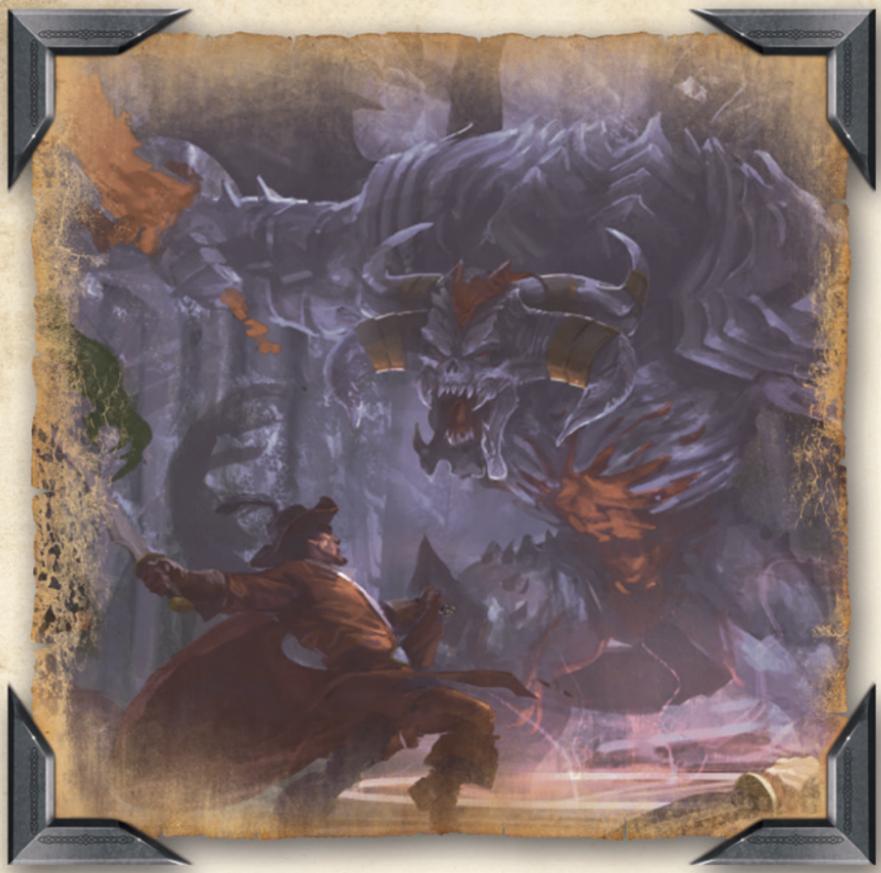


ARCANE PORTAL



Book
Of
Secrets

S&S ACT 1 - ARCADE PORTAL



SUMMARY

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§8.1 (Introduction)

Upon reaching the main square, the party is noticed by a handsome guard who promptly approaches the heroes, although - judging from her posture - it is more to escape the cold and boredom, than enforce the law. *“Greetings, strangers. My name is Iris Anatroc. As a city guard, it is my job to make sure you follow the laws of the city... Yet, Stonemaiden may be a pleasant town for you. Your business is your own, but if you have any question about this city, I will be happy to answer. What can I help you with?”*

- ◆ The Party can only ask 2 of the following questions:
 - ❖ If you want to ask about the city’s history, go to §8.2.
 - ❖ If you want to ask about legends and myths, go to §8.3.
 - ❖ If you want to ask where to buy some goods, go to §8.4.
 - ❖ If you want to ask about special events in the city, go to §8.5.
 - ❖ If you want to ask about local rumors, go to §8.6.
 - ❖ If you have already asked 2 questions or you don’t want to ask any more questions, go to §8.7.

§8.2 (Introduction)

“Stonemaiden has a long history, indeed. It was founded ages ago as a permanent encampment for some enterprising merchants determined to open a commercial route to the great dwarven cities under the mountains. Thanks to its location, Stonemaiden is a crossroads for the mining trade. Yet, of course, not all that glitters is gold. Beyond the problems of the kingdom, we also have our own issues, like thieves, cutthroats, and wrongdoers of all sorts, who are drawn to the market like bears to honey. Speaking of which, unless you need to retrieve something that has been stolen from you, avoid the southern slums. You will find nothing good there.”

- ◆ Starting now, each Search Area token in the 6A map tile can be used twice (using two different Search actions), before being discarded.
- ◆ Go to §8.1.

§8.3 (Introduction)

“Myths and legends have their own place at the Temple of the Gods (Waypoint 3). The maiden priestesses do their best to soothe the fears engendered by raving madmen who worship imaginary monsters as if they were true gods. If you are looking for faith or a blessing, you will find them there.”

- ◆ Go to §8.1.

§8.4 (Introduction)

This question brings an enthusiastic answer. *“Oh, you will not find a better emporium than John Rockdweller’s (Waypoint 4)! He is a good friend of mine! Mention my name, and you will receive very special treatment!”*

- ◆ Take note of “Quest 8/Special Treatment” for future reference.
- ◆ Go to §8.1.

§8.5 (Introduction)

“To calm the fears of the people, the governor recruited a wandering company to set up a show. You will find it in that huge tent. They say it’s a treat for the eyes and ears, the greatest show in all the Worlds - but, I’m not the type for this kind of stuff.”

- ◆ Go to §8.1.

§8.6 (Introduction)

“All the gossip and oddities of the city are born and die at the Inn of the First Home (Waypoint 1). You will hear the most unbelievable stories there, seasoned with very good food...” She pauses, weighing the party with her eyes, then resumes. *“Judging from your equipment, you may be searching for the best that place offers, so go to Kito, the landlord, and ask him for his TRUE Amaro. You won’t regret it!”*

- ◆ Take note of “Quest 8/Amaro del Master” for future reference.
- ◆ Go to §8.1.

§8.7 (Introduction)

The flame of a nearby lamplight sputters out. The guard notices and takes a tentative step toward it, but then stops and, straightening her armor, takes her leave. *“Now, I beg your pardon... The sun is setting and duty calls. It has been a pleasure to be of any help to you, but... Be wary of everything around. We have lived through pleasant times, far quieter than the ones in which we are living now. Farewell!”*

The adventure begins!

§8.8 (Waypoint X)

Near a narrow, dark alley, a little girl with a dirty face and ragged skirts runs crying toward the party. *“Please, good sirs, help me! Some evil men have attacked me and my mother around the corner here! I managed to run away, and you are the first ones I have met! Please! Please, help Mommy! They are hurting her!”*

Soul Nature Choice

Neutral 	Follow the little girl...	Go to §8.10
Neutral 	Ignore the little girl...	Go to §8.12
Neutral 	Bring the little girl to the guards...	Go to §8.14

§8.9 (Waypoint 1)

Judging from its looks, the Inn of the First House truly deserves its reputation. The wide tavern offers everything from food to gambling to endless gossip driven by alcohol. Kito, the huge landlord, welcomes the heroes. *“Welcome! Welcome, good sirs. Your rooms are not yet ready, so you may indulge in some good food or excellent refreshments. How may I serve you?”*

- ◆ If you want to order something to eat or drink, go to §8.11.
- ◆ If you want to ask about the local rumors, go to §8.16.
- ◆ If you want to gamble, go to §8.17.

§8.10 (Waypoint X)

As the heroes follow her around the corner, the crying girl turns around and, with an evil glimmer in her eyes, sticks two fingers in her mouth to produce a shrill whistle. As wicked-looking strangers gather to block the way out, the girl draws two sharp daggers from her dress! Before attacking, the girl teases the heroes. *“Oh, I love strangers like you... So good, so charitable... Please, let me kill you quickly... In a way, you really are helping my mother... Mwahahaha!”*

- ◆  Place the  **Green Gremlin** in the Waypoint X area.
 - ◆  Place the  **Blue Orc Warrior** in the Waypoint X area.
 - ◆  Also place the  **Green Orc Warrior** in the same area if there are more than 3 heroes.
 - ◆ If there are 5 or more heroes, use the   and   cards for both Orcs, instead.
- Note:** When any Gremlin or Orc Warrior dies, remove it from the Quest.
- ◆ Remove Waypoint X from the Quest.
 - ◆ Unless **Save**, activate the **Green Gremlin**.

§8.11 (Waypoint 1)

The landlord smiles proudly in anticipation of what he’s about to offer. *“Oh, my roasted boar liver with potatoes will put hair on your chests and bring you back from the dead, no matter what race or sex are you! AHAHAHAH, what do you say, then?”*

- ◆ If you want to eat the roasted boar liver with potatoes, go to §8.13.
- ◆ {Available **only** if “Quest 8/Amaro del Master” is already noted} If you want to ask him about the TRUE Amaro, go to §8.15.
- ◆ If you don’t want to eat anymore, go to §8.9.

§8.12 (Waypoint X)

Without a word, the hero ignores the little girl, leaving her kneeling and sobbing on the pavements at the mouth of the dark alley... *“Oh please, sirs, please! Do not leave me alone! Please give it a second thought!”*

§8.13 (Waypoint 1)

“One serving, five crowns, please!”

