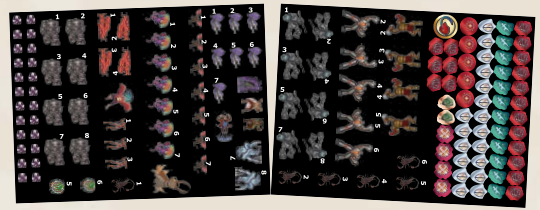


# Chapter 3

## Scenarios 11-16

### Contents:

2 Punchout Sheets,  
Scenario Book



### Prologue

The Runners have been run off. The Ancient Order of Mystics are now, once again, a myth for the ages, and your brave party of heroes gets to take a rare moment to rest on your laurels and drink yourselves silly. So, it is no surprise that you once again find yourself seated at your usual table in the Red Dragon Inn, swapping war stories, gambling, boozing, and punching one another's shoulders just a bit too hard.

Later on in the night, you look up and, through your good-time haze, see that three people have joined your festivities. You don't know how long the tavern staff members Warthorn, Molly, and Roxana have been sitting with you, regarding you all with sly and knowing smiles, but it worries you.

Gerki is the first to voice your concerns. "How did you all do that? I'm usually much better at spotting ambushes!"

"S'not an ambush," says Warthorn, still grinning into his beard.

"The hell it isn't," says Gerki. "The three of you are clearly up to something, and you all know it."

Zot, who has been cleaning up yet another drink spilled by his overly-energetic familiar, looks up and regards Gerki with a quizzical frown. "Is it possible you've forgotten to pay your bar tab. Again?"

"No way, no way," says Gerki. "Warty and I are square! Isn't that right?"

Fiona slams her gauntleted fist down on the table, rattling both drinks and empties. "You'd better be, because there is no way I am getting dishpan hands working off another one of your tabs, Gerki!"

Warthorn's smile widens during this interchange, and his cheeks take on an even brighter reddish hue than normal. He raises his hands. "No, no, it's nothin' like that at all. The three of us have got a little somethin' that the lot of you can help us with."

Roxana clears her throat. "That's right! I've been experimenting with some new menu options out in the kitchen, you know, to liven things up for our regular clientele? I found this new recipe that I think is going to blow everyone's boots right off, but I'm going to need some kwiop fruit in order to cook it, and it doesn't grow locally."

"What's a kwiop fruit?" asks Deirdre.

Roxana cups her hands to form a rough sphere. "They're about this big. Mostly purple, with white striations. Hard as a coconut, but when you crack 'em open, they have the savoriest orange-yellow pulp you've ever tasted. So good!"

She pauses to wipe her mouth with one hand before continuing. "Anyway, the only trees I know of grow in a faraway land, and even then, I'm not exactly sure how to get there from here. But since you're adventurers, I figured..."

Gerki leans back in his chair. "Look, we'd love to help. But gathering produce isn't something we usually do. So maybe you could find a bunch of druids or rangers or..."

Warthorn's sharp cough cuts right through Gerki's refusal. "That's a maybe," says the innkeeper. "But you all remember that yer owin' me a favor, right? You can't have forgotten already about the extensive basement renovations you all...surprised...me with?"

"That was Wrench and Wizgille's fault," says Gerki. "We actually **saved** the inn from more damage, not to mention the Great Temple! Maybe you should be talking to them."

"They aren't here. You are. And, since you're all in the same party..."

Gerki starts to slide down in his chair, until only the top of his head is visible above the table. "No!"

"We'd be happy to help," says Zot, his voice carefully measured and emotionless, "but if you don't know where we're supposed to go to get this fruit for you, well, how can we go there and get it?"

"That's where I come in," says Molly, her braids flapping as she jumps up from her chair. "It turns out that kwiop fruit is one of the favorite foods of the dire chicken, and since I happen to have Brock in the stables now, and since he happens to be a dire chicken, I thought..."

The rest of Gerki vanishes underneath the table. "Nope. Nope! Absolutely not! The last time I was anywhere near that thing, it thought I was a grub and tried to eat me!"

"Don't be mean!" Molly frowns. "He's not a bad birdy, and he wasn't trying to eat you. He's just a little bit territorial, is all! Besides, you'd be doing him and his owner a favor taking him with you to get the kwiop fruit! See, this is the time of year when poor Brocky should be going home to roost, but Sir Aubyn is upstairs in bed with a nasty case of the bird flu and..."

"What?!" shouts Gerki, as everyone else backs away from Molly reflexively.

The stablehand raises her hands in a reassuring gesture. "Oh! Sorry! Unrelated case! Brock is fine! Other than the fact he's been cooped up in the stable when he should be going home, which has made him a little cranky, but..."

Gerki's head pops up. "The giant, territorial,

giant, very hungry, **giant** dire chicken is angry now? Oh, that's great! That's just wonderful!"

"He is a little," continues Molly. "But he'll be much happier once he gets outdoors. And, the kwiop trees are near to where he usually roosts this time of year, so once he finds the trees for you, you can just let him go off on his own. He'll come back to the Inn once he's done... whatever he's doing."

"Sounds perfect," says Eve. "We can kill two birds with one stone that way."

Molly suddenly looks like she's swallowed a bug. She turns very pale for a moment and says, "You could put it like that. Just...not in front of Brock. He won't like it very much..."

You head southward over the next few days, letting Brock run ahead to burn off some of his aggression, and ensuring that he stays far, far away from Gerki. The dire chicken is his typically peeved and stubborn self, but after a few days he begins to realize where he's going and starts to become a bit more cheerful, if not any easier to manage.

The temperature steadily rises and the air becomes increasingly humid as you continue south. Eventually, you crest a line of rolling hills and see a stand of trees growing in the valley on the other side. The trees all possess smooth, pale trunks with a tight cluster of leaves at the top. Half-hidden in the treetops are the strange kwiop fruits that Roxana mentioned, hanging heavy and ripe from the branches. As you descend into the valley, your journey nearly over, one of them falls from its perch and hits the ground with a dull thunk.

Brock, excited by the sound, clucks loudly as he races down the hill and into the trees. A moment later, his very sharp beak has fractured the shell of the fallen kwiop fruit and he feasts on its innards in a noisy, messy way.

"Great, we're here," says Gerki, passing out several large sacks. "Let's split up, grab whatever fruit we can carry, and leave the chicken to do...whatever he's gonna do."

At that moment, a loud, long howl splits the air. It is soon answered by a series of howls that echo up from the line of hills behind you.

"What is that," asks Gerki, craning his neck. "Wolves?"

"Worse than that," says Fiona, readying her weapons. "Shadow wolves. With fancy magical auras and everything."

"Seriously? Seriously?!" Gerki buries his head in his hands. "I'd rather be washing dishes!"

### Fetch Quest!

11

## Setup

Place the scenario map and Epic Pool in the middle of the play area. Put a tracker token on the “1” space in the “Playing the Round” box. Put two Fruit Tokens on each of the eight Tree spaces on the map. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Shadow Wolf #1-7	Grey	Grey #1-7
Cave Bat #1-7	Blue	Blue #1-7
Brock	Purple	None



## Keyword

**Heroic:** Brock is a Friend to the Heroes and a Foe to the other Schemers. He still counts as a Schemer, though.

## Deploy

Deploy Brock on space A, then deploy figures in the cave in the upper left of the map as specified in the table. These figures do not go onto map spaces (yet).

	1 or 2 Heroes	3 Heroes	4 Heroes
<b>Story</b>	1 Wolf, 2 Bats	2 Wolves, 2 Bats	2 Wolves, 3 Bats
<b>Veteran</b>	2 Wolves, 2 Bats	3 Wolves, 2 Bats	3 Wolves, 3 Bats
<b>Legend</b>	3 Wolves, 2 Bats	3 Wolves, 3 Bats	4 Wolves, 4 Bats


## 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 7 Hero Cards and place them near your Hero mat.
- ~ Choose 1 of each class of Item (1 Major Item and 1 Support Item) and place them near your Hero mat.
- ~ Resolve any Setup Flags on your equipped Hero and Item Cards.
- ~ Claim 6 spots on your Hero's Power Tree.
- ~ Deploy your Hero figure(s) on the map.

## Map Features

**Cave - Impassable:** This space may not be entered. However, figures that come out of the cave will begin their Schemes here. Once a Schemer has left the Impassable cave entrance space, they may not reenter it.

**Difficult:** The tall grass and the bone piles are Difficult spaces that cost an additional point of Move  to enter.

**Fruit Trees - Impassable:** These spaces are Impassable. No figure may enter them, tokens other than Fruit Tokens may not be placed on them, and Line of Fire may not be drawn through them. These trees will drop the kwiop fruit you need to collect.



Cave








Difficult




Fruit Tree

## Fruit

To collect Fruit Tokens, you'll need to shake them off the trees first! When a Heroic figure other than Brock uses an Attack, they may treat a Fruit Tree as though it were a Foe while resolving the Attack. If a Fruit Tree is dealt  or  and that tree has at least one Fruit Token on it, it drops one Fruit Token. Take a Fruit Token from the tree and place it in a space of your choice adjacent to that tree. If a Fruit Tree is dealt  or more and that tree has two Fruit Tokens, it drops both, one at a time.

**Bonk-Bonk on the Head:** If a Fruit Token drops from a tree onto a figure, that figure takes . If the figure is a Hero, place the token in The Fruit Cart area of the map. If the figure is not a Hero, move the Fruit Token to a space adjacent to the figure that took damage (not back to the tree). If this new space contains a figure, that figure takes . Again, if the figure is a Hero, place the token in The Fruit Cart.

**Picking Up Fruit:** If a Hero moves into a space that contains one or more Fruit Tokens, put those tokens in the Fruit Cart. Heroes may pick up Fruit Tokens in passing, even with a Leap . Picking up fruit does not stop a Hero's movement. Pooky, Illusions and Allies may not pick up Fruit Tokens, but they **may** attack Fruit Trees. In Solo Mode, your Companion may pick up Fruit Tokens.



**Other Rules:** Multiple Fruit Tokens may be on the same space on the map. A space occupied by a Schemer may also contain Fruit Tokens. If an Attack would deal damage to Fruit Trees and Foes at the same time, you may apply the damage to figures and trees in the order of your choice. Damaging a Fruit Tree will trigger Harm ☹ effects on the Attack that damaged it.

### Brock

You're not the only ones trying to get fruit! Brock's Scheme causes him to run around the map, eating fruit and attacking Foes. When Brock takes damage, track it on his Scheme Block.

**Brock does not use an initiative token - he always acts first each round.**

"Brock Eats" means the following: If Brock is occupying a space containing one or more Fruit Tokens, put one of those tokens on his Scheme Block. If not, and Brock is adjacent to a Fruit Tree containing tokens, put one of those tokens on his Scheme Block.

If Brock's Scheme instructs him to move toward a Foe, but the only Foes on the map are in the Cave, he does not move.

### Cave Dwellers

A seemingly endless stream of angry critters is coming out of the cave to defend their turf. Each round, new figures will deploy to the Cave. Step 1 of the Objective Phase in this scenario is "Reinforce the Cave". To do so, add figures to the Cave according to the following table. Use the round tracker to determine whether you are on an even or odd round.

	1 or 2 Heroes	3 Heroes	4 Heroes
<b>Story</b>	Odd Rounds: 1 Wolf Even Rounds: 1 Bat	Odd Rounds: 1 Wolf Even Rounds: 1 Bat	1 Bat Odd Rounds: also 1 Wolf
<b>Veteran</b>	Odd Rounds: 1 Wolf Even Rounds: 1 Bat	1 Bat Odd Rounds: also 1 Wolf	1 Bat, 1 Wolf
<b>Legend</b>	1 Bat, 1 Wolf	1 Bat, 1 Wolf	1 Bat, 1 Wolf

Some Schemes can also add figures to the Cave. Figures in the Cave count as being on the map, but they may not be targeted by Heroes and they are Ignored by Brock. When the Wolves' or Bats' initiative token is drawn, each of those figures takes a turn in numeric order. Any figures that are in the Cave when it is their turn to act are first Placed on the Cave Entrance - the purple-bordered space next to the Cave. They then take their turn normally. Once a Schemer has left the Cave Entrance, they may not reenter it. If a figure must be Placed on the Cave Entrance, but that space is Occupied, Place the figure on the Nearest ↗ Unoccupied space instead.

