

Chapter 4

Scenarios 17-21

Contents:
1 Punchout Sheet,
Scenario Book



Prologue

The nights of travel slowly bleed into one another, becoming one long, unbroken, trudge across the empty desert expanse. You are filthy, exhausted, and slightly thirsty all the time. Were you not determined to find out what Vice Chancellor Longmont and his minions want with the old monuments in the desert's center, you would have turned back long ago.

The one joy on your journey is your new adventuring companions. Though they sometimes annoy you with their bickering, or with their, frankly, grandiose plans for the treasure that none of you are sure even exists yet, their spirits remain unbowed. They are, as you suspected, a new party of fresh-faced adventurers on their first adventure, and they are having just the best time ever.

Thamart, the Collegium grad, discusses magical theory and old professors with Zot and Eve. Runa and Pherry sometimes talk about combat strategy and tactics, but mostly just try to gross one another out by describing the nastiest battle wounds they've ever seen. Artin mostly keeps the hood up on his black cloak and tries to look menacing, but even his brooding, "dangerous loner in the darkest corner of the tavern" persona is no match for the twin efforts of Deirdre's charm and Gog's friendliness. Soon, Artin is telling them bits and pieces of his perfectly ordinary pre-adventurer life as a server in a small tavern.

The moon is but a sliver in the sky now, making your nightly march a dark and dreary one. You are almost relieved when you begin to catch the faint ruddy glow of the rising sun on the eastern horizon.

"Hey," says Gerki, pointing ahead of your group and a bit off to the left. "I don't want to get anyone's hopes up or anything, but is that a mirage, or..."

Eve shades her eyes with her hand and peers off into the distance. "No! It's not a mirage!" she shouts, in a voice that, for once, possesses more excited optimism than sardonic sarcasm. "It's real! We're here! I think we're here!"

You are too excited to keep to your normal routine of setting up a daytime camp. Fortifying yourselves with a deep belt of water, you move as quickly as you can across the open desert toward your destination. The sun is a hand's span above the horizon—and the desert already blisteringly warm—by the time you reach your goal, but still you press on. The novice adventurers are hard pressed to keep up with you.

Ahead of you, the wind scarred monoliths of a lost and vanished age rise out of the hard-

packed desert sands. Stone structures are arranged in a rough, rectangular shape around what must have once been a grand plaza or parade area. Free-standing stones, obelisks, and pillars bear the names and deeds of a people long since vanished into time's deep abyss.

At least, that's what you assume the hieroglyphs say. They could contain recipes for flatbread, for all you know.

Beyond the plaza, towering over the other structures, is a massive pyramid constructed of pale stone. The pyramid gleams in the morning sunshine, cowing you with both its brilliance and its physical presence.

"All right," says Thamart, conjuring up a basic light spell, "Let's check out that pyramid!"

"Good idea," replies Pherry. "C'mon gang, let's get at that treasure!"

You watch, bemused, as the quartet of young adventurers race toward the ancient monuments. As they speed ahead of you, you all remember, almost at the same time, the key feature of this group of monuments.

"Wait!" you all cry. "Stop!"

It's too late. The adventurers, buoyed up by the promise of exploring ancient ruins and leaving with heaps of treasure, run full tilt into the invisible shield protecting the pyramid. A tremendous bonging noise fills the air as the four of them bounce off, toppling in a messy tangle of arms and legs onto the ground.

Fiona gestures at Deirdre. "You may want to..."

But Deirdre is already raising up her holy symbol. "I'm on it."

You set up camp a stone's throw from the magical barrier. While most of you nap, Zot and Eve set to work analyzing the magical barrier and casting information-gathering spells in its general direction. Eventually, they reach a conclusion about what they've found.

"There is a way to collapse it," says Zot. "We think."

"You think?" asks Gerki.

"Yes," says Zot. "In layman's terms, either Eve or I will have to attune ourselves to the barrier and match its intrinsic frequency with our own magical power. Once we can match the frequency, we will be able to overwhelm the barrier's defensive capabilities and bring it down."

"Those were layman's terms?" says Fiona.

"Not really," says Eve, glancing at Zot out of the corners of her eyes. "It's more like, 'one of us make barrier go boom.' But while we're doing that, that's **all** we're going to be doing

until it drops. And we've also discovered that trying to destroy the barrier will activate some secondary defenses."

Artin's brooding demeanor fades away. He looks around nervously. "Secondary defenses? What are those?"

"Unknown at this time," says Zot. "But I surmise that they are likely summoned monsters or elementals of some sort. I'd imagine that beasts of this type are well outside your areas of experience," he continues, looking over the quartet of adventurers. "Best that you stay well back, just in case."

"No arguments here," says Artin.

"Now then," says Eve. "The only thing we have to do now is to decide which of us is going to be bringing down the barrier. Then we wait for the explosions. Or monsters. Or whatever."

You arrange yourself in a small group near the barrier. You are well-watered, with weapons in hand, and ready for action. As you watch and wait, you hear rhythmic magical chanting floating up into the air behind you.

A beam of energy lances out of the sky, striking the barrier and illuminating it with a pearlescent glow. Portions of the barrier begin to flicker in and out of existence as you watch. Small holes appear near the peak of the magical dome, slowly widening and spreading as you look on.

Hidden doors on the pyramid grind open slowly on sand-clogged mechanisms, letting forth a deluge of monstrous beasts into the ruined plaza. The creatures look up at the slowly-collapsing dome before directing their attention—and their rage—at the group of you arrayed outside the barrier. Letting out loud, bestial calls, they advance upon you, talons raised.

The creatures phase effortlessly through the barrier and into the plaza. You shout your battle cries as they engage you.

The Barrier

17

Setup

Place the scenario map and Epic Pool in the middle of the play area. Prepare the following schemers. Unlike in Scenario 16, Dire Scorpions only take up one space each in this and most future scenarios.

Standee	Base Color	Tracker Deck
Glowing Construct #1-4	Blue	Blue #1-4
Stone Guardian #1-8	Grey	Grey #1-8
Dire Scorpion #1-6	Red	Red #1-6
Obelisk #1-4	Yellow	Yellow #1-4



Choose either Eve or Zot to be the Ritual Caster. That character will be a Schemer in this scenario, so no player will be able to play as that Hero in this game. Place the chosen figure on the gold deployment space.




Deploy

Deploy an Obelisk on each of the three blue-border Obelisk spaces, then deploy the following. (Note that some deployments will place a fourth Obelisk.)

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	DIO:	Glowing Construct	DIO:	Glowing Construct	DIO:	Glowing Construct
	ACG:	Stone Guardian	ACGK:	Stone Guardian	ACGKL:	Stone Guardian
	KPQ:	Dire Scorpion	HJPQ:	Dire Scorpion	BHJMQ:	Dire Scorpion
Veteran	DIO:	Glowing Construct	DIO:	Glowing Construct	DIO:	Glowing Construct
	ACGK:	Stone Guardian	ACGKL:	Stone Guardian	ACGKL:	Stone Guardian
	HJPQ:	Dire Scorpion	BHJMQ:	Dire Scorpion	HJMN:	Dire Scorpion
					B:	Obelisk
Legend	DIO:	Glowing Construct	DIO:	Glowing Construct	DEIO:	Glowing Construct
	ACGKL:	Stone Guardian	ACGKL:	Stone Guardian	ACFGKL:	Stone Guardian
	BHJMQ:	Dire Scorpion	HJMN:	Dire Scorpion	HJMN:	Dire Scorpion
			B:	Obelisk	B:	Obelisk

Map Features

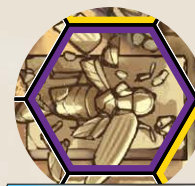
Difficult: Yellow-border spaces are Difficult, costing an additional point of Move  to enter.

Impassable: Purple-border spaces are Impassable. No figure may enter them, tokens may not be placed on them, and Line of Fire may not be drawn through them.

Obelisk - Impassable: Obelisks are Impassable tokens placed on the blue-bordered spaces. No figures may enter a space with an Obelisk (not even other Schemers), and Line of Fire may not be drawn through them. Tokens may not be placed on them - remember, this includes Wizard Fire tokens! When an Obelisk is defeated and removed from the map, its space can be occupied or moved through by other figures as normal.



Difficult



Impassable



Obelisk

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 8 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.


Keywords

Heroic: The Ritual Caster is a Friend to the Heroes and a Foe to the other Schemers. They still count as a Schemer, though.

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

The Ritual Caster

Either Eve or Zot will be spending this scenario trying to take down the barrier. You'll need to defend and assist them! They count as a Schemer in this scenario, but with choices made by the players. The Ritual Caster does not add an initiative token to the bag - they always act first in each round. Keep their initiative token nearby, though - you'll need it later.

One of the effects the Ritual Caster can do on their turn is to deal  to a non-Obelisk Foe. This is not an Attack. In particular, you may not empower the effect with an Epic Die.



If Zot is the Ritual Caster, Pooky is not used in the scenario.

The Ritual Caster has 20 Fortitude. Track their damage directly on their Scheme Block. If the Ritual Caster is Defeated, the players lose. Depending on the difficulty you choose, the Ritual Caster starts with some damage:

Story	Veteran	Legend
None	Deal 4 damage to the Ritual Caster.	Deal 8 damage to the Ritual Caster.




Obelisks

Obelisks are figures that are Impassable by all other figures. They may be Disabled by the Ritual Caster. If an Obelisk is Disabled, put the Ritual Caster's gold-border initiative token onto its tracker card. The initiative token stays there until that Obelisk is Defeated or until the Ritual Caster Disables a different Obelisk. Disabling a new Obelisk re-enables the previous one.

While an Obelisk is Disabled, it takes a different action on its turn. In addition, **a Disabled Obelisk no longer has its Doom icon**. This means that you do not need to roll the Doom Die against it at Story and Veteran difficulties. At Legend difficulty, you still must roll the Doom Die against it, but you only need to take  unavoidable damage instead of  to remove the Doom from your roll.

