

Chapter 5

Scenarios 22-25

Contents:

1 Punchout Sheet,
1 Oversize Card (used in Scenario 23),
Scenario Book



Prologue

Deirdre lapses into an awkward silence as Darvishon, shocked at the news that the Heart of the Protector has been stolen by Pherry, chokes on his tea. While Zot helpfully thumps on the Chancellor's back, the rest of you remain more or less focused on the other very important person in the room.

Ohava the Grand Cleric stands with her arms crossed behind her back, staring out of Darvishon's office window onto the Collegium quad. The sunlight plays on her ornately-decorated mantle, and glints off the hair in her silver-white braid. When she turns to face you, at last, her face does not bear the serene and benevolent countenance of one skilled at keeping the oft-quarreling gods of Greyport in harmony. Instead, she looks a touch...peevish.

"You...Did. WHAT?!" she says, as Deirdre shrivels beneath her gaze.

"It wasn't...entirely...our fault," ventures Deirdre, with a nervous smile.

Storm clouds gather in Ohava's face, but Chancellor Darvishon intervenes. "I'm partially to blame as well, Ohava. You see, Longmont seemed very interested in the desert monuments, this Heart of the Protector, as well as...what did you call it, Deirdre? The Obsidian Door? Anyway, Zot suggested that they go to the desert to find out all that they could about Longmont's plans, and I encouraged it. If that was reckless, then I was also reckless."

Ohava pinches the bridge of her nose, returns to her seat, and slowly sinks down into it. "Reckless, perhaps," she says, after a very long pause. "But understandable. You were trying to help the realm, not to destroy it, and so you should be granted a bit of leeway."

"Thank you, Grand Cler..." says Deirdre.

"But still," says Ohava, thumping her fist on the arm of her chair. "You should have come to me beforehand, instead of haring off into the Barren Wastes trying to be heroes. Deirdre! I'm surprised at you. Don't you remember - I was the one who told you about the Obsidian Door in the first place?"

"Yes, Grand Cleric," says Deirdre, "and you're right. But we've come to you now, and we need to recover the Heart before Longmont does whatever he's going to do."

"And before Amundyr mummifies us or turns us into scarab chow, or something," says Gerki.

At that, Ohava's face turns white. "You talked to Amundyr? The Protector lives?!"

"Not exactly," says Fiona. "She's undead. Pretty spry, though."

Ohava covers her mouth with her hand.

Zot leans forward in his chair. "You seem to

know a great deal about the dangers facing us now, Grand Cleric. Perhaps you could enlighten us?"

Ohava nods her head and steeples her fingers meditatively. "In another age, demons from the Stygian Expanse, aided by their cultists, created a gateway known as the Obsidian Door. The door linked our two realms together, allowing the demons to invade, plunging our realm into a nightmare of destruction and war.

"Our world would have fallen to the demons' invasion, had not Amundyr - the great pharaoh of the central empire and the high priestess of its many gods - sacrificed her life to close and seal the door. It was said that she died when the door swung closed, trapping the demons in their own dark dimension, and that the Heart of the Protector was created out of that great expenditure of magic and sacrifice. According to our records, the protective magic that shut and sealed the door still radiates from the Heart, keeping our world safe from demonic invasion.

"But to discover now that she has suffered a fate even worse than death. It is..." Ohava's eyes well up, but she calms herself and continues. "Despite that, it is good news that she still exists. Not only has she guarded the Heart for a millennium, but perhaps it is her unbreakable will that has, thus far, prevented Longmont from simply disjoining the protective spells and throwing open the Obsidian Door. If we could retrieve it, and get it back to her..."

"She said that, too," says Gerki. "Only she was a lot more threatening about it."

"Right!" says Fiona, smacking a mailed fist into her palm. "We just have to chase down Longmont, kick his ass, and take back the Heart."

"We may not have time," says Zot. "He has a significant head start on us, plus he may already know where the Obsidian Door is. It seems unlikely that we could overtake him."

Here, Ohava smiles a little. "The gods are on our side. Long ago, the clerics of the Great Temple destroyed all knowledge of the Obsidian Door's location, so that people like the Vice-Chancellor..."

"**Former** Vice-Chancellor," interjects Darvishon.

"...would be unable to find it."

"Okay, great, no one knows where the door is," says Eve. "How does that help us?"

"We don't know the door's exact location," says Ohava, "but it is tradition for the Grand Cleric to pass on the knowledge of the door's general location to their successor. It is

somewhere under the Skyanvil Mountains."

"That big place!" says Gog. "How we find door?"

"We'll have to pool all of our resources," says Darvishon. "I suggest we split up into three teams and search the mountains for the door. I will lead the senior faculty of the Collegium. Ohava, gather the highest-ranking priests of the Great Temple. And you, my friends..."

"Will be the third group," says Zot.

"Indeed. I can equip each group with magical artifacts that will allow us to communicate."

Grand Cleric Ohava arises from her chair. "Then let's hurry, my friends."

"That's right," says Eve, with a trace of emotion in her usually sardonic voice. "Move like the world's at stake."

Sometime later, your party is once again wandering under the Skyanvil Mountains. This time, however, you are armed with a stash of old dwarven maps that Dimli added to your archives several years ago. They do not, as Dimli had hoped, point the way to the legendary ruins of Dwarvenhold, but they do permit you to move relatively quickly through the numerous ruins that dot the mountains, as well as down into the cave systems beneath.

"Right," says Zot, consulting the maps as you travel. "That's another section we can cross off. Now, let's go back to the junction and take that eastern passage."

"Remember," says Deirdre. "We need to keep on the lookout for anything that looks like magical runes, shielding..."

"And arcane energy," says Eve. "We know."

"All right," says Deirdre. "I'm just trying to make sure we're thorough."

"I get it," says Eve. "I have all of my detection spells enhanced and up. If an illusionary frog so much as faux-hiccups, I'm going to notice."

"Well, then," says Deirdre, with a grin.

"Keep me informed if you find any illusionary frogs, because that would be something to see."

"Golem," says Gog.

"Or golems," agrees Deirdre.

"No." Gog points along a side passage. "Gog see golem."

You look and, sure enough, a roughly humanoid stony shape, glowing with the intense red heat of fresh magma, is walking down the ancient dwarven hallway ahead of you.

"After it!" says Fiona.

"Discreetly!" admonishes Zot.

As the rest of you follow, Eve frowns and quickly blinks her eyes several times.

Searching for the Door

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You follow the golem into a large, hexagonal dwarven chamber. It faces a large magical nexus in the center of the room and then stands there, unmoving. You are about to engage it when other similar creatures enter the room through the nexus. The other creatures form neat ranks around the first, face the nexus, and stop moving.

"That's a lot of magic," says Fiona. "How come you didn't see it, Eve?"

"I don't know," says Eve, who is irritably tapping her temple. "I'm looking right at them, and I'm not getting anything at..."

A loud, rumbling laugh echoes throughout the chamber. "Ah, children of stone and earth,

kindled to life by the Fires of Hell themselves! How readily do you answer my bidding! Come and form ranks behind me! Make my first sortie into the damp and dismal dimension a memorable one."

And then a figure, wreathed in baleful flame, emerges from the nexus. It is huge and muscular, with weapons in each hand - a flaming sword in one, a whip in the other. He uses the whip to lash at the dwarven masonry, scoring the runes carved there.

"Demon," says Deirdre, clutching her holy symbol.

"What do we do?" says Gerki.

The elven priestess strides forward into

the room, pure radiance blazing from her outstretched hand.

"We kill it."

"Challengers already?!" shouts the demon, roaring with laughter. "How delightful. You shall be the first to fall in our conquest of this miserable realm."

He stomps a huge foot upon the floor. You all dive for cover as sections of the floor ignite in searing red flame. The infernal heat drives you toward the only sections of floor that are safe to stand on...and into the path of the demon's summoned creatures.

Setup

Place the scenario map and Epic Pool in the middle of the play area. **Place a Demon Chains token on each of the three triple-wide door spaces.** Prepare the following schemers:

Standee	Base Color	Tracker Deck
Stone Golem #1-3	Grey	Grey #1-3
Magma Blob #1-5	Blue	Blue #1-5
Avatar of Slaughter	Yellow	Yellow #1

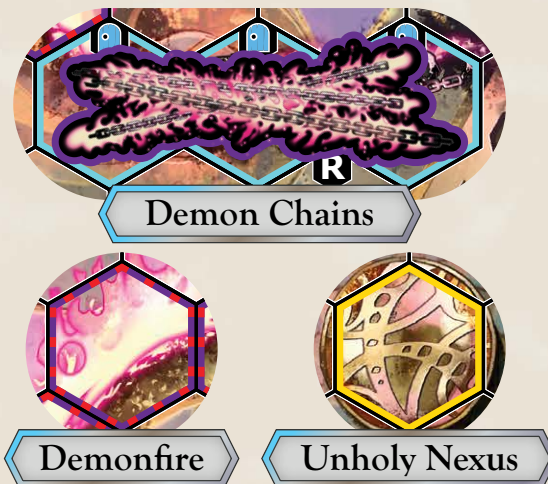


Map Features

Demon Chains - Impassable: Purple-border map features are Impassable. No figure may enter them, tokens may not be placed on them, and Line of Fire may not be drawn through them. These tokens are the "doors" for this scenario, and will be removed when a section of the map is cleared of Foes.

