veteran	D:	Mad Mystic	A:	Test Subject	B:	Test Subject
			C:	Lightning Beast	AC:	Lightning Beast
			D:	Mad Mystic	D:	Mad Mystic
Legend	C:	Lightning Beast	AB:	Test Subject	AC:	Test Subject
	D:	Mad Mystic	C:	Lightning Beast	BD:	Mad Mystic
			D:	Mad Mystic		

**STOP**

**Lose Condition:** The players lose if any Hero is Defeated.  
**Win Condition:** Defeat all Foes.

**STOP**

## Epilogue

"So, fleshcrafting and all that is impossible, eh?" says Eve, with a smirk.

"It was widely reputed to be so," huffs Zot. "But clearly, the magio-historians were wrong. And that makes what we discovered here all the more alarming."

Deirdre wanders through the aftermath of the battle, taking breaks from taming her staticky hair to imbue your wounded companions with the benefit of Elaana's healing. "I hope that this is the last of them," she says, a look of concern on her face. "Those poor people! What those mystics did to them was just... awful."

"Yeah," says Fiona, whose own hair is so

interestingly coiffed that the static of the orbs can't do much more to it. "That was... brrr..."

"Don't worry!" shouts Gerki from somewhere on the other side of the room. "I've found something that'll raise all our spirits quite a bit."

The plucky thief then emerges from the shadows, dragging a very large, very ornate trunk behind him. He sets it down on the stone floor with a heavy clunk, and all of you can hear the familiar rattle of valuable items banging around inside.

Gerki rubs his hands together and sets about picking the lock, scrunching up his face as he manipulates the tumblers. He seems to almost

have it when...

"Oh no!" shouts Zot.

Zot's sudden cry causes Gerki to flinch. A moment later, he pulls a bent pick out of the chest's lock. He throws a dirty look over his shoulder at Zot.

"Hey, what gives?" he says, as Zot approaches the rest of you, holding a leather-bound book stamped with the symbol of the Ancient Order of Mystics.

"I found this on one of the mystics," Zot explains, flipping back and forth between pages and showing you various blocks of texts and pen-and-ink drawings. "It seems as though the order is far larger and far more entrenched than

we had originally assumed."

"Not that hard," says Eve, "since we assumed they didn't exist."

Zot, who is engrossed in the book, ignores the comment. "They are apparently working with other nefarious factions in and around the city, and have established at least one more base in a place that is both well-provisioned for magic and far away from prying eyes."

Zot holds the book open to you, showing off a drawing of a large domed building set upon

a lonely mountaintop. Stars shine down in the dark sky above, and a section of the building's domed roof appears to be open and emitting strange energies, represented on the page by lots of swirling linework and carefully drawn beams of black, pseudofractal energy.

"The old Collegium Observatory," Zot says. "In the mountains west of the city. There's no telling what they could be doing up there. We have to investigate."

"Agreed," says Gerki, with a smile and a

deft flick of his wrist. "But first, can't we please take a minute to savor my very favorite part of being an adventurer?"

Gerki pulls the chest's lock open and swings back the lid, revealing all manner of wondrous objects. For a moment, the ominous presence of the Ancient Order of Mystics fades away from your minds, as you lean forward and appreciate your rewards. You have to agree with Gerki. Sometimes, being an adventurer is really, really great.

## Rewards

Unlock the following from the Vault. New Item cards are added to the Armory.

## Vault 48 - 49

## Prologue

The trek up into the mountains is a long one, not unpleasant, but a touch dull. It is made even duller by Zot, who spends most of the time monologuing about the intricacies of the Collegium, its politics, and its internal workings. By the time your party passes the tree line and into the upper mountains where only scrubby-looking bushes and lichen-covered rocks remain, you're not sure if you're tired from all the walking, from Zot droning on, or from mild hypoxia.

"Still doesn't explain why they built their stupid observatory all the way out here," says Gerki, pausing every few words to take deep gulps of the thin mountain air.

"Partly because of the amazing view," says Zot, gesturing at the huge, star-bedecked vault of the sky above you, "but mostly out of necessity. It was constructed after the dragon destroyed most of Greyport, and the Collegium was in stasis."

"Oh, right," says Fiona. "That's when you and Pooky were in time jail."

Zot sniffs, and Pooky looks a bit nervous. "Once the city started to come back and the Collegium came out of stasis, they decided to build a more modern on-site observatory. Mostly because wizards enjoy mountaineering just about as much as you'd expect."

Moonlight gleams off the round dome of the distant observatory, illuminating it with a pearlescent glow that makes the damage caused by time and neglect that much more obvious. Here and there, you can see dark voids on the dome, where the roof has collapsed inward, and where parts of the observatory's once majestic façade have fallen away, littering the dusty mountain valley with jumbled piles of marble and granite.

Gradually, you all feel rather than hear an invasive, irritating buzzing noise on the air that vibrates your teeth in their sockets. Zot and Eve seem to be much more discomfited than the rest of you. Gog, however, seems unfazed. Whether that is due to the massiveness of his molars, or

to the thickness of his skull is, alas, unknown to you.

"Are you all right?" asks Deirdre, the talisman of her Goddess glowing softly blue on her breastbone.

"No," says Zot, as he absently pats a very agitated Pooky. The rabbit's soft, white fur, usually sleek and smooth, is now standing up on end. "There's magic being used here, powerful and poorly implemented. The harmonics are not well-aligned. We might be damaged if we stay here for too long."

Gerki sucks on his teeth. "Damaged how? I don't want to grow horns or a tail or anything like that, if I can help it..."

"Oh, Gog would like horns!" says Gog, excitedly. "Maybe big curly ones! Like mountain sheep!"

"Shh," whispers Fiona, motioning everyone to crouch down behind a moss-covered boulder. Once everyone has concealed themselves, she points at a line of shadowy figures moving toward the observatory. "We got company."

"Something's definitely going on here," says Deirdre.

"Let's go find out what," says Gerki, "before my teeth decide to jump out of their sockets."

You creep through the shadowed foyer, past darkened workshops and storage rooms, and into the main chamber of the observatory. The domed ceiling is decorated with a depiction of the night sky, all done in dark-purple lacquer, with jewels to represent the stars. Well, some of the stars—many of the jewels have been crudely pried out of the ceiling by looters. Looters, the curious, or perhaps sentimental Collegium members, also seem to have taken much of the observatory's magical machinery and equipment, as there are numerous marks on the floor and walls that hint at their absence.

Some of the arcane equipment remains, however, and that has been crudely cobbled together into several large constructs, each of which glows with light and poorly-aligned magical energies. Three energy-focusing

prismatic devices direct their mystical energy toward what looks like a large silver sarcophagus, causing it to glow brightly and arc bolts of chaotic power into the air and the floor nearby. Though the omnipresent hum is no more audible than it was outside, it is so intense as to be almost unbearable.

Deeper into the room, several people garbed in the robes and cerements of the Ancient Order of Mystics stand in conversation with another group of people who wear the nondescript and faded clothing common to those who deal in smuggled goods. This second group of people escorts a third group of very short, stumpy people who have bags over their heads and their arms tied behind their backs. A long, slender chain links this last group of people together.

"Yes," says one of the mystics. "These slaves should be sufficient for our needs at present."

"Good," says one of the slavers, "then we'll be taking our payment now."

Two of the mystics come forward, bearing a large trunk between them. They set it down on the floor and open the lid, revealing a wide array of well-made and glowing magical weaponry. The slavers take it into custody before handing over the leading end of the chain to the mystics.

"If you don't mind my asking, what's this all for?" asks one of the slavers. "Seems like you got a lot of serious magical hoobajoobery going on here, and I can't imagine that a bunch of goblin slaves is going to be of much use to you."

"We did not buy them to use as laborers," says a mystic, gesturing at the sarcophagus. "They are here to help us refine our Mana Forge, and, eventually our final product—the perfect and permanent enchantment of living flesh. If you and your brethren are interested, I'm more than happy to show you a sampling that we prepared earlier today."

Some of the mystics and most of the slavers head toward the sarcophagus, and one of the goblins on the slave chain takes this as her opportunity to slip her bonds, pull off her hood, and run for it. The mystics and the slavers notice

## The Observatory

immediately, giving chase as the goblin tries to lose herself in the cobbled together machinery, pulling at cables and kicking at pipes in her desperate attempt to escape.

"Let's put a stop to this," says Fiona.

"Agreed," says Zot. "And mind the beams

coming from the..."


As if on cue, the beams from the prisms, which were already unstable, suddenly lose their coherence. Magical energy pours out of the prisms in chaotic cascades, bathing swaths of the main chamber in unstable energies.


Your party desperately attempts to avoid being cooked by the uncontrolled arcane power while attempting to stop the mystics and their evil deeds!



## Map Features

**Arcane Prism - Impassable:** These tokens are Impassable. They can be used by adjacent Prismatic Mages or Heroes.

**Arcane Wall - Impassable:** These tokens are Impassable. They are removed when the nearby Machinery is destroyed.

**Furniture - Difficult:** Difficult spaces cost an additional point of Move  to enter.

**Machinery - Difficult:** Difficult spaces cost an additional point of Move  to enter. You will need to destroy the Machinery in each room with the Arcane Prisms.

**Mana Pool - Hazard:** These spaces are Dangerous and deal damage to figures that enter them. They also deal damage to figures that occupy them during the Objective Phase. **In this scenario**, a figure that enters a Mana Pool space takes . In addition, any figure on a Mana Pool during the Objective Phase takes an additional .

**Sarcophagus:** All Arcane Prisms begin the scenario pointed at the Sarcophagus. Something is gaining strength within!

## Setup

Place the scenario map and Epic Pool in the middle of the play area. Place an Arcane Wall token on each of the double door spaces. Place an Arcane Prism token on each of the spaces with the white-dashed border. Point each Arcane Prism toward the Sarcophagus. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Unstable Cultist #1-8	Grey	Grey #1-8
Arcane Elemental #1-5	Blue	Blue #1-5
Prismatic Mage #1-5	Red	Red #1-5
Arcane Golem #1	Yellow	Yellow #1



Put a tracker token on the space on the Arcane Golem track listed here. The Arcane Golem track is the track to the left of the Arcane Golem's Scheme Block.