- ◆ If the active hero accepts Kito’s offer (max 2 times per Turn):
 - ❖ Spend 1 Action, Combat, or Movement activity.
 - ❖ Discard 5 **Crowns**.
 - ❖ The active hero heals 1 **HP** and removes 1 **Body Condition**.
- ◆ Go to §8.9.

§8.14 (Waypoint X)

Suspicious of these circumstances, the hero grabs the little girl and holds her until Iris arrives. The city guard, recognizing the girl, immediately binds her wrists. *“I thank you, gentlemen. I have been hunting this urchin for quite some time. She is as evil as she is young. If you had followed her, her accomplices, hiding in ambush in the alleys, would have mugged you. Good job! You have made the streets more secure and earned this bounty!”*

- ◆ The Party gains 1  and 25 **Crowns**.
- ◆ Remove Waypoint X from the Quest.

§8.15 (Waypoint 1)

In answer to the special request, the landlord whispers something to his young helper, then turns to the heroes. *“Hmmm... I see that you are too well informed to be simple strangers. Akit! Bring me the last sips of the Amaro del Master! But I must warn you, gentlemen, this liqueur is so strong that it can actually bring the dead back to life! If you think you can handle it, 25 crowns for these last drops of paradise!”*

- ◆ If the active hero accepts the landlord’s offer (only 1 hero per Quest can accept this offer):
 - ❖ Discard 25 **Crowns**.
 - ❖ Delete the note “**Quest 8/Amaro del Master.**”
 - ❖ The active hero must roll a **Blue Die** and apply the result:
 - ◇ With a  result, he gains +1  until the end of the Quest or until he dies.
 - ◇ With a  result, he gains +1  until the end of the Quest or until he dies.
 - ◇ With a  result, he becomes **K.O.ed** and suffers **Critical**.
- ◆ Go to §8.9.

§8.16 (Waypoint 1)

With a shrug, the landlord replies, *“My advice? Be discreet, disturb no one. Not all the customers are willing to share their business, and some of them may even be dangerous when disturbed. For what concerns the rest, my job here is to make my customers feel well. Listening to and spreading tales is not for me. But if gossip is what you’re after, I am sure that you will not be disappointed staying awhile in the hall. Even better, if you drink something, friends.”*

- ◆ The active hero can spend 1 Action to roll 1 **Red Die**:
 - ❖ A  hero may reroll this attempt once.
 - ❖ If a  result is rolled, go to §8.18.
 - ❖ If a  result is rolled, go to §8.19.
 - ❖ Otherwise, go to §8.9.

§8.17 (Waypoint 1)

Pointing to the corner of the hall, Kito replies, *“The gambling tables are there. Please take your seat... But, no brawling, please!”*

- ◆ Once per turn, the active hero may visit the “**Rising Pony**” Tavern **Building** by paying its cost.
- ◆ Go to §8.9.

§8.18 (Waypoint 1)

Among the chit-chat of misplaced loves and unfathomable business deals, you hear the tale of a band of cutthroats led by a little girl who pretends to be a victim of her own accomplices to mug those who come to help her.

- ◆ Go to §8.9.

§8.19 (Waypoint 1)

Among the alcohol-fueled chatter concerning legendary creatures and long-lost buried treasures, you catch the fearfully whispered tale of a Shadow Guild member who set up business around here.

- ◆ Go to §8.9.

§8.20 (Waypoint 2)

The huge tent of a circus draws the attention of all passersby. The artists there are rumored to have mastered their craft in exceptional ways. Among them, a group of bards, dressed as strange and exotic creatures, gather around a standard bearing the name *"Sick & Beautiful."* The suave voice of the singer, accompanied by the rhythmic and hypnotic play of lutes, dulcimers and drums, enralls the people. One of the bards approaches the audience, chanting, *"We are creatures from another dimension. We need coins to complete the ritual to return to our world. Good sir, I ask not for your blood, but for your gold... Will you help this alien creature return to his homeland?"* Despite this strange and unbelievable tale, it is hard to deny such a heartfelt and odd request, especially considering the undeniable talent of the performers.

- ◆ Once per Quest, each hero moving over this Waypoint, unless **Save**, must discard 10***Soulrank Crowns**, or as many as possible up to that amount.

§8.21 (Waypoint 5)

From the shadows of the room, a blinding flash strikes the hero!

- ◆ Unless **Save**, the active hero becomes **Blinded**.
- ◆ If "Quest 3/Mercy" was noted, go to §8.23.
- ◆ Otherwise, go to §8.22.

§8.22 (Waypoint 5)

A threatening voice and the sound of a steel blade being drawn emerge from the darkness. *"And so, curiosity killed the cat!"* With these words, Jack Crow of the Shadow Guild appears in the room. *"I have not forgotten our last meeting. You have not been very... Merciful. Now, it is time to be repaid with the same coin!"*

- ◆  Place the **Red Raider** in the Waypoint 5 area. Assign 1  per hero to the **Red Raider**. These shields do not regenerate; once used, simply discard them.
- ◆ In the next Enemy Turn, if the **Red Raider** was not activated, activate it.
- ◆ Remove Waypoint 5 from the Quest.
- ◆ When the **Red Raider** dies, remove it from the Quest and go to §8.24.

§8.23 (Waypoint 5)

A familiar voice precedes the appearance of a tricorn hat and its owner, Jack Crow of the Shadow Guild! *"Oh, I must confess, I was extremely curious where your purplish gems would lead you. I dare say you are faring well so far! But believe me, the worst is yet to come! For now, however, you deserve a bit of help. See that chest? It is for you. To be sure, we will meet again... Should you survive!"*

- ◆ The Chest in the Waypoint 5 area can be opened without drawing a Trap card, and its contents are doubled.
- ◆ Remove Waypoint 5 from the Quest.
- ◆ Go to §8.24.

§8.24 (Waypoint 5)

As happened in the past, Jack escapes his fate with the words, *"I'll be back!"* disappearing in a cloud of smoke.

- ◆ The Party gains 1  per hero.

§8.25 (Waypoint 3)

Within the Temple, several priestesses go about their chores. In no time at all, one of them leaves her place to approach the party. *“Hello, strangers. My name is Fredrika, humble servant of the Goddess Aneres. We all belong to the Order of the Stone Maidens and are the peaceful Keepers of this city. Our life is devoted to listening to the will of the gods and helping their faithful. What do you seek in the House of the Three?”*

- ◆ If you want to ask about the dangers frightening people, go to §8.27.
- ◆ If you want to ask for a blessing, go to §8.29.

§8.26 (Waypoint 4)

The store the hero enters seems to be well stocked, much more than its small size suggests. The owner, a lavishly dressed dwarf, promptly welcomes his new customer. *“Greetings, stranger. My name is Rockdweller, and I am sure I have at least one of the things you are looking for. Try me!”*

- ◆ If this is the first time reading this Paragraph, go to §8.28.
- ◆ Otherwise, go to §8.32.

§8.27 (Waypoint 3)

Visibly saddened by the question, Fredrika speaks. *“We live in dark times. It seems every kind of mythical creature is ready to leave the scrolls in which it dwells to bring forth death and destruction. Furthermore, as you may already be aware, the evil Cult of the Abyss is more than mere street tales. A corrupted demonologist who calls himself Hellraiser has gathered every fanatic in the area to his cause. According to the ever-growing evidence relayed by our faithful, we fear that soon these cultists will be able to unleash something terrible on our lands! We have no guards in our temple, and we, the priestesses, have tried to ask for help both from the city guards and from the Knights of the Rose fortress nearby. But all have refused to help, because of tales and superstitions. It is in these moments we most miss our late King Rastan. He would never have abandoned us. Oh, please, excuse my outburst... That is not like me. I sense great power in you... I hope you can help us. May the Light of the Three shine upon you!”*

- ◆ Go to §8.25.

§8.28 (Waypoint 4)

Acting as the sly and experienced merchant he is, Rockdweller proclaims the exceptional qualities of his wares.

- ◆ {Available only if “Quest 8/Special Treatment” is already noted}
If you want to ask for the special treatment referred to by Iris the city guard, go to §8.30.
- ◆ Otherwise, go to §8.32.

§8.29 (Waypoint 3)

Kneeling before the altar of the Three Gods, the priestess chants a blessing for the hero. *“Our gods listen to our every prayer, but their will cannot be bent by anyone. They, and they alone, will choose if and how to show their blessing.”* At the end of the ritual, she adds, *“Please, leave a contribution in the little box.”*

- ◆ If the active hero accepts the priestess’s offer (once per Turn):
 - ❖ Discard 5 **Crowns**.
 - ❖ Roll 3 **Red** Dice and apply the result:
 - ◇  heroes may reroll the attempt once.
 - ◇ If a **2S** result is rolled, go to §8.31.
- ◆ Otherwise, go to §8.25.

§8.30 (Waypoint 4)

As he hears the request, a glint briefly shines in the dwarf’s eyes before he answers. *“Well, if a dear and precious friend such as Iris promised you special treatment, the Rockdweller Emporium can only indulge her wishes.”*

- ◆ Until the end of this Quest, each card purchased while visiting the **Emporium** costs 5 **Crowns** more.
- ◆ Delete the note “Quest 8/Special Treatment.”
- ◆ Go to §8.32.