Demonfire - Impassable: Demonfire spaces are Impassable by all figures except the Avatar of Slaughter. No other figures may enter these spaces or draw Line of Fire through them. Tokens may not be placed on them - remember, this includes Wizard Fire tokens! **If a Heroic figure ends Forced Movement adjacent to one or more Demonfire spaces, that figure takes 1 damage. 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.

Unholy Nexus - Difficult: Yellow-border spaces are Difficult, costing an additional point of Move to enter. This is the Avatar of Slaughter's "home base".



Keyword

Immune to Demonfire: The Avatar of Slaughter treats Demonfire spaces as Safe. It may move onto or through such spaces, and may draw Line of Fire through them.

Deploy

Deploy the Avatar of Slaughter onto the Unholy Nexus, then deploy the following.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	A:	Stone Golem	A:	Stone Golem	A:	Stone Golem
	B:	Magma Blob	BD:	Magma Blob	BD:	Magma Blob
Veteran	A:	Stone Golem	A:	Stone Golem	A:	Stone Golem
	BD:	Magma Blob	BD:	Magma Blob	CDE:	Magma Blob
Legend	A:	Stone Golem	A:	Stone Golem	A:	Stone Golem
	BD:	Magma Blob	CDE:	Magma Blob	CDE:	Magma Blob

The Avatar of Slaughter acts every round, even if its room has not yet been revealed. In addition, it may use multiple initiative tokens, depending on player count and difficulty.

Remember, if a figure takes its turn and still has one or more initiative tokens left in the bag, reroll its Scheme Die.

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	1 initiative token	1 initiative token	1 initiative token
Veteran	1 initiative token	2 initiative tokens	2 initiative tokens
Legend	2 initiative tokens	2 initiative tokens	2 initiative tokens

Heroes

Each player does the following:

- Choose a Hero and take that Hero's figure(s), Hero mat, reminder card(s) and initiative token(s) and place them in front of you.
- Choose 4 of your 9 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 11 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

Avatar of Slaughter

The Avatar of Slaughter is a powerful demon from the Stygian Expanse. It ignores Demonfire and acts every round, even before its room is revealed. **In addition, if there are any Demon Chains on the map, the Avatar does not trigger Traps and ignores all damage.**

The *Teleport Strike* scheme can Place the Avatar onto a Dangerous space if doing so will allow it to be adjacent to 2 Foes (even if other Safe spaces exist that are adjacent to 2 Foes). The Avatar may teleport to a Demonfire space, but not on top of Demon Chains. If there are multiple spaces adjacent to 2 Foes that the Avatar could go to, the players pick one. They do not need to pick the Nearest ⚡. Similarly, if there is no space adjacent to 2 Foes, the players pick which Foe the Avatar goes to. They do not need to pick the Nearest ⚡.

Schemer Notes

Since none of the Schemers have Immune to Traps, they are susceptible to all Traps - even the ones they drop themselves! (Remember, though, that the Avatar of Slaughter doesn't trigger Traps until there are no Demon Chains on the map.)

STOP

Lose Condition: The players lose if any Hero is Defeated.
Objective: Defeat all Foes other than the Avatar of Slaughter.

Begin the game. Read on immediately if all Foes other than the Avatar of Slaughter are Defeated.

STOP

Reinforce

Deploy the following.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	FJ:	Stone Golem	FI:	Stone Golem	GHJ:	Stone Golem
			J:	Magma Blob		
Veteran	FH:	Stone Golem	FI:	Stone Golem	FHI:	Stone Golem
	G:	Magma Blob	GJ:	Magma Blob	G:	Magma Blob
Legend	FG:	Stone Golem	FG:	Stone Golem	FGH:	Stone Golem
	HIJ:	Magma Blob	HIJ:	Magma Blob	IJ:	Magma Blob

STOP**Lose Condition:** The players lose if any Hero is Defeated.**Objective:** Defeat all Foes other than the Avatar of Slaughter.

Continue the game. Read on immediately if all Foes other than the Avatar of Slaughter are Defeated.

STOP**Reinforce**

Deploy the following.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	MNO:	Magma Blob	LMNO:	Magma Blob	KLMNO:	Magma Blob
Veteran	LMNO:	Magma Blob	KLMNO:	Magma Blob	L:	Stone Golem
					KMNO:	Magma Blob
Legend	KLMNO:	Magma Blob	L:	Stone Golem	KL:	Stone Golem
			KMNO:	Magma Blob	MNO:	Magma Blob

STOP**Lose Condition:** The players lose if any Hero is Defeated.**Objective:** Defeat all Foes other than the Avatar of Slaughter.

Continue the game. Read on immediately if all Foes other than the Avatar of Slaughter are Defeated.

STOP**Reinforce**

Deploy the following.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	T:	Stone Golem	T:	Stone Golem	PT:	Stone Golem
Veteran	P:	Stone Golem	PT:	Stone Golem	PQT:	Stone Golem
	T:	Magma Blob	S:	Magma Blob	S:	Magma Blob
Legend	PQ:	Stone Golem	PQ:	Stone Golem	PQR:	Stone Golem
	RSU:	Magma Blob	RSTU:	Magma Blob	STU:	Magma Blob

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

Epilogue

The Avatar of Slaughter's physical form, ravaged by your blows, collapses in the center of the nexus. Exhausted, you ready your weapons, fully expecting it to rise up, re-empowered and ready to continue the battle.

Instead, its extremities burst into hideous blackflame. As you watch, the ebon fire races up the creature's limbs, swiftly consuming its fingers, toes, feet, hands, legs, arms, and torso. The Avatar screams in agony, reaches out to you with the engulfed remains of its arms in what you think looks almost like an imploring gesture.

"NO! MASTER! NO! MERCY! PLEASE!" it screams, shaking the walls of the ancient dwarven ruin with its cries.

A moment later, it is consumed. The unholy nexus fades away. All around you, the last of the demonflame withers and dies. Gasping in the putrid, smoky air, the members of your party convene by the doorway and patch up your wounds.

"This is bad," says Eve. "I had all my spells up. I should have detected the demon long before we saw it. And I should have detected the golem before Gog did, no offense, Gog."

"Is okay," says Gog.

"I am not able to sense anything, either," replies Zot, stroking his beard. "With all the forces at play in this room, I should have at least picked up arcane, if not demonic, enchantments."

"There was a demon," says Deirdre, holy symbol still in her hand. "We saw it. We defeated it. What's going on here?"

Zot shrugs helplessly. "Latent magic from the Heart of the Protector, perhaps? Hiding the Obsidian Door so that no one can find it?"

"Could be," says Eve, tapping her temple again. "Dammit. Still nothing."

"I mean, I know that magic is **literally the best** at solving **every** problem," says Gerki, with a sardonic smile, "but a couple of us feeble plebs still know how to, you know, track things,

and stuff. For example..."

Gerki points down the hall. "The golem came from thataway. I bet we'll find the Obsidian Door if we keep going in the direction it came from."

"Yeah," says Fiona. "And if the door is that way, then so is Longmont."

Zot pats Pooky meditatively for a moment. "You're right, of course. That will likely take us closer to the Door. Gerki, get on the horn and let Darvishon know what's just transpired. Tell him to have his and Ohava's groups convene on our location."

Gerki pulls a small drinking horn out of one of the concealed pouches in his coat. He holds the large end to his lips, relaying everything that Zot just said. The horn glows briefly and vibrates once, at which point Gerki holds the small end up to his ear, listening.

"They're on their way."

"We should be, too," says Zot. "Let's put a stop to this nonsense once and for all."

Rewards

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

Vault 154-155

Archive Vault Card 53 - Flaming Sword, Vault Card 54 - Mystic Hookshot

Prologue

It feels like you have been following the dwarven tunnels under the Skyanvil Mountains for ages. The sulphurous scent on the air and the steadily increasing temperature made you feel like you were making progress, at first. But you've been ready for action for so long that you're starting to feel exhausted, your weaponry heavy in your hands.

Zot consults the party's maps. "I don't know if this is good news or bad, but we're approaching a portion of the tunnels that are either unexplored or simply not recorded. It may be we're finally getting close to what we seek, or it may..."

"Shhh!" says Fiona, holding up a gauntleted fist. "I think I hear chanting."

You become still and quiet, listening. Fiona is right—you do hear the faint sounds of a rhythmic chant. Worse, it sounds like the chant is not only ominous, but also entirely in one of the realm's dead languages.

"That settles that," says Zot. "Let's go."

You leave the dwarven corridors behind, entering what appears to be a large, dripping complex of natural caverns. The heat and the humidity are particularly intense here, and the stench of brimstone hangs heavily all around

you. The chanting has grown both louder and increasingly more ominous as you travel, until, at last, you discover its source.

Ahead of you and downward, a ritual circle has been cast onto the cavern floor. Standing around it are a contingent of figures in black hooded robes. The figures hold hands, making a second, larger circle with their bodies, their chant directed at the demonic figures in the center of the ritual circle. The demons are in the process of transitioning across the dimensional divide, gaining opaqueness and solidity as you approach.

"What's the plan?" says Fiona.

"Fi! Look out!" shouts Gerki.

But it's too late. Another figure, hooded and cloaked like the others, steps out of an irregular shadow in the cavern wall, seizes Fiona, and holds a nasty-looking knife up to her throat.