The damage that an Obelisk deals to the Ritual Caster does not count as an Attack. In particular, this means that it may not be avoided by removing a die from the Epic Pool, and that it is not affected by Weaken Tokens. It also does not trigger Reactions that trigger on a figure being Attacked, such as Deirdre's *The Goddess doesn't like that*.

Schemer Notes

Glowing Construct: The Range  Attack on *Laser Blast* targets the Nearest  Foe to the Glowing Construct that is also within Range  4 of an Obelisk. Damaging the Ritual Caster with *Focused Beam* does not count as an Attack. As above, this means that it may not be avoided by removing a die from the Epic Pool, it is not affected by Weaken Tokens, and it does not trigger Reactions that trigger on a figure being Attacked.

Lose Condition: The players lose if any Hero is Defeated or if the Ritual Caster is Defeated.

Win Condition: Defeat all Obelisks and all Glowing Constructs.

Begin the game. When an Obelisk is Defeated, pause the current turn and resolve the Event "Shattered Obelisk". You will resolve this Event once for each Defeated Obelisk.

Event: Shattered Obelisk

Before removing the Obelisk figure from the map, deploy the following in the Nearest  Unoccupied space(s) to the Obelisk:

Story	Veteran	Legend
1 Dire Scorpion	1 Stone Guardian	1 Dire Scorpion, 1 Stone Guardian

Epilogue

As the last of the obelisks falls, so too does the barrier. A moment later, the scintillating column of energy winks out of existence, leaving the pyramid before you open and undefended.

As the defenders disperse, the novice adventurers rush out from their hiding places, hooting and cheering.

"That was amazing!" says Pherry, rushing to Fiona and pantomiming sword blows. "You were all like ha! And ha! And eat this! It was

great!"

"A really impressive display of battle **and** ritual magic," says Thamart, shaking Zot and Eve's hands. "Really impressive. I could probably write a very compelling monograph on all the types of sorceries employed!"

"Thank the Four Gods we ran into you," says Runa. "We wouldn't have been able to get in there without your help. Or avoid being killed."

Artin offers up a rare smile and nods, curtly.

"Nice," is all he says.

"Yeah, yeah," says Gerki. "We know we're great."

Gerki pauses dramatically, before smiling and rubbing his hands together. "Now, who wants to go loot the monuments and tombs of a long-dead civilization and grab literally everything that's not nailed down?"

The four young adventurers, as well as Gerki, Gog, and Fiona, enthusiastically shoot their hands up into the air.

Rewards

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

Vault 119-123

Archive Vault Card 28 - Claw Hammer, Vault Card 51 - Amulet of Lightning

18 A Tomb With All the Trappings

Prologue

Despite your new companions' initial excitement, their footsteps slow and they grow increasingly nervous as you approach the massive, sun-seared pyramid. The remnants of a clay brick roadway lead up to the base, but despite that, there seems to be no way in at ground level. You circumnavigate the base, pausing briefly to drink water while Gerki checks out some promising-looking stones for signs of a hidden lever or secret catch.

"Nothing," he grunts, at last. "Either the way in is really well hidden, or it's not on this level."

"Where then?" asks Zot.

Gerki gestures at the steep side of the pyramid, and the layers of tall, barely-climbable stones that gradually diminish in size as they rise toward the top. "Let's try going up."

"Ugh," says Fiona. "Are you sure? This is starting to seem like work."

"It's either that or we start digging," says Gerki. "And since that sounds even more like work..."

"Got it." Fiona hoists herself up on top of the first layer of stone blocks. "Let's give it a try."

"Even if we don't find anything," says Deirdre, smiling. "I'm sure the view from up top will be beautiful."

"We'll be able to see even more of the Barren Wastes," says Eve. "Hooray."

After an exhausting, and sometimes harrowing, climb, you and the novice adventurers manage to heave your way up to the next-to-last layer of the great pyramid. Ahead of

and above you is the topmost layer, a square of carefully-hewn stones that is both shorter than the rest and far too small for all of you to stand on comfortably. In the center of the square sits a bronze disc about three feet in diameter. Its tarnished and abraded surface is decorated with the bas-relief carving of a heart.

"This looks promising," says Zot, a little out of breath, as Pooky hops off his shoulder and sniffs at the carving.

"Yeah, agreed," says Gerki, before climbing up to the top of the pyramid and giving both it and the disc a thorough looking over. "It's clean. Gog, do you mind?"

"Gog not mind," says Gog, joining Gerki with a mighty, half-ogish bound. "Gog like to pick up things!"

The rest of you watch, the sun beating down, as Gog bends, seizes the disc around its edges, and lifts. Even his prodigious strength is barely enough to shift the three-inch thick disc out of the hole. Grunting and straining, Gog slides the disc along the stones, revealing a deep, dark hole.

Gerki pokes his head in. "Big chamber. No ladder though. Or stairs. Or, you know, walls that we could reach. How do you suppose we're gonna get down there?" He looks up at Zot. "You learn the flight spell yet?"

Zot strokes his beard pensively. "No. I could teleport us all, but first..."

He turns to face the novice adventurers, a gleam in his eye and a professorial lilt to his voice. "As we all know, casting magical spells requires an expenditure of energy. Since we don't know what's inside the pyramid, it would

be prudent for me to save my magical strength. Taking that into account, is there anything else that we could do to gain entry into the pyramid?"

"Well," says Pherry, slinging her pack off her back. "I have fifty feet of rope. Will that help?"

"Yes, very good," says Zot. "Now you're thinking!"

"It won't help that much?" says Gerki. "The pyramid is a lot taller than..."

"I also have fifty feet of rope," says Thamart, reaching into his knapsack.

"Me, too," says Runa, before casting a significant, stony-eyed glare at Artin.

"I do, too," he says, with a huff. "Plus, I'm pretty good with knots."

"All right," says Gerki, "two hundred feet should just about do it. Now, if only we had..."

Zot smiles as Pherry, unprompted, pulls ten iron spikes and a small hammer out of her pack.

"Very good," says Zot. "We'll make professionals of you yet!"

After a tense few minutes of waiting, Gerki shouts up to you.

"Come on down. Just don't leave the general area when you do. I haven't checked the rest of the room for traps yet."

One by one, the rest of you brave the length of knotted-together ropes, descending into the body of the pyramid. After an uneventful trip—other than several rope burns—you and your new companions find yourself in a large, cool, trapezoidal chamber, dimly lit by sunlight streaming in through the hole far above you.

Eve, Zot, and Thamart all conjure light spells, driving back the gloom even further and allowing you to see the pyramid's main chamber. Even after countless delves into dungeons, tombs, crypts, catacombs, and labyrinths, the sight that greets your eyes takes your collective breaths away.

The walls are decorated with hieroglyphs, cartouches, and faded murals. Most of the murals depict graceful, dark-skinned elves, dressed in veils and flowing robes, enacting scenes of daily life. Some pilot long boats across an azure lake. Others harvest wheat in vast fields. Still others seem to be reading scrolls in an ornate pavilion.

On the floor around you are several massive stone statues in the form of elven soldiers. The statues are adorned with gold leaf, inset with precious stones, and feature ample inlays of silver and bronze.

"This is so great," says Pherry, who is practically vibrating. "We've never tomb raided before. I'm so excited!"

"Take it easy," says Gerki. "We'll loot the room once I check for tra..."

click

In the cavernous chamber, the echoing click of an activated pressure plate causes you all to freeze in place. Your blood runs cold in your veins as hidden machinery grinds to life behind the chamber's walls. Your eyes dart around the room, until they finally land on Artin, who had moved slightly away from your group toward one of the statues. The normally dour-looking novice adventurer now looks particularly young and extremely terrified. This probably has a great deal to do with the fact that a well-hidden section of the floor has depressed ever so slightly beneath the weight of his right foot.

"Oh," says Artin, his voice a quavering whisper. "I didn't mean..."

"GET DOWN!" shouts Gerki.

You all hit the deck as a volley of several dozen javelins, fired from hidden launchers, flash across the room. You wince as the javelins crash into the opposite walls, as well as the statues all around you.

"Good timing," says Fiona as she rises to her feet.

"S...sorry," whimpers Artin.

The rest of you join Fiona, looking around the room for further signs of danger. The smoking, now-exposed holes of the launchers, as well as the numerous javelins, have done

significant damage to the once-pristine walls of the chamber.

As you take stock of your situation, you hear a distant skittering noise that steadily becomes louder.

"That's not me this time," shouts Artin, from his hiding place behind a statue, "I promise!"

From below the statues come torrents of blue-black scarab beetles, their mandibles hissing and clacking. The smaller ones aren't much of a threat, but several gigantic ones approach you menacingly. While you are distracted by the wave of insects, you barely even notice that some of the statues are now stepping down from their pedestals.

"This bad," says Gog, cracking his massive knuckles.

The novice adventurers run toward you to try to get into a defensive formation. Unfortunately, Thamart clumsily steps on another pressure plate. He trips forward onto his face right before a gout of bluish-purple lightning cooks the stone upon which he previously stood. As Thamart rises, he realizes that he has two scarab beetles squirming around in his hair. His screams echo around the room as he swats them off.

Eve raises her staff and turns to Gog. "No. This worse."



Setup

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

Standee	Base Color	Tracker Deck
Scarab Swarm #1-8	Grey	Grey #1-8
Animated Statue #1-6	Red	Red #1-6
Thamart, Pherry, Runa and Artin	Yellow	none




Deploy

Deploy Thamart on space N, Pherry on space F, Runa on space L and Artin on space G, then deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	EM:	Scarab Swarm	EKM:	Scarab Swarm	EKMP:	Scarab Swarm
	CQ:	Animated Statue	CQ:	Animated Statue	CDQ:	Animated Statue
	IJRS:	Switch	ABIJS:	Switch	ABIJRS:	Switch
Veteran	EM:	Scarab Swarm	EKM:	Scarab Swarm	EKMP:	Scarab Swarm
	CDO:	Animated Statue	CDO:	Animated Statue	CDOQ:	Animated Statue
	ABIJS:	Switch	ABIJRS:	Switch	ABIJRS:	Switch
Legend	EKM:	Scarab Swarm	EKMP:	Scarab Swarm	EHKMP:	Scarab Swarm
	CDOQ:	Animated Statue	CDOQ:	Animated Statue	CDOQ:	Animated Statue
	ABIJS:	Switch	ABIJRS:	Switch	ABIJRS:	Switch

Map Features

Difficult: Yellow-border spaces are Difficult, costing an additional point of Move  to enter.