§8.31 (Waypoint 3)

In the quiet temple, the hero can actually feel the presence of his god!

- ◆ If this hero is obtaining the God’s Blessing for the first time in this Quest, he gains 3 . They do not regenerate; once used, discard them forever.
- ◆ Otherwise, he heals 3 **HP** and removes up to 3 **Fire** tokens or **Body Conditions**.
- ◆ Go to §8.25.

§8.32 (Waypoint 4)

“Let us talk business... What do you need?”

- ◆ The active hero can visit the **Emporium**, but he cannot use any **Building**, except for the **Forge**.

§8.33 (Night)

Night falls, and the sun leaves room for his silver sister. The voices of the city suddenly turn into screams of terror, as fire bursts into life everywhere! All the main buildings start to burn, almost in reply to a foul voice in the wind. *“The Abyss is coming! All the infidels will perish in flames!”* Hooded figures and creatures of flames appear among the streets, bringing chaos and destruction, while Iris and the other guards yell commands to every citizen able to help. *“Take the buckets! Use every source of water to quench the fire! The buildings will not resist forever. If we cannot stop the flames, this part of the city will soon be destroyed!”*

- ◆  Take the two **Green** Efreets and the two **Green** Demonic Cultists, shuffle them together, and place them on top of the Enemy deck.
- ◆ Spawn 1 enemy over each of the following Waypoints: 1, 2, 3, and 4.

- ◆ Flip Waypoints 1, 2, 3, and 4 to their hidden side, then place a **Fire I** token over each one. They represent the Arson Fire. Treat them as standard **Fire I** effects, but do not remove these tokens during subsequent Time Phases. The four flipped Waypoints cannot be resolved while there is a **Fire** token over them.
- ◆ Place two  **Charge** tokens over Location A (14A map tile) and two over Location B (6A map tile). They represent the Water Buckets.
- ◆ Each **Charge** token can be picked up (max 1 per hero, does not require an Inventory space) by a hero in the same area, using a Free Action. These Charges are dedicated to the specific task described below and cannot be used for other Powers or Items. If a hero dies, drop any carried Water Buckets in his space.
- ◆ A hero in the same area as an Arson Fire and carrying a Water Bucket token can spend 1 Action to extinguish the danger by discarding both the **Fire** and **Charge** tokens. Once done, flip the Waypoint of the corresponding map tile to its revealed side; it can be resolved again, as usual.
- ◆ A hero can also discard a Water Bucket token to remove all **Fire** tokens from his area or from a hero in the same area.

§8.34 (Story Event 2)

Exploiting the chaos caused by the fires engulfing the city, several cultists drop small, dark metallic pyramids in different points in the city. When they've completed this task, the sky turns red, and each pyramid creates a summoning portal, spewing forth demonic creatures! These are astral beings, able to warp matter and the elements to inflict pain and fear on their opponents. Marcus, the acolyte of the late High Priest Claudius and spiritual guide of the heroes, turns to the party. *"Those pyramids are opening minor portals to the Abyss! They must be immediately destroyed, or we will soon be overcome by demonic armies! Your soul gems should have the power to break the dark pyramids... Please, end this folly!"*

- ◆ Remove Waypoint 5 and Waypoint X from the Quest; they cannot be resolved anymore.
- ◆ Check each map tile containing Waypoint 1, 2, 3, or 4. **For each of these map tiles with a hidden Waypoint** and a **Fire** token over it:
 - ❖ Any hero in that map tile suffers **Fire II**.
 - ❖ Any enemy in that map tile is discarded (it is not considered killed).
 - ❖ Remove any other door, chest, token, or card from that map tile.
 - ❖ Remove both the **Fire** and Waypoint tokens on that map tile from the Quest.
- ◆ Open the 3 **Spawn Gates** in play.
- ◆ Place two **HP** tokens per hero who started the Quest on top of each **Spawn Gate**. These represent the metal pyramids, which must be destroyed.
- ◆ Each **Spawn Gate** can be targeted, attacked, and wounded (it has 1  and no other defenses; use the +1  token to keep track of it) like a standard enemy. Remove the **Spawn Gate** from the Quest once it reaches 0 **HP**.
- ◆  Take the two **Blue** Efreets and one **Green** Nightwalker, shuffle them together, and randomly place one over each **Spawn Gate**.
- ◆ Spawn {  -  } enemies.

§8.35 (Story Event 1)

The entrance to the sewers represents the crossroads between the two worlds of this city, separating the orderly Stonemaiden above from the underground kingdom – the domain of the forsaken, cutthroats, and those unlucky enough to no longer have a home above. The noise of small feet in the water warns the heroes they are no longer alone. Creatures similar to Gremlins, but warped by black magic, appear in the tunnels and prepare to strike!

- ◆  Place the   **Blue Gremlins Pack** in play by positioning one figure over each Search Area of the **6A** map tile. Assign it an Enemy Power, **if** there are 5 heroes.
 - ◆ **If** there are 4 or more heroes,  place the   **Green Gremlin** over the  **Spawn Gate** (even **if** it is closed) and assign it an Enemy Power.
- Note:* When any kind of Gremlin dies, remove it from the Quest.
- ◆ At the end of the next Enemy Turn, **if** the   **Blue Gremlins Pack** was not activated, activate it.
 - ◆ Place the Story Event 1 card (revealed side) on top of the Event deck.

§8.36 (Story Event 3)

“*Blasphemous infidels!*” a cultist screams in a rasping voice, as the heroes attempt to destroy the portals. The warlock, his face disfigured by demonic traits, casts a spell on the ground, and his arcane power coalesces into thorny brambles! The sorcery evoked, the cultist tosses one more metal pyramid at his feet and then disappears beyond the city’s lights, vanishing into the shadows of the night. Moments later, a portal opens and spews forth a powerful greater demon; an Efreet general surrounded by lethal crimson flames! His astral eyes, just opened, already scan the battlefield for prey. In terror, Marcus calls to the party: “*Listen to me! Although that fire creature represents a real danger and must be destroyed, you must first close all the portals, or every defeated demon will return to the battle!*”

- ◆ Flip the **13A** map tile to the **13B** side, keeping any card, token, or miniature over it as well as all map tiles connected.
 - ◆  Place the  **Spawn Gate** (open) over Location C in the **10A** map tile.
 - ◆ Place two **HP** tokens per hero who started the Quest on top of the  **Spawn Gate**. These represent an additional metal pyramid, which must be destroyed. It can be targeted, attacked (with 1 ), and wounded in the same way as all other **Spawn Gates** in this Quest. Remove the **Spawn Gate** from the Quest once it reaches 0 **HP**.
 - ◆  Place the **Red Efreet** in the  **Spawn Gate**.
- Note:* When the **Red Efreet** dies, remove it from the Quest.
- ◆ **If** there are 2 or 3 heroes: spawn {  -  } enemies, **otherwise** spawn {  -  }-1 enemies.
 - ◆ Resume play until there are no more **Spawn Gates** in play, then go to §8.37.

§8.37 (Ending)

With the closing of the last portal, the sky above reverts to its natural color. Thanks to the heroes, the first and foremost step to return order to Stonemaiden has just been accomplished...

- ◆ If the **Red** Efreet was killed or it is in play with less than half (rounded down) of its remaining **HP**, go to §8.39.
- ◆ Otherwise, go to §8.38.

§8.38 (Ending)

Upon seeing the last portal destroyed, the lethal fire Efreet retreats from the battle and flees into the woods beyond the city walls, heading toward the Thunder Mountains. The party gazes at the scarlet streak fading into the distance and knows, sooner or later they will have to face that wandering demon again in battle.

- ◆ Take note of “**Quest 8/Efreet escaped**” for future reference.
- ◆ Go to §8.47.

§8.39 (Ending)

The portals’ destruction weakens the fire Efreet, leaving it almost harmless before the heroes. After gazing in rage at every member of the party, the Efreet looks at the most glorious of the heroes and speaks in an unearthly voice. *“You are a valiant opponent and dominated the battle. I admit this. But, before you stands a choice: either destroy my mortal form... Or accept a bargain from which we both will benefit. If you destroy my form, I will return to the Abyss, heal my wounds, and before long another fool will summon me to burn your land and seek my vengeance. Or... I could do something for you. I will grant you a wish, bound to the pact that frees me, of course. In this we will both gain something. After all, humanoid know well, to give and take are two sides of the same coin. Choose, mortal!”*

- ◆ Each hero must roll 3 **Red** Dice. The hero who obtains the most  results (in case of a tie, all tied heroes must roll again) becomes the chosen hero and must decide the next Soul Nature Choice:

Soul Nature Choice

Neutral 	Destroy the Efreet...	Go to §8.40
Chaos 	Demand a wish for personal profit...	Go to §8.41

§8.40 (Ending)

Disgusted by the sheer presence of the unholy creature, the hero puts a quick end to the evil proposal, striking a blow that destroys the Efreet’s earthly form. The demon’s body burns like a thousand fires, until only ashes remain. Among the ashes a red stone shines with a strange, pulsating light. The gemstone is hot as fire when touched, but it does not burn; on the contrary, it invigorates its holder’s body!

- ◆ The Party gains 1  per hero.
- ◆ The Party gains one **Shivan Stone** Quest card.
- ◆ Go to §8.47.