"Gotcha," says the figure, pulling off her hood. "Not bad for a novice adventurer, eh?"

In the dim light, Pherry stands revealed, slim-faced and smirking evilly at you. She flexes a bicep around Fiona's neck and waggles the knife. "Hands away from your weapons and where I can see them. And tell your damned bunny to stand down, wizard, because I'm not

playing around here."

Fiona's sword clatters from her hand. At the sound, Pooky bares his teeth, but remains perched on Zot's shoulder.

Despite the presence of the knife at her throat, Fiona struggles against Pherry's grip, swearing loudly in dwarvish the entire time.

The sound of Fiona's loud, and rather crude, oaths carries down to the assemblage around the ritual circle, all of whom look in your direction to see what is causing the commotion. Even the demons glance up, vaguely horrified expressions upon their infernal countenances.

"Kaz durhakk mak terak?!" says one demon, in their infernal tongue. (Translation: "Can you believe the mouth on that one?!")

"Zukzz'a!" replies the other, its burning eyes wide. (Translation: "My goodness!")

"Aha," says one of the figures down below, in a voice you instantly recognize, "it appears our greatest enemies have discovered us right on time."

Vice-Chancellor Longmont throws off his hood with an appropriately dramatic gesture and directs a tirade of mocking laughter at you. At the sound, Pherry scoffs, but does not slacken the pressure of her grip upon Fiona.

A Knife in the Dark

"Oh, great, another monologue," mutter Pherry and Fiona at the same time.

"Fools!" shouts Longmont. "You try and try to prevail, but it is already too late! For you see..."

Your party tunes him out.

Eve continues to keep her hands visible as she stares at Pherry. "Come on, Pherry. You can't seriously be allied with this dullard."

The knife moves fractionally closer to Fiona's throat.

"Yeah, I seriously am," says Pherry, in case the repositioning of the knife wasn't enough. "There's a lot of perks to being on the winning side."

"The winning side is demons," says Gerki. "Those aren't just bad odds. Those are the worst odds. They're going to destroy the world and everything in it. They're going to destroy you!"

For a moment, Pherry looks uncertain. As she gathers herself, Longmont's voice filters up from below.

"And then I realized that what I wanted was power," the former Vice-Chancellor drones. "True power! That the Collegium had long denied me..."

"He's not going to destroy the world," says Pherry. "He's going to change it. He's going to wipe away the old order and start again. And this time, we'll be on top."

"No," says Deirdre. "It's the demons who will be on top."

"I really liked you, you know," says Fiona

quietly, her voice quavering. "You seemed nice, and sweet, and earnest, and you reminded me a lot of a younger me."

"Then this must really hurt you a lot," says Pherry.

"Not as much as I'm going to hurt you if you don't get your head on straight," replies Fiona. "If the rest of the demons make it to this dimension, it's over for us. You're a good fighter. You're clever. You've got guts. It's not too late for you to turn this thing around. Help us stop Longmont and get the Heart back. Help us save the world."

A long silence follows. Well, it would be a long silence if not for Longmont. "And then you fools led my agents right to the Heart," he says, cackling. "I hardly even needed to bother with the masquerade!"

"If I don't go along with this," says Pherry, her voice tight, her words clipped, "then Thamart will have died for nothing."

"What about Artin?" says demands Fiona. "You killed him, or don't you remember? You nearly got Runa, too. Face it, you're just trying to justify your murders."

At this, Pherry laughs. While she is distracted, Fiona takes a moment to subtly shift her position under Pherry's loosened grip.

"I don't have all day to split hairs on whether I murdered Thamart or you did. What I will say is that when I'm hired to do a job, I do that job. I don't ask questions and I fulfill my obligations to the letter. If that means that anyone who get

in my way dies, they die. I figured if anyone would respect that, it'd be Fiona the Volatile! How many people have gotten in your way? How many living, breathing creatures have you killed? Honestly, we're not so..."

Fiona brings her head back with a hard snap, catching Pherry full in the nose. There is a familiar crunching noise as your former adventuring companion stumbles backward, blood running from both nostrils.

"Now who's monologuing?" shouts Fiona. "And I've heard the 'not so different' speech before, traitor!"

"Do you mind?" shouts Longmont from below. "I'm trying to detail how foolproof my cunning plan is."

"SHUT UP!" shouts Gog.

"Fine, fine," sniffs Longmont. "We'll skip to the end, then. Kill them. I still have much to do."

Pherry dabs a sleeve against her nose, trying to stem the flow of blood. "Width pleathure," she says as Longmont and his cultists leave.

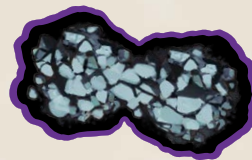
"Oh, bring it on, girl," snarls Fiona, diving for her sword.

"Scatter!" says Gerki, pointing over at the ritual circle. "Demonfire incoming!"

You wheel away from one another and spread out, presenting smaller and more widely spaced targets for the incoming barrage of hellfire. Words of magic spells leap to your lips and weapons find your ready hands as you prepare to engage in another desperate battle.

Setup

Place the scenario map and Epic Pool in the middle of the play area. **Place a Gravel Wall token on each of the six double-wide door spaces.** Prepare the following schemers:



Standee	Base Color	Tracker Deck
Unholy Symbol #1-4	Grey	Grey #1-4
Stygian Imp #1-4	Blue	Blue #1-4
Fiendish Brute #1-6	Red	Red #1-6
Shadow Image #1-4	Yellow	Yellow #1-4
Pherry, Occult Assassin	Purple	None





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.

Evasive: When this figure takes damage from an Attack, it Averts Harm 🛡️ and Leaps 🏃 2 away from the attacker.

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

Map Features

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

Occult Veil - Difficult: Yellow-border spaces are Difficult, costing an additional point of Move  to enter. Some of Pherry's Schemes refer to these spaces.

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

Zones: The map is divided into four Zones, demarcated by white dashed lines. The Unholy Symbol's Scheme refers to Shadow Images in the same Zone as an Unholy Symbol.



Gravel Wall



Occult Veil



Rocks

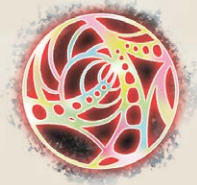


Zones

Unholy Symbols

To make their escape, Longmont and his cultists have collapsed sections of the cavern and sealed them with Unholy Symbols. In this scenario, the Unholy Symbols count as both doors and Foes.

The Unholy Symbol group does not use a Scheme Die. It performs the same Scheme every round. Unholy Symbols can cause a Shadow Image to activate multiple times in a round.




Unholy Symbols are Impassable. No figures may enter them (not even with an ability that allows them to move through Foes). Line of Fire may not be drawn through them, and tokens may not be placed on them. This includes Wizard Fire tokens!

When a new Zone is revealed for the first time, either by destroying a Gravel Wall or by Defeating an Unholy Symbol, Reinforce the next Zone.

Unholy Symbols deploy with Shield and/or Hitback Tokens, depending on difficulty:

Story	Veteran	Legend
None	1 Shield, 1 Hitback	1 Shield, 2 Hitback

Schemer Note

Shadow Image: When a Shadow Image teleports adjacent to a Foe, the players choose which Foe it goes to. They do not need to pick the Nearest .

Deploy

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	C:	Stygian Imp	BD:	Stygian Imp	A:	Shadow Image
	F:	Unholy Symbol	F:	Unholy Symbol	BD:	Stygian Imp
					F:	Unholy Symbol
Veteran	BD:	Stygian Imp	A:	Shadow Image	A:	Shadow Image
	F:	Unholy Symbol	BD:	Stygian Imp	BCD:	Stygian Imp
			F:	Unholy Symbol	F:	Unholy Symbol
Legend	A:	Shadow Image	A:	Shadow Image	A:	Shadow Image
	BD:	Stygian Imp	BCD:	Stygian Imp	BCD:	Stygian Imp
	F:	Unholy Symbol	F:	Unholy Symbol	E:	Fiendish Brute
					F:	Unholy Symbol

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 9 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 11 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

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

Objective: Reveal Zone 2.

STOP

Begin the game. Read on immediately when Zone 2 is revealed either by destroying a Gravel Wall or by Defeating the Unholy Symbol.

STOP**Reinforce**

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	J:	Fiendish Brute	G:	Shadow Image	GJ:	Fiendish Brute
	I:	Unholy Symbol	J:	Fiendish Brute	I:	Unholy Symbol
			I:	Unholy Symbol		
Veteran	G:	Shadow Image	GJ:	Fiendish Brute	K:	Shadow Image
	J:	Fiendish Brute	I:	Unholy Symbol	GJ:	Fiendish Brute
	I:	Unholy Symbol			I:	Unholy Symbol
Legend	GJ:	Fiendish Brute	K:	Shadow Image	K:	Shadow Image
	I:	Unholy Symbol	GJ:	Fiendish Brute	GHJ:	Fiendish Brute
			I:	Unholy Symbol	I:	Unholy Symbol

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

Objective: Reveal Zone 3.

STOP

Continue the game. Read on immediately when Zone 3 is revealed either by destroying a Gravel Wall or by Defeating the Unholy Symbol in Zone 2.