Impassable: Purple-border spaces are Impassable. No figure may enter them, tokens may not be placed on them, and Line of Fire may not be drawn through them.

Switch: Some or all of the blue-border spaces will have Switch Tokens placed on them. These tokens indicate which spaces need to be Occupied by Heroic figures in order to Disable the Hidden Traps (see below).



Difficult



Impassable



Switch

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 8 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 9 spots on your Hero's Power Tree.
- ~ Deploy your Hero figure(s) on the map.


Hidden Traps

This room is full of hidden traps! During the Ready Phase of each round, shuffle the following blue tracker cards together to make the Trap Deck:

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	Blue 4	Blue 2, 4	Blue 2, 3, 4
Veteran	Blue 1, 2, 4	Blue 1, 2, 5	Blue 1, 2, 3, 5
Legend	Blue 1, 2, 3, 4, 5	Blue 1, 2, 3, 4, 5	Blue 1, 2, 3, 4, 5

Until you manage to disable the traps, the first few Heroic figures drawn from the initiative bag each round will take a random trap effect. Whenever a Heroic figure's initiative token is drawn, if there are cards remaining in the Trap Deck, reveal the top card of the Trap Deck. That figure takes the revealed card's numbered effect from the blue "Hidden Traps" block on the map. Heroic figures who act after the Trap Deck has run out will not take Hidden Trap effects this round.



If a Hero controls other figures when their initiative token is drawn, the Hidden Trap applies to the Hero's own figure, not any of the other figures they control (such as Allies, Illusions, etc).

Damage from Hidden Traps can be prevented with Shield Tokens or Toughness Tokens, but since Hidden Trap damage is not an Attack, you may not Empower Defense with an Epic Die, nor may you Leap  away with an Evade Token.

To Disable the Hidden Traps, each Switch space on the map must be simultaneously Occupied by a Hero, a novice adventurer or a Solo Mode Companion during the Objective Phase. When you Disable the Hidden Traps, remove the Trap Deck from the game. No more Hidden Trap effects will happen.

Novice Adventurers


Your new adventuring pals are eager to prove themselves. They'll assist you in this scenario, but in return you need to keep them alive. Thamart, Pherry, Runa and Artin are Heroic Schemers. They each have their own initiative token. They do not use Scheme Dice - they simply activate their Scheme each time their initiative token is drawn. Track their damage directly on their Scheme Blocks.

Remember, the novice adventurers are still Schemers. This means, for example, that Artin and Thamart will still target the Nearest  Foe with their Ranged  Attacks.

The Heroes may tell the novice adventurers where to go with the following Scenario Ability:

Action

Shout Orders! Move  3 a novice adventurer that isn't Stunned, then Stun that figure.

If a novice adventurer Occupies a Switch and the Hidden Traps have not been Disabled, then that figure will not move away from their Switch unless ordered to do so by a Hero with the above Scenario Ability. They will still do the rest of their Schemes normally, though. Hidden Trap #3 will Place a novice adventurer adjacent to their Nearest  Foe even if doing so would move that figure off a Switch.

Keywords

Alternating: This Schemer Group alternates Schemes rather than rolling a Scheme Die. In the Roll Scheme Dice step of Round 1, place a Scheme Die on this figure’s top Scheme. The group will use that Scheme during Round 1. During each subsequent Roll Scheme Dice step, move its Scheme Die to the other Scheme.

Heroic: The novice adventurers are Friends to the Heroes and a Foe to the other Schemers. They still count as Schemers, though.

Schemer Notes

Scarab Swarm: During the Objective Phase of each round, each Heroic figure that is adjacent to one or more Scarab Swarms takes 1. This damage can be prevented with Shield Tokens or Toughness Tokens, but it does not count as an Attack, so it is not affected by Weaken Tokens, Epic Dice, Hitback Tokens, Evade Tokens, etc.



Lose Condition: The players lose if any Hero is Defeated or if any novice adventurer is Defeated.
Objective: Disable the Hidden Traps.



Begin the game. Read on if it’s the Objective Phase and all Switches are Occupied by a Hero, a novice adventurer or a Solo Mode Companion.

Reinforce

Fortunately, the mechanical grinding noise coming from behind the walls finally stops. Unfortunately, more defenders spring forth to put a stop to your tomb raiding! Remove the Trap Deck from the game, then deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	G:	Scarab Swarm	G:	Scarab Swarm	GN:	Scarab Swarm
	P:	Animated Statue	P:	Animated Statue	P:	Animated Statue
Veteran	GL:	Scarab Swarm	GL:	Scarab Swarm	EGLN:	Scarab Swarm
	P:	Animated Statue	P:	Animated Statue	P:	Animated Statue
Legend	GL:	Scarab Swarm	GLN:	Scarab Swarm	GKLN:	Scarab Swarm
	P:	Animated Statue	P:	Animated Statue	PE:	Animated Statue



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



Epilogue

The statues have been destroyed and the scarab beetles have all—you hope—been squashed beneath your boots and weaponry. Moving carefully, under the assumption that it is distantly possible that you haven’t yet triggered all of the traps in this room, you and the group of novice adventurers gather together. Fiona gives the rather harrowed-looking novices a pep talk while Deirdre mends wounds and Gerki scrapes poison off of the initial volley of javelins into a metal flask.

“That was a mess,” says Runa, hugging herself. “I was sure we were going to die here.”

“Nah,” says Fiona. “Not a chance. You all did great. Really great. You hung together, fought like a team...”

“Yeah we did!” says Pherry, high-fiving

Fiona.

“And you found all the traps,” says Gerki, looking slightly annoyed.

Artin, his surly demeanor returning now that he’s no longer fighting for his life, leans up against one of the pedestals that formerly held a statue and crosses his arms. “Yeah, and I found something else, too. A couple of things, as a matter of fact.”

“Oh?” asks Deirdre, mid-heal.

In the face of Deirdre’s earnest interest, Artin’s persona crumples a bit. He scratches the back of his head. “Y...yeah. There’s a secret door, I think, over in that wall. And I noticed that one of these pedestals had a staircase underneath it. Over there.”

Spurred on by this information, the rest of

you move to investigate. You soon find that there is, indeed, a secret door hidden on one wall. You are unable to find a mechanism to open it. Fortunately, Zot is able to unlock it with a magic spell before Gog takes matters into his own prodigious hands. Inside is what can only be called an embarrassment of riches—enough gold, jewels, silver, precious gems, art objects, and ancient religious relics to make even Keet turn green (well, more green) with excitement. Gerki gives the pile of treasure a thorough looking over before turning the novice adventurers loose on it.

“We get a share, too,” he says, stepping deftly out of the way as they converge upon the treasure. To the rest of you, he says quietly, “Lots of really nice stuff. No heart, though.”

"I think it's this way. Look," says Fiona, waving you over to the pedestal Artin pointed out.

As the surly young rogue noticed, a flight of well-trodden steps leads down into a gloomy tunnel that runs beneath the pyramid. Fiona points out several carvings on the pedestal. They include depictions of an elven woman clad in regal splendor; scarab beetles, scorpions,

and, most notably, a stylized heart.

"I do believe you're right," says Zot. "It appears that we must continue downward to find that which we seek."

Gerki looks back and sees that the quartet of young adventurers are still going ga-ga over the treasure. Thamart and Runa are already adorned in necklaces, rings, and ancient crowns.

"Hey, kids!" says Gerki. "You look great wearing all that stuff that you found inside of a long-lost and likely cursed tomb! We're gonna explore this staircase."

"Uh..." says Pherry, as a double handful of ancient treasures topples out of Artin's hands to clatter noisily on the floor.

"Stay out of trouble, okay?" says Gerki, as your party descends into the depths of the earth.

Rewards

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

Vault 124-125

19 A Long Descent

Prologue

The stairs from the pyramid's entrance chamber deposit you in a room that opens out into a maze of twisty little passages, all alike. Mazes certainly aren't high on your list of "most favorite places to have adventures." Realizing that you could easily become lost beneath this already-lost pyramid, your party gathers together at the base of the stairwell and talks options.

"All right," says Gerki, counting off the potential hazards on his fingers. "pit traps, swinging blade traps, pit traps with spikes... um..."

"Illusion hallways," says Eve, helpfully. "And disorienting magic at passageway junctions."

"Ugh," says Fiona. "I hope not."

"Me, too," says Eve. "And don't even get me started on the zones that teleport us from one place in the maze to an identical looking place in the maze..."

"Or the low-magic version," says Zot. "the 'spinning room.'"

"They make Gog sick!" says Gog.

"Here's my thought," says Gerki. "We keep in a group. We always have eyes on one another. Whenever we need to choose which direction we go, we always follow the left wall. It'll be slow going, but we're sure to eventually get to where we need to go without having to go in too many circles."

"All right," says Fiona, hefting her blade. "You go first, Gerki. I'll cover you."

"Just like old times," says Gerki with a gap-toothed grin, before leading you into the maze.

The next hour or so is as ponderous as being in a giant, featureless, sandstone labyrinth usually is—and this one doesn't even feature any interesting carvings on the walls to break up the monotony. You follow Gerki leftward, ever leftward, discovering dead end after dead end and switchback after switchback. The typical defenses, however, are lacking—presumably, whoever built the pyramid was expecting that the entry chamber would feature sufficient

dangers to either obliterate or drive off the typical team of relic-grubbing archaeologists.

You, however, are more skilled at relic-grubbing than the typical team of archaeologists.

"Another dead end," says Gerki. "Keep following the left wall and we'll be alright."