§8.41 (Ending)

Delighted by the hero's decision, the demon seals the pact by tracing runes into the very air. *"So be it. Utter your wish. I will grant it, and then I will be free. The pact will be respected; for one thing given, another must be taken."*

- ◆ Ask to become stronger, go to §8.42.
- ◆ Ask to become more resistant, go to §8.43.
- ◆ Ask to become richer, go to §8.44.
- ◆ Ask to obtain a powerful treasure, go to §8.45.
- ◆ Ask to regain your soul, go to §8.46.

§8.42 (Ending)

As the hero feels some unnatural strength grow within, another hero suddenly grows weaker! Then, the Efreet vanishes into thin air and utters his last words, laughing. *"To give and take are often both sides of the same coin... The pact has been honored!"*

- ◆ The chosen hero gains +1  and another random hero gets -1 . These modifiers last through the next Quests or until one of the two affected heroes dies, then both modifiers are discarded.
- ◆ Go to §8.47.

§8.43 (Ending)

As the hero feels his body grow tougher, another hero suddenly begins to wither! Then, the Efreet vanishes into thin air and utters his last words, laughing. *"To give and take are often both sides of the same coin... The pact has been honored!"*

- ◆ The chosen hero gains +1  and another random hero gets -1 . These modifiers last through the next Quests or until one of the two affected heroes dies, then both modifiers are discarded.
- ◆ Go to §8.47.

§8.44 (Ending)

As the hero feels his pouch become heavier, the other heroes lose some of their coins! Then, the Efreet vanishes into thin air and utters his last words, laughing. *"To give and take are often both sides of the same coin... The pact has been honored!"*

- ◆ The chosen hero must roll 4 **Blue** Dice and 4 **Red** Dice.
- ◆ He gains 30 **Crowns** for each  rolled.
- ◆ Each other hero must individually roll 2 **Blue** Dice and 2 **Red** Dice, losing 30 **Crowns** for each  rolled.
- ◆ Go to §8.47.

§8.45 (Ending)

As the most powerful and desired treasure appears in the hands of the hero, another hero sees one of his items disappear into thin air! Then, the Efreet vanishes into thin air and utters his last words, laughing. *"To give and take are often both sides of the same coin... The pact has been honored!"*

- ◆ The chosen hero must search the Treasure deck to gain a chosen Item card suitable for his Fighting Style. All other heroes must gather all their carried Equipment Items and then randomly discard one.
- ◆ Go to §8.47.

§8.46 (Ending)

As the hero feels arcane power coursing through him and regrowing his soul, another hero feels his soul rending, painfully shattered like thin crystal! Then, the Efreet vanishes into thin air and utters his last words, laughing. *“To give and take are often both sides of the same coin... The pact has been honored!”*

- ◆ The chosen hero reaches **Soulrank IV** or, if already at **IV**, the Party gains 12 .
- ◆ Another random hero loses 1 **Soulrank**.
- ◆ Go to §8.47.

§8.47 (Ending)

The dawn brings a new day to Stonemaiden, where signs of demons and cultists are no more. The fears of the night flee with the sun... The light illuminates, both in good and bad ways, all the efforts of the heroes to save the buildings from the fire. Now, the party must rest before pursuing this new threat toward the Thunder Mountains.

Rewards:

- ◆ Based on how many city structures (Waypoints 1,2,3 and 4) are safe:
 - ◇ If all four Waypoints are still in play: the Party gains 4  and 1  per hero.
 - ◇ If at least two of them are still in play: the Party gains 2 .
 - ◇ If fewer than two remain: the Party gains no rewards, and starting from now and until the end of the next Quest, **Emporium** cards can only be purchased on their cheapest side.

Next Quest: Proceed to Quest 9.

§8.48 (Ending)

Voices and shadows are far more than minor threats... But, enduring the pain and suffering, the heroes rise once again, determined to end this new peril!

Rewards: None.

Next Quest: Play Quest 8 again.



§9.1 (Waypoint 1)

Climbing the hillock is hard due to the steep slope of the terrain; furthermore, aside from a tall statue of the gods and a murmuring brook, the branches of the tall trees cloak everything.

- ◆ Remove Waypoint 1 from the Quest.

§9.2 (Waypoint 2)

A small shack, seemingly deserted, is easy to miss among the trees.

- ◆ If Story Event 1 is still on the map, go to §9.3.
- ◆ Otherwise, go to §9.11.

§9.3 (Waypoint 2)

Beyond the shack, the path is engulfed by thick and unnaturally sharp, spiked brambles. Clearly out of breath, Marcus reaches the party with a plea: *“Given what we have before us, and the many hours of hiking behind us, we could search the shack - and have some sorely needed rest in the meantime. Do you agree?”*

§9.4 (Story Event 1)

The shack is currently deserted, although many hints indicate someone has used it from time to time. A map of the area with patrol paths clearly marked hangs on a wall, perhaps used by woodsmen... or poachers. According to the map, the way beyond the shack should become easier. After a brief perimeter patrol, given the approaching dusk and the exhausting battles already fought with demons and cultists, the party accepts Marcus’s proposal to rest now, and be ready to engage the Hellraiser and his infernal guards later.

- ◆ Close the  **Spawn Gate**.
- ◆ Resume play until all these conditions are met:
 - ❖ There are no more enemies in play.
 - ❖ All heroes are on the **5B** map tile.
 - ❖ All heroes agree to rest for a while.
- ◆ Then go to §9.5.

§9.5 (Story Event 1)

Suddenly, the heroes fall into a deep and fitful slumber. Marcus wakes up, and upon seeing his friends tossing and turning, tries to wake them... but his efforts are in vain. The heroes’ minds have left their bodies and are now trapped in a huge ritual chamber. The Hellraiser’s voice echoes threateningly in the damp, stale air of the cave, subtly hinting this ethereal state could soon become the most lethal nightmare ever! *“You have dared hinder me. Now you will pay the consequences. The power of the Abyss is far beyond the limitations of flesh, and thanks to it, I will crush your weak minds, forever trapping them in this dark dimension!”*

- ◆ Skip all remaining turns of this Round, skip the Event Phase, and proceed with a new Round.
- ◆ Close the **Shrine** on the **6B** map tile.
- ◆ Open the  **Spawn Gate**.
- ◆ Move the  **Spawn Gate** over Location A of the **21B** map tile and open it.

- ◆ Move all heroes and companions over the  **Spawn Gate**.
- ◆ While heroes are on the **21B** map tile, **killed enemies don't drop Loot/Treasures** or .
- ◆  Place Story Event 2 (unrevealed) on top of the Event deck.
- ◆  Place the **Red** Demonic Cultist over the  **Spawn Gate**.
- ◆ If the **Red** Demonic Cultist reaches **0 HP**, it is not killed. Leave it on the map, but do not activate it anymore.

§9.6 (Waypoint 3)

Deep in despair, Marcus fervently prays to the Three Gods, invoking their help. In the unreal and gloomy silence of the nightmare trapping the heroes, a whisper of prayer echoes from a small crack in the wall. Moments later, the crack extends to reach the far wall, splitting the chamber in two, and a feeble light appears in the hall (**Waypoint 4**).

- ◆ Remove Waypoint 3 from the Quest.
- ◆  Place Waypoint 4 over Location B on the **21B** map tile.

§9.7 (Waypoint 4)

Marcus's voice calling the heroes is now accompanied by a faint, divine illumination, a glow becoming stronger and stronger as each hero approaches it.

- ◆ If Story Event 2 was already resolved and all heroes are in the Waypoint 4 area, **go to §9.9**.

§9.8 (Story Event 2)

In spite of the dark dimension summoned by the scarlet cultist, the soul gem spell reaches the heroes, giving them power to activate the Soul Shout, the invisible force contained in every soul devoted to the Three. As the Hellraiser sees the strength of his enemies grow, he utters a sorcery, changing shape into a huge shadow demon! Meanwhile, in the shack, Marcus keeps trying to awaken the heroes, unaware of the lethal battle they are fighting as dream warriors entrapped in a mortal nightmare!

- ◆  Place the **Purple** Hellspawn (**Smoke Form**) in the **Red** Demonic Cultist area's **Spawn Gate**.
- ◆ Assign to the **Purple** Hellspawn a number of wounds, so only half of its **HP** remain (**23/33** based on #heroes), and then also assign any wounds suffered by the **Red** Demonic Cultist to the **Purple** Hellspawn.
- ◆ Remove the **Red** Demonic Cultist from the Quest.
- ◆ The **Purple** Hellspawn ignores its **Flame Form** power; it remains in **Smoke Form** until death.
- ◆ Assign the **Menace (I)** token to one hero; the active hero becomes the menacing hero in case of disagreement.
- ◆ **Once per Quest**, each hero on the **21B** map tile can also use his **Ghost Soul Shout**, even if he is not in **Ghost Soul Form**.
- ◆ Resume play until the **Purple** Hellspawn reaches **0 HP**, then go to §9. 10.