STOP**Reinforce**

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	O:	Stygian Imp	O:	Stygian Imp	M:	Shadow Image
	N:	Fiendish Brute	N:	Fiendish Brute	O:	Stygian Imp
	L:	Unholy Symbol	L:	Unholy Symbol	N:	Fiendish Brute
					L:	Unholy Symbol
Veteran	M:	Shadow Image	M:	Shadow Image	MP:	Shadow Image
	O:	Stygian Imp	O:	Stygian Imp	O:	Stygian Imp
	N:	Fiendish Brute	N:	Fiendish Brute	N:	Fiendish Brute
	L:	Unholy Symbol	L:	Unholy Symbol	L:	Unholy Symbol
Legend	M:	Shadow Image	M:	Shadow Image	M:	Shadow Image
	O:	Stygian Imp	O:	Stygian Imp	NP:	Fiendish Brute
	N:	Fiendish Brute	N:	Fiendish Brute	L:	Unholy Symbol
	L:	Unholy Symbol	L:	Unholy Symbol		



STOP

Reinforce

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	RS:	Fiendish Brute	V:	Stygian Imp	V:	Stygian Imp
	U:	Pherry	RS:	Fiendish Brute	RS:	Fiendish Brute
			U:	Pherry	U:	Pherry
Veteran	RS:	Fiendish Brute	RS:	Fiendish Brute	V:	Stygian Imp
	U:	Pherry	T:	Unholy Symbol	RS:	Fiendish Brute
			U:	Pherry	T:	Unholy Symbol
					U:	Pherry
Legend	RS:	Fiendish Brute	V:	Shadow Image	RS:	Fiendish Brute
	T:	Unholy Symbol	RS:	Fiendish Brute	TV:	Unholy Symbol
	U:	Pherry	T:	Unholy Symbol	U:	Pherry
			U:	Pherry		

Pherry

Phery

14

Big Bad, Evasive

Phery
Occult Harvester

Shadow Strike

Place this figure in a Safe space adjacent to a 1 foe.
Move 1 Attack 1 foe.
Harm 1. Sum the target.

Fade Into Darkness

Move 1 to 1 foe.
Range 7. 1 Attack 1 foe.
Place Phery on the Neutral 7 Occult Veil, then Phery gains 2.

Wrathful Rampage

Move 1 to 1 foe.
Move 1. Attack 1 foe.
Harm 1. Repeat this Scheme, ignoring any foe already targeted.

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

Darkness Strikes: The last ability in this Scheme is independent of the Harm . In the unlikely event that Placing Pherry on the Nearest Occult Veil causes her not to move, she does not deploy a Shadow Image.

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

Win Condition: Defeat Pherry and all Shadow Images.



Continue the game. Read on if it's the Objective Phase, Pherry has been Defeated, and there are no Shadow Images on the map.



Epilogue

Fiona sheathes her sword so hard that the metallic ring of hilt on scabbard echoes sharply around the cave.

"Fi?" ventures Gerki. "You okay?"

"No," replies Fiona, as she stalks across the cavern in the direction that Longmont has fled.

"We've got a job to do."

With that, she walks off into the darkness.

"Gog not let Fiona go alone," says Gog, jutting out his tusks in an expression of determination.

"We're not going to let her go on alone

either, big guy," says Gerki. He looks in the direction that Fiona went, but there is nothing but darkness there now. "C'mon."

Rewards

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

Vault 156-157

Archive Vault Card 57 - Knuckles of Offending, Vault Card 85 - Canine Cloak

The Ritual

Prologue

You pass into an area where numerous curving tunnels intersect with one another in ways you cannot immediately fathom. The air in here is hot, oppressively heavy, and tainted with the now very familiar sulphuric smell you associate with anything having to do with the Stygian Expanse.

"Fiona?" calls Zot quietly, peering around.

"I don't see her," says Deirdre, concerned.

*"I **should** see her," says Eve, trying to keep the frustration out of her voice. "With all the magic items she's carrying, she should light up like the sun, but I have nothing. Nothing!"*

Up ahead, there is the very brief sound of a scuffle, which swiftly devolves into quiet whimpers and painful groaning.

"Fi?" ventures Gerki.

A moment later, she calls back. "Yeah. Over here."

You follow the sound of her voice to a place where several of the curving passageways join up to form an irregular, almost hexagonal room. Two defeated black-robed cultists lie sprawled across what seems like another ritual circle carved into the floor. Fiona kneels between them, studying a tattered and blood-stained scrap of parchment. Her tongue is stuck out of the side of her mouth in concentration.

"There you are!" says Deirdre running up.

Fiona stands. Though she still looks upset,

you can tell that her recent battle with the two groaning cultists has improved her mood a little bit. "Hey," she says, offering up the parchment. "Look what I found."

Zot takes it from her and shows it around. On it is a crude map of what you assume is the current area, showing several circular tunnels arranged in a ring around a central point. The location of several red symbols, placed in certain tunnel intersections, seem to match up with the ritual circles that you have recently found.

Zot traces his finger over the dense paragraph of handwriting scribbled beneath the map. "Apparently, once the Heart of the Protector is in place, the wards on the door are weakened, but still sealed."

"That's good," says Gerki.

"In order to fully open the door, the cultists have to perform summoning rituals at these key points, which will re-establish the connection between our world and the Stygian Expanse so that the door will swing open."

As Zot makes this pronouncement, the tunnels around you shudder with unconstrained power.

"And...how many more summoning rituals do they need to do before they succeed?" asks Gerki.

"A very small number between some and

none," says Eve. "Also, I didn't get top marks in my ritual magic class, but if I was going to guess," she adds, pointing to the blank spot at the center of the map, "I'd say that the Obsidian Door is somewhere around here."

"Agreed," says Zot. "Let's follow this tunnel to the center and see what we find."

"Where the hell is it?!" shouts Eve, her voice echoing along the curving passage.

Pooky, seemingly irritated at the noise, perks his ears up as his eyes dart around the area. You soon realize that Pooky is more than just merely agitated, however, as he begins sniffing the air and darting back and forth between Zot's bony shoulders.

"I don't know," says Zot, thoughtfully, unaware of his familiar's sudden burst of activity.

"If you're right, and there is a door," says Gerki. "It has to be here somewhere. We can do a thorough, grid-based search. See if we can't find..."

"We may not have time," says Deirdre.

"Gog make hole!" offers Gog.

Pooky vaults off Zot's shoulder, lands on the tunnel floor, and runs full speed at the wall. You all watch, confused and concerned, as Pooky drops his ears flat, tucks in his chin, urges himself forward with a final burst of speed

and...

...passes effortlessly through the wall.

"What the..." says Fiona, watching as energy arcs across the wall from Pooky's point of entry.

Zot runs forward. "It's here! You were right, Eve! The Obsidian Door must be..."

Whatever Zot is about to say next is driven from his lungs as he collides with the wall. He teeters back, and is about to topple over onto the floor, except that Gog gently catches Zot by the shoulders and sets him back on his feet.

"Zot okay?"

"Yes," says Zot, a touch embarrassed. "Thank you, Gog."

Eve, meanwhile, is running her hands over the wall. "This is good. This is **really** good."

"What is it?" says Gerki, staring up at the wall quizzically. "Is it an illusion?"

"Yeah. Best one I've ever seen. Undetectable to my spells. Solid to the touch. Very resistant to disjunction caused by ontological disbelief." Eve raps her knuckles on the wall. "Pooky probably saw right through it because he's got a bit of chaos magic in him."

"A bit?" mutters Zot.

"Can you dispel it?" asks Fiona.

Eve doesn't answer, instead sending probing beams of magical energy at the wall. You watch

as one, then another, and still another rebound off the surface of the wall with seemingly no effect. Eve's frown lines deepen as she tries another spell, and another.

"I think I'm going to need some help. Deirdre, can you lend me some of that good, wholesome, divine magic?"

"Of course," says Deirdre, joining hands with Eve.

The two of them begin to cast a spell in unison, weaving their voices and energies together until the entire wall is suffused with a glow of blue-white light. Despite this, it remains obdurate, eternal, and...stony.

"I attempt to disbelieve," intones Eve, her voice thick with magical power. You watch as the wall crumbles silently away to nothing.

A short distance beyond the illusory wall, Pooky sits on his haunches and stares back at you, a bored expression on his fuzzy white face. Beyond him is a massive cavern glowing with magical light. Despite all of this magically-created radiance, though, the far side of the cavern stands in deep shadow. You can just make out a massive door, about as tall as a castle wall, made of polished black stone. Reddish-purple light leaks in from beneath and around the sides of the door, though even this does little to illuminate the shadows.

Robed cultists kneel in a circle before the Obsidian Door, chanting their terrible chants and raising their hands in mystical gestures.

"Gerki," says Zot. "Get back on the horn. Tell Darvishon and Ohava..."

"Already on it," says Gerki, who has, indeed, extracted the horn from within his jacket.

All at once, the ritualistic chanting ends. The cultists rise to their feet in unison and turn to face you. Vice-Chancellor Longmont removes his hood and smiles at you, though his rictus-like grin is infinitely more terrifying than it is jovial.

"You fools don't know when to quit!" he says, laughing. "You are too late! Far, far too late! For you see, the last key has just been turned! In moments, the door will open, and the demons from the Stygian Expanse will be free and entirely under my command. First, Greyport shall fall to me! Then the neighboring kingdoms! Then the world! All knees will bend to me! All rulers will grovel before me!"

"Seven out of ten for that performance," sniffs Eve. Then she turns to you and sighs, her face falling. "He may be right, though. It may actually be too late this time."