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

**Objective:** Collect as much fruit as you can during the first four rounds.

Begin the game. Read on when the round tracker moves to 5, or when there are no Fruit Tokens on the map during the Objective Phase.



*You almost have enough fruit to take back to Roxana, but a certain feasting dire chicken is greatly interfering with your plans. The low-hanging fruit is gone - literally - so you will have to work harder to get the rest of what you need!*

Add an additional Fruit Token to each of the eight Fruit Trees. For the rest of the scenario, Attacks that deal less than 3 to a Fruit Tree drop no Fruit Tokens. (If they deal any damage, though, they still trigger Harm ☹ effects.) Attacks that deal 3 or more to a Fruit Tree cause that tree to drop one - and **only** one - Fruit Token.

To win, you'll need to collect enough Fruit Tokens to The Fruit Cart before Brock eats too much. The number of Fruit Tokens required for this varies based on difficulty and the number of Heroes in the game:

	1 or 2 Heroes	3 Heroes	4 Heroes
<b>Story</b>	Fruit Needed: 14 Brock Ate Too Much: 7	Fruit Needed: 15 Brock Ate Too Much: 7	Fruit Needed: 16 Brock Ate Too Much: 6
<b>Veteran</b>	Fruit Needed: 14 Brock Ate Too Much: 7	Fruit Needed: 16 Brock Ate Too Much: 7	Fruit Needed: 17 Brock Ate Too Much: 6
<b>Legend</b>	Fruit Needed: 14 Brock Ate Too Much: 7	Fruit Needed: 17 Brock Ate Too Much: 6	Fruit Needed: 18 Brock Ate Too Much: 6

Use tracker tokens to mark the goal spots in the "Brock Ate Too Much" and "The Fruit Cart" boxes on the map.

**STOP****Lose Condition:** The players lose if any Hero is Defeated or if Brock is Defeated.**Lose Condition:** The players lose if Brock eats too much.**Win Condition:** The players win if it's the Objective Phase and The Fruit Cart contains at least the required number of Fruit Tokens.**STOP****Epilogue**

*At long last, you manage to drive off the very persistent wildlife. With the cart and your individual carrying sacks as full as they are going to get, you bid Brock farewell and start your return journey to Greyport. Brock lets out a loud cock-a-doodle-doo, nuzzles each one of you in turn, and then spends a moment trying to eat Gerki's hair, before he flaps off into the brush.*

*"Good riddance," says Gerki, with a smile and a wave. "I hope you fall in a vat of hot oil!"*

*Deirdre steps up behind Gerki and tries to do...something...with his wet and matted hair. "That's a little rude, don't you think?" she asks. "I mean, it really seems like he likes you."*

*"Yeah, as an appetizer," sniffs Gerki, waving off Deirdre's maternal gesture with a bit of determined arm flailing.*

*A loud crunching noise startles you and causes you all to turn around. You see Gog*

*holding a cracked kwiiop fruit in one hand, its juices dripping between his fingers. As you watch, Gog brings the split-open fruit toward his large, tusked mouth.*

*"Gog," says Zot, very patiently. "What are you doing?"*

*"Fighting animals work up Gog's appetite," says Gog. "Roxana said fruit is tasty, so Gog try some!"*

*"You can have one," says Zot. "But that's all. We need to get all the rest of the fruit to Warthorn to pay off our debt, and we can't do that if you eat them all."*

*"Okay, Zot," says Gog, before tossing the fruit into his mouth. He devours it in cacophony of crunching noises, and his face steadily widens into a toothy, juicy smile. "Mmm! Brock and Roxana right! Fruit real good! Gog like."*

*"Pleased to hear it," says Zot. "And that's the only one you're going to have, right?"*

*Gog nods vigorously. "Mmmhmm!"*

*Your party continues its long journey northward, back to Greyport, stopping periodically to allow Gog to look over some distant landmark or to take a very distant rearguard to see if anyone nefarious is following you back to the city. Your return trip is uneventful, apart from the sharp crunching noises you occasionally hear. The only setback seems to be that, when you reach the inn, Gog's sack looks empty.*

*"Did you eat all of your fruit?" asks Zot with a sigh.*

*"No!"*

*"Gog," says Zot, with the patience of someone who has asked wizards-in-training for their homework for the better part of two decades. "I think you did. Give me your sack."*

*"What sack?" says Gog, his voice muffled by a mouthful of burlap.*

**Rewards**

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

**Vault 78 - 79**

(See the Glossary for an explanation of Ally cards.)

**Rumble in the Ruins****Prologue**

*Fiona interrupts what would be yet another lovely, carefree night at the Red Dragon Inn by running excitedly over to your table and slapping down a tattered piece of parchment amidst all the drinks.*

*"By the gods!" she says, her eyes bright and lively. "We're going to this!"*

*Zot, very gingerly, slips the piece of parchment from beneath Fiona's splayed palm and shows it to everyone. The parchment itself is a bit curled and weathered, and seems to have been hastily torn free from the nails that affixed it to one building or another. A crude woodcut, featuring several bare-chested warriors beating one another with cudgels, is surrounded by dense pickets of blocky letters.*

**FARNSDAY! FARNSDAY! FARNSDAY!  
AT THE GREYPORT DWARVEN RUINS!**

**THE RUMBLE IN THE RUINS!**

**CHAMPIONS OF THE NORTHERN  
BARBARIAN CLANS DUKE IT OUT IN**

**1-V-1, 2-V-2, 4-V-4, CAGE MATCH, AND  
BATTLE ROYALE! PLUS CROWN PRINCE  
CORMAC'S EXHIBITION BOUT!**

**8 GOLD PAYS FOR YOUR WHOLE SEAT,  
BUT YOU'LL ONLY NEED THE *EDGE!***

*"This looks barbaric," says Zot, as he hands off the parchment to Fiona and wipes his fingertips on Pooky's back fur.*

*"It...literally is," says Eve, pointing at the word "barbarian" on the parchment.*

*"This looks awesome," says Fiona. "And we are *going!*"*

*"Gog go, too!" says Gog, banging the table so hard with his fists that he almost rattles the nails out of the boards. "Gog want to see Cormac!"*

*"Yeah, that'd be good," says Gerki, placing his mug of ale back on the now no longer vibrating table. "It's been too long. I wonder if he's gotten any more money in his adventures, and whether he's gotten any better at cards..."*

*"It would be a nice change of pace," says*

*Deirdre, as she flags down the Wench for another glass of elven wine. "I mean, I love the Red Dragon Inn, but I also like getting outside and taking in some culture."*

*"I don't know that it quite counts as culture," mutters Zot.*

*"Oh, come on, you old fossil," says Eve, "it'll be fun."*

*"Not for me," says Zot.*

*"Is it wrong that you not having fun makes it more likely that I'll have fun?" says Eve, with a wink.*

*"Yes," sighs Zot.*

*The day is crisp and cool as your party follows a torch-lined path up the mountainside and into the dwarven ruins. Festive banners, animal skulls, and strange totems decorate your approach to the site of the festivities—partially-standing remnants of what is believed to have once been a great dwarven amphitheater. The stands are crowded with barbarians from the north, people from Greyport, a contingent from Copperforge, and random groups of*



out-of-towners, all of whom are amped up to witness the beatdown spectacular. Soon you are all in the stands, talking loudly over the cheering crowd, the barbarian drum circle that spontaneously started playing some time ago, and the explosions of fireworks let off by overzealous Collegium students.

"This is going to be so, so good," says Fiona, adjusting her newly-bought ale helmet on her head. She positions the downspout of the copper tube so that it is nearer to her mouth and gives it an experimental swig. "The people of the northlands are some of the best fighters around. You're going to see a lot of really great technique today."

"You'll have to explain it to me," says Zot, who seems to be enjoying the spectacle despite himself. "One headlock looks very much like another when you're a wizard."

Explosive firepots ignite to brilliance in the center of the amphitheater. A bronzed, muscular man with long, dark hair strides across the open space, light gleaming off of the gemstones set into the white, furry robe he wears. With all the noise, fire, smoke, and glittering gemstones, it takes you a moment to realize that the man is Cormac. He is accompanied by two phalanxes of well-muscled barbarians clad in furs, bones, and animal horn.

"Gog see Cormac," says Gog, as the crowd gets to its feet, cheering and hooting. "There Cormac! Hello, Cormac!"

Gog stuffs his hand into a contraption of rigid leather and sinew that he has been stitching together for the last couple of hours. It looks like a crudely-fashioned replica of a very large fist. Painted on the side is a stick figure with large circles for arm and leg muscles, as well as a smudge around its head that is almost recognizable as a barbarian-style haircut.

Gog raises the leather fist into the sky and howls, "CORMAC! CORMAC! COOOOORMAAC! HIIIIIIII!"

The spectators in the rows in front of you are almost bowled over by the force of Gog's exclamation. Some of them turn, annoyed, only to blanch at the sight of Gog and turn back

around, resolutely staring face forward.

Cormac seems to hear Gog's bellowing, even above the general cacophony of the crowd. His mouth splits wide, revealing a smile of bright, even teeth. He flexes, gaining the adoration of the crowd, and points directly up at where you are sitting.

"HE SEE GOG!"

"Easy, big guy," says Eve, gently tugging on Gog's tunic. "We know."

Cormac and his honor guard parade in a circle around the boundary of the amphitheater before marching to the center and coming to a halt. Then, the barbarian prince places his fists on his hips, takes in a deep breath, and bellows loudly enough to be easily heard in the farthest seats.

"Southerners, northerners! Soon you will behold such prowess of strength and fighting as has not been seen since the world arose from the depths of the seas and the dragons held all its people in their thrall. I pray that the mighty gods of the north and the soft gods of the south..."

His slandering of the gods of Greyport is met with raucous boos from the home crowd. Deirdre, of course, boos the loudest of everyone, going so far as to stand up and shake her fist at Cormac, smiling all the while.

"...shall be pleased by the prowess that is displayed today! But first, before our northern warriors take the field, it is customary for those that host us to exhibit their own mettle and martial prowess. It is my honor as prince of the united clans to ask for volunteers from the crowd, to come join me here upon the ancient dwarven sands and pit their skill against my corded muscles, mighty thews, and animal cunning."

The stands erupt with applause and cheers. Numerous spectators, who have evidently been waiting for this, either lift their hands into the air or leap bodily to their feet. The cries of, "pick me!" "I'll fight you!" and "let's do this!" echo through the crowd.

Your party is not at all surprised that Fiona has not only stood up, but climbed up on Gog's shoulders and has started waving her

arms around and screaming. The ale sloshes out of her helmet, splattering foam and bitters everywhere.

Zot, very calmly, places his head in his hands.

"Cease your cries and resume your seats!" shouts Cormac, pointing up into the stands. "I have decided who shall face me in this exhibition battle. My friends and boon companions from the Red Dragon Inn, I see you there! Well do I know your bravery and fighting spirit. Come face me in honorable combat! Let us make these old mountains shake with the fury of our blows."

"YES!" screams Fiona. "YES! YES!"

"No," says Zot, though his voice is slightly muffled by his hands.

"C'mon, Zot!" says Fiona, climbing down off Gog. "You know you want to."

"I really don't," says Zot.