You all groan as you turn left, hugging the wall so that Fiona and Gerki can pass by you to the front.

"Ow," says Eve. "Those are my toes, Gog. Again."

"Gog sorry!"

"It's okay. I just need to buy better boots."

You resume following Gerki at a cautious pace, back the way that you came. You reach the most recent junction and turn left—again—following the new tunnel deeper into the maze.

"Oho!" says Gerki from up ahead. "Check this out!"

The rest of you emerge into a small, trapezoidally-shaped chamber, with no other exits apart from a set of stairs that leads down into even deeper darkness. Gerki takes a long moment to peer down the steps as you crowd into the room behind him. It's a tight fit, even before Gog tries to enter.

"Is this where we want to go?" asks Deirdre, hunching over to better accommodate your half-ogre companion.

"If we're lucky, yes," says Gerki. "If we're not, whatever's down there is bound to be a trap of some kind."

"Sounds like a lovely diversion in any case," says Eve. "What are we waiting for?"

The stairs descend in a long, slow spiral, going far deeper into the earth than you initially expected. It is cold down here, so much so that drops of moisture have formed on the walls of the staircase, shining like tiny jewels beneath your magical illumination.

As you continue downward, you notice a soft, subtle glow of amber light that grows in brightness as you approach. You can also hear

a soft, but constant rasping noise, that sounds like someone dragging a chainmail shirt along a block of sandstone.

The room at the bottom of the stairs is damp and far more ancient than even the monuments above you. Enchanted spheres of glowing glass float near the ceiling, bathing the room in a soft light. The light shines upon brilliantly-colored frescoes that decorate the walls. In their time, they must have been truly magnificent, but the neglect of many ages and the constant action of the water has caused much of them to flake and peel from the walls, dropping piles of curled paint chips on the floor. Yet another staircase leads downward.

"Defilers!" booms a voice, echoing all around you. "Interlopers!"

Instinctively, your party drops into a defensive ring, weapons at the ready. The rasping noise, now accompanied by the all-too-familiar skittering sound of scarab beetles on the move, rises in volume as shadowy figures loom in the near darkness beyond the doorways.

"Through this doorway," shouts Gerki. "Quick! Before they surround us!"

As you flee through the door, the rattling clanks of long-dormant machinery resounds in the air above you. A portcullis wrought of stone and heavy bronze slams down behind you, while another blocks the way ahead of you.

The voice booms again. "How dare you defile this most sacred of places with your presence? None of you is worthy to stand in the presence of the Protector!"

A swarm of scarab beetles floods the room, crawling up the walls and the bars of the portcullis. Behind them come several scorpions that are as large as horses, their stingers gleaming wetly with potent venom.

Last come a group of stone mages, their rough-hewn faces truly nightmarish in the chamber's amber light.

"You will fall here, interlopers!" booms one of the mages. "Your bones shall decorate the Protector's crypt!"

Setup

Place the scenario map and Epic Pool in the middle of the play area. Put Switch Tokens on spaces 1, 2, and 3. Put a Portcullis Token on each of the three double door spaces. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Scarab Swarm #1-8	Grey	Grey #1-8
Stone Mage #1-8	Blue	Blue #1-8
Dire Scorpion #1-6	Red	Red #1-6



Deploy

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	ABD:	Scarab Swarm	AB:	Scarab Swarm	ACD:	Scarab Swarm
			C:	Dire Scorpion	B:	Dire Scorpion
Veteran	AB:	Scarab Swarm	ACD:	Scarab Swarm	AD:	Scarab Swarm
	C:	Dire Scorpion	B:	Dire Scorpion	BC:	Dire Scorpion
Legend	ACD:	Scarab Swarm	AD:	Scarab Swarm	ADE:	Scarab Swarm
	B:	Dire Scorpion	BC:	Dire Scorpion	BC:	Dire Scorpion

Map Features

Impassable: Purple-border spaces are Impassable. No figure may enter them, tokens may not be placed on them, and Line of Fire may not be drawn through them.



Impassable



Portcullis





Sand Pit



Switch

Portcullis: These door tokens are Impassable by all figures except for Scarab Swarms. To open a Portcullis, a Hero must throw the nearby Switch. This will cause new Schemers to deploy.

Sand Pit - Hazard: These spaces are Dangerous. When a figure enters a Sand Pit, if that figure is not in the midst of a Leap , it takes  and Fatigue 2. Note that Fatigue only affects Heroes, so these spaces are worse for them than for the Schemers! Two of the Schemes in this scenario can place a Heroic figure into an Unoccupied Sand Pit. If a Heroic figure is already in a Sand Pit, that space is Occupied, so such a Scheme could potentially move the figure into a different Sand Pit!

Switch: There are three Switches on the map, each controlling its nearby Portcullis. When a Hero Occupies or is adjacent to a space with a Switch Token, that Hero may use the following Scenario Action on that Switch:

Action

Throw the Switch! Remove this Switch Token and the nearby Portcullis from the map.


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 8 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 9 spots on your Hero's Power Tree.
- ~ Deploy your Hero figure(s) on the map.


Keywords

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


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.

Scarabs

The Scarab Swarms can move onto or through Portcullis spaces. Because of this, all Scarab Swarms on the map act when their initiative token is drawn, even if they are on the opposite side of a Portcullis from the Heroes.

During each Objective Phase, you'll first Summon Scarabs, then each Heroic figure that is adjacent to one or more Scarab Swarms takes . To Summon Scarabs, deploy a Scarab Swarm adjacent to the indicated Switch Tokens in order.

Story	Veteran	Legend
Switch #2	Switch #2, then Switch #3	Switch #1, then #2, then #3

If all spaces adjacent to a Switch are Occupied, deploy to the Nearest  Unoccupied space.

If a Switch Token has been removed from the map, no more Scarab Swarms are deployed adjacent to it.



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

Objective: Open the first Portcullis.

Begin the game. Read on immediately when the first Portcullis is opened.



Reinforce

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	GH:	Scarab Swarm	FGI:	Scarab Swarm	FG:	Scarab Swarm
	I:	Dire Scorpion	H:	Dire Scorpion	H:	Dire Scorpion
					I:	Stone Mage
Veteran	FGI:	Scarab Swarm	FG:	Scarab Swarm	FGH:	Scarab Swarm
	H:	Dire Scorpion	H:	Dire Scorpion	J:	Dire Scorpion
			I:	Stone Mage	I:	Stone Mage
Legend	FG:	Scarab Swarm	FGH:	Scarab Swarm	GH:	Scarab Swarm
	H:	Dire Scorpion	J:	Dire Scorpion	FJ:	Dire Scorpion
	I:	Stone Mage	I:	Stone Mage	I:	Stone Mage



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

Objective: Open the second Portcullis.

Play on. Read on immediately when the second Portcullis is opened.



Reinforce

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	N:	Scarab Swarm	KN:	Scarab Swarm	KN:	Scarab Swarm
	L:	Dire Scorpion	L:	Dire Scorpion	LO:	Dire Scorpion
	O:	Stone Mage	M:	Stone Mage	M:	Stone Mage
Veteran	KN:	Scarab Swarm	KN:	Scarab Swarm	KN:	Scarab Swarm
	L:	Dire Scorpion	LO:	Dire Scorpion	LO:	Dire Scorpion
	M:	Stone Mage	M:	Stone Mage	MP:	Stone Mage
Legend	KN:	Scarab Swarm	KN:	Scarab Swarm	K:	Scarab Swarm
	LO:	Dire Scorpion	LO:	Dire Scorpion	LNO:	Dire Scorpion
	M:	Stone Mage	MP:	Stone Mage	MP:	Stone Mage

STOP

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

Objective: Open the third Portcullis.

Play on. Read on immediately when the third Portcullis is opened.

STOP**Reinforce**

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	QV:	Scarab Swarm	V:	Scarab Swarm	ST:	Scarab Swarm
	U:	Dire Scorpion	U:	Dire Scorpion	UV:	Dire Scorpion
	R:	Stone Mage	QR:	Stone Mage	QR:	Stone Mage
Veteran	V:	Scarab Swarm	S:	Scarab Swarm	T:	Scarab Swarm
	U:	Dire Scorpion	UV:	Dire Scorpion	SUV:	Dire Scorpion
	QR:	Stone Mage	QR:	Stone Mage	QR:	Stone Mage
Legend	ST:	Scarab Swarm	T:	Scarab Swarm	SUV:	Dire Scorpion
	UV:	Dire Scorpion	SUV:	Dire Scorpion	QRT:	Stone Mage
	QR:	Stone Mage	QR:	Stone Mage		

STOP

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

Win Condition: Defeat all Foes.

STOP**Epilogue**

After a desperate battle, you manage to cut down the mages and their scorpion minions and rout the few surviving scarab beetles. The large door ahead of you opens. Through it, the scarabs skitter away from you into the deepening darkness of the underground complex, polished shells twinkling in the light.

"Follow those scarabs!" shouts Zot.

"What?" asks Fiona, looking puzzled as Pooky leaps off of Zot's shoulder and hops after

the retreating scarabs. "Why?"

"Because I think someone, or something, summoned them to attack us, and I have a feeling that the survivors are retreating to report their failure to their master."

"That makes about as much sense as anything else in here does," says Eve. "I say we follow the professor."

As you race after the scarab beetles, Gog bends his head down low, toward Deirdre.

"Deirdre hear stone wizards talk?"

"Um, yes?" says Deirdre. After a long pause, she adds. "They said a lot of things, Gog. What specifically were you talking about?"

"Talk about Protector! What that mean?!"

"I'm afraid I don't know," says Deirdre. "And I'm also afraid that we're about to find out..."

"Deirdre no be afraid. Gog protect Deirdre from Protector." Gog smashes one massive fist into one massive open hand for emphasis. "Gog protect all friends from Protector!"

(Read on for rewards!)