"Like hell it is," shouts Fiona. "CHARGE!"

Setup


Place the scenario map and Epic Pool in the middle of the play area. Ensure that the map is marked "24a - The Ritual - Part 1". Place a **Demon Chains** token on each of the two triple-wide door spaces. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Unholy Symbol #1-6	Grey	Grey #1-6
Chaos Imp #1-8	Blue	Blue #1-8
Cultist #1-8	Red	Red #1-8
Longmont, High Cultist	Yellow	Yellow #1



Map Features

Demon Chains - Impassable: Purple-border map features are Impassable. No figure may enter them, tokens may not be placed on them, and Line of Fire may not be drawn through them. These tokens are the "doors" for this scenario, and will be removed when a section of the map is cleared of Unholy Symbols.

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

Statues - Impassable: Statues are Impassable. No figures may enter these spaces or draw Line of Fire through them. Tokens may not be placed on them - remember, this includes Wizard Fire tokens!



Keyword

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

Deploy

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	AB:	Chaos Imp	B:	Chaos Imp	AB:	Chaos Imp
	C:	Unholy Symbol	CD:	Unholy Symbol	CD:	Unholy Symbol
Veteran	B:	Chaos Imp	AB:	Chaos Imp	A:	Chaos Imp
	CD:	Unholy Symbol	CD:	Unholy Symbol	B:	Cultist
					CD:	Unholy Symbol
Legend	AB:	Chaos Imp	A:	Chaos Imp	AB:	Chaos Imp
	CD:	Unholy Symbol	B:	Cultist	E:	Cultist
			CD:	Unholy Symbol	CD:	Unholy Symbol

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 9 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 12 spots on your Hero's Power Tree.
- Deploy your Hero figure(s) on the map.

Scenario Notes

This scenario is a two-part battle. After playing through Part 1 you will flip the map over for Part 2.

Foes may sometimes deploy behind the Heroes in this scenario. If you are instructed to deploy a figure to an Occupied space, deploy to the Nearest ☞ Unoccupied space instead. If multiple spaces are tied for Nearest ☞, the players choose.

Longmont: The *Chaos Portal* Harm ☞ effect causes two of Longmont's Foes to swap spaces - the target and whichever figure (other than the target) is Nearest ☞ to Longmont. As usual, if multiple figures are tied, the players choose.

Unholy Symbol: Unlike in the previous scenario, the Unholy Symbols count as normal figures. In particular, this means that Schemers can move through Unholy Symbols, and Heroes can do so as well if they are using an ability that lets them pass through Foes.



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

Objective: Defeat all Unholy Symbols.

Begin the game. Read on immediately when all Unholy Symbols have been Defeated.



Reinforce

Deploy the following, and note that Schemers will deploy across both rooms.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	AJ:	Cultist	A:	Cultist	AJ:	Cultist
	G:	Unholy Symbol	GH:	Unholy Symbol	GH:	Unholy Symbol
Veteran	A:	Cultist	AJ:	Cultist	D:	Chaos Imp
	GH:	Unholy Symbol	GH:	Unholy Symbol	AJ:	Cultist
					GH:	Unholy Symbol
Legend	AJ:	Cultist	D:	Chaos Imp	DG:	Chaos Imp
	GH:	Unholy Symbol	AJ:	Cultist	AJ:	Cultist
			GH:	Unholy Symbol	FH:	Unholy Symbol



Lose Condition: The players lose if any Hero is Defeated.
Objective: Defeat all Unholy Symbols.



Continue the game. Read on immediately when all Unholy Symbols have been Defeated.

Reinforce

Deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	D:	Chaos Imp	I:	Chaos Imp	DI:	Chaos Imp
	C:	Cultist	C:	Cultist	C:	Cultist
	K:	Unholy Symbol	KL:	Unholy Symbol	KL:	Unholy Symbol
	O:	Longmont, 1 Toughness	O:	Longmont, 2 Toughness	O:	Longmont, 2 Toughness
Veteran	I:	Chaos Imp	DI:	Chaos Imp	DI:	Chaos Imp
	C:	Cultist	C:	Cultist	CM:	Cultist
	KL:	Unholy Symbol	KL:	Unholy Symbol	KL:	Unholy Symbol
	O:	Longmont, 2 Toughness	O:	Longmont, 3 Toughness	O:	Longmont, 4 Toughness
Legend	DI:	Chaos Imp	DI:	Chaos Imp	I:	Chaos Imp
	C:	Cultist	CP:	Cultist	CMP:	Cultist
	KL:	Unholy Symbol	KL:	Unholy Symbol	KLN:	Unholy Symbol
	O:	Longmont, 2 Toughness	O:	Longmont, 3 Toughness	O:	Longmont, 4 Toughness



Lose Condition: The players lose if any Hero is Defeated.
Objective: Defeat Longmont and all Unholy Symbols.



Continue the game. Read on if it's the Objective Phase and Longmont and all Unholy Symbols have been Defeated.

Part 2

Longmont, overwhelmed by your assault, falls to his hands and knees. He looks around, gasping and sweating, and seems to notice for the first time just how many of his cultists have fallen. His remaining lackeys draw slowly away from him. You can tell that they can sense the Vice-Chancellor's immediate defeat, and are trying to decide if they should surrender, run, or pretend that they wandered into the wrong cavern by mistake.

"It's over, Longmont," says Zot. "Give us the Heart. Close the Door. End this madness."

Longmont gulps down a lungful of air. "Madness?" he says. "You think this is madness?"

"Yes, obviously," says Eve. "You can't honestly think that linking our world with the Stygian Expanse is a mentally sound..."

The Vice-Chancellor heaves himself to his feet. "I WILL SHOW YOU MADNESS!"

"Guess it was a rhetorical question?" says Gerki, shrugging.

"Seems like," says Eve.

"Arben, please," says Zot, his voice strained but still reasonable. "You don't have to do this."

The Vice-Chancellor stretches out his arms, causing his billowing cult robes to unfurl around him like a pair of great, black wings. "By the Nine Abyssal Lords! By the Autarchs of Pain, Suffering, and Death! I unleash the powers of the Pit and claim them for my own! May all the Overlords of Torment Unending hear my cry and **give me. My. Revenge!**"

The Obsidian Door creaks open the merest handspan behind Longmont, and reddish-purple flames flash through the gap from the hellish place that stands just on the other side. The flames strike Longmont and several of the cultists nearest the door, causing them to thrash and scream in unspeakable agony. You watch as Longmont and the afflicted cultists grow, their bodies twisting, distorting into shapes that are mockeries of the human form. Their robes swell and burst, revealing livid flesh, vestigial limbs,

misshapen horns, and jagged fangs.

The thing that was once Longmont strides toward you. He stares down at you with eyes that are spread all around his demonic head, and opens his giant misshapen maw.

"Holy..." whispers Deirdre.

The giant mouth screams, drowning out the following word.

Setup

Defeat all Schemers. Remove all components from the map, then flip the map over to the side marked “24b - The Ritual - Part 2”. Reset the tracker decks. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Unholy Symbol #1-6	Grey	Grey #1-6
Chaos Imp #1-8	Blue	Blue #1-8
Stone Mage #1-8	Red	Red #1-8
Avatar of Entropy	Yellow	Yellow #1



New Map Feature

Chaos Magic - Hazard: These spaces are Dangerous and deal damage to figures occupying them during the Objective Phase. Deal ❷ to each figure on a Chaos Magic space during the Objective Phase. These spaces do not cause damage to figures that move through them.



Chaos Magic

Deploy

Deploy the following.

Any Chaos Imps that were on the map at the end of Part 1 are Defeated and do not return in Part 2. Newly-deployed Chaos Imps count as new Schemers with no damage.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	IJ:	Chaos Imp	IJ:	Chaos Imp	IJ:	Chaos Imp
	K:	Stone Mage	K:	Stone Mage	K:	Stone Mage
	A:	Unholy Symbol	AB:	Unholy Symbol	ABE:	Unholy Symbol
	L:	Avatar of Entropy, 2 Toughness	L:	Avatar of Entropy, 2 Toughness	L:	Avatar of Entropy, 3 Toughness
Veteran	IJ:	Chaos Imp	IJ:	Chaos Imp	CJ:	Chaos Imp
	K:	Stone Mage	K:	Stone Mage	DM:	Stone Mage
	AB:	Unholy Symbol	ABE:	Unholy Symbol	ABE:	Unholy Symbol
	L:	Avatar of Entropy, 3 Toughness	L:	Avatar of Entropy, 3 Toughness	L:	Avatar of Entropy, 4 Toughness
Legend	IJ:	Chaos Imp	IJ:	Chaos Imp	CJ:	Chaos Imp
	K:	Stone Mage	KM:	Stone Mage	DGM:	Stone Mage
	ABE:	Unholy Symbol	ABE:	Unholy Symbol	ABE:	Unholy Symbol
	L:	Avatar of Entropy, 4 Toughness	L:	Avatar of Entropy, 4 Toughness	L:	Avatar of Entropy, 5 Toughness

Heroes

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 damage, Power Tokens or Debuff Tokens they have. 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. Any dice in the Epic Pool stay there.

Deploy your Hero figure(s) on the map on the initial deployment spaces. As usual, Pooky starts on Zot's space. If any Hero has a surviving Ally, deploy that Ally's figure in a space adjacent to its controlling Hero.