Pooky, however seems to have different intentions, and bares his numerous teeth at Zot in disagreement.

But there is no further time for discussion. The crowd, realizing that Cormac has chosen you, begins to push and carry you all forward until you reach the floor of the amphitheater. Cormac crosses his massive arms, gives you all the once over, and lets out one thunderous laugh.

"It is good to see you, my friends," says Cormac, in a quieter voice that the crowd likely cannot hear. "Take a moment to limber up for the fight. And for the love of the northern gods, use the blunted weapons off the rack over there. We're not trying to kill one another."

"Also," says one bespectacled barbarian, who appears in your midst bearing a dripping quill and a sheaf of parchment. "Please sign these waivers before the beginning of the fight."

"So, what is this," says Fiona, as you all sign the forms. "We gonna fight you one-on-one or do you just want us to mob you, king of the mountain style?"

"Neither," says Cormac, gesturing at the people in his honor guard. "Us versus you."

And with that, the barbarians charge you.

## Setup

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

Standee	Base Color	Tracker Deck
Barbarian Brawler #1-3	Blue	Blue #1-3
Cormac	Purple	None
Baeric	Red	Red #1
Bora/Spirit Wolf #2-5	Yellow	Yellow #1/Yellow #2-5



## 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 7 Hero Cards and place them near your Hero mat. (You may not use Items in this scenario.)
- ~ Resolve any Setup Flags on your equipped Hero Cards.
- ~ Claim 6 spots on your Hero's Power Tree.
- ~ Deploy your Hero figure(s) on the map.

## Deploy

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	A:	Barbarian Brawler	B:	Barbarian Brawler	D:	Barbarian Brawler
	E:	Cormac	C:	Bora	B:	Baeric
			E:	Cormac	E:	Bora
					C:	Cormac
Veteran	A:	Barbarian Brawler	A:	Barbarian Brawler	AD:	Barbarian Brawler
	B:	Baeric	B:	Baeric	B:	Baeric
	C:	Bora	C:	Bora	C:	Bora
	E:	Cormac	E:	Cormac	E:	Cormac
			F:	Spirit Wolf	F:	Spirit Wolf
Legend	C:	Barbarian Brawler	BF:	Barbarian Brawler	BCF:	Barbarian Brawler
	A:	Baeric	A:	Baeric	A:	Baeric
	E:	Bora	E:	Bora	E:	Bora
	D:	Cormac	D:	Cormac	D:	Cormac
	B:	Spirit Wolf	GH:	Spirit Wolf	GH:	Spirit Wolf

Then follow these special setup instructions for your player count and difficulty:

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	Put Bora and Baeric's figures on their spots on the Barbarian Rage box. They give their bonuses for the entire game.	Put Baeric's figure on its spot on the Barbarian Rage box. He gives his bonus for the entire game.	Cormac uses 2 initiative tokens.
Veteran	None	Cormac and Bora each use 2 initiative tokens.	Cormac, Baeric and Bora each use 2 initiative tokens.
Legend	Cormac uses 2 initiative tokens.	Cormac and Bora each use 2 initiative tokens.	Cormac uses 3 initiative tokens. Baeric and Bora each use 2 initiative tokens.

## Map Features

**Pointy Rocks - Hazard:** These spaces are Dangerous. A Pointy Rocks space deals 3 to any figure that enters it unless that figure is Leaping through the space and not ending the Leap there.

**Rubble - Difficult:** The rubble spaces are Difficult and cost an additional point of Move to enter.



Pointy Rocks



Rubble

## Keywords

**Alternating:** Bora alternates Schemes rather than rolling a Scheme Die. In the Roll Scheme Dice step of Round 1, place a Scheme Die on her top Scheme. She will use that Scheme during Round 1. During each subsequent Roll Scheme Dice step, move her Scheme Die to the other Scheme. If Bora skips a turn because she is Stunned, her Scheme Die still moves during the next Ready Phase.

**Unpredictable:** Do not roll this Schemer Group's Scheme Die during the Roll Scheme Dice step. Instead, roll it immediately after drawing this group's initiative token. If this group uses multiple initiative tokens, roll its Scheme Die each time one of its tokens is drawn.





## Special Rules

**No Items:** Heroes may not equip Items in this scenario. You are using the blunted weapons that the barbarians provided.

**Wounded? You're Out:** If a Hero becomes Wounded, they are instead Defeated. However, the players do not lose this scenario unless all Heroes are Defeated. If you become Defeated, remove all figures you control from the map. (This includes Illusions and Pooky.) If a Hero would be Defeated while resolving one of their own abilities, they first resolve that ability, then are Defeated.



**Multiple Initiative Tokens:** At some player counts and difficulties, some of the barbarians use multiple initiative tokens. They take a full turn each time one of their initiative tokens is drawn. In Bora's case, having multiple yellow initiative tokens means that Bora and all of her Spirit Wolves will take multiple turns each round. If Baeric is using 2 tokens, reroll his Scheme Die after he takes a turn.



**Barbarian Rage:** Some barbarians cause your other Foes to get stronger in defeat! When you Defeat Cormac, Baeric or Bora, put their figure on the "Barbarian Rage" box on the map. For the rest of the game, all Attacks by your Foes gain the listed bonus. This includes Attacks by Spirit Wolves and Barbarian Brawlers. Be careful, these extra effects can be easy to forget!


**Doom Die:** Most Schemers in this scenario have the Doom Icon. Remember, this means that all Attack rolls that include such a Schemer 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 such a Schemer costs  unavoidable damage rather than the usual .

**Solo Mode:** Your Companion functions normally in this scenario (Otto can go into Recovery Mode, Pooky can go on break), but you lose immediately if your Hero is Wounded.

## Schemer Notes

**Barbarian Brawler:** *Up and away you go* places the target on the rocks Nearest  to Barbarian Brawler, not Nearest  to the target.

**Cormac:** Track Cormac's damage directly on his Scheme Block. *Let me introduce you to my companions* puts the target adjacent to the Nearest  Friend to Cormac, not the one Nearest  to the target. Even though our Heroes are normally good friends with Cormac, the Friends his Scheme refers to are your other Foes!

**Bora:** Bora can summon Spirit Wolves. Bora plus her Spirit Wolves count as a single Schemer Group. When a yellow initiative token is drawn, Bora acts, then each of her Spirit Wolves acts in numeric order. Spirit Wolves do not use a Scheme Die of their own. When Bora summons wolves, those wolves will act immediately after her. Note that the Push effect on *I'm having a rip-roaring good time* is **not** a Harm  effect! The attacked figure will get Pushed by Bora even if they prevent the damage. Remember that Bora's Alternating ability means that she simply alternates Schemes from one round to the next.



**Lose Condition:** The players lose if all Heroes are Defeated.

**Win Condition:** Survive 7 rounds with at least one Hero still standing. The players win if the round tracker moves to the "!" space.

**Bonus Win Condition:** The players will receive an extra reward if they Defeat all Foes in the game's 7 rounds.



## Epilogue

*As the last of Cormac's barbarian honor guard yields to your powerful, impressive, and very definitely non-lethal blows, the crowd and all the firepots around the amphitheater erupt. The din of cheering, shouting, and explosions make all previous outbursts seem, in comparison, like crickets on a field at night. You wonder if you will ever be able to hear normally again.*

*Amidst the cheers of the home crowd, a few of the barbarians in the stands wave their Cormac banners and boo you as loudly and as vigorously as they can. Some of the other barbarians, however, seem at least mildly*

*impressed with your exhibitional display of tactics and physical might, favoring you with small smiles and head nods that are the currency of warriors across the world.*

*Cormac levers himself to his feet. Bruised and a little bloodied, he walks over to each one of you, seizes your hand in his, and hoists it into the air. Each time, the crowd answers with another thunderclap of applause.*

*You turn to leave the arena and return to your seats when, all of a sudden, Cormac's honor guard hoists you onto their shoulders and carries you in a circle around the sand-dusted fighting ground. Zot bears it with all the dignity*

*he can muster. Fiona whoops and hollers. Gog, very graciously, offers to carry four members of the honor guard, instead, after their combined strength cannot lift him.*

*You are paraded around to another crescendo of applause and cheering before being carried out toward the healers' tents. As you leave, you can hear Cormac's voice boom out across the ruins.*

*"A stunning battle, my friends! Wouldn't you agree?"*

*After a dramatic pause for cheering, he adds. "WELL, THIS IS ONLY THE BEGINNING!"*

## Rewards

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

### Vault 80 - 82

**If the players achieved the Bonus Win Condition, they also get Vault 83.**

*(Players may repeat this scenario if they won but did not get the bonus card.)*

## Prologue

"It doesn't make any sense!" shouts Eve, banging down her mug.

Gerki looks up from his cards and rolls his eyes. "We know, Eve. We've been over this."

Eve leans forward, her elbows on the scarred wood of the table. "But you agree with me, right Gerki? You're a thief."

"Keep your voice down!"

Eve's voice shifts into a stage whisper. "You know that the Collegium Vault is one of the most well-protected places in Greyport, right? So how could a bunch of upstart wizards, who we thought were a myth until about two weeks ago, just waltz in there without any trouble?"

Gerki places his cards face down on the table. "It is strange, sure, but people like you always think that vaults are impregnable, or that doors are impassible when they're really not."

Zot takes a meditative sip from his glass of wine while Pooky, briefly unattended, starts nosing around the corners of Gerki's face down cards. "He's right. They also didn't 'waltz in,' as you put it. They had very powerful, very specific spells that allowed them to breach the Vault's defenses."

"That's what I'm saying!" says Eve. "How did they know that they would need those particular spells? No one outside of the higher-ups in the Collegium would know that! Never mind that they were using the old observatory as their main base of operations and no one in the Collegium knew about it."

"It's really remote, though," says Gerki. "You walked out there. Would you want to go out there every couple of months and check up on it?"

"Of course not!" Eve runs both hands through her perfectly coiffed hair, doing absolutely nothing to it. "It just...it's bothering me, is all. It feels like there's a big piece that we're missing."

"We could always ask Lord Maybury," says Fiona. "He said he was just a middle man. Maybe he can tell us if there's some evil mastermind pulling the strings."

"That's true," says Deirdre. "He might want to talk to us, especially since we might be able to convince the guard to go easy on him."

"Or you could let me at him," grins Fiona. "I like playing bad guard."

Eve nods. "Yeah. Yeah! Good plan. Let's go."

"Hold on a second," says Gerki, picking up his cards. "I've got a game to win first."

With a grin, Gerki hurls a pair of cards on the table, gesturing triumphantly. The rest of your party starts to giggle, and his face falls when he realizes that he's thrown two rogue cards. He glances suspiciously from the rest of his hand over to Zot.

"Gerki, do you even know how to play this game?" asks Zot, as he gently pats Pooky's

head.

-

For someone whom you escorted to jail, Lord Maybury seems surprisingly happy to see you. It turns out that, though he has been permitted access to his lawyers, his business contacts, members of his family, and prominent members of the City Guard, the bureaucracy of Greyport is proving to be quite the troublesome thicket for him to navigate. Realizing that your party might be the metaphorical equivalent of a machete in a jungle, he's thrilled to work with you.

"We'll talk to the magistrate," says Deirdre, "but no promises."

"Hang on. We'll talk to him if your information is good," interjects Fiona.

"No no, that's fine. That's fine. Completely reasonable," says Lord Maybury, looking askance at the close, windowless, and dripping walls of his cell. "How about we schedule a meeting with my liaison. All I'll need is for someone to convey a letter I write to a dead drop location. Then I'll need to be released on my own recognizance to..."

Gerki shakes his head. "What do you take us for, amateurs?"

Lord Maybury sucks on his teeth and drums his fingertips on the cold, iron bars. "No, of course not. That would be silly of me, especially since you have me at a rather steep disadvantage. How about this? You can read the letter that I write and convey it to the dead drop yourself. You can also...erm...take me into temporary custody and chaperone me to the meeting place. How about that?"