Rewards

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

Vault 126-130

Archive Vault Cards 30-33 - Potion of Scrapes and Bruises, Vault Card 48 - Circlet of Focus

20 Heart of the Protector

Prologue

Just when you think you can't go any deeper beneath the desert, your party descends one final, dust-covered stairway and exits out into a subterranean room of truly massive size. Numerous fire pots give the room a warm glow, illuminating a stunning mural on one wall depicting elves locked in battle with demons.

Across the chamber from you stands a hut-sized golden pyramid, its smooth sides reflecting the light brilliantly. In front of the pyramid is a tall obelisk-like structure. Hovering just above the obelisk's point, shrouded in magical energies, a glowing heart beats, as if alive.

You are not the first to have penetrated this deeply into the labyrinth beneath the great desert pyramid, for the room is littered with the bones of former adventurers. Rusted armor and other equipment lay in loose piles around the bodies, and, judging by their condition, they were of no help whatsoever to their original owners.

A slender golden doorway opens in the base of the pyramid and, through it, more light pours into the chamber. A moment later, a shadowed figure stands revealed in the light, walking out of the pyramid with a slow and regal grace. As the figure enters the chamber, you can see that she is an elf. Her brown skin is as hard and tight as stretched leather on her face, and her limbs are thickly swaddled with ancient linen

bandages. Upon her head, the figure wears a strange, cylindrical blue headdress, accented in gold and weighty with jewels.

You are all overcome by her innate majesty, by her ancient grace, by the aura of power that radiates palpably from her thin and desiccated form. Unable to seize the initiative, you watch, open-mouthed, as she crosses the chamber to stand between you and the obelisk.

"Well," says the elven woman, at last. "What do you want?"

After a long, tense moment, Zot strides forward. "We are here for the Heart of the Protector."

The woman throws back her head and laughs. Impressively, her headdress remains firmly seated upon her head. "Very honest and straightforward of you," she says, "but also very, very foolish."

She gestures gleefully around the chamber, pointing out the choicest piles of corpses. "I have protected the Heart for thousands of years. None who have come to seize it, whether for power or glory, has ever come close to winning it from me. You will fall as the rest of them have fallen, poisoned and picked clean by my insectoid minions, becoming tomb decorations for eternity."

"And arachnoid," offers Zot.

"What?"

"Zot!" hisses Eve.

"Scarabs are insects. Scorpions are arach..."

"I have existed for thousands of years. Mine is the deep lore of eons!" says the elf. "Well do I know the difference between insects and arachnids! Spare me your tedious lessons on taxonomy!"

"Then be more precise," mutters Zot.

"He can't help it," says Deirdre, with a mollifying smile. "He's a professor."

"And I am Amundyr the Cursed!"

"Hello!" says Gog, with a wave, as everyone else readies their weapons.

Amundyr raises her hands, and baleful magical flames erupt from her fingertips. "I will not be lectured by mortals, especially not by mortals who would dare to take the treasure that was entrusted to me ages ago!"

"Now, intruders," shouts Amundyr, "like countless others before you, like countless others who will come after you. You. Shall. FALL!"

A chorus of skittering and scuttling noises issues from the doorways behind Amundyr. You run toward the obelisk, trying to close the distance between you and the ancient elf. Before you can reach her, two portcullises slam shut, blocking your way as Amundyr's insectoid - and arachnoid - minions attack.

Setup

Place the scenario map and Epic Pool in the middle of the play area. Ensure that the map is marked "20a - Heart of the Protector - Part 1". (Map 20 is not on the back of Map 19!) **Put Switch Tokens on spaces 1 and 2. Put a Portcullis Token on each of the two double door spaces.** Prepare the following schemers:

Standee	Base Color	Tracker Deck
Scarab Swarm #1-8	Grey	Grey #1-8
Dire Scorpion #1-6	Red	Red #1-6
Amundyr the Cursed	Purple	None



Deploy

Deploy the following. Note that Amundyr is deployed at the start of the scenario. Amundyr will act every round, even if the Inner Sanctum has not yet been revealed. Amundyr's Toughness depends on the player count and difficulty.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	ACD:	Scarab Swarm	ACD:	Scarab Swarm	ABCD:	Scarab Swarm
	P:	Amundyr, 2 Toughness	F:	Dire Scorpion	F:	Dire Scorpion
			P:	Amundyr, 3 Toughness	P:	Amundyr, 4 Toughness
Veteran	ACD:	Scarab Swarm	ABCD:	Scarab Swarm	ABC:	Scarab Swarm
	F:	Dire Scorpion	F:	Dire Scorpion	EF:	Dire Scorpion
	P:	Amundyr, 3 Toughness	P:	Amundyr, 4 Toughness	P:	Amundyr, 5 Toughness
Legend	ABCD:	Scarab Swarm	ABC:	Scarab Swarm	ABC:	Scarab Swarm
	F:	Dire Scorpion	EF:	Dire Scorpion	DEF:	Dire Scorpion
	P:	Amundyr, 4 Toughness	P:	Amundyr, 5 Toughness	P:	Amundyr, 6 Toughness

Map Features

Fire Pot - Impassable: Fire Pots are Impassable. No figure may enter them, tokens may not be placed on them, and Line of Fire may not be drawn through them. If a figure ends a Forced Movement effect adjacent to one or more Fire Pots, that figure takes 1 per Fire Pot they end up adjacent to. This damage may not be prevented by Shield or Toughness tokens. This damage happens even if the Forced Movement effect leaves the figure on the same space as it started.

Obelisk - Impassable: The Obelisk is Impassable. No figure may enter its space, tokens may not be placed on it, and Line of Fire may not be drawn through it.

Portcullis: These door tokens are Impassable by all figures except for Scarab Swarms. To open a Portcullis, a Hero must throw the nearby Switch. This will cause new Schemers to deploy.

Skeletons - Difficult: Difficult spaces cost an additional point of Move 1 to enter.

Spikes - Difficult: These large spikes can be moved through with care. They are Difficult, costing an additional point of Move 1 to enter. However, any figure that moves onto or through a Spikes space via a Forced Movement effect takes 2. This damage happens even if the Forced Movement effect leaves the figure on the same Spikes space as it started. Schemers do not treat these spaces as Dangerous when determining movement.

Statue - Impassable: The Statues are Impassable. No figure may enter them, tokens may not be placed on them, and Line of Fire may not be drawn through them.

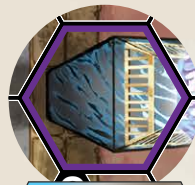
Switch - Impassable: In this scenario, the Switches are Impassable. No figure may enter them, tokens may not be placed on them, and Line of Fire may not be drawn through them. There are two Switches on the map, each controlling its adjacent Portcullis. When a Hero is adjacent to a space with a Switch Token, that Hero may use the following Scenario Action on that Switch:

Action

Throw the Switch! Remove this Switch Token and the nearby Portcullis from the map.



Fire Pot



Obelisk



Skeletons



Spikes



Statue



Switch



Portcullis


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 8 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 10 spots on your Hero's Power Tree.
- ~ Deploy your Hero figure(s) on the map.





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



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.

Amundyr

Amundyr is a wily and resilient opponent that you will face in a **two-part** battle. Track Amundyr's damage directly on her Scheme Block. **Amundyr always acts first in each round, even if the Inner Sanctum has not yet been revealed. In addition, at Legend difficulty, she also uses an initiative token, meaning that she will take two turns each round.** (At other difficulty levels, she does not use an initiative token. At Legend difficulty, reroll her Scheme Die after her first turn in each round.)

At the end of each round, the Hero that is Nearest  to Amundyr takes . When determining the Nearest  Hero, calculate the distance as though both Portcullises and both Switches were not on the map. If multiple Heroes are tied for the Nearest , the players choose which Hero takes the damage. A Solo Mode Companion counts as a Hero for the purpose of assigning this damage. Note that Scarab Swarms also deal end-of-round damage as in previous scenarios.

Amundyr does not open Portcullises. Amundyr's *Wrap Whip* ability will cause her to move toward a Foe, stopping at the Portcullis. *Wrap Whip* also includes a Melee  Attack, which can only affect Foes once the Portcullises have been opened. The Harm  effect places the target on the Unoccupied Spikes that are Nearest  to Amundyr, not to the target.

When the *Entomologist* ability activates one of Amundyr's Friends, that Friend uses its current Scheme. It still activates on its normal turn, as well. When determining the Nearest  Friend, calculate the distance as though both Portcullises were open. If multiple Friends are tied for the Nearest , the players choose which one is targeted.



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

Objective: Open the first Portcullis.

Begin the game. Read on immediately when the first Portcullis is opened.



Reinforce

Deploy the following to the **Approach**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	JK:	Dire Scorpion	GI:	Scarab Swarm	GI:	Scarab Swarm
			JK:	Dire Scorpion	HJK:	Dire Scorpion
Veteran	G:	Scarab Swarm	GI:	Scarab Swarm	GHI:	Scarab Swarm
	JK:	Dire Scorpion	HJK:	Dire Scorpion	JKL:	Dire Scorpion
Legend	GI:	Scarab Swarm	GHI:	Scarab Swarm	GH:	Scarab Swarm
	JK:	Dire Scorpion	JKL:	Dire Scorpion	IJKL:	Dire Scorpion



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

Objective: Open the second Portcullis.

Play on. Read on immediately when the second Portcullis is opened.



Reinforce

Deploy the following to the **Inner Sanctum**:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	MQ:	Dire Scorpion	MQ:	Dire Scorpion	OS:	Scarab Swarm
					MNQ:	Dire Scorpion
Veteran	MQ:	Dire Scorpion	OS:	Scarab Swarm	OS:	Scarab Swarm
			MQ:	Dire Scorpion	MNQ:	Dire Scorpion
Legend	OS:	Scarab Swarm	MOQS:	Scarab Swarm	MQS:	Scarab Swarm
	MQ:	Dire Scorpion	NR:	Dire Scorpion	NOR:	Dire Scorpion



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

Objective: Defeat Amundyr.



Continue the game. Read on for Part 2 if it's the Objective Phase and Amundyr has been Defeated.