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	0	1	1
Veteran	1	2	2
Legend	2	3	4

## Keywords

**Big Bad:** If this figure would gain Debuff Tokens, it instead gains one fewer token of that type. This figure may not be Stunned.

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

## Schemer Notes

**Prismatic Mage:** The Attack on *FWEEM* measures its range from the Prismatic Mage itself, not from the adjacent Arcane Prism.

## Deploy

Deploy the following to the **Entryway**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	BC:	Unstable Cultist	ABC:	Unstable Cultist	ABCE:	Unstable Cultist
	D:	Prismatic Mage	D:	Prismatic Mage	D:	Prismatic Mage
Veteran	ABC:	Unstable Cultist	ABCE:	Unstable Cultist	ABC:	Unstable Cultist
	D:	Prismatic Mage	D:	Prismatic Mage	D:	Prismatic Mage
					F:	Arcane Elemental
Legend	ABCE:	Unstable Cultist	ABC:	Unstable Cultist	ABC:	Unstable Cultist
	D:	Prismatic Mage	D:	Prismatic Mage	D:	Prismatic Mage
			F:	Arcane Elemental	EF:	Arcane Elemental

## 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.
- Choose 4 of your 6 Hero Cards and place them near your Hero mat. (The other 2 will not be used this game.)
- 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 3 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

## Arcane Prisms

A Hero in a space adjacent to an Arcane Prism may activate the following Scenario Ability:

### Action

**Redirect the Prism:** Point the adjacent Prism toward the Machinery in your room.

During the Objective Phase, each Arcane Prism will fire. This includes Arcane Prisms that are in rooms that have not yet been revealed. When an Arcane Prism fires at the Sarcophagus, increase the Arcane Golem track by 1. When an Arcane Prism fires at Machinery, it deals  to each figure in the line from the Arcane Prism to the Machinery (this includes any figure on the Machinery space). It then destroys the Machinery, achieving the associated Objective. Note that Arcane Prisms will keep firing in each Objective Phase even after the Machinery in their room has been destroyed. An Arcane Prism may never be pointed anywhere except the Sarcophagus or the Machinery in the same room as the Prism itself.

**Lose Condition:** The players lose if any Hero is Defeated.

**Objective:** Use the Arcane Prism to destroy the Machinery in the Entryway.

Begin the game. If it's the Objective Phase and the Entryway Machinery is destroyed, read on.

If the Arcane Golem track reaches 17 at any time during a round, pause the current turn and resolve the Event "Overdrive" on page 9, then read on from that point.

STOP

STOP

## Reinforce

Remove the Arcane Wall separating the Entryway from the Library, then deploy the following to the **Library**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	GK:	Unstable Cultist	FGK:	Unstable Cultist	HK:	Unstable Cultist
	C:	Prismatic Mage	CI:	Prismatic Mage	CI:	Prismatic Mage
	J:	Arcane Elemental	J:	Arcane Elemental	FJ:	Arcane Elemental
	D:	Mana Pool Token	DE:	Mana Pool Token	EG:	Mana Pool Token
Veteran	FGK:	Unstable Cultist	HK:	Unstable Cultist	HK:	Unstable Cultist
	CI:	Prismatic Mage	CI:	Prismatic Mage	BI:	Prismatic Mage
	J:	Arcane Elemental	FJ:	Arcane Elemental	FJ:	Arcane Elemental
	DE:	Mana Pool Token	EG:	Mana Pool Token	EG:	Mana Pool Token
Legend	HK:	Unstable Cultist	CK:	Unstable Cultist	CK:	Unstable Cultist
	CI:	Prismatic Mage	BI:	Prismatic Mage	BI:	Prismatic Mage
	FJ:	Arcane Elemental	FJ:	Arcane Elemental	AFJ:	Arcane Elemental
	EG:	Mana Pool Token	EGH:	Mana Pool Token	EGH:	Mana Pool Token

**Lose Condition:** The players lose if any Hero is Defeated.

**Objective:** Use the Arcane Prism to destroy the Machinery in the Library.

Continue the game. If it's the Objective Phase and the Library Machinery is destroyed, read on.

If the Arcane Golem track reaches 17 at any time during a round, pause the current turn and resolve the Event "Overdrive" on page 9, then read on from that point.

STOP

STOP

### Reinforce

Remove the Arcane Wall separating the Library from the Instrument Room, then deploy the following to the Instrument Room:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	B:	Prismatic Mage	B:	Prismatic Mage	G:	Unstable Cultist
	CF:	Arcane Elemental	CEF:	Arcane Elemental	B:	Prismatic Mage
	D:	Mana Pool Token	D:	Mana Pool Token	CEF:	Arcane Elemental
					D:	Mana Pool Token
Veteran	B:	Prismatic Mage	G:	Unstable Cultist	G:	Unstable Cultist
	CEF:	Arcane Elemental	B:	Prismatic Mage	A:	Prismatic Mage
	D:	Mana Pool Token	CEF:	Arcane Elemental	DEF:	Arcane Elemental
			D:	Mana Pool Token	C:	Mana Pool Token
Legend	G:	Unstable Cultist	AG:	Prismatic Mage	B:	Unstable Cultist
	B:	Prismatic Mage	DEF:	Arcane Elemental	AG:	Prismatic Mage
	CEF:	Arcane Elemental	C:	Mana Pool Token	DEF:	Arcane Elemental
	D:	Mana Pool Token			C:	Mana Pool Token

**Lose Condition:** The players lose if any Hero is Defeated.

**Objective:** Use the Arcane Prism to destroy the Machinery in the Instrument Room.

Continue the game. If it's the Objective Phase and the Machinery is destroyed, resolve the Event "Power Down!" below.

If the Arcane Golem track reaches 17 at any time during a round, pause the current turn, skip the Event "Power Down!" and resolve the Event "Overdrive!" on page 9 instead.

STOP

STOP

### Event: Power Down!

*The final panel explodes in a flash of brilliant light, only to be overshadowed by the sudden blast of each Arcane Prism shattering. The mages are thrown through the air, their energy sapped from their bodies, leaving fluttering robes drifting to the floor.*

1. Remove all Arcane Prism tokens from the map.
2. Defeat all Prismatic Mages.
3. Deploy the Arcane Golem in an Unoccupied Safe space adjacent to a Hero (players' choice).
4. Deploy the additional Foes listed in the Reinforce table below to Unoccupied Safe spaces adjacent to the Arcane Golem.

Skip the Event "Overdrive!" and read on.



## Event: Overdrive!

*The mad mages laugh with glee as they funnel the last of their arcane energies into the prisms, to only shriek in terror as their bodies are pulled into those same prisms. Each prism shatters as the last of their energies blasts into the sarcophagus.*

1. Remove all Arcane Prism tokens from the map.
2. If any rooms have not yet been revealed, remove all Arcane Walls and Reinforce the revealed room(s) as described above.
3. Defeat all Prismatic Mages (even ones that were just deployed).
4. Each Hero gains a Stun token.
5. Deploy the Arcane Golem in an Unoccupied Safe space adjacent to a Hero (players' choice).
6. Deploy the additional Foes listed in the Reinforce table below to Unoccupied Safe spaces adjacent to the Arcane Golem.
7. The Arcane Golem will use **two** yellow initiative tokens instead of one.

### Reinforce

Deploy adjacent to the Arcane Golem:

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	none	none	none
Veteran	1 Unstable Cultist	1 Arcane Elemental	1 Arcane Elemental
Legend	1 Unstable Cultist	2 Arcane Elementals	2 Arcane Elementals

### The Arcane Golem

*With a thunderous crash, the lid of the silver sarcophagus is thrown from its base. A flash of brilliant electricity makes your hair stand on end as a large shape hurtles through the air and smashes to the ground beside you. When the dust clears, you see the menacing construct. Its silver shell, loosely held together, encases an orb of pure energy in its chest. As its hands open, lightning arcs between its fingers, and with a bloodcurdling scream it lashes out!*

**Tiers:** The Arcane Golem's power level is determined by how much it was powered up by the Arcane Prisms. If the Arcane Golem track is less than 7, the Arcane Golem has 15 Fortitude, 1 Toughness Token and uses only its topmost Scheme effect. At each subsequent tier (7-10, 11-13, 14-15, 16+), the golem gets more Fortitude, more Toughness, more keyword effects, and a longer Scheme.

**Variable Scheme:** At each tier, the golem's Scheme includes all effects up to the tier it reached. For example, if the Arcane Golem reached tier 3, then its scheme includes the Leap ⚡, then the Melee ⚔, then the Push, then the Move 🏃. Whenever the Arcane Golem acts, it does its entire Scheme (up to its tier), in order from top to bottom.



**Doom Icon:** At tiers 3 through 5, the Arcane Golem has the Doom icon. This means that all Attack rolls against the golem that include yellow dice must also include the Doom die, even at Story or Veteran difficulties. At Legend difficulty, you roll the Doom Die once (as normal) on Attacks against the golem, but avoiding the effect of a Doom "hit" costs ⚡ unavoidable damage instead of the usual ⚡.



STOP

**Lose Condition:** The players lose if any Hero is Defeated.

**Win Condition:** Defeat the Arcane Golem and all Arcane Elementals.

STOP

### Epilogue

*With the battle over, Zot very quickly—but very, very carefully—disables the Ancient Order of Mystics' malfunctioning prism devices. Judging by the soft bluish glow that seems to emanate from, well, everything, the immediate area is still experiencing much higher magical radiation than what would be considered baseline. At least the death beams and the horrible humming have finally stopped.*

*You take the cache of magical weapons into custody and free the goblins from their bindings and their uncomfortable-looking bag*

*hoods. They are grateful for your timely, and surprising, intervention, and their profuse and squeaky thanks echo across the observatory dome in a cacophonous din.*

*"You're welcome, you're welcome," says Deirdre, smiling beneficently. "Can you tell us how you got here?"*

*The goblin who made the valiant escape attempt, damaging the prismatic machinery in the process, steps forward. "We was wandering around the mountains, looking for more shiny stuff for King Torglesnarf Duncleton, First of*

*His Name..."*

*"May he live a longish time, if not forever!" shout the other goblins, in unison.*

*Your party glances back and forth at one another in a kind of grim bemusement, wondering what Torglesnarf would think of you rescuing his "subjects." Maybe you could ask him the next time he takes it into his head to "conquer" Greyport.*

*"Anyway," continues the goblin, "these tallish folks came up into the mountains from the greyish port. They popped sacks over our*

heads and took us their prisoners, to sell to these misty mystics. They said that they were runners, but they never did run anywhere, as far as I could tell. Mostly they just be loping across the mountains like the tallish folk do."