"If the City Guard allows it," says Deirdre, "And if you keep your word, I don't see why not."

Fiona jabs a finger at the imprisoned noble. "And if you **don't** keep your word, I'll leave you alone with Gog for five minutes."

Gog, who has folded himself up in a rather uncomfortable way to fit into the cramped holding area, shifts his weight, accidentally bangs his head against the ceiling, and snorts in irritation.

"Certainly, certainly! Gods know I'm familiar with just how strong and angry ogres can be."

At that, Gog narrows his eyes and presents his tusks.

"H...How about you get me a quill and some parchment?" says Lord Maybury, who is now staring at a particularly riveting crack on the ceiling.

-

Gerki delivers the letter to the dead drop without incident. At the appointed time and the appointed place, you have Lord Maybury released into your custody, give him some time to clean up, and then follow him at a discreet distance to the meetup. About a half hour later,

you and Lord Maybury arrive at a warehouse in one of the many out-of-the-way parts of the city.

Lord Maybury goes on ahead, whistling loudly and holding a lantern, while your party secrets itself in the shadows. After a tense few minutes waiting in the dark and listening to his lordship overacting being casual, you hear the approach of booted footsteps from down a side corridor. Moments later, a cloaked and hooded figure steps into the outermost ring of Lord Maybury's lantern light.

"Thank you for seeing me," says Lord Maybury with a gracious bow. "I know that I'm not supposed to contact you, but I have information..."

"Yes, yes," says the figure, his voice terse and nervous. "Give it to me quickly and then leave. If you and I were to be seen together, it would be disastrous!"

"No, it can't be!" shouts Zot. He steps out of the darkness, wreathed in flame, a look of dawning horror on his face. "I know that voice!"

Eve steps out from the darkness on the far side of the chamber, holding a pale, glowing orb of magical energy. "I knew it! It all makes sense now!"

"Lying turncoat coward!" shouts the figure, shaking an angry fist at Lord Maybury with one hand while tugging his hood free of his head with the other. "I should have known better than to trust your message. I should have burned you to cinders when I had the chance!"

The rest of your party steps out to surround Lord Maybury and the figure whose face is now revealed for all of you to see. Your shock is palpable as you behold the curly hair, moustache, and round face of none other than Arben Longmont, Vice-Chancellor of the Collegium. His expression of cruel contempt is such a contrast to his usual benign and fatherly look that it takes a moment for you to react.

"You're...Drop your weapon...Wand!" stammers Fiona at last. "Whatever! Surrender now or..."

A dart of magical energy flashes from Longmont's hands, forcing you to take cover in the nearby warehouse. Longmont makes a mystical gesture, creating a wall of white-hot flames and closing the warehouse doors behind you.

You hear a feral shriek and leathery wings. Multiple windows shatter as monstrous creatures burst into the building!



## Setup

Place the scenario map and Epic Pool in the middle of the play area. Put door tokens on each of the two door spaces. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Hell Shrieker #1-4	Blue	Blue #1-4
Abyssal Hound #1-7	Grey	See below
Imp #1-7	Red	See below
Longmont	Yellow	Yellow #1
Lord Maybury	Purple	None



Create the Minion Deck by shuffling together the specified tracker cards:

	1 or 2 Heroes	3 Heroes	4 Heroes
<b>Story</b>	Grey #1, Red #1-2	Grey #1-2, Red #1-4	Grey #1-3, Red #1-6
<b>Veteran</b>	Grey #1, Red #1-3	Grey #1-2, Red #1-6	Grey #1-5, Red #1-7
<b>Legend</b>	Grey #1-3, Red #1-5	Grey #1-5, Red #1-7	Grey #1-7, Red #1-7

Return the unused grey and red tracker cards to the box. Players will be able to see the color of the top card of the Minion Deck.

## Deploy

Deploy the following. Note that Longmont deploys with a variable number of Toughness Tokens, depending on the difficulty and the number of Heroes.

	1 or 2 Heroes		3 Heroes		4 Heroes	
<b>Story</b>	A:	Longmont, 2 Toughness	A:	Longmont, 3 Toughness	A:	Longmont, 4 Toughness
	FG:	Hell Shrieker	FG:	Hell Shrieker	BF:	Hell Shrieker
<b>Veteran</b>	A:	Longmont, 3 Toughness	A:	Longmont, 4 Toughness	A:	Longmont, 5 Toughness
	BDE:	Hell Shrieker	CDE:	Hell Shrieker	BCD:	Hell Shrieker
<b>Legend</b>	A:	Longmont, 4 Toughness	A:	Longmont, 5 Toughness	A:	Longmont, 6 Toughness
	BD:	Hell Shrieker	DF:	Hell Shrieker	BCDE:	Hell Shrieker

**Longmont acts first every round, even if the doors are closed. At Legend difficulty, Longmont *also* uses an initiative token, meaning that he will take two turns each round.**

## 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 7 Hero Cards and place them near your Hero mat.
- ~ Choose 1 of each class of Item (1 Major Item, 1 Support Item and 1 Masterwork Item) and place them near your Hero mat.
- ~ Resolve any Setup Flags on your equipped Hero and Item Cards.
- ~ Claim 6 spots on your Hero's Power Tree.
- ~ Deploy your Hero figure(s) on the map.

**Deploy Lord Maybury onto the gold deployment space.**




## 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.

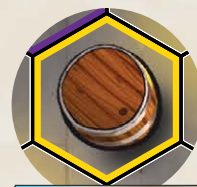
**Heroic:** This figure is a Friend to the Heroes and a Foe to non-Heroic Schemers. Yes, in this scenario, Lord Maybury is on your side! Sort of...

## Map Features

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

**Door:** These spaces are Impassable as long as the door token remains in play. In this scenario, doors will be removed from the map during the Objective Phase if the Objective is achieved.

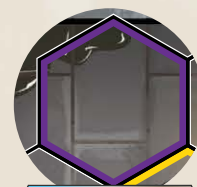
**Window - Impassable:** The Window spaces are Impassable. They may not be entered, tokens may not be placed on them, and Line of Fire may not be drawn through them. The “Summon Minions” ability will Place Schemers adjacent to these spaces.



Difficult



Door





Window

## Summon Minions

Longmont, and sometimes Maybury, will **Summon Minions**. This adds new Schemers to the map from the Minion Deck. The number of Schemers added to the map is based on the number of Heroes.




1 or 2 Heroes	3 Heroes	4 Heroes
1 Schemer	2 Schemers	3 Schemers




Put a tracker token on the appropriate spot in the “Summon Minions” box on the map to remind you of this number.

To Summon Minions, first find the Window space that is Nearest  to Maybury. If multiple windows are the same distance from Maybury, the players choose one. Next, reveal the above number of cards from the Minion Deck and deploy those figures to Unoccupied spaces adjacent to that Window space. If all possible deployment spaces are Occupied, deploy to the next Nearest  space(s). If not enough cards remain in the Minion Deck, deploy all remaining. As usual with mid-round Reinforcement, if you deploy a figure from a Schemer Group that did not have any figures on the map at the start of the round, roll that group’s Scheme Die and add its initiative token to the bag.

When any Schemer is Defeated, set that figure’s tracker card aside. You will use it again later.

## Schemer Notes

**Imp:** Both of the Imp’s Schemes have them Leap  3 but stop when they get to within Range  2 of a Foe. If an Imp starts its turn within Range  2 of a Foe, it does not move.

**Lord Maybury:** Lord Maybury does not use a Scheme Die. When determining whether Maybury is adjacent to a Friend, remember that Heroes, as well as other Heroic figures like Pooky, Allies and Illusions all count as Maybury’s Friends. His Move  1 effect makes him attempt to move away from all other Heroic figures. When he Places and Disarms a Friend in Range  2, the players may choose which Hero in range he targets - it does not necessarily need to be the Nearest  one. He may not Place and Disarm Pooky, because of Pooky’s Avoided ability, but he may Place and Disarm Allies or Eve’s Illusions.



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

**Objective:** Play until the Minion Deck runs out.

Begin the game. Read on if it’s the Objective Phase and the Minion Deck is empty.



## Longmont Appears!

*With a wave of his hand, Longmont opens the magically-sealed door. “Idiots!” he snarls at his minions. “I’ll have to take care of this turncoat myself!”*

Remove the door tokens from the map. Create a new Minion Deck by shuffling the tracker cards for all Defeated Schemers, including any Defeated Hell Shriekers. If this new Minion Deck runs out later in the game, then Summon Minions has no effect.



**STOP****Lose Condition:** The players lose if any Hero is Defeated or if Lord Maybury is Defeated.**Win Condition:** The players win if it's the Objective Phase and Vice-Chancellor Longmont is Defeated. (*All Heroes and Lord Maybury must survive to the Objective Phase.*)**STOP****Epilogue**

Your magical foes suddenly vanish. "Dammit," shouts Eve. "He teleported!"

"Can't we teleport after him?" asks Fiona.

Zot walks over to where Longmont had been standing, kneels down, and scrutinizes the area with a furrowed brow. "It's not so simple as that, I'm afraid. There's no telling where he's gone."

"Gog know where this one go," says Gog, dumping a terrified (and slightly scorched) Lord Maybury on the floor in your midst.

"I...I wasn't leaving, I assure you," says Lord Maybury, as he curls up into a tiny ball. "I was just getting out of the way, you know, so as not to impede you in the thick of battle."

"Gog saw you sneak out door!" roars Gog.

"Honest mistake," whimpers the quivering nobleman. "Please! I swear! Won't happen again! I promise!"

"You best believe it won't," says Fiona.

"We're bringing you right back to the guardhouse and locking you up again."

"And then," says Zot, rising, "we need to have a chat with the Chancellor. He needs to know what Longmont is up to."

"Suits me just fine!" says Lord Maybury.

"Yes! I am a bad person and I deserve to be in jail! Lock me back up!"

You return Lord Maybury to the authorities and proceed directly from the guardhouse to Darvishon's office. The Chancellor is deeply disturbed by what you tell him, and agrees with a very emphatic Eve that Longmont was likely the inside man providing the Ancient Order of Mystics with their base of operations and access to the Vault.

He suggests that all of you go have a look at Longmont's chambers, to see if you can find any clues. He awakens the Collegium custodian,

instructs him to unlock the Vice-Chancellor's door, and leads you all into Longmont's living quarters.

The rooms beyond are the picture of austere and boring, without any plants, curios, or other bric-a-brac to liven them up. About the only thing of interest is a freestanding, double-sided blackboard standing against the wall in Longmont's preternaturally tidy study. Zot consults the runes and formulas drawn on the blackboard in yellow chalk before shaking his head.

"It's a new spell for making toast blander," says Zot. "Not germane to our search at all."

"Well, no," says Eve, approaching the chalkboard, "but how about..."

She maneuvers the blackboard away from the wall, pulls its restraining pin, and flips the board around to the other side. Tacked to the back side of the board is a large, parchment map, with numerous notes, drawings, and incomprehensible scrolls of runic script tacked up in a messy ring around it. The requisite bits of red yarn are on display as well, interconnecting various points of interest on the numerous documents.

The map depicts the Barren Wastes, an inhospitable and nearly circular desert located beyond the ridge of mountains west of Greyport. Someone, perhaps the Vice-Chancellor, has drawn and heavily-annotated several ley lines, which travel across the continent and converge both on Greyport and on something in the exact center of the Wastes. Peering at the convergence point in the desert reveals a drawing of a heart glowing with a magical radiance, while looking at the one on Greyport reveals a complicated and unpleasant-looking symbol.

"This looks bad," says Gerki.