Part 2

Though her minions fall before your attacks, Amundyr herself seems as hale and as dangerous as she was at the start of the battle. Shrugging off your strongest attacks and spells with mocking laughter, she continues to direct her surviving minions and her eldritch energies against you.

"You have done better than most, fools," she laughs. "But you will not prevail! I am already dead, and can neither weaken nor tire, while your soft, living flesh already flags with exertion and injury. I control the ancestral magics of the ancient..."

An interesting sight causes your party to tune out Amundyr's villainous monologue. Out of the corners of your eyes, you see, to your horror, that the party of novice adventurers have come into the chamber via one of the other passageways. As one, you resolve to strenuously ignore the other adventuring party, keeping Amundyr and her minions busy while the quartet sneaks across the room to the base of the obelisk.

Amundyr continues to cheerfully throw wave after wave of her minions and magic into you, unaware that anything amiss is going on behind her until Artin, after a desperate shimmy

up the side of the obelisk, takes the Heart of the Protector from its perch.

"NO!" shrieks Amundyr, wheeling to face the obelisk. "NO! NO!"

Her cries so startle Artin that he topples off the top of the obelisk, bobbling the Heart from hand to hand as he plummets to the floor. Pherry and Runa move quickly, rushing to catch their falling comrade and the obscenely important and valuable treasure before either can strike the chamber floor.

Howling with rage, Amundyr fires waves of necrotic, purple-black energy from her fingertips. You are relieved, and, frankly, surprised, that Thamart manages to raise a force field strong enough to repel the elvish pharaoh's magical fury.

"Kill them, my children!" screams Amundyr. "Kill them all!"

You push forward, eager to defend the young adventurers from Amundyr's deadly wrath. The novices gather themselves together and hustle back the way they came, the Heart clutched protectively between them. As they flee back toward the surface, you muster what strength and energy you have left and face your foes.

The flames in the fire pots suddenly change

from a warm orange to a cold blue, matching a sudden change of temperature in the room. Amundyr herself begins glowing with a sparkling sapphire radiance. Her body regenerates before your eyes, centuries of undeath pouring like water off of her shoulders, until she appears as vital and powerful as she must have in life. As Amundyr regenerates, you can feel some of your own strength fading.

Amundyr grows taller as well, and her eyes burn brightly with apocalyptic rage. Though she seems far mightier and more terrifying than before, you note that subtle cracks have appeared in her otherwise fresh and healthy skin, and her joints creak under the increased burden of both her larger size and magical energy.

This is small comfort to you, as Amundyr gestures in frustration at the obelisk and pulverizes it with a single word.

"NO MORE FUN AND GAMES, INTERLOPERS!" she roars. "TIME TO DIE!"

The three statues surrounding the now-destroyed obelisk step down from their pedestals, ready to fight alongside their pharaoh.

Setup

Defeat all Schemers. Remove all components from the map, then flip the map over to the side marked "20b - Heart of the Protector - Part 2". Reset the tracker decks. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Scarab Swarm	Grey	Grey #1-8
Guardian	Yellow	Yellow #1
Skirmisher	Blue	Blue #1
Enchanter #1	Red	Red #1
Amundyr the Eternal	Purple	None



Deploy

Deploy the following. Note that some Schemers' Toughness depends on the player count and difficulty.

The Scarab Swarms and Dire Scorpions that were on the map at the end of Part 1 are Defeated and do not return in Part 2. Newly-deployed Scarab Swarms count as new Schemers with no damage.

Amundyr begins Part 2 with no damage. Damage on her from Part 1 does not carry over.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	AD:	Scarab Swarm	EF:	Scarab Swarm	ABD:	Scarab Swarm
	H:	Guardian, 0 Toughness	G:	Enchanter, 0 Toughness	G:	Enchanter, 0 Toughness
	I:	Amundyr, 1 Toughness	H:	Guardian, 0 Toughness	H:	Guardian, 0 Toughness
			I:	Amundyr, 2 Toughness	I:	Amundyr, 3 Toughness
					J:	Skirmisher, 0 Toughness
Veteran	ABD:	Scarab Swarm	ABCD:	Scarab Swarm	ABCDE:	Scarab Swarm
	G:	Enchanter, 1 Toughness	G:	Enchanter, 1 Toughness	G:	Enchanter, 1 Toughness
	H:	Guardian, 1 Toughness	H:	Guardian, 1 Toughness	H:	Guardian, 1 Toughness
	I:	Amundyr, 2 Toughness	I:	Amundyr, 3 Toughness	I:	Amundyr, 4 Toughness
			J:	Skirmisher, 1 Toughness	J:	Skirmisher, 1 Toughness
Legend	ADEF:	Scarab Swarm	ABDEF:	Scarab Swarm	ABCDEF:	Scarab Swarm
	G:	Enchanter, 2 Toughness	G:	Enchanter, 2 Toughness	G:	Enchanter, 2 Toughness
	H:	Guardian, 2 Toughness	H:	Guardian, 2 Toughness	H:	Guardian, 2 Toughness
	I:	Amundyr, 3 Toughness	I:	Amundyr, 4 Toughness	I:	Amundyr, 5 Toughness
	J:	Skirmisher, 2 Toughness	J:	Skirmisher, 2 Toughness	J:	Skirmisher, 2 Toughness

Amundyr acts first each round, and also uses an initiative token at all difficulty levels. This means she will take two turns per round (at least - see below). Follow these special setup instructions for your player count and difficulty:

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	None	None	None
Veteran	None	None	Skirmisher uses 2 initiative tokens.
Legend	Guardian uses 2 initiative tokens.	Guardian and Skirmisher each use 2 initiative tokens.	Guardian, Skirmisher, Enchanter and Amundyr each use 2 initiative tokens. (This means Amundyr will take three turns per round.)

Heroes

You only have a moment to catch your breath and regroup before the battle begins again. Keep your Hero and Item Cards in front of you. Charge and Cooldown Tokens stay on them. (However, you will continue to Invigorate at the start of each round as normal.) Your Heroes (and your Solo Mode Companion) keep any Power Tokens or Debuff Tokens they have. Any dice in the Epic Pool stay there.

Each Fresh Hero becomes Wounded. Remove all damage and flip them to their Wounded side. Resolve any Reactions that trigger on Heroes becoming Wounded in the order of your choice. You may not prevent a Hero from becoming Wounded in this way by using abilities such as Ornamented Dwarven Warhelm or Deirdre's "Do not falter". Any Heroes that were Wounded in Part 1 stay Wounded and keep their damage. In Solo Mode, your Companion keeps its damage and its current Fresh/Recovery/On Break status.

Defeat all Allies. In addition, any tokens or figures that were added to the map by Heroes during Part 1 are lost. This includes traps, Eve's Illusions and Zot's Wizard Fire.

Deploy your Hero figure(s) on the map on the initial deployment spaces. As usual, Pooky starts on Zot's space.

Other Notes

Note that there are many Difficult spaces on the map that were not Difficult in Part 1. The Fire Pots and Spikes work exactly the same as they did in Part 1.

Scarab Swarms do not use a Scheme Die in Part 2. They use their Scheme each round until all of them are Defeated.

If a Schemer finishes their turn and still has one or more initiative tokens left in the bag, reroll that figure's Scheme Die.

Skirmisher's *Blast Arrow*: If multiple Foes are tied for Nearest ☞ to Amundyr, the tie is broken by whichever is Nearest ☞ to Skirmisher.



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

Win Condition: Defeat all Foes.



Epilogue

In the aftermath of the deadly battle far beneath the desert, it is hard to say who is more surprised about your victory—your party, or Amundyr.

The elven pharaoh lies in a heap on the floor, her wasted chest rattling for breath, coarse dust pouring out of dozens of injuries, both small and large. Gerki considers Amundyr for a long moment before glancing at Zot and pantomiming a final, and rather permanent, action.

"No," says Zot. "We've gotten what we came for. Let's return to the surface, meet up with our companions, and leave this terrible place."

Gerki shrugs. "Fine by me. I think the blood in my body is half scorpion venom now, anyway."

Thus agreed, your party heads back to the staircase that brought you into Amundyr's tomb, but just before you can begin your ascent, the ancient elf, now back in her mummy form, sits up, her eyes ablaze.

"YOU...FOOLS..." she gasps. "THE HEART...OF THE PROTECTOR...CANNOT LEAVE THIS PLACE...IF IT DOES...THE WORLD WILL END!"

"What?!" says Deirdre, turning to face your fallen opponent.

Amundyr rises, the dust pouring from her open wounds slowing gradually to a trickle. She rolls her eyes, rubs her forehead, and takes a deep breath.

"I said, 'You fools. The Heart of...'"

"No no," says Eve. "We heard that. We just don't know what you mean."

"You mean to tell me," says Amundyr, limping up to you. "You crossed the Barren Wastes, entered the ruins, delved beneath the pyramid, entered my inner sanctum, killed most of my pets, and stole the Heart of the Protector,

and you don't even know what it's for?"

"Gog not know," says Gog, looking a touch helpless. "Gog not think anyone know!"

"We honestly weren't sure what it did," says Zot, unable to look Amundyr in her unblinking eyes. "We just know that a dangerous and deadly faction in Greypoint had designs on obtaining it for some unknown purpose..."

"Pretty sure it's a bad one," adds Fiona.

"...so, we came to get it ourselves," continues Zot. "We thought that, if we had it, we could prevent them from using it."

*Amundyr encompasses the chamber with one sweep of a bony hand. "That is **my** job! I was chosen, ages and ages past, to be the final guardian of the Heart of the Protector. I sacrificed myself, my kingdom, my **people**, to build this place so that the Heart could be safeguarded, so that no one would ever be able to use it for any purpose.*

*"But you **geniuses**." It sounds as if she would like to spit the word at you, but her lips, mouth, and throat are eternally dry, "sprang every trap, destroyed every safeguard, killed every guardian, so that any old pack of idiots could just wander in behind you and take the Heart. And because of that, the world is doomed!"*

"You keep saying that," says Deirdre, looking concerned. "But what do you mean by that? How will the Heart doom the world?"