"Runners," says Gerki, passing a hand through his unruly hair. "That's not good."

"No," interjects the goblin. "Then they were to get paid in shiny weapons, which would only make them betterish at grabbing even more greenyskins."

"We have a lot of evidence now," says Zot,

"both that the Ancient Order of Mystics is back in operation, and that they are misappropriating Collegium equipment for their own nefarious ends. We need to get back to Greypoint and see if we can get a meeting with Chancellor Darvishon, the head of the Collegium. He needs to know about this, and he'll be able to tell us what to do next."

"I'm not looking forward to a lot of waiting or boring meetings," says Fiona, "but yeah, this seems like it's too big of a deal not to tell someone. Let's bind our wounds and head

back."

"What will you be doing about all of us?" asks the goblin, somewhat tentatively.

"You're free to go," says Deirdre. "Let us know if any of these runners or mystics bother any of you ever again."

"We shall be doing so, elfish lady," says the goblin, saluting your party with a final, rubbery bow.

## Rewards

Unlock the following from the Vault. New Item cards are added to the Armory.

## Vault 50 - 51

## A Crime Too Far

### Prologue

There are complicated networks of spies, agents, and informants in the Undercity. They know the underground lanes, as well as the layout of the streets of the city above, better than anyone else in the city, even including the Greypoint Postal Service. With silence and speed, they maneuver in the shadows, utilizing secret tunnels, hiding in bolt holes, and keeping ear and eye open for anything that would interest their employers.

One such network has recently uncovered something particularly seamy and untoward and has set into motion a plan to alert their employer of this recent development. A coded message, written in a dark cavern deep beneath the city, begins its slow and untraceable journey up from the bowels of the Undercity to a dead drop outside of a certain famous inn. It passes from hand to hand, spends time in a mail carrier's pouch and is even, briefly, baked into a pie before, at long last, it reaches its intended recipient...

The party convenes hastily at your usual table at the Red Dragon Inn. Gerki, who has called you all here, surveys you with an expression that contains not a hint of his usual sardonic humor. He withdraws a scrap of parchment, which smells faintly of apples and cinnamon, from his tunic and passes it around to each of you. On it appears to be a message written out in a confusing and impenetrable code. Fortunately, Gerki has already taken the time to decipher the message, though it takes a moment to translate his spidery writing, which is jammed in between the coded lines. The note is short and worrying.

"I told my contacts to get in touch with me if they noticed anything weird going on down below. Figured that anyone who spent all that effort to try and sink the Great Temple wouldn't just give up if they failed the one time. This

seems like it's unrelated, but it's still worth looking into."

Fiona nods sharply. "Yeah. I agree. A gang of slave traders appears at the same time as a bunch of Undercitizens go missing? Not a good sign."

"I don't like it either, Fi," says Gerki. "Especially since we've seen that these 'Runners', as they call themselves, are unusually well-equipped."

Deirdre, her brow creased with worry, looks over the letter. "Do your contacts know anything about what's happened to the people who disappeared?"

"Don't know," says Gerki. "That's the only message I got. But it does say they know a couple of spots where smugglers are known to meet. I say we go down there and find out..."

After receiving a disguising glamor from Eve, your party makes the trek to the Greypoint Docks, following the ever-narrowing streets of the city as they slope steadily downward to the sea. The smell of brine, fish, and unwashed dock worker assaults your nostrils as you wander down the splintered planks, past ships from far-flung ports of call. At last, you arrive at the entrance of a ramshackle warehouse. While the building looks like it's on the verge of falling apart, the doors are in good repair and have been fitted with sturdy new locks.

The gang of dock hands and other toughs loitering outside the warehouse seem none too pleased to see a large group of people rolling up unannounced all at once. Gerki diffuses the situation with a few coins and some secret hand gestures, and the whole lot of you are eventually let inside. You begin to investigate, looking around dusty packing cases and behind moldering barrels, but you see little evidence of the Runners or of their nefarious deeds.

Just then, a key turns in one of the locks

outside, and your party scampers to one of the corners of the warehouse, secreting yourselves in deep shadow behind a tall wall of unsteadily-stacked merchandise. You barely manage to reach this cover when the warehouse doors open and several individuals step inside. They secure the door behind them and move across the warehouse to a smaller room in the back, lighting their way with hooded lanterns.

Fiona lets out a low whistle of appreciation as the new arrivals vanish into the back room.

"You see their weapons? Fancy as all get-out."

"Agreed," says Zot. "And they're all enchanted, too. We seem to be in the right place."

"Quiet," says Gerki pulling back his hood slightly. "And c'mon. That's the room we want."

It takes some doing, but your party slowly trickles across the main room of the warehouse toward the entrance of the room in the back. Fiona is in the lead as you creep inside, hands on your weapons (or, in Zot's case, on his rabbit).

The chamber behind is dimly lit by lanterns and a fireplace. Mangy furs and tattered tapestry cloths hang on the walls. The well-armed individuals sit around a wobbly wooden table that is chipped and scarred by long misuse, poring over numerous documents.

"...been paying us real good for them components," says a rough-looking dwarf with a scarred eye. "Gonna pay us even better for this new shipment, if we can make the quota and get the merchandise to the harbor in time."

"I don't like it," says a gangly woman, who is in the process of paring her nails back with a razor-sharp knife. "Stolen goods is one thing. This is something else."

"We're already neck-deep in it," says a man whose face is obscured by a thick brown kerchief. "We abandon this job, we abandon our backers and our reputations. We do that, we're

done for. I know things are getting hot right now, but they say they only need a few dozen or so. Once we get 'em, and get 'em to the docks, we'll be done, and we'll get paid."

The woman sighs. "I think it's hotter than you think it is, Brek. The Guard and the Guild are only too happy to look the other way if we smuggle in herbs, spices, and them luxury items people don't want to do without. It's another thing entirely to deal in slaves. Nobody likes

that."

"I don't like it, either!" says Fiona, drawing her sword and rushing toward the room. "These slaver scum are gonna taste hot steel!"

"Fi!" shouts Gerki, "Look out!"

But Fiona runs on, heedless of the tripwire in her path. It snaps in half as the dauntless warrior passes through it, triggering a hidden mechanism in the shadowed rafters of the warehouse. With a torturous groan, stacks

of heavy boxes drop from above. Your party scatters, barely avoiding getting crushed by the trap.

The Runners hear the noise, obviously, and before you and your compatriots can regroup, they draw their enchanted weapons and rush forward to join you in battle.

### Setup

Place the scenario map and Epic Pool in the middle of the play area. Place the round tracker token on the "1" space in the "Playing the Round" box. Randomly place the "A" and "B" Randomizer Tokens face down on spaces 3 and 5. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Skirmisher #1-5	Grey	Grey #1-5
Dockhand #1-8	Blue	Blue #1-8
Flamesabre #1-5	Red	Red #1-5



### Deploy

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	B:	Skirmisher	B:	Skirmisher	A:	Skirmisher
	CEG:	Dockhand	CDH:	Dockhand	EHI:	Dockhand
	AH:	Flamesabre	AJ:	Flamesabre	BCF:	Flamesabre
Veteran	B:	Skirmisher	A:	Skirmisher	ABF:	Skirmisher
	HI:	Dockhand	HI:	Dockhand	HIK:	Dockhand
	ACG:	Flamesabre	BCJ:	Flamesabre	C:	Flamesabre
Legend	B:	Skirmisher	A:	Skirmisher	ABF:	Skirmisher
	DIK:	Dockhand	DIK:	Dockhand	DHIK:	Dockhand
	ACJ:	Flamesabre	BCF:	Flamesabre	CJ:	Flamesabre

### Schemer Notes

**Skirmisher:** The Harm effect on *There and back again* will generally cause the Skirmisher to move away from the target after hitting it. If the Skirmishers' initiative token is drawn while one or more Skirmisher figures are off the map due to *Now you see me*, the Skirmishers that are off the map do not act. The Attack on *Now you see me* can be directed at any adjacent Foe, not only the Foe whose initiative token was just drawn.

### 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.
- Choose 4 of your 6 Hero Cards and place them near your Hero mat. (The other 2 will not be used this game.)
- 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 3 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

**One Hero must be deployed on the gold Hero deployment space.**




## Map Features

**Difficult:** The table and the doorway are difficult spaces that cost an additional point of Move  to enter.

**Rickety Shelf - Difficult:** These Difficult spaces cost an additional point of Move  to enter. Heroes may knock merchandise off of these shelves to damage their Foes! If a Hero is adjacent to or occupying a Rickety Shelf, they may use the following Scenario Ability:



### Action

**Look Out Below!** Choose a Rickety Shelf that you are adjacent to or occupying. Put a Rubble Token adjacent to that shelf, then put a second Rubble Token adjacent to the first token, if possible. You may not place a Rubble Token on a Difficult space, a water space or a space that already has a Rubble Token on it.

If you place a Rubble Token on an Occupied space, the occupying figure takes . Rubble turns a space Difficult.

If all Rubble Tokens are on the map, Heroes may no longer use this Scenario Ability. (Rubble Tokens are on the reverse side of the Mana Pool Tokens used in Scenario 6.)



**Water - Hazard:** These spaces are Dangerous and may not be entered except via Forced Movement effects. (Line of Fire **may** be drawn through them.) When a figure is forced into the water, the Forced Movement stops and the figure is immediately Placed on the Unoccupied non-water space that is Nearest  to the water space it was forced into. When a Hero is Placed in this way, Stun that Hero. When a non-Hero is Placed in this way, it takes . Traps and Wizard Fire may not be placed on Water spaces.