"It is," says Deirdre. She points at the

symbol drawn on top of Greyport. "That is one of the markings from the Obsidian Door... well, an alleged marking from the alleged door, anyway."

"The what?" says Eve.

"The ancient portal woven by priests and wizards to seal off a rift that leads from this world to a world that's a lot more unpleasant."

"Okay," says Eve. "I'm in agreement. That's bad."

"Look at this!" says Zot, tugging one of the rune-covered parchments from off the board and showing it around.

Fiona obeys, screwing up her lip and scratching her head. "What is it?"

"Oh," says Zot, taking the parchment back. "Right. This is an old account suggesting that, quote, 'the rumors of the monuments in the center of the Barren Wastes are true, and much treasure do they contain therein, as well as secrets most dreadful. Alas, there are strong protections about these monuments, too, and my guides are too fearful of the ancient traps and curses to bring me thither. There must be another way.' Unquote."

Darvishon looks around the room, clearly dismayed. "It seems as though Longmont was interested in finding this lost grouping of monuments, as well as the location of the Obsidian Door. But why?"

"We find out, of course," says Zot. "But first, we'll need to do some research, and get some expert advice. Fortunately, we know an expert."

"Yeah," says Gerki. "Me."

"No," says Zot.

"But...treasures! Lost cities! Traps! Zot. Buddy. I'm your guy!"

"Not this time," says Zot. "We need Keet."

**Rewards**

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

**Vault 84 - 85****Archive Vault Card 26 - Billowy Cape**

## Prologue

The city of Copperforge hosts a Convocation that happens every year. Attendees arrive from all over the continent to trade in ideas, food, and goods. They wander the stalls set up all around Copperforge's fairgrounds, looking over the latest advancements in magical and mundane technologies. It is, conveniently, something that your friend Keet religiously attends every single year. It is also, more conveniently, approximately in the direction of the Barren Wastes.

Your party arrives in Copperforge early on the first morning of the Convocation and, after paying through the nose for single-day passes, wanders around the area near the town square looking for Keet. Accosted by vendors of every type and description, and briefly distracted by a group of kobold merchants squealing loudly about some noisy, steam-powered contraption they have made, you make your way closer to Copperforge's fountain and the heart of the Convocation.

"Look!" shouts Gog, over the din. You see him holding up a kettle drum almost as big as he is. "Gog Adonis now!"

"Yes, yes, very droll," says Zot, pinching the bridge of his nose. "Don't actually try to be Adonis, Gog, otherwise we're going to have to pay for that."

"Kay," says Gog, a touch crestfallen as he gently sets the drum back down on the floor of its booth as a nervous-looking merchant looks on. "But Gog make funny, though."

"It was very funny," says Deirdre, all smiles and reassurance.

"Thank you!" says Gog, brightening.

Fiona stands on tiptoes, peering over the heads of most of the other attendees as best as she can. "I don't know how we're going to find Keet in all these people," she says.

"I do," replies Gerki, pointing up at a lavishly-painted sign. "'Antiquities Avenue.' Bet he's in there!"

"No bet," says Fiona, leading the way.

Antiquities Avenue provides something of an oasis from the hustle and bustle of the Convocation crowd. Here, small groups of

wizards, scholars, and antiquarians cluster around displays of dusty tablets, dustier artifacts, and dust-producing mummified corpses. Awed by being in the presence of so much history, you almost don't notice when a goblin in a snappy hat and a leather vest comes around the corner.

"Hello!" says Keet, leaping forward eagerly to greet you. Much to the annoyance of the scattered scholars, Keet cups a hand to his mouth and shouts back the way he had come. "Hey! Lookit who I found!"

You are soon joined by Nitrel, whose overstuffed sack of bombs has been peacebonded for admission into the Convocation, and Zariah, who has a sleepy ferret draped over one of her shoulders.

"Zee!" shouts Fiona. "It's good to see you again! You still palling around with these two?"

"I am, indeed," says Zariah, brightly. "Keet and Nitrel sure know how to keep a mage's life interesting."

After additional rounds of greetings and a bit of catching up, Zot comes straight to the point about why you're all in Copperforge, asking Keet if he knows anything about the monuments in the center of the Barren Wastes.

"As a matter of fact," says Keet, "we were just out there a little while ago."

"Really?" says Zot, eyes wide. "What did you find?"

"A lot," says Keet. "And also not terribly much. Let's go grab a bite to eat and we can talk about it."

A few moments later, you are seated at a table near the stalls of the Convocation's food vendors.

"So yeah, all those old rumors are true," Keet begins. "There is a large collection of monuments in the center of the desert. We were within a stone's throw of them, but we couldn't get in. There was a force field around the entire complex."

"It was so frustrating!" says Nitrel. "I used all of my explosives at once! That should have been enough to penetrate the shield...but

nothing happened. Not even a dent! I'm still mad about it!"

"I suppose magic didn't help either," says Eve, sipping from the single most expensive cup of tea any of you have ever seen.

Zariah shakes her head, causing Bandit to wriggle a bit in his sleep. "It didn't. I called on my friend Basalt—she's an earth elemental—and asked her to try to dig a tunnel under the force field. She couldn't. She said the field isn't a dome...it's a sphere. It completely encases the site above and below. No holes or breaks anywhere."

Zot scratches at his beard. "What about..."

"Teleportation?" asks Zariah, with a wry smile. When Zot nods, she says, "Good guess, but it didn't work, either. Either there are specific spells in place that prevent movement magic, or there's a magic-dampening field in effect in addition to the force field, which hampered me and my friends more generally. It's hard to say without a lot more study."

"But it is out there," says Zot.

"Yeah," says Keet. "We figured the place would keep, so we decided to attend the Convocation and see if we couldn't get a line on some other..."

"Attention, Convocation attendees!" says a disembodied voice—clearly the work of a distant wizard and their sound-amplification spell, "Please be advised that the area around the fountain is under attack by bandits."

"We ask that you proceed in an orderly fashion away from the exhibition area and allow security to deal with the issue," the disembodied voice continues, barely audible above the panicked screams of the crowd. "Also, please note that, due to this issue, Wizgille's autograph session is being rescheduled from its current time slot to..."

"Right," says Fiona. "We're gonna have to deal with these attackers!"

"Yes," says Gerki, "and at least one of us is going to have to stay here and protect the merchandise. I nominate me."

"No," says Zot.

## Setup

Place the scenario map and Epic Pool in the middle of the play area. Put a tracker token on the "1" space in the "Playing the Round" box. Shuffle the four Randomizer Tokens and put them face down on spaces 3, 5, 7 and 8 on the round track. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Spellslinger #1-6	Grey	Grey #1-6
Hijacker #1-8	Blue	Blue #1-8
Arcane Golem #1-6	Yellow	Yellow #1-6
Robogre #1-5	Red	Red #1-5





## Deploy

Deploy the following.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	HI:	Spellslinger	HI:	Spellslinger	HI:	Spellslinger
	D:	Hijacker	DJ:	Hijacker	DM:	Hijacker
	K:	Arcane Golem	K:	Arcane Golem	K:	Arcane Golem
	EFG:	Robogre	EFG:	Robogre	EFG:	Robogre
Veteran	HI:	Spellslinger	HI:	Spellslinger	HIJ:	Spellslinger
	DJ:	Hijacker	DJ:	Hijacker	M:	Hijacker
	K:	Arcane Golem	K:	Arcane Golem	DK:	Arcane Golem
	EF:	Robogre	EF:	Robogre	EF:	Robogre
Legend	HI:	Spellslinger	HIJ:	Spellslinger	HIJ:	Spellslinger
	DJ:	Hijacker	M:	Hijacker	DKL:	Arcane Golem
	K:	Arcane Golem	DK:	Arcane Golem	E:	Robogre
	E:	Robogre	E:	Robogre		

## Keyword


**Heroic:** The Robogres are on your side! They are Friends to the Heroes and Foes to the other Schemers. They are still Schemers, though, so you won't control their actions.

## 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 7 Hero Cards and place them near your Hero mat.
- Choose 1 of each class of Item (1 Major Item, 1 Support Item and 1 Masterwork Item) and place them near your Hero mat.
- Resolve any Setup Flags on your equipped Hero and Item Cards.
- Claim 7 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

## Map Features

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

**Fountain - Impassable:** The Fountain is Impassable. No figure may enter this space, tokens may not be placed on it, and Line of Fire may not be drawn through it. Some Schemes instruct figures to move toward the Fountain.

**Shops - Destructible:** The map includes four Shops, each of which offers a powerful Scenario Ability to the Heroes, but can be destroyed by Schemers! (See below for more information.)

**Ticket Stand - Impassable:** No figure may enter this space, tokens may not be placed on it, and Line of Fire may not be drawn through it.



Difficult



Fountain






Shop



Ticket Stand

## Schemer Notes

**Hijacker:** These Schemers can turn your friendly Robogre helpers into nasty Arcane Golems! Note that Hijackers will preferentially move toward Robogres, but their Attack will still target the Nearest  Shop or Foe, which may or may not be a Robogre. If a Hijacker deals damage to a Robogre, its Harm  effect will Defeat that Robogre and replace it with an Arcane Golem. If a Hijacker deals **lethal** damage to a Robogre, that Robogre will still be replaced by an Arcane Golem, since Harm  effects happen before Defeated figures leave the map. Remember that if you deploy an Arcane Golem to the map, but there were no Arcane Golems on the map at the start of the round, you will roll a Scheme Die for the group and add the yellow initiative token to the bag. Tokens on a Robogre (such as damage, Power Tokens or Debuff Tokens) do not transfer to the Arcane Golem replacing it.

## Shops

There are four Shops on the map: Sanctuary Brewing, Wanderous Stationery, Pointy Sticks & More and Bardistas. Each Shop is demarcated by a thick dashed line around a group of spaces. The color of the dashed line corresponds to the color of that Shop's ability box on the map.

**Scenario Abilities:** If a Hero occupies any of a Shop's spaces, that Hero may activate that Shop's Scenario Ability. Each Shop offers a unique and powerful Shenanigan Scenario Ability.

**Attacking Shops:** Your Foes are trying to destroy the Shops! Each Shop starts with 10 Fortitude. If a Shop takes damage greater than or equal to its Fortitude, that Shop's Scenario Ability is no longer available to the Heroes. (Figures may still occupy Shop spaces, though.) Several Schemers' Attacks target "1 Shop or Foe". These always target the Nearest  $\nearrow$  Shop or Foe, which means that if the attacking Schemer is standing on a Shop space, they will attack the Shop they are standing in, even if another Foe is adjacent, since Range  $\nearrow$  0 is less than Range  $\nearrow$  1. Since Shops are not figures, damage to Shops may not be prevented by tokens or Epic Dice. When Shops take damage, track it by placing damage tokens near the Shop's Scenario Ability box. If a Shop is destroyed, cover its ability with the damage tokens. Once a Shop is destroyed, it will no longer be attacked by Schemers.

**At Legend difficulty, each Shop starts with 3 damage on it.**

**Lose Condition:** The players lose if any Hero is Defeated or if **all** Shops are destroyed.

**Objective:** Survive until round 8.

Begin the game. When the round tracker moves to 3, 5, 7 or 8, reveal that round's Randomizer Token and Reinforce the map according to the following tables. After you have Reinforced for round 8, read on.