"Because in addition to being a repository of numerous rare and powerful magics, it is also the Key to the Obsidian Door. Now that it has returned to the world, anyone could use it to unlock the door, thereby opening the way between our world and the Stygian Expanse."

"Oh," says Deirdre, growing deathly pale.

"Oh, Gods. No."

"That's why he wants it," mutters Zot. "Of course!"

"Congratulations," snarls Amundyr. "You just doomed the world."

"Actually," says Fiona. "It may not be as bad as you think."

The normally unflappable warrior goes quiet once Amundyr fixes Fiona with her unblinking gaze. After a gentle elbowing from Gerki, Fiona coughs and tries to continue. "Y... you remember that pack of idiots? The one that stole the Heart?"

"Yes."

*"Well, the good thing is that they're **our** idiots," says Fiona, "and they're probably at our base camp right now, celebrating their first successful tomb robbery, and waiting for us to come back."*

"And?"

"Look, we're heroic adventures," says Fiona, before glancing at Gerki. "Most of us, anyway..."

"Hey!"

"We're all about making things better, not worse. If the Heart is as dangerous as you say it is, then we don't want it falling into the wrong hands, either. Since we know who has it, and since they're friends of ours, we can just go back up to the surface, explain what's really going on, and have them give the Heart back to you."

Amundyr crosses her arms. "Yes. Yes you will."

"Yes!" shouts Gog. "Gog not like demons!"

The ancient elven pharaoh sniffs loudly, once. "Very well. I will take you, by secret ways, to the surface, for I must recover the Heart of the Protector. You will convince your friends to return the Heart and then you will leave this place. And I never, ever want to see the pack of you around here ever again."

"That fine!" says Gog, with a shudder and some involuntary scratching. "Bugs give Gog creepy-crawlies!"

Rewards

Unlock the following from the Vault. New Item cards are added to the Armory. Note that the unnumbered scarab standee should be used as the Giant Scarab Ally.

Vault 131-132

Prologue

Following Amundyr out of her inner sanctum, your party passes through one of the side passageways to an unobtrusive-looking door. Through this door is a cunningly-made and beautifully-carved ancient elevator. Amundyr opens the lattice door of the elevator and ushers you inside of it. Once she has fastened the door behind her, the mummified pharaoh points to a giant, wooden crank installed in the side of the elevator.

"Crank!" she commands.

And so, you do. Well, Gog does, anyway.

Thanks to Gog's unflinching and unflagging strength, as well as the clever mechanical design of the elevator itself, your party and Amundyr rise swiftly out of the earth. At last, the elevator reaches the top of its shaft, locking safely into place with a satisfying clunk. Gog mops his green brow and grins tuskily at you.

Amundyr escorts you out of the elevator and through the exit of the small, dark room in which you find yourselves. You emerge from one of the smaller buildings located around the ruins, blinking and squinting in the sudden blast of desert sunshine. Amundyr pauses, spreading her arms wide and looking straight into the face of the sun, before resuming her regal comportment and bidding you to lead the way.

Your walk to the camp is brisk and uneventful, apart from Amundyr occasionally glancing at the numerous corpses of scorpions littered about the ruins and making angry clicking noises. You are surprised that nothing much seems to be happening at the camp as you approach. You were expecting to see the four novice adventurers dancing, carousing, and whooping up a storm. Instead, the only thing that greets you is an eerie, somewhat oppressive silence.

"Hey," says Gerki, "where are the horses?"

Sensing something untoward in the air, you fan out and step up the pace, not stopping until you reach the center of your camp. Once there, you behold an awful and grisly scene. Artin lies face down, limp and unmoving in a pool of his own spreading blood. Nearby, Runa sits slumped in the broken remains of a tent, clutching at her

stomach with both hands. Her armor has been shattered and burned by arcane forces, and blood seeps in a slow, pulsing rhythm between her clenched fingers.

Runa's face is a rictus of grief and agony, but it softens a bit in relief when she sees you. "Thank the gods!" she says.

Deirdre is already running over to the injured young woman, while Gerki, mindful of all the blood, kneels next to Artin. He reaches under the young man's hood and feels around for a bit, before looking up at Fiona and shaking his head.

"Dead," he says. "His throat's been cut."

"What the hell?" says Fiona, looking around, sword drawn. "By what?"

"Pherry..." gasps Runa, a rivulet of blood pouring out of the corner of her mouth. "Pherry...Thamart."

"It's okay," says Deirdre, as she begins to channel the power of the Goddess through her holy symbol. "We'll find them. We'll make sure they're safe."

"No," says Runa. "They...attacked...took the Heart."

"WHAT?!" shouts Fiona. "What do you mean, they took the Heart?"

"Fiona, **please**," says Deirdre, gently but firmly.

"I'd have thought what she said was self-evident enough," says Amundyr, who has finally arrived in the middle of the camp. She surveys the horrible scene with a look of haughty indifference carved onto her leather-like face. Then she turns her glowing amber eyes on Runa.

"Where did they go? Tell me."

Runa removes a bloodied hand from her stomach wound and points eastward, out of the Barren Wastes, toward Greyport. "That way... Tried to stop them...Killed Artin..."

"I thought you said that these were **your** idiots," says Amundyr, rounding on Fiona.

"Clearly," says Eve, "there was a lot more going on behind the scenes than we were aware of."

Amundyr raises her hand. The sandy wastes around your campsite come alive, shaking and

rising up into uneven mounds. As you watch, unsure of what is about to happen, several of the mummy pharaoh's giant scorpions burrow up into view, clacking their pincers menacingly.

"Enough of this," says Amundyr. "You have caused this problem and you will fix it. Mount my pets. Ride after the ones who have taken the Heart. Retrieve it from them by any means necessary and return it here."

"What about...?" asks Gerki, pointing at the nearest scorpion's poison stinger.

Amundyr scowls at him and brusquely points one bony finger across the desert.

Gerki backs up toward the nearest scorpion. "Okay, okay!"

The scorpions are fast. Faster even than the swiftest horses you have ever ridden. The Barren Wastes flash past you in a blur, and it is not long at all before even the tallest of the ancient monuments have disappeared behind you.

You approach a small herd of horses—your own, by the looks of them, driven out into the desert and left abandoned by Pherry and Thamart. They raise their dust-covered heads, looking at you quizzically as you pass by.

A moment later, you can just make out a dust cloud on the horizon. It grows larger, clearer, and soon you can make out two individuals on horseback. They are riding with reckless abandon, urging their mounts to truly destructive speeds to escape the Barren Wastes as quickly as possible.

The rider in the rear, Thamart, turns in his saddle as you approach. He shouts a warning to Pherry, who is just ahead of him. She looks back at your party, a grim expression on her face, and gives her steed a few savage kicks. The horse obeys as well as it can, but it is clearly struggling beneath the weight of its rider and the large, roundish lump in Pherry's saddlebag.

The scorpions zoom, arrow-swift, at the two fleeing adventurers. Thamart glances back at you, realizes the gap between your two groups is diminishing rapidly, and raises one hand in a familiar, mystical gesture...

Setup

Place the scenario map and Epic Pool in the middle of the play area. Note that Map 21 is on the back of Map 19! Put the Horse Tokens and the Rock Tokens nearby. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Air Elemental	Blue	See below
Scorpion #1-4	None	None
Thamart	Yellow	None
Pherry	Purple	None



Air Elementals

The number of figures and blue tracker cards to use for the Air Elementals varies based on player count and difficulty. If you are instructed to deploy an Air Elemental but there are no cards in the tracker deck, do not deploy that figure.

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	Blue #1-2	Blue #1-3	Blue #1-5
Veteran	Blue #1-4	Blue #1-5	Blue #1-6
Legend	Blue #1-6	Blue #1-7	Blue #1-8

The Encounter Deck

This scenario will refer to the Encounter Deck. Create the Encounter Deck by taking the red damage tracker cards #1-6, shuffling them together and placing them near the map.

Mounted Figures

This scenario is a high-speed chase through the desert, with Pherry and Thamart riding horses and the Heroes (or Solo Mode Companion) riding Amundyr's scorpions. The mounted figures will move rather slowly on the map relative to each other, but in reality they are all running very quickly to the east. Stationary items and figures on the ground will move west each round, to represent that our Heroes are zipping past them!

When you deploy a mounted figure, place the mount (horse or scorpion) flat on the map with its head in indicated space and its tail in the space immediately west of that space, then place the Hero or Schemer onto the mount. (The exact placement of a figure on its mount does not matter.) **A figure and its mount will always move together.** When a mounted figure moves, the mount's head moves one space at a time, with its tail moving into the space its head just left. A mounted figure's head may not move directly into its tail's space with a single point of movement. If a mounted figure is Pushed or Pulled, it stays in its current orientation. If a mounted figure is Grabbed or Placed, it goes to whatever orientation the Grabbing or Placing player decides.

For this scenario, a mounted figure counts as occupying both of its mount's spaces. It may use Attacks, draw Line of Fire or count Range ⚡ as though it was in either of those spaces. Burst ⚡ Attacks from a mounted figure may originate from either space. Burst ⚡ Attacks *against* a mounted figure hit that figure only once, even if both of the target's spaces are inside the burst template.