**Lose Condition:** The players lose if any Hero is Defeated.

**Objective:** Survive until round 5.

Begin the game. When the round tracker moves to 3 or 5, reveal that round's Randomizer Token and Reinforce the map according to the following tables. After you have Reinforced for round 5, read on.



## Reinforce

**A**

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	DEFK:	Dockhand	DEK:	Dockhand	DEIK:	Dockhand
			F:	Flamesabre	F:	Flamesabre
Veteran	DEK:	Dockhand	DEIK:	Dockhand	EHIK:	Dockhand
	F:	Flamesabre	F:	Flamesabre	DF:	Flamesabre
Legend	DEIK:	Dockhand	EHIK:	Dockhand	EGHIJK:	Dockhand
	F:	Flamesabre	F:	Flamesabre	DF:	Flamesabre

**B**

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	G:	Skirmisher	G:	Skirmisher	G:	Skirmisher
	DF:	Dockhand	DFK:	Dockhand	DFK:	Dockhand
					I:	Flamesabre
Veteran	G:	Skirmisher	EG:	Skirmisher	EG:	Skirmisher
	DFK:	Dockhand	DK:	Dockhand	DFK:	Dockhand
			I:	Flamesabre	HI:	Flamesabre
Legend	G:	Skirmisher	EG:	Skirmisher	EG:	Skirmisher
	DFK:	Dockhand	DFK:	Dockhand	FHIK:	Dockhand
	I:	Flamesabre	I:	Flamesabre	DJ:	Flamesabre

STOP

**Lose Condition:** The players lose if any Hero is Defeated.  
**Win Condition:** Defeat all Foes.

STOP

Remove the round tracker from the map, and continue playing rounds until the players win or lose.

## Epilogue

*"That's one band of slavers who won't be plaguing Greyport anymore," says Deirdre, gently touching her holy symbol. "Thank the Goddess."*

*Gerki, who has been looking over the scattered paperwork on the table, shakes his head. "Maybe, but it's not over yet. Zot, c'mere and look at these."*

*Zot sits across from Gerki and begins to read the documents, while Pooky hops down off his shoulder and gingerly sniffs a puddle of blood that is slowly spreading across the table.*

*"Oh," says Zot. "Oh. This is unfortunate."*

*"What's unfortunate?" says Fiona, the expression on her stormy face hinting that she is*

*still more than ready to live up to her appellation of "Fiona the Volatile."*

*"There's more smugglers in the Runners than just these folks," says Gerki, pushing over a pile of manifests and shipping records. "These ones were the money managers, but the rest are still out there, bringing in black market goods and trading with anyone who is willing to pay them."*

*"Yes," says Zot, "and, according to this, it appears that their ship is going to rendezvous with their buyers at a predetermined location out in the middle of the sea, three nights from now. That's when they're going to transfer half-a-dozen units of 'exotic merchandise' from their*

*vessel to their employer's ship."*

*"More slaves?" asks Deirdre.*

*"Sounds like," says Gerki.*

*"But we know the where and the when," says Fiona. "We can put a stop to this once and for all."*

*"We can," says Zot, rising. "But I suspect we are going to need some help to do it. Tomorrow, we need to come back here and see if the Crimson Drake is in port. I suspect that Captain Whitehawk and her crew would happily aid us if they knew what was happening."*

*"Good," says Gog. "Gog not like slavers!"*

## Rewards

Unlock the following from the Vault. New Item cards are added to the Armory.

### Vault 52 - 53

## Prologue

*It is fortunate indeed for your party that the Crimson Drake is in the harbor. Captain Whitehawk and her dauntless crew have as little love for slavers as you do, and they agree to help you in your mission. Bryn the Boatswain, her enthusiasm bubbling over, goes below decks to prep the cannons and to make sure she has enough powder and shot for the ensuing battle.*

*As Bryn departs, singing a jaunty cannoneering tune, Zot hands over the documents you acquired from the smugglers to Captain Whitehawk. She gives them a quick vetting before guiding them into the hands of Tara, the Drake's blind, but psychic navigator. Tara's white-filmed and unblinking eyes seem to be looking at a spot somewhere above and behind your heads, while her fingertips deftly play over the ink and parchment. After a long moment, a sly smile forms upon her lips.*

*"Something promising?" asks the captain.*

*"Aye, indeed," replies Tara. "It'll be no trouble at all to plot a course to this meeting place, and I foresee that the night of the exchange shall be one in which the temperature drops swiftly and unexpectedly. This will create a thick bank of fog upon the ocean waters, which will obscure our approach and allow us to close with the slavers before they can see us."*

*"Excellent news," says Captain Whitehawk. "Shalni be praised."*

*"Indeed," smiles Tara, handing back the documents. "And thank you, Zot, for letting me read these. Very helpful."*

-

*On the night of the rendezvous, you board the Crimson Drake and set sail out of Greyport's mighty harbor. Streamers of mist curl up from the waters of the bay, growing in size and number as you head out to the open sea. By the time the lights of Greyport are too distant to see, you are surrounded in a fog as thick as the proverbial bowl of pea soup, just as Tara had foretold.*

*There is the occasional clang of a buoy bell sounding in the distance, but otherwise the Crimson Drake sails alone. You are glad that Tara has such a strong command of her mystical eighth sense—left to your own devices, you might wind up sailing around in circles, or crashing into some hidden reef.*

*At long last, the fog begins to thin a bit, just as the clouds slide away from the face of the moon far above you. The Drake glides quietly across the calm sea waters, surrounded by silvery fog banks as massive as the distant mountains. Captain Whitehawk strides to the bow, raises her spyglass to her eye, and peers out across the fog-bedecked waters.*

*"There," she whispers, pointing at a gap between two fog banks. "I think that's our vessel."*

## A Nefarious Cargo

8

*As if in answer, a small signal light flashes half-a-dozen times on the prow of the distant ship. First Mate Remy, his eyes narrow, his deadly rapier hanging from his side, uses his own signal lamp to return the greeting. A moment later, you hear low shouts of command from the distant vessel, and the ship slowly moves to close with you.*

*"Now what?" whispers Fiona, her gleaming armor hidden underneath a cloak of black oilskin.*

*Captain Whitehawk gestures to her crew, and the Crimson Drake slowly turns broadside.*

*"When we get into range, we shoot them," says the captain, winking, "we'll splinter the masts, cripple the rudder, and demand their unconditional surrender. How's that sound?"*

*"I hope it works," replies Deirdre, shivering in the chill mist, "and I hope that Bryn can aim well enough so that we avoid hitting the prisoners."*

*"We should be fine. Bryn is known for her precise demolitions, and..."*

*A warning bell clangs from the other ship, and shadowy figures upon begin scurrying like rats along its deck and up its rigging. They are shouting in alarm, and the ocean carries some of their voices to you. "...not the Venalicus... another ship...ambush...ready the cannons!"*

*"Oh, bloody hell," shouts the captain. "Hard a'larbord. Bryn! Fire!"*

The concussive blast of the *Crimson Drake's* cannons rattles the stays on the ship and the teeth in your head. Deirdre claps her hands over her delicate, pointed ears and grimaces, while the rest of your party reflexively takes cover as tongues of flame shatter the night. Only Pooky seems unmoved by the cacophony, blinking twice before idly resuming his grooming.

The slaver ship is damaged, but not

crippled, though smoke billows up from its deck and one of its mainsails collapses in flames. You expect the enemy vessel to turn broadsides and return fire, but instead it continues sounding its warning bell and aims its prow directly at the Drake's amidships.

"She's trying to ram us! Turn! Turn!"

The Drake responds, but not quickly enough.

There is a shuddering, splintering crash as the

slaver ship collides and grinds into your vessel. Pooky hops onto the deck as Zot topples over backward from the force of the impact. The rest of you stumble and tumble, trying to keep your footing, and swiftly lose one another in the chaos of fog, flames, and smoke.

"Standby to repel boarders!" roars someone on the other ship. "Look lively now!"

## Setup

Place the scenario map and Epic Pool in the middle of the play area. Place the round tracker token on the "1" space in the "Playing the Round" box. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Rig Shot #1-8	Grey	Grey #1-8
Prisoner #1-5	Blue	Blue #1-5
Flamesabre #1-5	Red	Red #1-5
Captain Grolnar	Yellow	Yellow #1



## Keywords

**Heroic:** This figure is a Friend to the Heroes and a Foe to non-Heroic Schemers.

**Hookshot:** This figure is unaffected by Water Hazards. If this figure would enter a Water space, any Forced Movement affecting it ends and it is Placed into the Nearest ☞ Unoccupied Safe space adjacent to a Mast.

**Sea Dog:** This figure cannot be Stunned. This figure cannot enter Water spaces. If this figure would be Defeated, it instead goes to 1 Fortitude and gains 2 Weaken Tokens.

## Schemer Notes

**Rig Shot:** The Melee Attack on *I caught one* happens even if the Harm ☠ effect did not trigger.

**Prisoner:** A figure is Stunned if it has a Stun Token. If a Prisoner is Defeated, they leave the map, taking shelter below decks on the *Crimson Drake*.

**Captain Grolnar:** *Cannon Swing* attempts to move adjacent to 2 Foes. If Grolnar cannot do this with his Move ⚡ 3, he simply moves toward a Foe instead. If *Command Shot* activates a Friend, that Friend activates whatever Scheme its Scheme Die shows. This is in addition to that Schemer's regular turn for the round. If the activating Friend is Stunned, it just loses its Stun Token. If no Foe is attacked during the resolution of *Grapeshot Blast*, Grolnar instead attacks all other figures (Friends and Foes) on the same deck as him. For the purposes of this Scheme, the decks are the *Crimson Drake*, the Main Deck and The Brig.