## Reinforce

A

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	K:	Hijacker	M:	Hijacker	C:	Hijacker
	DI:	Arcane Golem	DIK:	Arcane Golem	DHKM:	Arcane Golem
	AN:	Robogre	AN:	Robogre	AN:	Robogre
Veteran	M:	Hijacker	C:	Hijacker	L:	Spellslinger
	DIK:	Arcane Golem	DHKM:	Arcane Golem	C:	Hijacker
	N:	Robogre	A:	Robogre	DHKM:	Arcane Golem
					A:	Robogre
Legend	C:	Hijacker	BC:	Hijacker	C:	Spellslinger
	DHKM:	Arcane Golem	DHKM:	Arcane Golem	L:	Hijacker
	A:	Robogre	A:	Robogre	DHKM:	Arcane Golem
					N:	Robogre

B

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	H:	Hijacker	J:	Spellslinger	HK:	Spellslinger
	I:	Arcane Golem	H:	Hijacker	I:	Arcane Golem
			I:	Arcane Golem		
Veteran	J:	Spellslinger	DJ:	Spellslinger	HI:	Spellslinger
	H:	Hijacker	I:	Arcane Golem	DK:	Arcane Golem
	I:	Arcane Golem				
Legend	DM:	Spellslinger	DJ:	Spellslinger	BIL:	Spellslinger
	I:	Arcane Golem	IK:	Arcane Golem	DK:	Arcane Golem





	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	HJ:	Spellslinger	DM:	Spellslinger	HIK:	Spellslinger
Veteran	DM:	Spellslinger	DIM:	Spellslinger	DIK:	Spellslinger
					B:	Arcane Golem
Legend	DIM:	Spellslinger	DIM:	Spellslinger	DHI:	Spellslinger
			B:	Arcane Golem	B:	Arcane Golem



	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	L:	Spellslinger	L:	Spellslinger	L:	Spellslinger
	B:	Hijacker	BI:	Hijacker	BDI:	Hijacker
	A:	Robogre	A:	Robogre	A:	Robogre
Veteran	L:	Spellslinger	L:	Spellslinger	L:	Spellslinger
	BD:	Hijacker	BCD:	Hijacker	BCD:	Hijacker
	A:	Robogre	A:	Robogre	A:	Robogre
Legend	L:	Spellslinger	LM:	Spellslinger	LM:	Spellslinger
	BD:	Hijacker	BCD:	Hijacker	BCD:	Hijacker
	A:	Robogre	A:	Robogre	A:	Robogre

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

### Epilogue

"Bet you these weren't really bandits," says Fiona, sheathing her blade at last.

"No bet," says Gerki. "Bandits don't usually have this many wizards along with them. And they usually pick up a lot more loot when they're wading through a Convocation filled with magitech gizmos."

"And by 'a lot more,'" says Eve, still holding her teacup. "You mean 'any.'"

"Yeah," says Gerki, a quizzical look on his face. He points at the teacup. "How did you..."

"I'm amazing," says Eve. Then she takes a sip.

"Why did you...?" asks Fiona.

"It cost **nine gold**," says Eve.

Zariah and Nitrel come running up from the other side of the Convocation. Bandit (the ferret, not one of the folks you just fought), now awake and a touch skittish-looking, perches on Zariah's shoulder.

"Everyone got out safely," says Zariah.

"Good job," says Zot. "How did you manage it?"

Nitrel tosses an unlit bomb from hand to hand. "Had to clear a few stalls to accommodate the traffic, but it all worked out."

Deirdre presses her delicate fingertips to her temple. "That...I don't know...that seems very reckless and unsafe to me."

Nitrel drops the bomb back in her bag and shrugs. "Maybe, but the important thing is that it worked. And if Copperforge has an issue with that, they can bill me."

### Rewards

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

### Vault 86 - 91

Archive Vault Cards 18-21 - Potion of Energy, Vault Card 59 - Unstable Training Wand

## Prologue

Keet, Nitrel, and Zariah accompany you on your buying spree around Copperforge. You take their advice on what sorts of equipment and supplies you will need to survive an extended trek into the Barren Wastes. You also take the opportunity to ask them as many questions as you can think of about the ruins at its center.

Keet is most concerned that you will have enough water for your long journey. In the brief time that you are with him, he says “buy another water keg” at least as many times as Gerki has said “let me check for traps” over the course of his entire career.

At one point, Fiona buys two water kegs at the same time and shows them off to him.

“Not bad, but you may want a backup,” says Keet, seemingly oblivious to the jest.

Some time later, you, your horses, and your wagons - which are creaking beneath the weight of your accumulated water casks - are assembled on the outskirts of Copperforge. Keet, Nitrel, and Zariah all take their turns giving you hugs and handshakes goodbye.

“Best of luck to all of you,” says Keet. “If you do manage to get in, try not to destroy everything. I’m sure there’s some priceless archaeological finds out there just waiting to be catalogued.”

“Yeah,” says Zariah, with a smile. “Besides, if you destroy it all, there won’t be anything left for Nitrel to blow up.”

“It’s true!” shouts Nitrel, pantomiming a huge mushroom cloud with her hands. “KABOOOOSH!”

With a final laugh, your party sets off for the Barren Wastes.

Traversing the nigh-impassable mountains that stand between Copperforge and the Barren Wastes, especially with all your extra baggage, is difficult, but you do eventually manage it. You decide to stop at the ruins of an abandoned waystation, built near the top of one of the peaks by dwarves from the long-lost kingdom of Dwarvenhold. You take a few minutes to rest your feet and drink away some of your excess weight.

As you are about to resume your journey down the far side of the mountains to the border of the desert below, you hear an audible ticking noise from somewhere in the air around you. You all look to one another and around the area, hands near your weapons, as the ticking noise grows steadily in volume before being interrupted with a loud chiming noise.

At the sound of the chimes a sparkling doorway opens in the air in front of you and Chronos the Time Mage steps out. You can tell by the neat wings of grey hair growing in at his temples that he is an instance of Chronos from the near, but not-too-distant, future.

“Hello, everyone,” says Chronos, with a wave. “Sorry to interrupt.”

“Did we break causality again?” asks Eve, “or is this a social call?”

“Neither,” says Chronos, before looking slightly embarrassed. “Well. That is to say, you are my friends and I do like spending time with you, even if that time is often...asynchronous.”

“How can we help you?” says Zot.

Chronos starts to look genuinely uncomfortable. He scratches at the back of his head for a moment before saying, “Well, all right. Causality isn’t broken, and the timeline is doing just fine from a temporal standpoint. Normally, I’d be the first one to tell you that we should just leave well enough alone and let time continue its current course, but...things are going to turn out very badly if we don’t intervene to change things.”

“I don’t understand,” says Deirdre. “What’s going to happen?”

“I can’t tell you,” says Chronos.

“Of course not,” says Gerki, rolling his eyes. “Because if we know about the future... blah blah blah...destroy time as we know it... blah blah blah...win too much at gambling.”

Chronos looks crestfallen. “Does that mean you won’t help me?”

“What?” says Gerki, grinning. “No, of course we will. Time travel adventures are great! Especially when compared to being cooked alive in a burning desert!”

The rest of your party agrees, and Chronos visibly brightens. “All right!” he says, beginning

the magical spell to conjure a time door. “The good news is that you’ve already intervened, sort of. I mean, kind of. It’s complicated. Never mind. Anyway, we have to go back in time to save the Great Temple.”

“But, Chronos,” says Deirdre. “We already did that!”

“Erm,” says Chronos, as the swirling time door opens before you. “Yes, but you wouldn’t have done it if...um. It’s easier to show you than tell you. Come on!”

You step through the time door into a damp and fetid tunnel that, you assume, is somewhere in the labyrinth of Greyport’s Undercity. Quickly recovering from the temporal displacement, you conjure your light spells and get your bearings.

“All right,” Chronos says. “Now, here’s the thing. I’ve taken you back in time so that you can deal with...”

“SLIMES!” yells Fiona, as her blade leaps from her scabbard. You follow the razor-sharp point of her sword to see an undulating mass of multicolored slime a goodly distance down the hallway, slowly dissolving the rock walls with their digestive juices.

“Let’s waste ‘em!” says Fiona. She starts to hare off down the tunnel, but Chronos quickly, and very bravely, steps in front of her.

“You can’t kill them!” says Chronos. “I mean, you can, but that’s not really what you’re here for, and if you do it too much, you’ll ruin the timeline for sure!”

Fiona gestures helplessly at the slime with her sword and pouts. “But...”

“All right, I’ll bite,” says Eve, surveying the scene with her arms crossed. “What do we do?”

“I can’t give too many details right now,” says Chronos, “but I can tell you that you need to herd these slimes to a certain area over that way.”

He points down the opposite side of the tunnel, which rapidly disappears into darkness.

“Do the slimes know they’re meant to be herded?” asks Deirdre.

Chronos looks a touch anxious. “Well...no. So please be very careful.”

## Setup

Place the scenario map and Epic Pool in the middle of the play area. Put the Gravel Wall tokens nearby. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Oozing Fauna #1-6	Blue	Blue #1-6
Slime #1-8	Grey	Grey #1-8
Huge Blob #1-4	Red	Red #1-4
Gelatinous Blob #1-3	Yellow	Yellow #1-3





## Deploy

Deploy the following. When you deploy a Gravel Wall, deploy it in the indicated space and the neighboring space that shares a blue border with it.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	CHIJ:	Oozing Fauna	CHIJ:	Oozing Fauna	CEHIJ:	Oozing Fauna
	DEI:	Gravel Wall	DE:	Gravel Wall	D:	Gravel Wall
	LR:	Slime	GLR:	Slime	GLMR:	Slime
	B:	Huge Blob	B:	Huge Blob	B:	Huge Blob
	A:	Gelatinous Blob	A:	Gelatinous Blob	A:	Gelatinous Blob
Veteran	CHIJ:	Oozing Fauna	CHIJ:	Oozing Fauna	CDEHIJ:	Oozing Fauna
	DE:	Gravel Wall	DE:	Gravel Wall	GLMR:	Slime
	GLR:	Slime	GLMR:	Slime	AB:	Gelatinous Blob
	B:	Huge Blob	B:	Huge Blob		
	A:	Gelatinous Blob	A:	Gelatinous Blob		
Legend	CDEHIJ:	Oozing Fauna	CDEHIJ:	Oozing Fauna	CDEHIJ:	Oozing Fauna
	GLMR:	Slime	FGLMR:	Slime	FGLMR:	Slime
	B:	Huge Blob	B:	Huge Blob	AB:	Gelatinous Blob
	A:	Gelatinous Blob	A:	Gelatinous Blob		

## Keywords


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



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

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

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

## Map Features

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

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

**Gravel Wall - Impassable:** Gravel Wall spaces block movement and Attacks. No figure may enter these spaces, tokens may not be placed on them, and Line of Fire may not be drawn through them. As you Defeat Oozing Fauna, they will be replaced by Gravel Walls. **Unlike in previous scenarios, Gravel Walls are not Destructible in this scenario.**

**Pillar - Impassable:** The Pillars are Impassable. No figure may enter these spaces, tokens may not be placed on them, and Line of Fire may not be drawn through them.



Acid Pool



Difficult



Gravel Wall



Pillar

## 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 7 Hero Cards and place them near your Hero mat.
- ~ Choose 1 of each class of Item (1 Major Item, 1 Support Item and 1 Masterwork Item) and place them near your Hero mat.
- ~ Resolve any Setup Flags on your equipped Hero and Item Cards.
- ~ Claim 7 spots on your Hero's Power Tree.
- ~ Deploy your Hero figure(s) on the map.

## Divide and Conquer!

Your goal is to fight your way along the corridor, defeating or trapping slimes along the way. When you Defeat an Oozing Fauna, replace it with a Gravel Wall covering the Oozing Fauna's space and the neighboring space that shares a blue border with it. If a zone of the map becomes cut off from Zone 4, the cut-off zone, and any figures in it, become **Isolated**. Slimes, Huge Blobs and any Heroic figures are immediately Defeated when they become Isolated. This means that if a Hero becomes Isolated (i.e. they can no longer get to Zone 4), the players lose. In Solo Mode, you also lose if your Companion becomes Isolated.