§9.9 (Waypoint 4)

In the shack, Marcus finally sees his prayer fulfilled by the gods as a divine white light pervades the room and splits into several rays, one illuminating the face of each hero. That very light, refracted through the soul gems,

shatters the nightmare, chasing the darkness away and blinding the shadow demon! The gem of the hero in combat with the Hellraiser becomes an iridescent orb, able to repel the demon and burn its hideous body!

- ◆ The **Purple** HellSpawn suffers 3 **HP**, becomes **Blinded**, and moves to the  **Spawn Gate** area.
- ◆  The menacing hero gains the Magic Key token. The token remains with the hero until the end of this Quest, even in case of death.
- ◆ Once per Round, the hero carrying the Magic Key token can spend 1 Action to apply the following effects:
 - ❖ All **Demons** in his area suffer 1 **HP**, **Bash**.
- ◆ Remove Waypoint 4 from the Quest.

§9.10 (Story Event 1)

As the Hellraiser's demonic form is destroyed, with the help of the gods, the heroes awake from the terrible nightmare, each of them harboring the certainty something outside the shack has changed.

- ◆ Remove the **Purple** HellSpawn from the Quest.
- ◆ Discard all enemies on the **21B** map tile; they are not considered killed.
- ◆ Move all heroes and companions back to the Story Event 1 area.
- ◆ Place Story Event 1 (revealed side) on top of the Event deck.
- ◆ The Party gains 3 .
- ◆ If the **Red** Cultist reached 0 **HP** before becoming the HellSpawn, the Party gains 3 additional .

§9.11 (Waypoint 2)

Outside the shack, the sharp brambles blocking the path have disappeared. In their stead is a natural path stretching far toward the Thunder Mountains, the possible hiding place of the cult.

- ◆  Place and connect the following map tiles to tile **5B**, as shown: **7B**, **8B**, **12B**, **17B**, **18B**, and **19B**.



- ◆  Place the following elements as shown: Rock Wall, Waypoint X, Waypoint 5,  **Spawn Gate** (closed), two Search Areas. 

- ◆  Add the following Shadow tokens to the Shadows Reserve:

Heroes					
	Enemy	2 Enemies	Champion	Quest Enemy	Quest
	2-3	1	1	0	1
4-5	2	1	2	1	1

then place the appropriate number of Shadow tokens as shown.

- ◆  Place the   Green Demonic Cultist as shown.
- ◆  Take the  Blue Nightwalker and shuffle it into the Enemy deck.
- ◆  Take the Event 15 card and shuffle it with the first top unrevealed event card of the Event deck.
- ◆ Remove Waypoint 2 from the Quest.

§9.12 (Quest Shadow)

Among the trees, a human shape moves cautiously...

- ◆ Leave the Quest Shadow token revealed on the map and resume play until at least one hero moves into the same area, then continue to resolve this Paragraph.

Once reached, the shape is revealed to be a middle-aged man wearing leather armor and armed with sword and bow, the equipment of a woodsman - or an unsavory poacher! As he approaches the heroes, the man shows his open, empty hands and speaks. *“Hail, strangers. Name is Cyric, and since long ago, I have defended these woods from... unpleasant beings. However, the invaders are now beyond my abilities. Wood and steel can do very little against evils from the Abyss. Curse the cultists and their corrupted faith! I have seen you fighting and easily slaying those monsters. If you wish, I offer you my sword and bow as long as you help me fight the wicked monsters haunting my woods. Deal?”*

Soul Nature Choice

	Accept the help of Cyric...	Go to §9.17
	Refuse the help of Cyric...	Go to §9.15
	Attack Cyric...	Go to §9.18

§9.13 (Quest Enemy Shadow)

Among the thousand voices of the wilderness, a hiss attracts the heroes, its unspoken message full of menace...

- ◆ If “Quest 8/Efreet escaped” was noted, go to §9.16.
- ◆ Otherwise, go to §9.19.

§9.14 (Waypoint X)

The party follows the path through a series of grottoes. Although they appear at first glance as natural, the vault is finely carved in several different styles, as if humans and dwarves had worked together to create this small yet glorious entrance. Within the cave, some boulders block one of the tunnels; air and light filter through them, however, indicating something must lie beyond the barrier - a barrier that would take a long time to remove.

- ◆ If this is the first time reading this Paragraph:
 - ❖ Place four **HP** tokens per hero on top of the Rock Wall token. It represents the barrier, which can be destroyed to clear the way.
 - ❖ The Rock Wall token can be targeted, attacked, and wounded like a standard enemy (it has no defense). Remove the token once it reaches 0 **HP**.
- ◆ Each hero moving over this Waypoint can spend an Action to examine the caves. To do so, roll 3 **Red** Dice:
 - ❖ Thorgar and Skeld heroes roll an additional **Red** Die.
 - ❖ A  hero may reroll this attempt once.
 - ❖ If a  result is rolled, go to §9.20.
 - ❖ **Otherwise**, nothing happens.

§9.15 (Quest Shadow)

With a shrug, Cyric replies, *“I can understand. In these dark times, even a friendly hand may be mistaken as an enemy. I do not blame you. Good luck!”*

- ◆ Remove the Quest Shadow from the Quest.

§9.16 (Quest Enemy Shadow)

The hiss becomes the crackle of flames, as a fire Efreet appears from far away - the same one met in Stonemaiden! Floating in the air, the demon shoots a fireball at the party! As the smoke fades, the infernal creature is gone, vanishing like a lethal illusion.

- ◆ The hero who revealed the Quest Enemy Shadow is attacked by:

3  3  2  +  **Fire II** +  **AoE** {1}

- ◆ Remove the Quest Enemy Shadow from the Quest.

§9.17 (Quest Shadow)

Cyric draws his weapons and joins the party, ready to fight. *“I will help you as long as I can - or as far as the mountains. The underground will see me only after my last breath! Well, let the hunt begin!”*

- ◆  Take the  **Green** Raider enemy and Scroll cards and assign them to the active hero or to another hero of the Party. Place the corresponding figure in the Quest Shadow area. From now on, the **Green** Raider is considered a **Companion**, and it follows these rules:
 - ❖ The **Green** Raider can be activated, **once per Round**, by the assigned hero at the beginning, or at the end, of his turn by spending an Action and applying one of these two choices:
 - ◇ Move up to 3 areas (decided by the hero), ignoring **Hindrances**.
 - ◇ Apply the appropriate Enemy Scroll behavior with the following exception:
 - √ Play it against enemies instead of heroes. This means apply the behavior rules based on the distance to the closest enemy and target/fight enemies instead of heroes. Its  is **Slash**, and its  is **Pierce**.
 - ❖ The **Green** Raider recharges its **Charge** in each Time Phase.
 - ❖ All enemies consider the **Green** Raider a standard  **Companion**.
 - ❖ The **Green** Raider cannot be healed by heroes except for **Body Conditions** (i.e. its wounds are permanent until death).
- ◆ Remove the Quest Shadow from the Quest.

§9.18 (Quest Shadow)

Catching the violent intentions of the heroes, Cyric reacts quickly, slashing with his sword, as he retreats to a more defensible position in an attempt to survive the encounter.

- ◆  Place the   **Green Raider** in the Quest Shadow area and immediately activate it.
- ◆ Unless **Save**, the active hero's Turn ends immediately.
- ◆ Remove the Quest Shadow from the Quest.

§9.19 (Quest Enemy Shadow)

What appeared to be an impending menace happens to be nothing but the wind's voice through branches and rocks. Hunting demons may influence minds and create illusory enemies, even where there are none.

- ◆ Remove the Quest Enemy Shadow from the Quest.

§9.20 (Waypoint X)

Carefully examining the carvings on the stone, the Hero notices the dwarven runes for the names of the Three - Aneres, Enomis and Mir - are in deeper relief than the others. Pressing them in the right order, the wall beyond the entrance slides back, revealing a shrine-tomb! According to the state of the altar and the gifts on it, the heroes appear to be the first living beings entering this holy place in a long time.

- ◆  Place and connect the **11B** map tile to **19B**, then place an open **Shrine** and a Chest token as shown:



- ◆ Remove Waypoint X from the Quest.



§9.21 (Waypoint 5)

Beyond this point, the natural caves give way to carved stone, mostly ancient mines stripped of their golden lodes. The tracks on the floor indicate many underground halls have been captured by the scarlet cultist and his blasphemous followers... some of whom are actually guarding the entrance!

- ◆  Place and connect the map tiles **22B** and **33B** to tile **7B**, as shown.
- ◆  Place the following elements as shown: Black Wall, Rock Wall, Story Event 3, two Difficult Area overlays,  **Spawn Gate** (closed), Locked Door with Magic Lock, and two Treasure Chests.
- ◆  Place the   **Blue** Nightwalker as shown.
- ◆ If there are 4 or more heroes,  place the   **Blue** Efreet as shown.



- ◆ Remove Waypoint 5 from the Quest.