## Deploy

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	BEL:	Rig Shot	IJKL:	Rig Shot	IJLM:	Rig Shot
	G:	Flamesabre	H:	Flamesabre	EG:	Flamesabre
Veteran	IJKL:	Rig Shot	IJLM:	Rig Shot	HIJLM:	Rig Shot
	H:	Flamesabre	EG:	Flamesabre	EG:	Flamesabre
Legend	IJLM:	Rig Shot	HIJLM:	Rig Shot	HIJKLM:	Rig Shot
	EG:	Flamesabre	EG:	Flamesabre	EG:	Flamesabre


## 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.
- Choose 4 of your 6 Hero Cards and place them near your Hero mat. (The other 2 will not be used this game.)
- 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 4 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.



## Map Features




**Brig:** The Brig is printed next to the Main Deck on the map, but in reality, The Brig is directly below the Main Deck, and the two decks are connected by Ladders.

**Cage - Difficult:** The cages in The Brig are Difficult spaces, costing an additional point of Move  to enter. Some of the cages contain prisoners, but you will need to go to The Brig yourself to see which ones!

**Crimson Drake:** Any space that is not part of the Main Deck or the Brig is part of the Crimson Drake.



**Difficult:** Many spaces on this map are Difficult and cost an additional point of Move  to enter.

**Gang Plank:** The plank connecting the two ships is narrow. Figures may not pass through other figures (not even Friendly ones) unless one of the figures is Tiny or in the midst of a Leap . In addition, the Gang Plank spaces are Difficult, costing an additional point of Move  to enter.

**Ladder:** The Ladder spaces connect the Main Deck to The Brig. For the purposes of movement (including Forced Movement), Melee  Attacks and Ranged  Attacks, the two blue door spaces are considered adjacent, and the two lavender door spaces are considered adjacent. Burst  Attacks may not be split between the Main Deck and The Brig - they only affect Foes on the same level as the attacker.

**Main Deck:** The spaces surrounded by the blue dashed line are the Main Deck.

**Mast - Impassable:** These spaces are Impassable. Figures with Hookshot are Placed next to a Mast if they would enter a Water space.

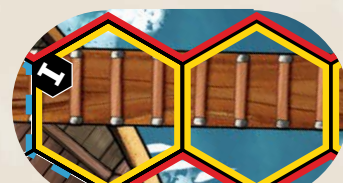
**Water - Hazard:** These spaces are Dangerous and may not be entered except via Forced Movement effects. (Line of Fire **may** be drawn through them.) When a figure is forced into the water, the Forced Movement stops and the figure is immediately Placed on the Unoccupied non-water space that is Nearest  to the water space it was forced into. When a Hero is Placed in this way, Stun that Hero. When a non-Hero is Placed in this way, it takes . Traps and Wizard Fire may not be placed on Water spaces.



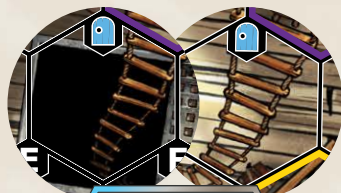
Cage



Difficult



Gang Plank



Ladder



Mast



Water

**Lose Condition:** The players lose if any Hero is Defeated.

**Lose Condition:** If it's the Objective Phase of round 6 and no Heroic figure has entered The Brig, the pirates begin "liquidating the cargo" and the players lose.

**Objective:** Fight your way to the Main Deck.



Begin the game. When a Heroic figure enters the Main Deck, pause the current turn and read on.

## Reinforce

*You spot the pirate captain shouting orders from the quarterdeck. He is an ogre who seems to be among the top ten scurviest of dogs you have ever seen.*

Deploy the following. Note that Captain Grolnar is deployed with a variable number of Toughness Tokens, depending on the difficulty and the number of Heroes.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	A:	Captain Grolnar, 1 Toughness	A:	Captain Grolnar, 1 Toughness	A:	Captain Grolnar, 1 Toughness
	B:	Rig Shot	B:	Rig Shot	BC:	Rig Shot
			F:	Flamesabre	F:	Flamesabre
Veteran	A:	Captain Grolnar, 2 Toughness	A:	Captain Grolnar, 2 Toughness	A:	Captain Grolnar, 3 Toughness
	B:	Rig Shot	BC:	Rig Shot	CD:	Rig Shot
	F:	Flamesabre	F:	Flamesabre	F:	Flamesabre
Legend	A:	Captain Grolnar, 2 Toughness	A:	Captain Grolnar, 3 Toughness	A:	Captain Grolnar, 4 Toughness
	BC:	Rig Shot	CD:	Rig Shot	BCD:	Rig Shot
	F:	Flamesabre	F:	Flamesabre	F:	Flamesabre

**Lose Condition:** The players lose if any Hero is Defeated.

**Lose Condition:** If it's the Objective Phase of round 6 and no Heroic figure has entered The Brig, the pirates begin "liquidating the cargo" and the players lose.

**Objective:** Fight your way to The Brig.

Continue playing. When a Heroic figure enters The Brig, pause the current turn and read on.

## Reinforce

There are several cages on the lower deck holding the "cargo": ogre slaves. Some look dejected at their imprisonment, but most look angry. *Very angry.*

Deploy the following. When deploying Prisoners, deploy them with their figures lying down. Do not add the blue initiative token to the initiative bag yet.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	O:	Flamesabre	O:	Flamesabre	O:	Flamesabre
	PQR:	Prisoner	V:	Rig Shot	T:	Rig Shot
			PQR:	Prisoner	PQR:	Prisoner
Veteran	O:	Flamesabre	O:	Flamesabre	O:	Flamesabre
	V:	Rig Shot	S:	Rig Shot	T:	Rig Shot
	NPQR:	Prisoner	NPQR:	Prisoner	NPQR:	Prisoner
Legend	OV:	Flamesabre	OV:	Flamesabre	OS:	Flamesabre
	NPQRU:	Prisoner	NPQRU:	Prisoner	T:	Rig Shot
					NPQRU:	Prisoner

**Prisoners:** Each Prisoner is trapped on their deployment space and cannot act until freed by a Hero with the following Scenario Ability:

## Action I'm Here to Rescue You! Free an adjacent Prisoner.

While a Prisoner is lying down, it is Avoided, which means that Schemers ignore it. When you free a Prisoner, stand its figure up. When you free the **first** Prisoner, roll a Scheme Die for its group and add its initiative token to the bag. Freed Prisoners will act whenever their initiative token is drawn, just like other Schemers.

**Winning the Scenario:** Captain Grolnar cannot be Defeated due to his Sea Dog keyword. You'll have to capture him instead! Once all Prisoners have been freed and there are no more Rig Shots or Flamesabres on the map, any Hero may take the *You're Coming With Us* Scenario Action from anywhere on the map.

**Action You're Coming With Us!** If there are no Rig Shots or Flamesabres on the map, and all Prisoners have been freed, the Heroes capture Captain Grolnar, the game ends and the players win.

**Lose Condition:** The players lose if any Hero is Defeated.

**Lose Condition:** If it's the Objective Phase of round 12 and Captain Grolnar has not been captured, the ships that the pirates were scheduled to rendezvous with appear on the horizon! The Crimson Drake must pull away lest it be overwhelmed. The players lose.

**Win Condition:** Capture Captain Grolnar before the end of round 12.

## Epilogue

The prisoners are glad to be freed, and you are glad that they have no reason to vent their limitless rage and frustration at their imprisonment upon you. The slavers, on the other hand, are less lucky, and you have quite a time of it convincing the ogres, and Gog, not to grind the slavers' bones down into meal. After a good deal of fast talking and promises that the slavers will be harshly dealt with by the proper authorities, the ogres

demure, just barely, and the surviving slavers are able to continue to do so.

As the last of the fighting subsides, Captain Grolnar takes as firm a knee before you as his requisite peg-leg will allow, and offers up his notched and battle-scarred cutlass to Captain Whitehawk.

Fiona, who has no patience for this ceremonial sea surrender, grabs the ogre captain in a headlock. "All right, talk! Why are

you carrying slaves? Who are you delivering them to..."

"To whom," offers Zot.

Fiona glares at Zot and bears down on the ogre captain's head with even more rage-fueled strength.

"I be just the middleman, lassie," says Captain Grolnar, his eyes bulging in their sockets. "I take whatever to whoever..."

"Whomever," says Zot.

Captain Grolnar taps his hand desperately against Fiona's elbow until her grip loosens slightly. He gasps for air, and says, "...and I be not asking...too many questions...which is how I be stayin' alive. Ow. But if ye must know, my flame-haired sea harpy...one of the facilitators I be workin' with...mentioned that this particular cargo was acquired...for none other than Lord Maybury."

"I know that name," says Zot.

"So do I," says Deirdre. "He's quite the well-heeled merchant, who donates a substantial portion of his income to the Great Temple every

year. I think he's angling to get a plaque with his name on it put up on the altar."

"What would a prominent merchant want with slaves?" shouts Fiona.

Captain Grolnar shrugs, as best as he can, while dangling in her grip. "I dunno. That's only what I be hearing."

"Oh, and your word is your bond, eh?"

"I never said such a fool thing, lassie," he says, with a sly grin.

Gerki stands quietly in the background, looking out to sea and drumming his fingers on the battle-scarred railing of the slaver vessel.

After a long moment, he turns, and favors everyone with his customary buck-toothed smile.

"I have a plan!"

"Before Zoog hear plan," bellows one of the ogres, "Zoog want Gog autograph! Zoog love you, Gog! Zoog think you greatest adventurer!"

"Gog love you, too!" shouts Gog, smiling and waving.

Upon hearing this, Zoog promptly squeals and faints.

## Rewards

Unlock the following from the Vault. New Item cards are added to the Armory.

## Vault 54 - 55

## Prologue

Having liberated the surviving smugglers, and taken the Runners' ship in tow, you return to Greyport Harbor. You turn over the freed ogres to the Harbor Patrol for processing and release to their homelands, after making numerous assurances that no, the ogres, are not, in fact, an advance raiding party bent on destroying the city. At least, not this time.

Following that, you are once again reacquainted with the complex bureaucratic machinery of the city, as the Harbor Patrol requests that you take the captured smugglers to the City Guard. When Zot protests that it would be much easier and make more sense for the Harbor Patrol to just do its job and take custody of the seafaring slavers, they point out that the slavers are, currently, on land, and thus fall under the jurisdiction of the Guard.