If a Gelatinous Blob becomes Isolated, lay its figure down on the map. It counts as still being in its zone, but it does not take any more turns in the game. You will need to Isolate exactly one Gelatinous Blob in Zone 1 in order to win. You may also Isolate other Foes in Zone 1 along with the Gelatinous Blob.

If an Oozing Fauna becomes Isolated, the players lose. You'll have to work your way down the corridor Isolating the zones in order.

If a Gravel Wall is placed on a space containing a figure, that figure moves to the Nearest ↗ Unoccupied space on the opposite side of the Gravel Wall from Zone 4. If the Gravel Wall being placed Isolates a zone, this will cause the figure moved to that zone to also become Isolated.

If a Gravel Wall is placed on a Trap or Wizard Fire, remove that token from the map.

## Schemer Notes

**Gelatinous Blob:** Gelatinous Blobs attempt to move toward deployment space F on the map. If they cannot possibly get to space F due to Gravel Walls being in the way, they move toward Foes instead.

**Oozing Fauna:** When an Oozing Fauna takes its turn, first check to see if there are any Slimes within Range ↗ 3 of that Oozing Fauna. If there are, follow the top part of the Scheme. If not, follow the instructions at the bottom under "Otherwise". When following the top instructions, first check to see if the Slimes in Range ↗ 3 have Hitback Tokens ☠. If they all do, and there are fewer than four Huge Blobs on the map, then the Nearest ↗ Slime to the Oozing Fauna is Defeated and replaced with a Huge Blob with ☠. If one or more Slimes don't have ☠, then the Nearest ↗ Slime gets one. If all Slimes in Range ↗ 3 have ☠, but there are already four Huge Blobs on the map, nothing happens. No Slime is Defeated or gets ☠. Tokens on a Slime do not transfer to the Huge Blob replacing it.

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

**Lose Condition:** The players lose if Pooky or any Oozing Fauna is Isolated.

**Lose Condition:** The players lose if Zone 1 is Isolated and doesn't contain exactly one Gelatinous Blob.

**Objective:** Isolate Zone 1 with exactly one Gelatinous Blob in it.

Begin the game. Read on as soon as the objective is achieved (do not wait for the Objective Phase).

*With the giant blob safely ensconsed, you continue your herding duties while attempting to keep yourselves as slime-free as possible.*

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

**Lose Condition:** The players lose if Pooky or any Oozing Fauna is Isolated.

**Lose Condition:** The players lose if any Gelatinous Blob other than the one in Zone 1 is Isolated.

**Objective:** Isolate Zone 2.

Continue the game. Read on as soon as the objective is achieved (do not wait for the Objective Phase).

*Two down, one to go! The relentless flow of slimes is daunting, but your party is always up for a challenge...*

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

**Lose Condition:** The players lose if Pooky or any Oozing Fauna is Isolated.

**Lose Condition:** The players lose if any Gelatinous Blob other than the one in Zone 1 is Isolated.

**Objective:** Isolate Zone 3.

Continue the game. Read on as soon as the objective is achieved (do not wait for the Objective Phase).



## Reinforce

*Just as you think you have the endless slimes under control, some stragglers appear!*

Defeat any figures Isolated in Zone 3, then deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	MNR:	Slime	NR:	Slime	NR:	Slime
			M:	Huge Blob	M:	Gelatinous Blob
Veteran	NR:	Slime	NR:	Slime	N:	Slime
	M:	Huge Blob	M:	Gelatinous Blob	R:	Huge Blob
					M:	Gelatinous Blob
Legend	NPR:	Slime	NP:	Slime	O:	Slime
	OQ:	Huge Blob	OQR:	Huge Blob	NPQR:	Huge Blob
	M:	Gelatinous Blob	M:	Gelatinous Blob	M:	Gelatinous Blob

**STOP**

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

**Win Condition:** Defeat all Foes in Zone 4.

**STOP**

## Epilogue

*"All right!" says Chronos, "that's far enough. Sorry about the mess and the being evasive and everything, but everyone did a fantastic job. We can head back now."*

*Relieved and exhausted, you follow Chronos toward his time door, leaving the giant slime in its new home. Some smaller slime stragglers are left, but they become markedly less hostile as you move away. They undulate peacefully, slowly dissolving the passageway's walls, floor and ceiling.*

*A moment later, Fiona intercepts Chronos and brings your party to a halt.*

*"Chronos, buddy," she says. "We've been really patient and did everything you told us to do. So, what was this all about?"*

*"Well," says Chronos, glancing up at a point on the ceiling. "You see, the thing of it is... It's actually very interesting...Uh..."*

*Chronos seems to be very relieved to be interrupted by someone shouting somewhere above you. It is hard to make out words through the thick stone of the ceiling, but you do catch something that sounds like "gold-durned heck," and something else that sounds like, "whirl-a-gigs and foolery."*

*"Wait," says Eve. "That sounds like Warthorn. Does that mean we're right under..."*

*At that moment, the section of the ceiling that the slimes have just started dining on collapses with an ear-splitting crash. As the dust settles, you see light streaming in through the fresh hole of the ceiling, as well as several familiar-looking silhouettes peering down into*

*the tunnel.*

*"Come on!" Chronos whispers, "before you see you!"*

*You retreat a fair distance before daring a look back. You see that the slimes are flowing up the walls, through the hole, and into the basement of the Red Dragon Inn. You hear your own distant voices as your past selves prepare for battle.*

*Chronos lets out a sigh of relief. "Your past selves didn't see you. That's good. You don't even want to know the kind of causality paradox that causes."*

*"Great," says Fiona. "Now would you mind telling us..."*

*"Let's go back to your present first," says Chronos, hustling you all through the time door. "I'll explain everything then."*

*Moments (actually weeks) later, you are back at the waystation atop the mountains. Despite his repeated promises, Chronos still seems reluctant to tell you what all of this was about. His resolve swiftly withers beneath your repeated and insistent questions, however.*

*Finally, with a hanging head and a nervous cough, Chronos explains, "I needed to alter the timeline just enough so that, in the past, you would stumble upon the slimes, start investigating the Undercity, and, ultimately, put a stop to the mysterious crab man's plan to destroy the Great Temple. I realized that if I took you back to a certain tunnel and had you nudge the slimes in a certain direction, they'd eat their way into the Red Dragon Inn at just the right*

*moment for you to discover them. Past you, I mean."*

*"We understand," says Zot.*

*"We think," says Eve.*

*"And thank you for helping us help ourselves to save the Great Temple," says Deirdre.*

*"You're welcome!" Chronos is now all smiles and relief. "It was very important to save the Great Temple—it's one of the most important buildings in Greyport, the center of four of the major faiths, and a pillar of the community in times of crisis. And, considering what's coming, you're going to need all the divine help you can..."*

*He stops abruptly, and looks like he's just swallowed his tongue.*

*"Chronos," says Deirdre, her voice very level, very patient. "What did you mean by that?"*

*"Oh my, look at the time!" says the time mage. "Listen! The important thing for you to focus on is what you're doing right now. It is absolutely critical that you succeed on this adventure."*

*"Why?" says Deirdre. "What's going to happen, Chronos?"*

*"It's just that..." he gasps, pointing behind you. "By Shalni! It's the Lich King!"*

*You whip around to face your dreaded enemy, your weapons at the ready. By the time you realize that you have been duped and spin back around, Chronos has already vanished into the timestream.*

## Rewards

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

### Vault 92 - 96

Archive Vault Card 22 - One Digit Glove of Missiles, Vault Card 23 - Dwarven Warhelm, Vault Card 24 - Wrist-Mounted Bow, and Vault Card 25 - Whirlwind Whistle

## Prologue

*It takes your party, and your substantial train of wagons, the better part of a day to descend into the far foothills of the western mountains. From there, it is another few hours' journey over dry and sparsely-vegetated hill lands until you at last reach the relative flatness of the Barren Wastes. Even though the sun is setting on the distant horizon, the day's heat still radiates from the arid expanse before you.*

*Zot, not sweating at all despite still being dressed in his velvet robes, suggests that everyone rest and drink water. "We'll start crossing once the sun is down."*

*"Keet say desert get cold at night," says Gog, as he takes a large, lumpy sweater out of his backpack. "Gog not get it, but Gog dress warm anyway."*

*"Where did you get that sweater, Gog?" asks Eve, eyebrow raised.*

*"Gog have sweater a long time," says Gog, holding out the sweater as he favors you with a tusked smile. On closer inspection, you can see that it has clearly been knitted with love. "Mom make for Gog!"*

*You hydrate, make necessary changes to your attire, and prepare to set out across the hard-packed earth once the sun is merely a glowing memory behind the horizon. Armed with a copy of Vice-Chancellor Longmont's map, various direction-finding spells, and your knowledge of the stars, you expect that you should reach the center of the Barren Wastes... eventually.*

*The moon is soon high in the sky, its light*

*reflecting brilliantly off the desert hardpan beneath your feet. The whole desert takes on the look of a vast, wintry plane, and you can see for miles in every direction.*

*"By the goddess," Deirdre says in a reverent voice. "Isn't this lovely?"*

*"It is," says Gerki. "Much rather do this than have our brains cooked out of our heads in the daytime."*

*"True," says Zot. "If coarsely put. Also, we should make sure that we have set up our first camp well before the sun is up, otherwise..."*

*"Hang on," says Fiona, pointing northwesterly across the desert. "What's that?"*

*Off in the distance, you can see that something has kicked up a substantial cloud of dust. The dust hangs thick and heavy in the air, almost like a cloud that has come to earth. As you watch it, still unsure of what it is, shouts and screams begin drifting across the Barren Wastes toward you.*

*"A battle!" says Fiona. "At least, I think it is! We should check it out!"*

*"Or it could be a bunch of people being scoured to death in a dust storm," says Eve.*

*"In which case," says Deirdre, meeting Eve's eye. "We should help."*

*Eve shrugs. "Yeah, sure we should. We should just take care not to get scoured ourselves, is what I'm saying."*

*You make haste toward the commotion. As you approach, the clash and clang of metal, as well as the desperate shouts and the terrified whinnies of horses grows clearer. Amidst the noise, you can also hear other sounds that you*

*cannot quite identify—harsh grinding noises that echo through the thin desert air.*

*You are almost within bowshot of the great dust cloud when a horse and rider emerge from it, racing at great speed in your general direction. The horse is scared out of its wits, its eyes wide and white, its sides covered with a thick lather. Its rider is a woman waving a broken sword. She is covered in dust, and is bleeding freely from two puncture wounds on her shoulder. Her eyes are almost as wild as her horse's, but when they focus briefly on you, some vestige of intelligence reasserts itself over her panic.*

*"Thank the gods!" she cries. "You have to help us! The golems! They're trying to kill us!"*

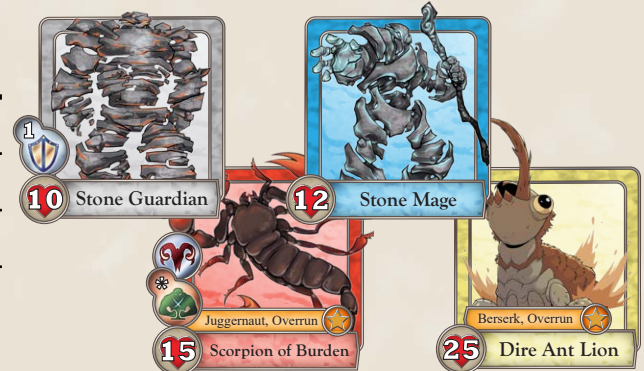
*You have many questions, but there will be time to ask them when the battle is done. You plunge headlong into the swirling dust cloud, your weapons at the ready. You cast various light spells to give an almost daytime level of brightness to the area, revealing huge lumbering stone figures, their bodies grinding and scraping. They have encircled a small band of wounded and overwhelmed human travelers, loading them onto the back of a massive, brutal scorpion.*

*One golem turns its nearly featureless face to you and swings wide with its glowing stone staff. A silent command ripples across the sand, launching the scorpion into action and causing the sand to shift. You can immediately sense that in addition to the foes you can see, there is something else beneath you!*

## Setup

Place the scenario map and Epic Pool in the middle of the play area. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Stone Guardian #1-8	Gray	Gray #1-8
Stone Mage #1-8	Blue	Blue #1-8
Scorpion of Burden #1	Red (2 bases)	Red #1
Dire Ant Lion	Yellow	Yellow #1



## Keywords

**Berserk:** This figure treats all other figures as though they were Foes.

**Juggernaut:** This figure may not be moved except by its own Scheme. It Ignores all Forced Movement effects, including Push, Pull, Grab, Place, etc.