§9.22 (Story Event 3)

The first hero to reach the large central hall is the only one who can catch a glimpse of the crimson robes of the Hellraiser, as he disappears beyond a gap that is immediately closed by a wall of solid rock! Before the heroes stands a metal altar, and a bit further are two pillars emitting terrific lightning. Examining the metal structure, Marcus tells the party, *“I think I have read about this somewhere... Yes, it... it must be a contraption used by dwarven miners. That wall will only recede when touched by a powerful electrical bolt, transmitted from the two pillars to the central structure. The problem is, the lightning is lethal for anyone not properly protected. I dare say your gems, as they are now, should be resistant enough to divert a large portion of that energy, yet if I were you, I would never risk finding out. We must stop this demented cult, but not at the price of your lives. I will pray for you!”*

- ◆  Place one **Charge** token over Location C and one **Charge** token over Location D; repeat this, if 4 or more heroes initially faced the Quest.
- ◆ Once per hero per Quest, each hero can spend 1 Action to pick up one and only one **Charge** token. Once done, unless **Save**, the hero suffers 1 HP. The carried **Charge** can be dropped in the hero's area by spending an Action. These **Charges** can only be used to proceed with this Story Event task as described below and cannot be used .

for other Powers or Items. If a hero dies while carrying a **Charge**, move the **Charge** back to its original Location; that hero (only) may pick it up again, once resurrected.

- ◆ When all **Charge** tokens are moved from the Locations C and D and dropped on the ground in the Story Event 3 area, go to §9.23.

§9.23 (Story Event 3)

A powerful discharge of energy leaves the altar and crashes against the stone wall. Brought to life by the lightning, it animates and starts sliding inside an opening in the rocks. The gate is open, and the party now faces a cultist just as he finishes writing a pentagram on the floor, using the blood from his own wrists! As he completes the bloody ritual, the man is engulfed by green flames, as he screams at the heroes. *“My master will complete the ritual to open the arcane portal, and it will be the end of you all!”* The fire disappears, leaving behind the body of the cultist, now a powerful and ethereal guardian demon protecting the passage, as other opponents rush in to help the creature!

- ◆ Discard all **Charges** over the Story Event 3 area.
- ◆ Place Story Event 3 (revealed side) on top of the Event deck.
- ◆ Open the  **Spawn Gate**.
- ◆ Remove the Rock Wall token near the  **Spawn Gate** from the Quest.
- ◆  Place the **Red** Nightwalker in the  **Spawn Gate**.
- ◆ Spawn {  -  } enemies.
- ◆ Resume play until the **Red** Nightwalker dies, then go to §9.24.

§9.24 (Story Event 3)

- ◆ If there are no enemies in play, go to §9.25. Otherwise, continue reading this Paragraph:

The utter destruction of the guardian demon weakens the enemy ranks, but they still block access to the cave's galleries!

- ◆ Close the  and  **Spawn Gates**.
- ◆ Resume play until there are no more enemies in play, then go to §9.25.

§9.25 (Ending)

Destroying all the demons and evokers frees the way to the tunnels below the Thunder Mountains. The gate to the subterranean halls appears cold and ominous, a dire warning of the evil patiently waiting beneath the caverns deep!

Rewards: Remove the Magic Key token and the **Green** Raider Companion from the Quest.

Next Quest: Proceed to Quest 10.

§9.26 (Ending)

The demonic cult's wake of death and destruction gnaws at the souls of the heroes, and their will wanes... Each champion knows in his heart the time for eternal rest will return one day... but this is not that day!

Rewards: None.

Next Quest: Play Quest 9 again.

§10.1 (Waypoint 1)

The corridor leads to a crossroads with a stone obelisk in its center. To the left, the way is blocked by a solid wall bearing the carving of a demon made of fire and smoke. Forward is a closed door outlined in flickering light, hinting at flaming braziers in the room beyond. Lastly, a magical light flares in the corridor to the right as a Cultist prepares to cast a spell!

- ◆  Place and connect the following map tiles to tile **26B**, as shown: **23B**, **31B**, and **33B**.
- ◆  Place the following elements as shown: Rock Wall, Locked Door, Story Event 2, Story Event 3,  and  **Spawn Gates** (both on the closed side).



- ◆ Remove Waypoint 1 from the Quest.
- ◆ Spawn the **Blue** Demonic Cultist as shown. (If it is already in play, discard all its wounds and **Body Conditions**, recharge all  and move it to the **31B** map tile.)
- ◆ The active hero must perform a **Save** roll. If he fails, activate the **Blue** Demonic Cultist.

§10.2 (Waypoint 2)

The dark cave winds through the rocks like a serpent's coils. Just like the stalking reptile, devilish creatures seem to lie in ambush among the shadows, waiting for their prey to come closer.

- ◆  Place and connect the following map tiles to tile **9B**, as shown: **11B** and **18B**.
- ◆  Place Waypoint 4 and the appropriate number of Shadow tokens as shown:



- ◆ Remove Waypoint 2 from the Quest.

§10.3 (Story Event 2)

Light from the braziers illuminates a room covered in runes and crossed at several points by currents of magical energy. At the opposite side, a huge stone portal dominates the room, upon which is carved the same demon seen on the wall outside. In the corners, two obelisks rise, crisscrossed by lightning. A few seconds later, as if reacting to the presence of the hero, bolts of lightning strike the portal, which absorbs the energy and comes alive with a blinding glare! Now the lightning from the obelisks ( and  **Spawn Gates**) grows in ferocity, continuously flashing from one point to another without any discernible pattern, as if attracted by the portal yet unable to reach it. Finally, a demon and its cadre emerge from the portal, accompanied by magical barriers that rise and move with a regular cadence to entrap the heroes. The party is forced to choose between two options: they can overcharge the portal by capturing and conveying the energy of the obelisks, accepting any unforeseen consequence of this course of action, or back off and seek another route through the caves.

- ◆ If Waypoint 2 is still in play, place the Story Event 2 card (revealed side) on top of the Event deck, **otherwise** discard the Story Event 2 card to the discard pile.
- ◆ Open both  and  **Spawn Gates**.
- ◆ Flip the Story Event 3 card to the hidden (face down) side; this Event cannot be resolved (even **if** a hero moves over it) unless it is returned to the revealed (face up) side, as explained below.
- ◆  Place a Wall token over Location A so it covers the edge between 2 areas. Place another Wall token over Location D so it covers the edge between 2 areas.
- ◆ Until Story Event 3 is resolved, **now**, and again **in each Enemy Turn** (even **if** there are no enemies in play), do the following 2 tasks:
 - ❖ Toss the  /  token: place 1  **Charge** over the **Spawn Gate** shown by the top side of the token.
 - ❖ Move **each** wall token inside the 23B map tile to the next Location in clockwise order from A to D (so **if** a Wall token is located over Location A, move it over Location B; **if** a Wall token is over Location D, move it over Location A, and so on).
- ◆ Spawn 1 **Demon** enemy in the **Spawn Gate** in the 23B map tile that does not have a **Charge** token.
- ◆ Then, spawn 1 additional enemy **if** there are 3 or 4 heroes, or 2 enemies **if** there are 5 or more heroes.
- ◆ Any hero can pick up or drop **Charge** tokens in his area (does not require an Inventory space) by spending 1 Action per **Charge** token. These **Charges** can only be used to reveal the Story Event 3 card as described below and cannot be used for other Powers or Items. **If** a hero dies, discard any **Charges** in his Inventory.
- ◆ When the number of **Charge** tokens in the hidden Story Event 3 card's area (not held by heroes) is equal to the number of heroes initially facing the Quest, discard all **Charges**, then reveal the Story Event 3 card and resolve it as normal.

§10.4 (Waypoint 4)

As the rough terrain becomes rougher, the hero catches a glimpse in the darkness of some evil creatures nearby. Worse, unsettling noises from the caves behind suggest that the situation is about to become even more dangerous.

- ◆  Place and connect the 10B map tile to the 11B tile, as shown. 

- ◆  Place the Difficult Overlay, Waypoint X, and the appropriate number of Shadow tokens as shown:



- ◆ Remove Waypoint 4 from the Quest.
- ◆ Spawn 1 enemy in the  **Spawn Gate**, or 2 enemies if there are 4 or more heroes.

§10.5 (Story Event 3)

Saturated by the obelisks' energy, the stone portal disappears, replaced by a summoning vortex! At the same time, everything in the room and nearby corridor dissolves into scarlet dust... A dust only the demonic flames of a Supreme Efreect can create! Gazing at the scene, Marcus moans, *“What have we done? In our attempt to stop this folly, we actually helped it come to fruition! The abyss feeds upon the energy of our world, and these arcane windows strengthen the cult’s ritual! Now the way is open, we must act swiftly and stop the Hellraiser, before it is too late!”*

- ◆ Place the Story Event 3 card (revealed side) on top of the Event deck.
- ◆ Toss the  token: place  the **Red Efreect** in the matching **Spawn Gate**.

Note: When the **Red Efreect** dies, remove it from the Quest.

- ◆ Spawn {  -  }-1 enemies.
- ◆ Remove all Wall tokens, Charges, and **Spawn Gates** located in the **23B** map tile from the Quest.
- ◆ Remove the Wall token located on the edge of the **33B** map tile.
- ◆  Place and connect the **25B** map tile to the **33B** tile, as shown.
- ◆  Place the following elements as shown: Search Area, Door, Locked Door, and Waypoint 3.



§10.6 (Waypoint 3)

The finely carved corridor gives way to a brutish, yet fascinating, natural landscape: a small underground lake crossed by a thin strip of stone that acts as a bridge upon its dark waters. Yet behind the glare reflected by the lake, the heroes notice something more. A horrible creature surfaces from the waters, its countless arms guarding the passage to the portal.