Later that evening, you help incarcerate the surviving slavers at City Guard headquarters. Well, all but one, anyway. You take Grolnar, captain of the Runners' ship, back to the Danger Room beneath the Red Dragon Inn for some quality alone time.

"I don't trust him!" shouts Deirdre, the expression on her face indicating that there is a likely storm of holy smiting in the weather forecast.

Captain Grolnar, expertly tied to one of the Danger Room's broken and deactivated robots, lowers his head and wiggles his peg leg as much as he can. "Fair enough, lassie. If I be ye, I'd not trust me as far as I could be throwin' me."

"We don't use that as a measure of trusting people anymore," says Fiona with a grin, leaning in toward the captive captain. "It turns out that Gog can throw people pretty far..."

Gog grunts and flexes his massive arms. If possible, Captain Grolnar turns even more grey.

"All right, all right," says Gerki, pushing

himself past Fiona and Deirdre. "It's high time that the two of you stopped playing Bad Guard and Worse Guard. You're right, though, we can't trust him. Which means that we need to make a deal sweet enough so that Captain Grolnar here has no reason not to go along with it. Right?"

Grolnar bobs his head in agreement. As much as he can, anyway. "Aye. That be the right of it, lad."

"Great. Here's the plan. You complete the handoff, making it look as real as possible. Then you take the money and you..." Gerki runs his fingers through his thick, wavy hair, glances at Deirdre, and sighs. "...you donate it—all of it—to the Great Temple Reconstruction Fund."

"Oh, I like that," says Deirdre, brightly.

"Knew you would," replies Gerki, his smile looking artificial and crooked. "Then, after that, you keep your head down, you leave Greyport, and you never come back. You got that?"

"I savvy, lad," says Grolnar, "and I'd shake on that deal, so ye'd know I'd keep my word, except..." the leathery old sea dog gestures with his head at the ropes that bind him fast.

"We know," says Deirdre, her face looking a touch stormy again. "But we're going to keep you tied up for now, just in case."

Later, your party approaches Lord Maybury's estate. It's one of the older residences in the city, all columns and buttresses and crenellations and whatnot, decorated with hanging lanterns, well-manicured pathways, marble fountains, classically-carved statues that are definitely art, and random shapes made out of stone or wood that are...probably art.

Eve has worked her illusion magic on your behalf, disguising you all as a pack of warty, slouching, uncouth ogres clad in very thick metal chains. Thus enchanted, you follow Grolnar single-file down around to the back of the estate, where he taps a secret knock on an

unusually large service door.

"Remember," says Zot, "Lord Maybury is very highly-regarded in the city, so that means we have to apprehend him, not kill him."

"Can I take his stuff?" asks Gerki.

"No," says Zot.

The mechanisms on the other side of the door are unbolted, unlocked, and thrown back. The door opens, revealing a small room made of ancient stone. Several very large prison cells, their bars as thick around as some of your wrists, line the sides of the room.

The contingent of well-armed and very nervous-looking guards escorts you into the room and puts you each in one of the large cages, locking the doors shut behind you. Captain Grolnar watches the proceedings from the center of the room, rocking back and forth on his peg-leg and whistling to himself. You realize, as the last cage door locks securely, that now is the perfect time for him to betray you...

...but he doesn't! Instead, he takes his fat purse of money with his customary garrulousness and incomprehensible sailors' talk, and beats feet—well, foot—out into the night and, hopefully, as far away from Greyport as he can get.

"Right," says the captain of the guards, after giving your cages a thorough going-over. "That should hold this lot for a bit. Let's go inform his lordship that we've completed the transaction."

The guards depart, leaving one of their number behind to stand guard...who promptly falls asleep at the desk in the center of the room. Eve casually snaps her fingers and drops your ogre disguises. Though the bars of your cages are sturdy enough to thwart an ogre's strength, they are also spaced rather widely apart, and so it is no trouble for you to step between them to freedom. A quick cantrip from Zot unlocks Gog's cage, and suddenly you have the drop on the sleeping guard!

## The Manse Trap

## Setup

Place the scenario map and Epic Pool in the middle of the play area. Put a door token on each of the four blue door spaces. Put a tracker token on the space corresponding to the difficulty level you wish to play in the “Door Fortitude” box on the map. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Sharpshooter #1-6	Grey	Grey #1-6
Hired Goon #1-6	Blue	Blue #1-6
Bodyguard #1-2	Red	Red #1-2
Lord Maybury	Purple	None



## Deploy

Deploy the following:

		1 or 2 Heroes		3 Heroes		4 Heroes
Story	A:	Hired Goon	A:	Hired Goon	A:	Hired Goon
Veteran	A:	Hired Goon	A:	Hired Goon	A:	Hired Goon
Legend	A:	Bodyguard	A:	Bodyguard	A:	Bodyguard

## 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.
- Choose 4 of your 6 Hero Cards and place them near your Hero mat. (The other 2 will not be used this game.)
- Choose 1 of the “improvised items” from Scenario 1 and place it near your Hero mat. (See below.)
- Resolve any Setup Flags on your equipped Hero and Item Cards.
- Claim 5 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

**Special Item Setup:** Because of your disguise, you don't have your usual weapons! Each Hero starts the scenario with one of the “improvised items” from Scenario 1. These are the Barstool, Crystal Shot Glass, Icon of Godliness, Pot Lid, Soup Spoon, and Wizard Bathrobe. When you equip one of these Items, resolve its Setup Flag.

**The Gear Locker:** During Setup, the players may choose up to four other Items from the Armory and place them face up near the Gear Locker in the bottom left of the map. A Hero that is on or adjacent to the Gear Locker space may use the following Scenario Ability:

## Action

**Arm Up!** Equip an Item from the Gear Locker. A Hero may only use this ability once per game.

You may equip a Major Item from the Gear Locker even though your starting Item is a Major Item. When you equip an Item from the Gear Locker, resolve its Setup Flag immediately. Solo Mode Companions may not equip Items from the Gear Locker.

## Map Features

**Difficult:** Yellow-bordered spaces are Difficult and cost an additional point of Move to enter.

**Escape Route:** The dashed blue line is Maybury's Escape Route. When Maybury moves, he follows this line, pushing other figures out of his way. If he gets to the exit (space N), the players lose!

**Fireplace - Hazard:** These spaces are Dangerous and deal damage to figures that enter them. They also deal damage to figures that occupy them during the Objective Phase. **In this scenario**, a figure that enters a Fireplace space takes . In addition, any figure on a Fireplace during the Objective Phase takes an additional .



Difficult



Escape Route



Fireplace



Gear Locker



Impassable



Locked Door

**Gear Locker:** The Gear Locker holds items that may come in handy. Each Hero may take one Item from the Gear Locker by using the Scenario Ability described above.

**Impassable:** Purple-bordered spaces are Impassable.

**Locked Door:** The doors in this scenario are locked. They are Impassable, Immobile, Destructible and block movement and Attacks. Tokens may not be placed on them. Locked Doors may be attacked by Heroic figures. When a Heroic figure uses an Attack, they may treat a Locked Door as though it were a Foe while resolving the Attack. Locked Doors have 1 Fortitude at Story difficulty, 3 Fortitude at Veteran, and 5 Fortitude at Legend. Track a Locked Door's damage directly on that door. If a Locked Door takes damage greater than or equal to its Fortitude, remove it from the map. When a Locked Door is removed from the map, revealing a new room for the first time, immediately Reinforce that room. Damaging a Locked Door will trigger Harm ☠ effects on the Attack that damaged it.

### Bodyguard

You'll have to defeat Maybury's bodyguard(s) to win this scenario. Note that in addition to Toughness Tokens, Bodyguards also have the Doom icon. This means that all Attack rolls that include a Bodyguard as a target must include the Doom Die, even at Story and Veteran difficulties. At Legend difficulty, removing the Doom Die from a roll against a Bodyguard costs ☠ unavoidable damage rather than the usual ☠.

### Jailbreak!

You have the drop on the sleeping guard, so the figure in the room with you does not get a turn in the first round! In addition, the Heroes take their Round 1 turns **in the order of the players' choice**. Take the initiative tokens that you would normally use for the Heroes (or Solo Mode Companion) and resolve them in any order, without using the initiative bag.

**Lose Condition:** The players lose if any Hero is Defeated.

**Objective:** Play Round 1.

Begin the game. Read on when you reveal the Office, or during the Objective Phase of Round 1 if you haven't revealed the Office by then.

### Reinforce

*You hear a distant shout: "Guards! Intruders!" You'll need to hurry to catch Lord Maybury before he can escape!*

Deploy the following, **even if the Office has not yet been revealed**. Figures deployed in this way will act starting in Round 2. Lord Maybury uses 1 initiative token.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	D:	Lord Maybury	D:	Lord Maybury	D:	Lord Maybury
	E:	Hired Goon	CE:	Hired Goon	CE:	Hired Goon
					B:	Sharpshooter
Veteran	D:	Lord Maybury	D:	Lord Maybury	D:	Lord Maybury
	CE:	Hired Goon	CE:	Hired Goon	E:	Hired Goon
			B:	Sharpshooter	BC:	Sharpshooter
Legend	D:	Lord Maybury	D:	Lord Maybury	D:	Lord Maybury
	CE:	Hired Goon	E:	Hired Goon	BCE:	Sharpshooter
	B:	Sharpshooter	BC:	Sharpshooter		

### Lord Maybury


**Immune to Damage:** Lord Maybury has the finest rings of protection money can buy. That, combined with your party's desire to capture rather than kill him, means that he takes no damage from any source. (This includes Attacks, Hazards, Traps, Wizard Fire, etc.) This also means that he is immune to Harm ☠ effects.



**Maybury's Captor:** A Hero that **begins** a non-forced Move 🏃 or Leap 🦘 effect while adjacent to Lord Maybury may choose to remove Maybury's figure from the map and place it on their Hero mat. While Maybury's figure is on a Hero mat, that Hero is **Maybury's Captor**. Be careful, though - Schemers will aggressively target Maybury's Captor in an attempt to free their boss! In addition, Maybury himself can harass and even damage his Captor. Damage that Maybury deals to his Captor does not count as an Attack. Other Heroic figures such as Allies, Illusions and Pooky may not capture Maybury.