**Overrun:** This figure may enter spaces containing other figures. If it does so, the figure whose space was moved into is Placed on the Nearest ↗ Unoccupied space to the overrunning figure. If multiple spaces are tied for the Nearest ↗, the players choose. Pooky is not affected by figures with Overrun, due to his Tiny keyword.



## Deploy

	1- or 2-Player		3-Player		4-Player	
Story	A:	Stone Mage	AC:	Stone Guardian	B:	Stone Mage
	C:	Stone Guardian	E:	Scorpion of Burden, 3 Toughness	AC:	Stone Guardian
	E:	Scorpion of Burden, 2 Toughness			E:	Scorpion of Burden, 4 Toughness
Veteran	AC:	Stone Mage	AI:	Stone Mage	AC:	Stone Mage
	G:	Stone Guardian	CE:	Stone Guardian	BGI:	Stone Guardian
	E:	Scorpion of Burden, 3 Toughness	F:	Scorpion of Burden, 4 Toughness	F:	Scorpion of Burden, 5 Toughness
Legend	BDG:	Stone Mage	ABCH:	Stone Mage	ADE:	Stone Mage
	ACH:	Stone Guardian	DEI:	Stone Guardian	BCH:	Stone Guardian
	F:	Scorpion of Burden, 5 Toughness	F:	Scorpion of Burden, 6 Toughness	F:	Scorpion of Burden, 7 Toughness

## Heroes

Each player does the following:

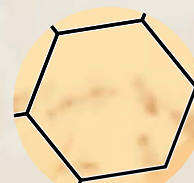
- Choose a Hero and take that Hero's figure(s), Hero mat, reminder card(s) and initiative token(s) and place them in front of you.
- Choose 4 of your 7 Hero Cards and place them near your Hero mat.
- Choose 1 of each class of Item (1 Major Item, 1 Support Item and 1 Masterwork Item) and place them near your Hero mat.
- Resolve any Setup Flags on your equipped Hero and Item Cards.
- Claim 8 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

## Map Features

**Escape Route:** The dark blue dashed line is the route that the Scorpion of Burden will use to get away. Any other figures may occupy Escape Route spaces, but be careful, because the Scorpion's Overrun ability could push you out of the way!



Escape Route



Shifting Sand



Solid Stone

**Shifting Sand:** All normal-bordered spaces on this map represent Shifting Sand. When a Heroic figure begins a Move or Leap while in a Shifting Sand space, the number of spaces that figure may move is reduced by 2, down to a minimum of 1. This includes movement from Evade Tokens. Schemers are not affected by this movement penalty. In addition, the Dire Ant Lion may appear under figures standing on Shifting Sand (see below).

**Solid Stone:** The Solid Stone spaces with a light blue border are normal spaces. Heroic figures that begin movement on these spaces suffer no movement penalty.

## Scorpion of Burden

The Scorpion of Burden does not use an Initiative Token. Instead, it acts first in every Combat Phase.

The Scorpion occupies two adjacent spaces. Put its standee sideways in two bases to show this. To deploy the scorpion, put its front half on the indicated space and its back half on the dark blue dashed line space that is farthest away from space J. When it moves, its front half moves along the Escape Route (the dark blue dashed line), with its back half moving into the space that its front half just vacated. Both spaces this figure occupies may be targeted by abilities, but the Scorpion may still only be affected by an ability once. This means, for example, that you may not deal double damage by using a Burst Attack that covers both of the Scorpion's spaces. If the Scorpion reaches space J, the players lose!

When the Scorpion's Scheme says to **Summon Defenders**, deploy the following Schemers to the Nearest Unoccupied space(s) to the Scorpion. If there is a tie for Nearest Unoccupied spaces, the players choose.

	1- or 2-Player	3-Player	4-Player
Story	1 Stone Mage	1 Stone Mage	1 Stone Mage
Veteran	1 Stone Mage	1 Stone Guardian	1 Stone Guardian
Legend	1 Stone Guardian	1 Stone Guardian	1 Stone Mage, 1 Stone Guardian

## Dire Ant Lion

All of the commotion has drawn the attention of one of the most fearsome predators in the Barren Wastes - the Dire Ant Lion!

The Dire Ant Lion starts the game with its figure off the map. It does not use an Initiative Token. Instead, it acts last in every Combat Phase, **even if it is not on the map**. It treats all other figures as Foes.

During the Combat Phase, after a Hero or Schemer Group acts, add that Initiative Token to the leftmost empty space on the Potential Prey Track. When the Dire Ant Lion acts, it appears directly underneath the figure on Shifting Sand with the rightmost Initiative Token (i.e., the one closest to the “Highest Priority” space). If the highest-priority Initiative Token belongs to a Schemer Group with multiple figures, then the Dire Ant Lion appears under the Schemer from that group with the highest initiative number. If the highest-priority Initiative Token belongs to a Hero that controls multiple figures (including Allies or Illusions), then that Hero chooses which of their figures the Dire Ant Lion is placed under. The Dire Ant Lion never targets Pooky.

Since the Dire Ant Lion has Overrun, the figure it appears under will move to the Nearest ↗ Unoccupied space. If there is a tie for Nearest ↗ Unoccupied space, the players choose. Figures with Tiny (such as Pooky) are never moved in this way.

Remember, if you stay on the rocks, the Dire Ant Lion won’t appear under you, but it *could* still attack you, if you happen to be near its unlucky victim!

## Schemer Note

**Stone Mage:** The Move ♠ effect at the end of *Desiccating Beam* is not part of the Harm ♠ effect. It happens regardless of whether or not the mage damaged a Foe.



**STOP**

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

**Lose Condition:** The players lose if the Scorpion of Burden reaches space J.

**Win Condition:** The players win if it’s the Objective Phase and the Scorpion of Burden, all Stone Mages and all Stone Guardians have been Defeated.



**STOP**

## Epilogue

*The last of the foes crumbles, and you escort the four people you rescued—along with their mounts—back to your wagons. Deirdre tends to their wounds while Gog gets them each a cup of water.*

*The two women and two men are all quite young, just barely out of their teens, and seem to be poorly equipped for a journey across the desert. They are all sunburned—one of them quite badly—and seem to be suffering from mild dehydration. They are lightly armed and armored, kitted out with simple blades, bucklers, cut-down leather jacks, and armor pieces cobbled together from small sheets of rusty chain mail. The most sunburned of them, a man with red hair and pale eyes, wears no armor and carries no weapon, but does have a class ring from the Collegium adorning one finger.*

*Once they’ve had a chance to rest and drink, you start to pepper them with questions.*

*Pherry, the dark-haired, olive-skinned woman who rode her horse out of the dust storm as you arrived, is the most talkative of the group. “Thank you for the water,” she says, breathlessly, pausing just long enough to wipe her damp lips on a crusty sleeve. “And for the help! We really bit off more than we could chew coming out here.”*

*“It’s true,” says the red-headed man, who*

*introduces himself as Thamart. “We started across the desert three days ago and got lost almost immediately.”*

*When you explain how close you are to the eastern border of the Barren Wastes, Thamart blushes. At least, you think he does. It’s hard to tell with the sunburn. “Like I said, we were really lost.”*

*“And we didn’t have nearly enough supplies,” grumbles Artin, a slender man dressed impractically in likely-ineffective armor, whose goatee has grown in patchy and irregular. He glowers at the fourth member of their band and says, “Should’ve brought more water; for starters.”*

*Gog pours more water into the quartet’s cups. “Gog say you drink more!”*

*“I figured three skins for each of us would be enough,” says Runa, the other woman, her rusty chainmail armor clinking as she jabs a finger at Artin. “Besides, you’re the one who said you were good at tracking and pathfinding and all that nonsense.”*

*“Look, I’m sorry,” says Artin. “I didn’t realize that navigating a desert would be different from navigating a forest. There’s no landmarks, for one.”*

*“You can see to the horizon,” shouts Runa, as Thamart stifles a laugh. “I thought that would make it easier.”*

*As the foursome falls to name-calling and bickering, Gerki nudges Fiona with an elbow. “Now who do these youngsters remind you of?”*

*“Two wet-behind-their-ears dumb kids from the Undercity,” says Fiona, smiling.*

*Zot nods, his stern expression lightening. “Honestly, how the two of you managed to survive for so long before Deirdre and I met up with you is beyond me.”*

*“I know!” Fiona keeps on smiling. “Wow, this really takes me back. Ha!”*

*“People, please,” says Pherry, waving her hands to get the attention of everyone in her group. “I can’t stand this anymore. We’ve been at one another’s throats ever since we got into this damnable desert, and all it’s done has nearly gotten us killed. Can we please just... back off?”*

*Thamart agrees with a good-natured nod. Under Pherry’s watchful eye, Runa and Artin grudgingly shake hands.*

*“Anyway,” says Pherry, turning towards you and taking another sip from her cup. “We thought we were done for, but earlier today, we stumbled upon an oasis. A real one. We watered the horses and were in the process of filling our skins when these monsters showed up and started waving their staffs at us. We tried to negotiate with them, but they just came after us. The rest you know.”*

"Well, we don't know everything," says Eve. "For example, why are you in the desert in the first place?"

Runa extracts a faded piece of vellum from inside of her tattered armor and holds it out to you. On it is inscribed a very familiar map. "Pherry won this in a hand of cards from an Estradian merchant. The merchant said that right out here," she taps the inscription in the center of the map, "is a set of old ruins that are chock full of treasure. We were hoping to get our hands on some and, you know, start to make a

name for ourselves."

Runa seems to notice something in your expressions and shoves the vellum map back inside her armor. "What are **you** doing out here?"

You exchange looks with one another. Finally, Zot says. "It appears that we are going to the same place, though our purpose for going out there is to investigate some magical anomalies that we've been hearing about."

"Hey," says Pherry, looking tentative. "If you're going to the same place we're going, do

you want to..."

"Team up?" shouts an enthusiastic Fiona. "Sure, why not? The more the merrier, right? Besides, you kids look like you're just starting out on your adventuring careers, and we'd be more than happy to show you the ropes."

Eve mouths something that looks like, "We would?"

Zot shrugs, but Deirdre smiles at Fiona with approval.

"That's great," says Pherry, shaking Fiona's hand. "Thank you. Thank you all!"

## Rewards

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

### Vault 97 - 118

#### Archive the following:

Deirdre: Start Card 2 - Take Hope! We shall prevail, Vault Card 2 - I've come to help

Eve: Vault Card 3 - I'm not Eve, she's over there, Vault Card 36 - Eve's Improved Illusions, Vault Card 37 - Sleight of Mind

Fiona: Start Card 2 - A fight? I'm in, Vault Card 6 - You look ready to rumble

Gerki: Vault Card 7 - Just throwin' this out there, Vault Card 41 - Yeah, I'm full of surprises

Gog: Start Card 2 - Out of Gog way, Vault Card 9 - Gog say HELLO

Zot: Vault Card 11 - Wizards do enjoy grand entrances, Vault Card 45 - Improved Wizard Fire, Vault Card 46 - Flash Fire