- ◆ If the **29B** map tile is not in play:
 - ❖  Place and connect the **29B** map tile to the **25B** map tile as shown.
 - ❖  Place the following elements as shown: Waypoint 5, Door with the Magic Lock, and Story Event 1.



- ◆ Remove Waypoint 3 from the Quest.
- ◆ Spawn 1 enemy in the  **Spawn Gate**, or 2 enemies if there are 4 or more heroes.

§10.7 (Waypoint X)

An invisible force blocks the hero's way. Looking closely, the hero spots a thin, magical veil of shimmering, iridescent green, alike to the Northern Lights, barring the grotto's exit. Beyond this barrier, the party notices a brutish yet fascinating natural landscape: a small underground lake crossed by a thin strip of stone that acts as a bridge upon its dark waters. Yet behind the glare reflected by the lake, the heroes notice something more. A horrible creature surfaces from the waters, its countless arms guarding the passage to the portal. However, the aquatic monster is of no immediate threat to the heroes, it is protected by the same magical barrier that prevents them from entering the cave. They must retrace their steps to either find a way to power down the barrier or reach the arcane portal through other means.

- ◆ If the **29B** map tile is not in play:
 - ❖  Place and connect the **29B** map tile to the **10B** map tile and place Waypoint 5 as shown.
 - ❖  Place the following elements as shown: Waypoint 5, Door with the Magic Lock, and Story Event 1.



- ◆  Place and connect the **17B** map tile to the **10B** tile, as shown.
- ◆  Place and connect the **12B** map tile to the **18B** tile, as shown.
- ◆  Remove all tokens from the Shadows Reserve and create a new pool using only these tokens:

Heroes				
	Enemy	2 Enemies	Champion	Quest Enemy
2-3	1	0	1	1
4-5	2	1	1	1

- ◆ Place the appropriate number of Shadow tokens as shown:



- ◆ Remove Waypoint X from the Quest.

§10.8 (Quest Enemy Shadow)

A strange, shimmering green light, similar to the barrier seen before, begins to shine on the ground. It traces an evocation pentagram, summoning a huge guardian demon. This may be the entity that protects and emanates the unbreakable force field encountered by the heroes.

- ◆  Place the **Red** Nightwalker (representing the Keymaster) in the Quest Enemy Shadow token area and place the Magic Key token on its Enemy card.

Note: When the **Red** Nightwalker dies, place the Magic Key token in its area, then remove the **Red** Nightwalker from the Quest.

Any hero may pick up or drop the Magic Key token as a Free Action.

- ◆ Remove the Quest Shadow token from the Quest.

§10.9 (Waypoint 5)

The arms of the water monster lash through the air like cracking whips, making the passage across the water extremely difficult from any direction; an attempt to dodge them might send the hero backward a few steps, yet it would surely be less painful than a direct hit from the flailing tentacles.

- ◆ Each time any hero moves over this Waypoint, he must choose between:
 - ❖ Suffer **3 HP** and proceed as normal.
 - ❖ **Or** perform a **Save** roll.  heroes can reroll the attempt once. If he fails, he suffers **1 HP** and must move 1 area in the direction he came from.

§10.10 (Story Event 1)

Beyond the subterranean lake, the party reaches the door of a sacrificial chamber just in time to meet the shining eyes of the Hellraiser, the evil cultist in crimson robes. The devilish figure screams in anger, *“Heathens! You shall not break our unstoppable stride toward the end of this world you find so dear!”* Then, he disappears, along with most of his followers, through a magical gate spawned from a pentagram on the ground! Reacting to the

words of his master, the last cultist in the room stands and faces the heroes. Attempting to buy time for the Hellraiser, the cultist begins a sorcerous chant that will forever close the gate to the ritual room. Watching the scene, Marcus warns the party of the encroaching peril: *“If we cannot kill this cultist or draw him away from the room, the gate will close, and we will not be able to stop the ritual!”*

- ◆  Place and connect the **24A** map tile to the **29B** tile, then place the **20A** map tile over the first area of **24A** (it is henceforth considered a standard area of the **24A** map tile), as shown.
- ◆  Place the  **Spawn Gate** and the Chest, as shown.
- ◆ Spawn the **Green** Demonic Cultist as shown. (If it is already in play, discard all its wounds and **Body Conditions**, recharge all its  and move it to the **24A** map tile.)

Note: When the **Green** Demonic Cultist dies, set it aside .



- ◆ Place the Story Event 1 card face down on top of the Event deck. Do not resolve its effects again when revealed. If the **Green** Demonic Cultist is still alive and located inside the **24A** map tile when Story Event 1 is discarded, go to §10.13.
- ◆ Resume play until all living heroes are over the  **Spawn Gate** area and are not engaged in combat, then go to §10.11.

§10.11 (Story Event 1)

The party is teleported to a great height. They find themselves on a natural terrace under the open sky on the rocky walls of the Thunder Mountains, the theatre of the impending clash. The splendid natural landscape is spoiled by countless demonic runes, bones, and human skulls; catalysts for the macabre ritual about to be completed. The Hellraiser, the crimson cultist, stands before the heroes, having waited defiantly for their arrival. Tendrils of black energy exude from the black book he holds in his fingers as he speaks to the party in disgust. *“You, like your gods, are nothing but cockroaches when compared to the power of the creatures of the Abyss! It is time to end the many worthless lives of these lands, breathing and walking beings devoid of any usefulness or strength whatsoever... They must be eradicated like weeds from a garden! And this is the day of days! The ritual is almost complete, and you cannot stop me! Behold the beginning of the end!”*

- ◆ Remove the entire map from the Quest, discarding any present enemy (it is not considered killed), card, and token to the corresponding discard pile.
- ◆  Place and set up the **1B** map tile with the following elements, as shown below: 1 **Shrine**, 1 Chest, and 2 Search Areas.
- ◆ Move all heroes and companions to the **Shrine**'s area.
- ◆  Place the **Red** Demonic Cultist as shown. 

- ◆ If there are 3 or more heroes,  place the **Green** Demonic Cultist as shown.
 - ◆ If there are 5 or more heroes, spawn the **Blue** Demonic Cultist as shown.
- Note:** When any Demonic Cultist dies, after applying its **Reincarnation** power, remove it from the Quest.
- ◆ Spawn one **Green** Nightwalker as shown.



- ◆ Immediately begin a new Round by skipping any remaining Turn and Event Phase (leaving the top Event card as is).
- ◆ Resume play until there are no more enemies in play, then go to §10.12.

§10.12 (Ending)

The Hellraiser, whose human countenance has now given way to its demonic aspect, shatters under the heroes' assault. As he lies on the ground, bleeding black blood, he casts his dying curse. *"You think you have won... Oh, but you will soon discover the bitter truth in the most painful way... The infernal abyss awaits you!"* And with these words, the cultist's body explodes in fire and rapidly turns to ash. Seconds later, the chanting of a ritual reaches the party, carried on the wind from a nearby cave...

Rewards: The Party gains 1  per hero.

Next Quest: Proceed to Quest 11.

§10.13 (Ending)

The demonic cultist utters the spell, forever closing the gate, and turns to the heroes as he boasts, *"Mwahahah... Nothing you can do now can stop my Master! The Gates of the Abyss are open, and the world you know will soon vanish in flames! My death is but a brief journey; yours will be eternal suffering!"* And with these words, the warlock cuts his own throat with a sacrificial knife.

- ◆ Go to §10.14.

§10.14 (Ending)

In the end, the dark ritual is completed, and death robs the life from the heroes' bodies. Hearts aching, each hero sees the light begin to change, starts to feel a little strange... Just like walking a dark road... As a man who walks alone... Forever.

Rewards: None.

Next Quest: Play Quest 10 again.

THE RITUAL OF THE BEAST

§11.1 (Introduction)

Marcus collects the scroll left by the eagle lord, opening it and reading aloud. *“I will not be known as the Rockdweller who left his town to rot. These items have been donated by the people and guards of Stonemaiden. Use them wisely! P.S. The diamond dust you will find in the smaller pouch may be used to re-forged some of your weapons and armor. Consider it my personal gift! We must end this madness now! May the Gods watch over you.”*

Well equipped, the heroes enter the mountains and find themselves under a huge stone vault, once a runic shrine held by the dwarves. Now, it is but an antechamber to the demonic arcane portal. Torches blaze, unholy chants of praise rise up. They raise the cry, hands held to the sky... In the night, the fires burning bright... The last ritual has begun!

- ◆ The Party gains 1 **Soul Weapon**.
- ◆ The adventure begins!

§11.2 (Waypoint 1)

The openness of the dwarven shrine gives way to a small room carved roughly out of stone. It is full of the acrid smell of sulphur and the sweet, nauseating smell of burning flesh. A pentagram is scratched into the rock on the ground. A charred corpse clasps a scroll in the remains of its skeletal hand... A cursory examination indicates a summoning ritual has been interrupted here...