Deploy

Deploy the following. Note that Pherry and Thamart have different Toughness based on player count and difficulty. Track Pherry and Thamart's Toughness and damage directly on their Scheme Blocks.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	C:	Pherry (mounted) Toughness: 2	C:	Pherry (mounted) Toughness: 2	C:	Pherry (mounted) Toughness: 2
	J:	Thamart (mounted) Toughness: 2	J:	Thamart (mounted) Toughness: 2	J:	Thamart (mounted) Toughness: 2
	HI:	Air Elemental	HIM:	Air Elemental	AHI:	Air Elemental
	BG:	Rock	ABG:	Rock	BFG:	Rock
Veteran	D:	Pherry (mounted) Toughness: 2	D:	Pherry (mounted) Toughness: 3	D:	Pherry (mounted) Toughness: 3
	K:	Thamart (mounted) Toughness: 2	K:	Thamart (mounted) Toughness: 3	K:	Thamart (mounted) Toughness: 3
	GHI:	Air Elemental	GHI:	Air Elemental	BGHI:	Air Elemental
	BF:	Rock	ABF:	Rock	AFM:	Rock
Legend	E:	Pherry (mounted) Toughness: 3	E:	Pherry (mounted) Toughness: 4	E:	Pherry (mounted) Toughness: 4
	L:	Thamart (mounted) Toughness: 3	L:	Thamart (mounted) Toughness: 4	L:	Thamart (mounted) Toughness: 4
	BHM:	Air Elemental	GHIM:	Air Elemental	ABGM:	Air Elemental
	AGI:	Rock	ABF:	Rock	FHI:	Rock

Pherry and Thamart use the purple and yellow initiative tokens, respectively. They use a different number of initiative tokens based on difficulty. Remember, after a Schemer takes a turn, if that Schemer still has an initiative token in the bag, reroll that Scheme Die.

Story	Veteran	Legend
1 Token Each	2 Tokens Each	2 Tokens Each


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 8 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 10 spots on your Hero's Power Tree.
- Deploy your Hero figure(s), mounted on a scorpion on the map.

Keywords

Immune to Rocks: This figure can enter spaces with Rock Tokens and treats such spaces as Safe. Rock Tokens have no effect on this figure.





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.

Pherry and Thamart

Your former companions are now trying to kill you and make their escape with the heart. They each have an effect that includes "Move  1  East". This means "Move  1  a numbered space, or off the edge of the map if this figure already occupies a numbered space." **If any part of Pherry's or Thamart's horse moves off the east edge of the map, the players lose.** Note that their Harm  effects are multi-target Harm  effects, so if damage is dealt to both targets, the Harm  effect will cause the attacker to move twice.

Thamart's *Earth Eruption* places Rock Tokens onto the map (Rock Tokens are explained below). When this Scheme places a Rock Token to the North of Thamart, it can go in any Unoccupied adjacent space north of him that doesn't already contain a Rock Token. If there are multiple legal spaces, the players choose which gets the Rock Token. If it is impossible to place a Rock Token directly North of Thamart, because all spaces are Occupied or already contain a Rock Token, or because he is on the northern edge of the map, that Rock Token is not placed. Placing South of Thamart works similarly.





Hero Penalties

Our Heroes aren't quite as good at mounted combat as they are at fighting while standing in a dungeon. For this scenario, all Move  Leap  Push, Pull and Range  values on Heroic abilities are halved, rounded down, to a minimum of 1. This includes Hero Cards, Item Cards (including Allies), Pooky, and Power Tokens spent by Heroic figures (in particular, Evade ). This penalty does not apply to Schemers.

Pooky: Pooky begins on Zot's space, but can move freely around the map. While he is on another figure's mount, he moves along with that mount and counts as occupying both of that mount's spaces. While he is on the ground, he counts as a Stationary Object during the Objective Phase (see below). If Pooky would leave the map, instead place him on Zot's space. If Zot would teleport to Pooky, Zot's mount teleports as well, into the orientation of Zot's choice.

Allies: Allies begin the game adjacent to their controlling Hero. They have the same movement and range penalties as Heroes and count as Stationary Objects during the Objective Phase. This means that Allies are of limited usefulness in this scenario!

Rocks

The chase is happening in a rocky part of the desert. While the horses are sufficiently fleet-footed to jump over the rocks, the scorpions tend to plow right through them. Rock Tokens function similarly to  Traps that only damage Heroic figures. If a Heroic figure enters a space with a Rock Token, and that figure isn't in the midst of a Leap , that figure takes  and is shifted 1 space to the west, in its same orientation. Then remove the Rock Token from the map. If the figure cannot shift 1 space to the west in the same orientation because another figure is in the way, then the figure stays where it is, but the blocking figure also takes . This secondary damage can happen either to Heroic figures or Schemers.

Note that Evade Tokens may only be used in response to Attacks, so you may not spend them after taking damage from a Rock Token.

If Pooky is on the ground, he may share a space with a Rock Token without penalty.


Objective Phase

The Objective Phase of this scenario has several extra steps that are explained here:

Encounter Rocks: As new rocks come into view, you will put Rock Tokens onto the map. The number of Rock Tokens you place each Objective Phase varies based on difficulty. To Encounter Rocks, reveal the specified number of cards from the Encounter Deck and put Rock Tokens on the numbered spaces corresponding to the revealed cards, then reset the Encounter Deck by shuffling all six cards together. If all of the Rock Tokens are already on the map, do not place new ones until others leave the map.

Story	Veteran	Legend
2 Rock Tokens	3 Rock Tokens	3 Rock Tokens

Shift Stationary Objects: After you Encounter Rocks, all Stationary Objects shift two spaces to the west. (Of course, what's actually happening is that the Heroes and Schemers are racing past them!) Stationary Objects include Allies, Illusions, Pooky (if he's not on a mount), Traps, Wizard Fire and Rock Tokens. Mounted figures and Air Elementals do not count as Stationary Objects. When Shifting Stationary Objects, shift the westmost objects first and continue to the east. If a Heroic figure must shift to the west but it can't because another figure is in the way, it stays where it is. If a Heroic figure would leave the map due to this shift, it is Defeated. If Pooky shifts onto or through a mount, he may stay on that mount. If Pooky would leave the map, instead place him on Zot's space. Any tokens that leave the map are returned to the supply.

If a Trap hits any figure (other than Pooky), the Trap triggers and is removed from the map. If Wizard Fire hits a Schemer, it triggers and is removed from the map. If a Rock Token hits a Heroic figure, that figure takes  and is shifted 1 space to the west, as described above. Then remove the Rock Token from the map.

Summon Air Elementals: Thamart is summoning Air Elementals to assist in the battle. If Thamart is on the map, add Air Elemental figures to the east edge of the map. The number of elementals summoned depends on the player count and difficulty. Reveal the specified number of cards from the Encounter Deck to determine the numbered spaces where new Air Elementals will deploy, then use the blue tracker deck to determine which figures to use. After deploying in this way, reset the Encounter Deck. If the blue tracker deck does not have any more cards to deploy, do not summon new elementals until others have been Defeated.

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	1 per round	1 per round	1 per round
Veteran	1 per round	2 per round	2 per round
Legend	2 per round	2 per round	3 per round

STOP

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

Lose Condition: The players lose if either Pherry or Thamart escape off the map to the east.

Win Condition: Defeat all Foes.

STOP

Epilogue

You run the two adventurers down and off their horses. They lie sprawled on the hardpan of the Barren Wastes, blood oozing from numerous wounds. Thamart, knocked off his horse by a final blow, seems to have landed in a twisted and unnatural position.

Pherry, however, still has some life and fight left in her. As you dismount your scorpions and move to surround her, she crawls over to Thamart, Heart of the Protector tucked under one arm. With her free hand, she twists Thamart's Collegium ring off his finger.

"Figured the mummy would have taken care of you," she calls out to you. "Guess she didn't. Thamart was right. You're way tougher and cleverer than you look."

Pherry cocks a thumb at the broken body beside her. "Yeah, the two of us were only pretending to be novices. We met up with Runa and Artin and let them come along, one big happy party. They were excited to get some experience and treasure, and they made our story look that much better."

She coughs, clutches the Heart tighter. "If Artin hadn't started yelling at us to go back and save your lousy hides, we would have gotten away clean. He just wouldn't leave well enough alone, though, so I cut his damn throat."

By this point, you have Pherry fully encircled. She looks up and around at all of you, turning her head slightly so that you can all see the smile on her face.

"You got me, right? That's what you think?" she says, laughing. "Well, you haven't. First of all, your big badass wizards weakened the anti-teleport field in the area when they brought down the barrier."

A soft, purplish glow surrounds Pherry. She shows off Thamart's ring, which now adorns her middle finger. "And second of all, this is a ring of teleportation."

With that, she vanishes.

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You return to your camp, riding on the scorpions, with your horses following you at a careful distance. Amundyr watches your approach, posture rigid, arms crossed. Knowing the wrath that is sure to come, you enter the camp and tell the others about what happened out in the desert.

"To the seven hells with both of them," says Runa, shaking her head. Though she is still weak and shaky, she appears to be out of any immediate danger.

"This is awful," says Zot. "I fear that, instead of safeguarding the Heart and stopping

Longmont, we have been duped into facilitating whatever his plan is."

"Yes," says Amundyr, her dry lips stretched taut. "And you will fix it. You will leave this desert at once. You will return to your own lands. You will find the Heart. You will punish the ones who have stolen it. You will return it to me."

"Yes, we will," says Deirdre, her normally cheerful face adopting a very serious expression.

Gog rubs his tusks with his tongue, his expression grave. "Yes. Gog help too."

Fiona and Gerki look at one another, then at Amundyr, and nod.

"I'll go with you," says Runa, getting gingerly to her feet.

"Yes, you will," says Amundyr, fixing Runa with a death glare.

"This is my fault," says Zot. "I will, of course, work to put right what has gone wrong."

"This is why you should look at things like an illusionist does," says Eve, winking at Zot. "Nothing is ever as it seems."

"Says the illusionist who also got tricked," snarks Fiona.

"Enough," says Amundyr. "Go. Now!"

Rewards

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

Vault 133-153

Archive the following:

Deirdre: Vault Card 1 - Mass Heal, Vault Card 35 - Crescent Moon Flare

Eve: Vault Card 4 - Flim-Flamstrike, Vault Card 38 - All together now

Fiona: Vault Card 5 - Why hold ground, Vault Card 39 - I instinctively aim for the head

Gerki: Vault Card 8 - Look! Over there! A distraction!, Vault Card 42 - Have a nice trip

Gog: Vault Card 43 - Gog the Strongest, Vault Card 44 - Gog help

Zot: Start Card 1 - Of course lightning arcs around corners, Vault Card 47 - Pooky and I have an understanding