**Acts Every Round:** Lord Maybury will always take a turn when his initiative token is drawn, even




if his figure is not on the map.

**Movement:** When Lord Maybury is on the map, his Move  Scheme always moves along the Escape Route, toward space N, the exit space. If Lord Maybury is not on the Escape Route, he will first take the shortest path to get back onto the Escape Route (even if there is a more direct path toward space N), then he will use any remaining movement points to move along the Escape Route.

**Overrun:** Lord Maybury has the Overrun keyword, which means that he pushes other figures (Friend or Foe) out of his way. When Maybury enters a space with another figure, that figure is Placed in the Nearest  Unoccupied space to Maybury. If multiple spaces are tied for Nearest , the players choose one. Pooky is not affected by figures with Overrun, due to his Tiny keyword.

**Locked Doors:** Lord Maybury has the key to the Locked Doors! Unlike other figures, Maybury or Maybury's Captor may enter spaces containing Locked Doors. If they do, their current movement effect ends and the Locked Door is removed from the map. If this reveals a new room, Reinforce that room. Locked Doors may also still be attacked by Heroic figures.

**Activating Hired Goons:** Lord Maybury's Scheme causes the Nearest  Hired Goon to activate. This is in addition to that Goon's regular turn for the round. If the activating Goon is Stunned, it just loses its Stun Token.

**Solo Mode:** In Solo Mode, your Companion **may** capture Maybury by beginning a movement effect while adjacent to him. If your Companion becomes Avoided or is removed from the map, Maybury returns to the map on the Companion's space.

**Lose Condition:** The players lose if any Hero is Defeated.

**Lose Condition:** The players lose if it's the Objective Phase and Lord Maybury is on space N.

**Win Condition:** The players win if it's the Objective Phase, Maybury's Captor is on space N, and all Bodyguards have been Defeated.

Continue playing. (Starting with Round 2, draw initiative tokens from the bag as normal.) When the Waiting Room or the Entryway are first revealed, Reinforce the revealed room using the tables below. If the players win, continue to the Epilogue.

STOP

STOP

## Reinforce

When the **Waiting Room** is first revealed, deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	F:	Sharpshooter	F:	Sharpshooter	G:	Sharpshooter
	I:	Hired Goon	HI:	Hired Goon	FHI:	Hired Goon
Veteran	F:	Sharpshooter	G:	Sharpshooter	GH:	Sharpshooter
	HI:	Hired Goon	FHI:	Hired Goon	FI:	Hired Goon
Legend	G:	Sharpshooter	GH:	Sharpshooter	GH:	Sharpshooter
	HI:	Hired Goon	FI:	Hired Goon	EFI:	Hired Goon

When the **Entryway** is first revealed, deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	K:	Bodyguard	K:	Bodyguard	K:	Bodyguard
			J:	Hired Goon	HJ:	Hired Goon
Veteran	K:	Bodyguard	K:	Bodyguard	K:	Bodyguard
	J:	Hired Goon	HJ:	Hired Goon	HJ:	Hired Goon
					L:	Sharpshooter
Legend	K:	Bodyguard	K:	Bodyguard	K:	Bodyguard
	HJ:	Hired Goon	HJ:	Hired Goon	HJ:	Hired Goon
			L:	Sharpshooter	LM:	Sharpshooter

## Epilogue

"You're under arrest for slave trading, Lord Maybury," says Deirdre, dragging the rather worse-for-wear nobleman to his feet.

"And I would have gotten away with it, too, were it not for you meddlesome adventurers and your stupid pet rabbit."

From his perch on Zot's shoulder, Pooky smiles, showing all his teeth. Lord Maybury immediately turns a lighter shade of pale.

"Yeah, well, you didn't," says Deirdre. "Now tell us why you went through all the trouble of getting ogre slaves, anyway."

"I don't know," says Lord Maybury, with an

indolent shrug.

Gog grabs the nobleman by the shoulders and slams him up against the nearest wall. Several curios and knickknacks, which somehow survived the recent battle, rattle off their shelves and crash to the floor, shattering into tiny bits. "No lying! You buy ogres! You make them

slaves! Now you talk to Gog!"

"They're not for me!" says Lord Maybury, thoroughly rattled now. "I bought them for someone else."

"Who?" shouts Deirdre.

"I don't know the name of my contact. I was just a middleman!"

"Just a middleman?!" says Fiona. "We already met the middleman! How many middlemen are we even talking about here?"

"Fiona. Gog." says Zot, his hands folded into the sleeves of his robes. "It's been a very long day, and while none of us are particularly overfond of Lord Maybury, at present, he is a pillar of the community."

"Yeah," says Fiona, "a dirty and cracked

pillar."

"Nevertheless, there are certain rules that must be adhered to, so I think we should take him over to the City Guard for processing."

Gog dumps Lord Maybury on the carpet and shoves him toward the door. "Okay! Gog not want get hands any more dirty with puny lord anyway!"

-

After a very long wait in the lobby of the local City Guard chapterhouse, your party is finally discharged out into the brightening dawn of another Greyport morning. You were certain that the Guard, considering Lord Maybury's position in the city, would have just slapped him on the wrist and let him go.

Fortunately, you had more than enough evidence to get the nobleman taken into custody. The Guard is eager to keep his arrest as quiet as possible, both because of how important he is and because of the nature of the charges. They hope that they can use that moment of quiet, however brief, to track down more information on the true leader of the slave trading ring.

"Job well done, everyone," says Zot, squinting into the sun.

"Yay, us," says Fiona, yawning. "As a reward for our bravery and valor in battle, I award us with the coveted prize of...going the hell to bed!"

"Praise the Goddess," says Deirdre, gratefully.

## Rewards

Unlock the following from the Vault. New Item cards are added to the Armory.

### Vault 56 - 57

#### Archive Vault Card 27 - Knuckles of Deterrence

## Prologue

In between your recent harrowing adventures, Zot has been trying to get an appointment to see Chancellor Darvishon of the Mages' Collegium to inform him of your disturbing discoveries about the presumed-fictitious Ancient Order of Mystics. Although Zot is a faculty member, Darvishon's busy schedule means that getting a meeting takes rather longer than you expected. Eventually, however, he manages to convince the chancellor's administrative assistant that, "it is important. No, really," and soon you are all ushered into the chancellor's office.

In person, Darvishon is not much different from his portrait, which hangs in the main atrium of the Collegium. He is tall, slender, aquiline, regal, but with an air of benign and easy-going charm. His white hair is combed into a severe, but neat, widow's peak, and his robes are, if possible, even more sumptuous and finely-decorated than Zot's.

He goes around the room shaking hands. His handshake is firm and welcoming. He looks each of you in the eye.

"Professor Zot, a pleasure as always. And at last I meet your esteemed companions, who have saved this city more than once, if memory serves." The chancellor sits down behind his highly-polished mahogany desk and favors you all with a smile of saturnine good will. "How may I assist you?"

You leap from your chairs and begin talking all at once about the observatory, the Ancient Order of Mystics, the prisms, the slaves, the sea battle, Lord Maybury, and everything else about your recent adventures. Chancellor Darvishon pushes himself back into his chair, as if the force

of your combined narrative has rooted him in place.

Eventually, Zot notices that the chancellor appears just a touch overwhelmed.

"Apologies, Chancellor Darvishon. It's just that this is a matter of some urgency."

"Agreed," says Chancellor Darvishon, his smile much thinner now. "How about you each take turns?"

"I was just going to suggest that..." says Zot, as Pooky covers his little rabbit face with his little rabbit forepaws.

You go back to the beginning, telling the story of your discovery that the Ancient Order of Mystics was not as much of a myth as everyone has been led to believe. You continue, describing your self-appointed mission out to the Collegium's decommissioned observatory, and what you found there. By the time you get to the details about the prismatic constructs, the so-called Mana Forge, and what the mystics were planning to do with the goblin slaves, Darvishon is leaning forward, arms tented on his desk, a serious expression on his face.

"This is very grave news," he says, when you finish your story. "We had expected that there were a few opportunists and thieves helping themselves to the old observatory equipment—it's not guarded, after all, and it's too far away from the city for us to make regular checks on it—but this is appalling! To think that such dangerous and illegal magic was going on practically under our noses..."

-

(Hours later, back at the Red Dragon Inn, Gerki will joke at the ironic timing of the explosion that occurred at precisely this

moment.)

## The Vault

10

The force of the explosion knocks several of Darvishon's awards and diplomas off the walls, and rattles the glass in his office window. The chancellor rises, walking across his office as expertly as Captain Whitehawk would cross the deck of her ship as she sailed a storm-tossed sea. He stops at a small marble table tucked away in one of the corners of his office, upon which rests a large sphere of smoky white glass. As the tremors of the explosion subside, Darvishon passes his hand over the globe once, twice, three times. Though you can't quite make it out, you can all see an image slowly resolve within the depths of the crystal.

"Damn!" mutters Darvishon. "The Vault! It's under attack!"

"The mystics?" gasps Zot.

Darvishon turns, his face grim. "It appears so, my friend." He pauses, glancing down briefly at the carpet. "I don't suppose you'd be willing..."

"To stop the thieves?" asks Fiona, her blade already half drawn.

"Yes," says Darvishon. "And also make sure the students, faculty, and professors are all right. There's no telling how much damage that explosion caused."

"To the Vault, everyone!" exclaims Zot.

-

Let us not mince words: The Collegium Vault is a weird place. It exists only partially in the world and dimension inhabited by Greyport, with the rest of it being pushed into an artificial, pseudopodal, paradimensional pocket dimension created by some of the most powerful

magics the Collegium faculty has ever wielded. To accurately describe the space and its exact dimensions would require far more pages and far more equations than can be managed in this brief volume.

Suffice it to say that it is a vast room, bounded by walls of flickering and swirling magical energies and walls of rune-engraved stone alike. One of the stone walls has been blown open by an arcane explosion of disturbing power and disharmonic energies—so much so that the lingering magical radiance is still eating away at the stone wall, turning it into purple slime and causing it to run like water.