Schemer Note

Stone Mage: Note that the Splash effect on *Chaos Beam* is not a Harm ❷ effect! Heroic figures adjacent to the target take ❷ even if the target prevented the damage from the Attack.

STOP

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

STOP

Epilogue

"NO!" shrieks the demon-thing that was once Longmont. It sags to the floor of the cavern, leaking pus and ichor from its many wounds. "NO! IT CANNOT BE! MY POWER! I WAS PROMISED!"

You race across the cavern toward the Obsidian Door, and to the knot of surviving cultists standing in its shadow. They are the last things standing between you and the slightly open portal to the Stygian Expanse, and they know it. Glancing nervously at the deflating pool of flesh and fluid that was once their leader, they raise their hands in defensive postures.

"We surrender!" one says. "Please! Let us live! We'll do..."

"It's opening!" shouts Deirdre.

An explosion of purple-red flames blasts the Obsidian Door wide open, roaring into the room like the blazing fire of a blacksmith's forge. The cultists in front of you don't have a chance. You watch in horror as the nether fires engulf them, igniting cloth, hair, and flesh. You stumble backward against the wave of intense heat, hands thrown across your eyes, fearing that you, too, are only seconds away from meeting the same fate.

But nothing happens.

You look and see that a curving field of blue-white magic has interposed itself between you and the hot fires of the Stygian Expanse. Deirdre kneels in your midst, her hands tight and white-knuckled around the holy symbol of the Goddess Elaana, praying with all her strength.

The flames beyond Deirdre's field of holy protection gradually sputter and die, leaving behind smeared streaks of ash on the cavern floor that are all that remain of the cultists. As the flames subside, you see the red, arid, and burning land that stands revealed beyond the threshold of the Obsidian Door. In the distance, you see an army of demons marching toward you, their ranks stretching back to the crimson horizon.

You turn at a sudden commotion behind you, expecting demons or cultists. Instead, you see Ohava and Darvishon enter the chamber, breathless and terrified, with the Collegium wizards and the priests of the Great Temple filing in behind them. Their horrified eyes dart from the spreading pool that is all that remains of demon Longmont's corpse, to Deirdre's protective barrier, to the open Obsidian Door beyond.

"We're too late," says Darvishon.

"We may not be," says Ohava. "Where is the Heart?"

You all look at one another. You were so focused on stopping the ritual and keeping the door closed that you...

"Found it!" says Gerki, plunging into the waist-deep foulness that is Longmont's liquefying organs. He rummages around in the slime and bubbling flesh until he extracts the Heart, which is clean and untainted.

"Bring it here," says Ohava. "Deirdre, keep that spell up. Quickly now!"

Ohava and Darvishon's groups pour into the cavern. The clerics of the Great Temple heal your wounds and use the rest of their divine energies to reinforce Deirdre's shield, while the wizards of the Collegium begin prepping spells and setting up their own magical defenses.

*Ohava stares at the Heart of the Protector, now clutched tightly in her hands, and sends a whispered prayer winging to the four gods of Greyport. "I can use the Heart to close the door and seal it," she says, favoring you all with a calm and resolute gaze. "All **you** need to do is hold off legions of demons."*

"Sounds easy," says Gerki, with a wry smile.

Rewards

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

Vault 158-159

Prologue

A great cacophony of flames and shrieking echoes throughout the cavern as a cloud of small, winged demons burst forth from the open Obsidian Door like a plague of locusts. The front ranks hurl themselves against Ohava's reinforced divine barrier, and you watch, horrified, as it shatters like glass, falling to the earth in pieces before dissolving altogether. The demon swarm cackles and screams in fearsome joy as it makes a circuit of the cavern—encrusted talons slashing down at any hat, hood or hair they can reach—before vanishing through the opening in the wall behind you.

"Students and faculty! Follow me!" shouts Darvishon, "we have to stop them before they reach the surface!"

"Take the clerics with you," says Ohava. The assembled brethren of the Great Temple look at her, concerned and confused, but she makes a brisk gesture toward the opening the wall and they reluctantly obey.

"What about you?" asks the Chancellor, bushy eyebrow raised in concern.

Ohava manages a thin smile as she points at your party. "I have them."

"Fair enough," says Darvishon. "Let's stop those demons."

As the others race out of the room, Ohava kneels on the floor of the cavern and lifts the Heart of the Protector up toward the heavens.

"I'll worry about sealing the Obsidian Door," she says. "You worry about protecting

me. If I can't finish this ritual, we're all doomed."

Ohava intones the first words of the ritual. The crystalline orb that holds the Heart begins to glow with a warm, white radiance. You watch, fascinated and a little horrified, as the withered heart inside kindles to life and slowly begins to beat.

You turn to face the Obsidian Door. The demonic horde is far closer now, its vanguard is within a stone's throw of the threshold of the otherworldly portal.

"Look!" says Deirdre, pointing.

The great door of black stone creaks noisily on its hinges, swinging a few inches back toward the doorway.

"It's working," Deirdre continues. "Praise

The Stygian Expanse

25

the Goddess.”

“Yeah, but not fast enough,” says Gerki, with a flourish of daggers. “That first squad of demons is coming through.”

“That’s where we come in,” says Fiona. Gog cracks his knuckles. “Gog ready!”

“I’m not,” says Eve, and even her careful façade of sarcasm cannot keep the quaver from her voice.

“Ready or not,” says Zot, as magic arcs from his hands. “Here they come!”

The Obsidian Door moves a few more

inches, but it is not nearly enough. The first demon—a great, hulking thing with weapons in each hand—stomps into the cavern and roars. In the confined space, the sound is like the rolling crash of thunder.

Setup

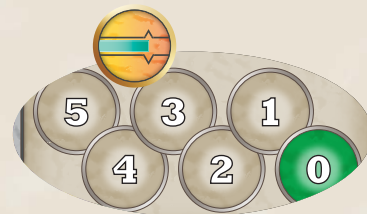
Place the scenario map and Epic Pool in the middle of the play area. Ensure that the map is marked “25a - The Stygian Expanse - Part 1”. Prepare the following schemers:

Standee	Base Color	Tracker Deck
Chaos Imp #1-8	Blue	Blue #1-8
Magma Titan #1-8	Red	Red #1-8
Avatar of Slaughter	Grey	Grey #1
Avatar of Entropy	Yellow	Yellow #1
Ohava, Grand Cleric	Purple	None



Place a tracker token on the track in the “Playing the Round” box on the map. This token determines the number of waves of enemies you will face in Part 1. Place the tracker token on the following space on the track:

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



Set up Ohava’s Scheme Block by placing the appropriate Scheme Block token onto the blank Ohava block on the map. At Story difficulty, Ohava has 20 Fortitude and uses the Story Scheme (as labeled on the front and back of the token). At Veteran difficulty, Ohava has 17 Fortitude and a slightly less helpful Scheme. At Legend difficulty, Ohava has 14 Fortitude and a Scheme that requires the Heroes to mostly do their own dirty work!

Place Ohava’s figure on the gold deployment space.




Deploy

Deploy the following:

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	B: Chaos Imp	BD: Chaos Imp	BDF: Chaos Imp
	D: Magma Titan	CH: Magma Titan	AEH: Magma Titan
	G: Avatar of Slaughter	G: Avatar of Slaughter	G: Avatar of Slaughter
Veteran	B: Chaos Imp	BD: Chaos Imp	BDF: Chaos Imp
	D: Magma Titan	CH: Magma Titan	AEH: Magma Titan
	G: Avatar of Slaughter	G: Avatar of Slaughter	G: Avatar of Slaughter
Legend	B: Chaos Imp	BD: Chaos Imp	BDF: Chaos Imp
	D: Magma Titan	CH: Magma Titan	AEH: Magma Titan
	G: Avatar of Slaughter	G: Avatar of Slaughter	G: Avatar of Slaughter

Map Features

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

Statues - Impassable: Statues are Impassable. No figures may enter these spaces or draw Line of Fire through them. Tokens may not be placed on them - remember, this includes Wizard Fire tokens!



Difficult



Statue

Keywords

Heroic: Ohava is a Friend to the Heroes and a Foe to the other Schemers. She still counts as a Schemer, though.

Immune to Traps, Immune to Wizard Fire: This figure can enter spaces with Traps or Wizard Fire without triggering them. It treats such spaces as Safe.

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

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 9 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 12 spots on your Hero's Power Tree.
- ~ Deploy your Hero figure(s) on the map.


Scenario Notes

This scenario is a two-part battle. After playing through Part 1 you will flip the map over for Part 2.

In Part 1 you must protect Ohava against a number of waves of enemies. The number of waves is based on difficulty and number of Heroes.



In each Objective Phase, you will be instructed to **Summon the Next Wave**. To do this, first check to see if the tracker token is on the green "0" space. If it is, do nothing. If it is not on the "0", deploy the following:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	B:	Chaos Imp	BD:	Chaos Imp	BD:	Chaos Imp
	D:	Magma Titan	C:	Magma Titan	AE:	Magma Titan
Veteran	B:	Chaos Imp	BD:	Chaos Imp	BD:	Chaos Imp
	D:	Magma Titan	C:	Magma Titan	AE:	Magma Titan
Legend	B:	Chaos Imp	BD:	Chaos Imp	BD:	Chaos Imp
	D:	Magma Titan	C:	Magma Titan	AE:	Magma Titan

You will deploy the same set of Schemers each time you **Summon the Next Wave**, so the map will fill up with Foes quickly! As usual, if you are instructed to deploy a figure to an Occupied space, deploy to the Nearest  Unoccupied space instead.

Schemer Notes

Chaos Imp: The Scheme *Debilitating Blow* does not have a Scheme Die icon. It can only be activated by the Avatar of Entropy.

Magma Titan: The Splash effect on *Shrapnel Blast* is not a Harm  effect! Heroic figures adjacent to the target take  even if the target prevented the damage from the Attack. The Scheme *Nimble Smash* does not have a Scheme Die icon. It can only be activated by the Avatar of Entropy.

Avatar of Entropy: When the Avatar of Entropy causes a Schemer to activate a Scheme, that activation is in addition to that figure's normal turn when its initiative token is drawn. Note that some difficulty levels and Hero counts will never deploy the Avatar of Entropy.



Avatar of Slaughter

The Avatar of Slaughter is coordinating the waves of attack, so targeting it early will help! **If the Avatar of Slaughter is Defeated and the tracker token is not yet on the green “0” space, advance the tracker token by one space without Summoning the Next Wave.**

Ohava

The Grand Cleric Ohava is a Heroic Schemer that you must protect. If she is Defeated, you will lose the scenario.

Ohava does not use a Scheme Die. She uses the same Scheme each time her initiative token is drawn. She also does not use a tracker card. Track any damage she takes directly onto her Scheme Block.

If Ohava deals damage and Pushes Foes with her Scheme, they may be any Foes on the map. They do not need to be the Foes Nearest  to Ohava. However, the damage and Push must target the same Foe(s). For example, at Veteran difficulty, Ohava may not choose to deal damage to two Foes but Push a different two Foes. She chooses two Foes, then deals  and Pushes 1 each of them. As usual, the Push must move the figure farther away from Ohava.

Damage caused by Ohava does not count as an Attack. This means that it may not be Empowered with an Epic Die or increased with a Damage Boost Token, but it also means that Schemers will not hit Ohava back if they have a Hitback Token.

Ohava's Scheme does not cause her to move, but she may be moved by other figures, such as Gog or the Avatar of Slaughter.

Ohava may target a Solo Mode Companion as though it were a Hero. She may not target herself, however, since she is not a Hero.



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

Objective: Survive all waves.

Begin the game. Read on immediately when the tracker token reaches the green “0” space.



Reinforce

Deploy the following, even if you just **Summoned the Next Wave**.

		1 or 2 Heroes		3 Heroes		4 Heroes
Story	C:	Chaos Imp	A:	Chaos Imp	C:	Chaos Imp
Veteran	C:	Magma Titan	E:	Magma Titan	C:	Avatar of Entropy
Legend	C:	Avatar of Entropy	E:	Avatar of Entropy	C:	Avatar of Entropy



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

Objective: Defeat all Foes.

Play on. Read on if it's the Objective Phase and all Foes have been Defeated.



Part 2

You dispatch the first wave of demons, but have all but exhausted yourself doing so. Sweating from the infernal heat of the Stygian Expanse, gasping for air, you watch as the seemingly infinite column of demonic invaders continues its inexorable march toward the Obsidian Door. You're not sure if you'll be able to keep up the fight, but you know that you must. The door is only half-closed, and, if you fall, the world as you know it will surely come to an end...

“Ohava!” Deirdre's shout rouses you from

your grim reverie.

She limps over to the slumped form of the Grand Cleric, who still clutches the brightly-glowing Heart in both her hands. Ohava's back is bent, her chest curled inward, and blood leaks from her nose and the corners of both of her eyes. Her body quakes with the effort of keeping herself upright, of bearing up the weight of the Heart. Deirdre pours healing magic into her. Like water poured onto desert sand, it is absorbed immediately, but seemingly to no effect.

Deirdre looks at you all, a look of rising panic on her face, and shakes her head. “I'm trying...” she says. “I don't think...”

“Deirdre,” says Ohava, her voice a rasping whisper. “The door...I can't shut it...”

Deirdre kneels next to the Grand Cleric. “I think it's too much for you. I think it...I think it may be killing you.”

“No...that's not what I mean.” She looks past you, staring into the hellish realm on the other side of the Obsidian Door. “Something...on the other side...It's keeping the door open.”

"In there?!" says Gerki. "Oh, no."

"Really, Gerki?" Eve sighs. "Like you're even surprised at this point?"

Deirdre looks from the open portal and back to Ohava. "Is it a demon? An artifact? Some kind of enchantment?"

Ohava shakes her head weakly. "I don't...I don't know...You'll just have to trust in the gods that you'll know it when you see it."

"Demons really close," grumbles Gog.

"All right," says Deirdre, rising and sharing what little healing she has remaining around.

"You heard the Grand Cleric. We go through the portal. We smash whatever is keeping the Obsidian Door open. We save the world."

"Don't forget about the part where we make it back alive," says Gerki. "That part's important."

"Demons almost here!" shouts Gog.

Zot gives Pooky a vigorous, but friendly, scratch between the ears, wiggles his fingers in preparation for the desperate spellcasting he's about to do, and tries to smile. "My friends, if we don't make it—it has been an honor."

You approach the half-open Obsidian Door, and there is more than enough room for you all to stand, shoulder to shoulder, and still not completely fill the doorway. You look at one another for reassurance, square your shoulders, and set your jaws firmly forward. The army of demons, now quite close, see your comparatively small frames blocking their way. Their laughter is mocking and mirthless.

"On three," says Zot. "Ready? One. Two." And Fiona leaps through the portal into hell.

Setup

Remove all components from the map, then flip the map over to the side marked "25b - The Stygian Expanse - Part 2". Reset the tracker decks. **Place a Demon Chains token on each of the six triple-wide door spaces.** Prepare the following schemers:

Standee	Base Color	Tracker Deck
Chaos Imp #1-8	Blue	Blue #1-8
Infernal Mage #1-8	Red	Red #1-8
M'Raxses, Lord of Slaughter	Grey	Grey #1
Galinexx, Lord of Entropy	Yellow	Yellow #1



The Demon Chains must be Defeated to win the scenario. Each chain has Fortitude and Hitback Tokens based on the difficulty and number of Heroes. Mark the Fortitude by placing a tracker token in the appropriate spot in the "Chain Fortitude" box on the map. If a chain gets a Hitback Token, place that token directly onto the Demon Chain token.

	1 or 2 Heroes	3 Heroes	4 Heroes
Story	5 Fortitude, 0 Hitback Tokens	5 Fortitude, 0 Hitback Tokens	7 Fortitude, 0 Hitback Tokens
Veteran	7 Fortitude, 1 Hitback Token	9 Fortitude, 1 Hitback Token	9 Fortitude, 1 Hitback Token
Legend	9 Fortitude, 1 Hitback Token	11 Fortitude, 1 Hitback Token	11 Fortitude, 1 Hitback Token

New Map Features

Demon Chains - Special: These tokens are the "doors" for this scenario. They are Impassable, Immobile and Destructible. Demon Chains block movement, Attacks and Line of Fire. No figure may enter these spaces, and tokens may not be placed on these spaces. In this scenario, Demon Chains may be attacked by Heroic figures. When a Heroic figure uses an Attack, they may treat any space a Demon Chain occupies as though it were a Foe while resolving the Attack. Track a Demon Chain's damage directly on that chain. If a chain is dealt damage greater than or equal to its Fortitude, remove it from the map. When a Demon Chain is removed from the map, revealing a new wedge for the first time, immediately Reinforce that wedge. Damaging a Demon Chain will trigger Harm ☠ effects on the Attack that damaged it. It also counts as attacking a Foe for the purpose of abilities like Fiona's "Triple Threat".

Monolith - Impassable: The Monolith in the center of the map is Impassable. No figure may enter this space or draw Line of Fire through it, and tokens may not be placed on it. The Monolith may not be attacked and is Immune to all damage. It acts at the beginning of each Combat Phase to Attack its Nearest ☠ Foe. Defeating the Demon Chains will destroy the Monolith and allow the Obsidian Door to close.

Unholy Symbol - Impassable: No figure may enter these spaces or draw Line of Fire through them, and tokens may not be placed on them.



Deploy

Deploy the following to Wedge 1.

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	B:	Chaos Imp	B:	Chaos Imp	A:	Chaos Imp
					B:	Infernal Mage
Veteran	B:	Chaos Imp	B:	Chaos Imp	A:	Chaos Imp
					B:	Infernal Mage
Legend	B:	Chaos Imp	A:	Chaos Imp	A:	Chaos Imp
			B:	Infernal Mage	B:	Infernal Mage

Heroes

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 damage, Power Tokens or Debuff Tokens they have. 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. Any dice in the Epic Pool stay there.

Deploy your Hero figure(s) on the map on the initial deployment spaces. As usual, Pooky starts on Zot's space. If any Hero has a surviving Ally, deploy that Ally's figure in a space adjacent to its controlling Hero.

Each Hero or Solo Mode Companion gains Power Tokens of their choice based on the difficulty level:


Story	Veteran	Legend
3 Power Tokens each	2 Power Tokens each	1 Power Token each

New Keyword


Boundless Evil: This figure rolls a Scheme Die and acts in every round. This includes rounds before it is deployed to the map and even rounds after it is Defeated. Its initiative token should go into the bag during the Ready Phase of each round.