Throughout the room, on levitating

platforms, are stored innumerable books, scrolls, crystals, orbs, staves, wands, rods, rings, and other paraphernalia of the magical arts. These are intermixed with skulls of humans, dragons, and every being in between, strange pieces of furniture, astrolabes, trunks, alchemical equipment, and other objects that defy description.

The mystics are already here, ransacking the place. Some of them are on the same level as you, while others have somehow reached the floating platforms above, digging through the piles of objects and causing delicate artifacts and rare spell components to rain down on the floor below.

“I found one!” shouts one of the mystics, holding aloft a glowing sphere.

“We need more!” shouts another. “And hurry, the Collegium’s forces will be here before long.”

You know that you need to get up to the platforms, but you’re not sure how. You’re about to ask Darvishon for a little help—something in the way of a flight or levitate spell—when he points to a globe-shaped device near you. “These are teleport nodes. Touch that one!”

Darvishon then drops into a typical battlecasting stance, touches another of the nodes himself and vanishes from sight.

## Setup

Place the scenario map and Epic Pool in the middle of the play area. Put a tracker token on the “1” space on the round track in the “Playing the Round” box. Shuffle the four Randomizer Tokens and put them face down on spaces 3, 5, 7 and 9 on the round track. (If you are playing at Legend difficulty, put the Randomizer Tokens on spaces 3, 5, 7 and 8 instead.) Put a tracker token on the Loot Track on the space indicated in the table to the right.

Prepare the following schemers:

Standee	Base Color	Tracker Deck
Hired Muscle #1-8	Grey	Grey #1-8
Living Vortex #1-6	Blue	Blue #1-6
Warlock Looter #1-6	Red	Red #1-6

Loot Track:

	1 or 2 Heroes	3 or 4 Heroes
Story	0	2
Veteran	0	3
Legend	1	4



## Keywords


**Looter:** When this figure is Defeated, reduce the Loot Track by 1.



## Deploy

Deploy the following:




	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	HOP:	Hired Muscle	KHOP:	Hired Muscle	KOP:	Hired Muscle
					H:	Warlock Looter
Veteran	GHOP:	Hired Muscle	KOP:	Hired Muscle	AKO:	Hired Muscle
			H:	Warlock Looter	H:	Warlock Looter
					F:	Living Vortex
Legend	GHP:	Hired Muscle	AKO:	Hired Muscle	AKO:	Hired Muscle
	O:	Warlock Looter	H:	Warlock Looter	GH:	Warlock Looter
			F:	Living Vortex	F:	Living Vortex







## Map Features

**Furniture - Difficult:** Difficult spaces cost an additional point of Move  to enter. All of the Difficult spaces on this map count as Furniture. If a Scheme instructs a figure to move toward Furniture, that figure will enter a Difficult space if possible.

**Platform:** This map is divided into four platforms, separated by Void. Heroic figures may Leap  from one platform to another over the Void. Heroic figures may also move from one platform to another using a Portal. Non-Heroic figures stay on their platform unless they are subject to a Forced Movement effect. If a Scheme instructs a figure to move toward a Foe on its platform, but there are no Foes on its platform, it doesn’t move. Ranged  Attacks by any figure may cross the Void from one platform to another.




**Portal:** The four Portal spaces are considered adjacent to one another for the purpose of movement (including Forced Movement), Melee  Attacks and Ranged  Attacks. Burst  Attacks may not be split between platforms - they only affect Foes on the same platform as the attacker. Non-Heroic figures do not use Portals unless via Forced Movement from a Heroic figure. Non-Heroic figures may not attack through Portals. When pushing a figure through a Portal, you may push it in any direction away from that Portal.

**Void - Hazard:** The Void consists of the Dangerous spaces surrounding each platform. These spaces may not be entered except via Forced Movement or a Leap  effect by a Heroic figure. A figure Leaping  over Void may not land on a Void space. If a figure is forced into a Void space, the Forced Movement effect ends, the figure forced into Void takes  that may not be prevented, and that figure is Placed in the Nearest  Unoccupied space on the map. If there is a tie for Nearest , the players choose. This could cause the figure to end up on a different platform from the one on which they started. Line of Fire may be drawn through Void by any figures, Heroic or otherwise, so any figure may make a Ranged  Attack from one platform to another.

### Loot Track

The looters' progress is shown on the Loot Track at the bottom of the map. If the Loot Track is on 15 during the Objective Phase, the players lose. Many Schemes advance the Loot Track, but the players can also reduce the Loot Track by defeating Schemers with the Looter keyword. Each time a Scemer with Looter is Defeated, reduce the Loot Track by 1.

The Loot Track may never go below 0 or above 15. If it would go above 15, instead each Hero takes  for each point it would go above 15. This counts as a single instance of damage to each Hero.

### 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.
- Choose 4 of your 6 Hero Cards and place them near your Hero mat. (The other 2 will not be used this game.)
- 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 5 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

**Lose Condition:** The players lose if any Hero is Defeated.

**Lose Condition:** The players lose if it's the Objective Phase and the Loot Tracker is on 15.

**Win Condition:** The players win if it's the Objective Phase of Round 11 and the Loot Tracker is **not** on 15.

Begin the game. When the round tracker gets to a Randomizer Token, reveal that token and Reinforce based on the tables below. If the players win, continue to the Epilogue.

### Reinforce

A

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	CK:	Hired Muscle	C:	Warlock Looter	CN:	Warlock Looter
			KP:	Hired Muscle	KP:	Hired Muscle
Veteran	C:	Warlock Looter	CN:	Warlock Looter	CN:	Warlock Looter
	KP:	Hired Muscle	KP:	Hired Muscle	AKP:	Hired Muscle
Legend	CN:	Warlock Looter	CN:	Warlock Looter	CN:	Warlock Looter
	KP:	Hired Muscle	AKP:	Hired Muscle	AEKP:	Hired Muscle

B

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	BK:	Hired Muscle	M:	Warlock Looter	M:	Warlock Looter
			B:	Hired Muscle	BJ:	Hired Muscle
Veteran	M:	Warlock Looter	M:	Warlock Looter	M:	Warlock Looter
	B:	Hired Muscle	BJ:	Hired Muscle	BJ:	Hired Muscle
					A:	Living Vortex
Legend	M:	Warlock Looter	M:	Warlock Looter	M:	Warlock Looter
	BJ:	Hired Muscle	BJ:	Hired Muscle	BK:	Hired Muscle
			A:	Living Vortex	AJ:	Living Vortex



	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	AC:	Hired Muscle	A:	Warlock Looter	A:	Warlock Looter
			C:	Living Vortex	P:	Hired Muscle
					C:	Living Vortex
Veteran	A:	Warlock Looter	A:	Warlock Looter	A:	Warlock Looter
	C:	Living Vortex	P:	Hired Muscle	LP:	Hired Muscle
			C:	Living Vortex	C:	Living Vortex
Legend	A:	Warlock Looter	A:	Warlock Looter	A:	Warlock Looter
	P:	Hired Muscle	LP:	Hired Muscle	LP:	Hired Muscle
	C:	Living Vortex	C:	Living Vortex	CD:	Living Vortex



	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	E:	Warlock Looter	E:	Warlock Looter	E:	Warlock Looter
	A:	Hired Muscle	AL:	Hired Muscle	AL:	Hired Muscle
					G:	Living Vortex
Veteran	E:	Warlock Looter	E:	Warlock Looter	E:	Warlock Looter
	AL:	Hired Muscle	AL:	Hired Muscle	AHN:	Hired Muscle
			G:	Living Vortex	F:	Living Vortex
Legend	E:	Warlock Looter	E:	Warlock Looter	E:	Warlock Looter
	AL:	Hired Muscle	AHN:	Hired Muscle	AHLN:	Hired Muscle
	G:	Living Vortex	F:	Living Vortex	F:	Living Vortex

### Epilogue

After a pitched and desperate battle, you have defeated the Ancient Order of Mystics, along with their allies and summoned elementals. You have also prevented them from making off with any of the magical items that they needed for the nefarious purposes they had planned.

Shortly after the end of the battle, Collegium security personnel teleport into the Vault. You watch as they use their powerful spells to place the surviving rogue wizards into temporal stasis before informing Chancellor Darvishon that they will be taken to an anti-magic prison.

"I just hope that it's more secure than the Vault," says Gerki, eyeing the still-growing hole

in the chamber wall.

Zot elbows him as Darvishon approaches you, all smiles and handshakes.

"My friends! Very well done! Very well done, indeed! Thank you for helping to neutralize this threat to the Collegium, and to ensure the safety of the students, faculty, and staff."

"Of course, Chancellor Darvishon," says Zot, trying to extricate his hand from the Chancellor's grip. "We're glad that we were on-site to help. Think nothing of it."

Darvishon releases Zot's hand and steps back, giving you all an appraising look. "I've never been what you would call an 'adventuring wizard,' but I have heard tell of a little ritual

that you adventurer types like to partake in following a successful escapade." He smiles. "What say we all head down to the Red Dragon Inn? My treat!"

You all offer your thanks to the chancellor and his generosity, and Fiona lifts her bloodied sword and cheers at the prospect of drinking at the Red Dragon.

Gerki, for his part, looks up at the chancellor and winks. "I like the sound of that, though I think you're going to regret treating us in, oh, say an hour or two."

Zot elbows Gerki again, but the plucky thief keeps right on grinning.

### Rewards

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

### Vault 58 - 77

#### Archive the following:

Deirdre: Start Card 1 - Wings of Elaana, Vault Card 34 - The Goddess is generous with her gifts

Eve: Start Card 1 - Oh, are you blinded, Start Card 2 - Look into my eyes

Fiona: Start Card 1 - I don't wear all this armor just for defense, Vault Card 40 - Luckily for me, I was wearing my armor

Gerki: Start Card 1 - A little bit of contact poison always hurts, Start Card 2 - Hit and run

Gog: Start Card 1 - Gog still reach you, Vault Card 10 - Make room for Gog

Zot: Start Card 2 - Duplicated Force Bolt, Vault Card 12 - A wizard rarely causes "spontaneous" combustion