The Monolith and Demon Chains

The Monolith in the center of the map is holding the door open. Destroying all six Demon Chains supporting it will allow Ohava to close the door and prevent the demon invasion.

The Monolith does not use an initiative token. Instead, it acts first in each Combat Phase, attacking its Nearest  Foe.



The Demon Chains count as "doors" in this scenario. When you Defeat a Demon Chain, remove it from the map and Reinforce any newly-revealed wedge.

Each of the Demon Chains may be attacked by Heroic figures as though they were Foes. Track each chain's damage directly onto that chain. Remember that a Burst  Attack may only affect a Demon Chain once, even if the Attack would hit more than one of that chain's spaces.

When a Demon Chain is Defeated, each other Demon Chain on the map gains a Toughness Token. We recommend doing this before Reinforcing the newly-revealed wedge, since it's easy to forget! If an Attack Defeats two Demon Chains at the same time, each remaining Demon Chain only gets one Toughness Token, not two.

The Demon Lords

The demonic bosses you've faced up to now have been mere projections of the powerful Demon Lords M'Raxses and Galinexx. Facing them here in the Stygian Expanse will be a daunting challenge. They each have the keyword Boundless Evil, which means that they act every round - this includes before they are deployed to the map, and even after they are Defeated! Note that their Schemes do different things based on whether or not they are currently on the map. If a Demon Lord is not on the map when its Scheme resolves, only the first sentence (starting with "Deploy") is resolved. Skip everything after the line of text in bold.

If a Demon Lord's Scheme says "adjacent to a Foe", that means a Foe of the players' choice. It does not need to be the Nearest  Foe, but it does need to be a Foe that could have a figure deployed or Placed adjacent to it. If it is impossible to deploy or Place a figure adjacent to any Foe, use the Nearest  Unoccupied space instead.

Galinexx's Scheme uses the phrase "in Range \nearrow 2 of a Foe". Again, this means a Foe of the players' choice. It does not need to be the Nearest \nearrow Foe, but it does need to be a Foe that could have a figure Placed in Range \nearrow 2 of it. If it is impossible to Place Galinexx within Range \nearrow 2 of any Foe, use the Nearest \nearrow Unoccupied space instead.

Schemer Notes

Infernal Mage: *Heatwave* includes two separate Attacks. These count as separate instances of damage, so, for example, a Hero that would get hit by both Attacks may not prevent the \blacklozenge damage with a single Shield Token.

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

Win Condition: Defeat all Demon Chains.

STOP

It's time to save the world! Destroy the Demon Chains. As you Defeat them, new areas will be revealed (the "wedges" on the map). When a wedge is revealed, immediately Reinforce that wedge using the tables below.

STOP

Note that you do not need to Defeat all Foes - not even the Demon Lords! Read the Epilogue if it's the Objective Phase and all Demon Chains have been Defeated.

Reinforce

Wedge 2:

		1 or 2 Heroes		3 Heroes		4 Heroes
Story	B:	Infernal Mage	B:	Infernal Mage	AB:	Infernal Mage
Veteran	B:	Infernal Mage	B:	Infernal Mage	AC:	Infernal Mage
Legend	B:	Infernal Mage	AC:	Infernal Mage	AC:	Infernal Mage

Wedge 3:

		1 or 2 Heroes		3 Heroes		4 Heroes
Story	B:	Infernal Mage	B:	Infernal Mage	A:	Chaos Imp
	D:	M'Raxses	D:	M'Raxses	B:	Infernal Mage
					D:	M'Raxses
Veteran	B:	Infernal Mage	B:	Infernal Mage	A:	Chaos Imp
	D:	M'Raxses	D:	M'Raxses	B:	Infernal Mage
					D:	M'Raxses
Legend	B:	Infernal Mage	A:	Chaos Imp	A:	Chaos Imp
	D:	M'Raxses	B:	Infernal Mage	BC:	Infernal Mage
			D:	M'Raxses	D:	M'Raxses

Wedge 4:

		1 or 2 Heroes		3 Heroes		4 Heroes
Story	B:	Chaos Imp	B:	Chaos Imp	A:	Chaos Imp
					B:	Infernal Mage
Veteran	B:	Chaos Imp	B:	Chaos Imp	A:	Chaos Imp
					B:	Infernal Mage
Legend	B:	Chaos Imp	A:	Chaos Imp	A:	Chaos Imp
			B:	Infernal Mage	B:	Infernal Mage

Wedge 5:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	B:	Chaos Imp	B:	Chaos Imp	AB:	Chaos Imp
	D:	Galinexx	D:	Galinexx	D:	Galinexx
Veteran	B:	Chaos Imp	B:	Chaos Imp	AB:	Chaos Imp
	D:	Galinexx	D:	Galinexx	D:	Galinexx
Legend	B:	Chaos Imp	A:	Chaos Imp	AC:	Chaos Imp
	D:	Galinexx	B:	Infernal Mage	B:	Infernal Mage
			D:	Galinexx	D:	Galinexx

Wedge 6:

	1 or 2 Heroes		3 Heroes		4 Heroes	
Story	B:	Chaos Imp	B:	Chaos Imp	A:	Chaos Imp
					B:	Infernal Mage
Veteran	B:	Chaos Imp	B:	Chaos Imp	A:	Chaos Imp
					B:	Infernal Mage
Legend	A:	Chaos Imp	A:	Chaos Imp	A:	Chaos Imp
			C:	Infernal Mage	C:	Infernal Mage

Epilogue

The demonic monolith splinters at its base, fel energy erupting from the cracks spreading across its surface. The massed legions of the Stygian Expanse howl in frustration and rage as it begins to topple over. Several of the nearest demons sprint or fly toward the collapsing structure, attempting to shore up its unfathomable weight with the strength of their own bodies. Others rush the Obsidian Door, trying to force their way into the physical world while they still have a chance to do so.

You collectively hold your breaths, watching as the demons, with all their might and all their magic, wrestle against the cruel and unforgiving force of gravity. For a moment, it seems that the demons will prevail, and the monolith pauses briefly in its descent.

But it is only for a moment.

The monolith crashes to the rocks below, crushing several squealing, straining demons beneath it. It shatters, breaking into a dozen fragments, and its glow fades and goes dark.

Behind you, in the world that is your home, you hear the tortured shriek of ancient hinges swinging. You turn at the sound, and see that you have succeeded. The Obsidian Door, now no longer influenced by the demonic sorceries of the Stygian Expanse, continues to swing shut under Ohava's command. In fact, it is almost closed.

You run feverishly toward the door. Some of the demons, realizing that they are losing their chance to invade, barrel toward you, wings wide, horns gleaming in the omnipresent reddish light, hoping to either prevent your

escape or vent their rage upon you.

"Hurry!" you hear Ohava call, weakly.

The gap between the Obsidian Door and its frame is less than two feet. A foot. Now mere inches.

Gog lets out a roar and throws all his half-ogriish might against the Obsidian Door. His muscles creak and his tendons strain with the prodigious effort, but he manages, for however briefly, to keep the portal open.

"GO...NOW!" he shouts.

The rest of you push your way through the gap, tearing your clothes and sacrificing the odd button as you attempt to return to the mortal world. Once you are all through, Zot reaches up to touch the part of Gog's left hand that is on the Greyport side of the Obsidian Door. Gog disappears into sparkles. Without his weight against the Obsidian Door, it swings to the rest of the way, closing with a satisfying boom.

"I think I have him!" shouts Zot. "Give me some room!"

You step back, leaving a large, clear area on the floor in front of the door for Zot to work. Sparks of light twinkle into being in the open space, growing in number and in brightness until they take on the rough outline of a hulking, half-ogre form. Sweating and shaking, Zot snaps his hands sharply downward, ending the teleportation spell.

You blink the spots from your eyes and smile broadly as you see Gog standing before you, grinning sheepishly.

"Hi!"

You embrace in a group hug, cheering and shouting, tears of joy and relief streaming down

your cheeks as you celebrate your hard won, nearly impossible victory.

"Everyone out!" shouts Gog. "Gog so happy!"

Deirdre wiggles her way free of Gog's crushing embrace and rushes over to the Grand Cleric's side.

"Ohava!" she cries, kneeling beside the now-prone figure of Greyport's most venerated cleric.

You gather around, suddenly silent, as Deirdre takes one of Ohava's hands in hers and gently massages it. Ohava's other hand lies inert upon the now extinguished and lifeless Heart of the Protector.

"Is she..." ventures Fiona.

"Deirdre," Ohava whispers. "Is that you?"

"Yes...yes, Grand Cleric."

"I feel...I feel so light," says Ohava, her voice growing weaker. "The gods call to me in harmony. We have..." she pauses, lets out a little cough. "We have done great work today."

"I know, Grand Cleric. I know," says Deirdre, tears forming in her eyes.

"Come closer. There is something I have to tell you."

Deirdre, still holding the Grand Cleric's hand, leans over to her, pressing one sharply-angled ear to Ohava's lips.

"Yes?" she says, her voice thick with emotion. "What is it?"

You watch as the life slowly comes back into Ohava's face. Her lips pull back in a small, sly smile.

"Drinks are on you tonight."

A few days later...





Yeah...we kinda messed that one up. Sorry...?