Soul Nature Choice

 Law	Destroy the scroll and the pentacle...	Go to §11.5
 Neutral	Leave everything as it is now...	Go to §11.7
 Chaos	Read the scroll and complete the ritual...	Go to §11.9

§11.3 (Night)

The summoning chant echoes in the mind of the heroes, burrowing into their souls like a woodworm in a carved desk, when, suddenly, a vision of an evil face wrenches their minds and brings them to despair! When the illusion fades, everything appears darker and gloomier... As though this darkest night were more than just a metaphor.

- ◆ Unless **Save**, each hero becomes **Exhausted**.

§11.4 (Waypoint 2)

Something about the strange sigils carved into the ground near this corridor's wall alerts the hero's instincts...

- ◆ Once per Quest, each hero moving over this Waypoint can spend an Action to roll 3 **Red** Dice:
 - ❖ A  hero, Thorgar, or Skeld may reroll their attempt once.
 - ❖ If a  result is rolled, go to §11.8.
 - ❖ Otherwise, go to §11.6.
- ◆ If the hero cannot or does not want to spend an Action, resume play.

§11.5 (Waypoint 1)

As the heroes destroy every single trace of the unholy ritual, an artifact appears from the ashes on the ground. Perhaps this was the catalyst of the summoning.

- ◆ The Party gains 1  per hero.
- ◆ Search the Treasure deck until you find an **Artifact** card and place it in the Waypoint 1 area. Shuffle the Treasure deck after the item is found.
- ◆ Remove Waypoint 1 from the Quest.

§11.6 (Waypoint 2)

... And yet there is no trace of devices or openings to allow the wall to move.

§11.7 (Waypoint 1)

After a second's introspection, the hero decides that, be it sorcery or a trap, he will not pay the consequences for meddling with the unfinished ritual. Therefore, he exits the room, leaving everything untouched.

- ◆ Move away 1 area.

§11.8 (Waypoint 2)

... In fact, when the hero exerts pressure on a specific point, the whole wall slides sideways and disappears into the rock - yet another tunnel carved by the dwarven master miners.

- ◆ Remove the Wall token adjacent to this Waypoint from the Quest.
- ◆ Remove Waypoint 2 from the Quest.

§11.9 (Waypoint 1)

Reading the words on the scroll, the hero concludes it's only smart to fight fire with fire. And so, he decides to complete the ritual! A column of flame bursts from the pentagram, soon replaced by an Efreet demon. Rage and hostility burn in his flaming eyes, yet it is bound to the will of its new master.

- ◆  Take the **Blue** Efreet enemy and Scroll card and assign them to the active hero. Place its figure in the Waypoint 1 area. From now on, the  **Blue** Efreet is considered a **Companion**, and it follows these rules:
 - ❖ The  **Blue** Efreet can be activated, **once per Round**, by the assigned hero at the beginning, or at the end, of his turn as a Free Action by applying one of these two choices:
 - ◇ Move up to 3 areas (decided by the hero), ignoring **Hindrances**.
 - ◇ Apply the appropriate Enemy Scroll behavior with the following exception:
 - √ Play it against enemies instead of heroes. This means using the distance to the closest enemy to determine the behavior rules and targeting/fighting enemies instead of heroes. Its  are **Arcane** attacks.
 - ❖ All enemies consider the  **Blue** Efreet as a standard  **Companion**.
 - ❖ The  **Blue** Efreet cannot be healed by heroes except for **Body Conditions** (i.e. unless healed by itself, its wounds are permanent until death).
 - ❖ If the  **Blue** Efreet dies, go to §11.11.
- ◆ Remove Waypoint 1 from the Quest.

§11.10 (Waypoint 3)

The great hall is lit by flickering candles and braziers, their flames dancing in the dark over the multitude of blasphemous summoning symbols and pentagrams. In the mist, dark figures move and twist, celebrating their demonic master.

- ◆ Remove Waypoint 3 from the Quest.
- ◆ If the **Blue** Demonic Cultist is in play and the **B** **Blue** Efreet **Companion** is within 3 areas of the active hero, go to §11.12.
- ◆ **Otherwise**, nothing happens.

§11.11 (Waypoint 1)

The demon disappears in a gout of his own flames, cursing the hero for having bound him to obedience.

- ◆ Remove the **B** **Blue** Efreet Companion from the Quest.
- ◆ Unless **Save**, the hero to whom the **B** **Blue** Efreet Companion was assigned suffers **Fire 1**.

§11.12 (Waypoint 3)

Accompanied by a terrible, wracking pain, a voice invades the mind of the hero summoning the Efreet. *“And so, you thought you could dominate the demons, and perhaps even turn them against us... Now, you will pay the price for your foolishness!”*

- ◆ The **B** **Blue** Efreet **Companion** becomes a standard enemy; treat it as usual.
Note: When the **B** **Blue** Efreet dies, remove it from the Quest.
- ◆ Immediately activate the **B** **Blue** Efreet.

§11.13 (Story Event 1)

The hero reaches the arcane portal during the final phase of the ritual and, acting on instinct, lifts the heavy summoning grimoire, source of the black magic, and throws it into the infernal portal! In a flash, with the noise of a thousand crashing glass panes, the dimensional door bursts into flames, and its blue color changes to crimson red and then to a deep, ominous purple... A raging growl precedes the appearance of a huge clawed arm that pierces the body of the cultist, dragging him into the portal.

- ◆ The Party gains 1  per hero.
- ◆ Remove Story Event 1 from the Quest.
- ◆ If the **Blue** Demonic Cultist is in play, remove it from the Quest (it is not considered killed by the heroes).
- ◆ Draw and discard Event cards (without applying their effects) from the Event deck one at a time, until Story Event 2 is drawn, then immediately resolve it.

§11.14 (Story Event 2)

The arcane portal vomits a storm of eldritch arrows, followed by its most devilish creature - an immense and fearsome general of the abyss; a demon with an ever-changing form of fire and smoke! The creature speaks unintelligible words, and the flames of the portal become its weapons, a flame-tongued whip and a fire sword of molten metal. An unearthly voice booms, as the glaring eyes of the demon scrutinize the heroes.

“Hell and fire was spawned to be released! Your kingdom is over; mine is just begun... You will burn along with every other lesser creature in these lands!” 

- ◆ Remove the **20A** map tile from the Quest. Place any character, card, or token on that tile on the **21B** map tile, in the same area the **20A** map tile occupied.
- ◆ Open all three **Spawn Gates** on the **21B** map tile.
- ◆  Place the **Purple** HellSpawn (**Flame Form**) over the  **Spawn Gate** on the **21B** map tile.
- ◆ Assign the **Menace (II)** token to the hero closest to the **Purple** HellSpawn; the active hero decides in case of tie.
- ◆ If Story Event 1 is still on the map, go to §11.15.
- ◆ Otherwise, resume play until the **Purple** HellSpawn dies, then go to §11.31.

§11.15 (Story Event 2)

The demon absorbs power from the energies of the arcane portal, which is now torn wide open! The heroes understand their failure to stop the ritual will cost them dearly.

- ◆ Remove Story Event 1 from the Quest.
- ◆ Assign an additional Enemy Power  to the **Purple** HellSpawn.
- ◆ If the  **Spawn Gate** is in play, spawn one enemy, or two enemies if there are 4 or more heroes.
- ◆ In the next Enemy Turn, activate the **Purple** HellSpawn instead of drawing an Encounter card.
- ◆ Resume play until the **Purple** HellSpawn dies, then go to §11.31.

§11.16 (Story Event 3)

Every bit of pain inflicted or suffered in the battle seems to increase the demon's uncontrollable fury... Until, with a fearsome roar, his chitinous skin is engulfed in scarlet flames and dark shadows that teleport the infernal spawn away!

- ◆ If the  **Spawn Gate** is in play, go to §11.18.
- ◆ Otherwise, go to §11.19.

§11.17 (Day)

As the new day dawns, the heroes feel the eyes of the Three Gods upon them; immortal champions fighting the abomination from hell. Each hero feels his body healed and pulled toward the altar in the runic vault of the dwarves, the gateway to these caverns (**Waypoint X**).

- ◆ Each hero heals 1 **HP**, removes 1 **Body Condition**, and discards 1 **Fire**.
- ◆  Place Waypoint X over Location A on the **22B** map tile.

§11.18 (Story Event 3)

Surrounded by a devastating vortex of shadows and flames, the demon reaches the hall at the end of the caves and uses a strange, floating stone to open a dark portal and summon his demonic minions!

- ◆ Move the **Purple** HellSpawn over the  **Spawn Gate**.
- ◆ The **Purple** HellSpawn heals 1 **HP** per hero.
- ◆ Place a **Fire 2** token over each of the four areas on the **23B** map tile.
- ◆ Spawn 1 Demon if there are fewer than 4 heroes, or 2 Demons if there are 4 or more heroes.

§11.19 (Story Event 3)

Guided by the voice of a cultist and surrounded by a vortex of shadows and flames, the demon moves toward the exit of Thunder Mountain's cave system!

- ◆ Move the **Purple** HellSpawn over Location A on the **22B** map tile.
- ◆ Place a **Fire 2** token in the **Purple** HellSpawn's area.
- ◆ Spawn 1 Demonic Cultist in the "Begin" area of the **22B** map tile.

§11.20 (Waypoint 5)

The hero enters a second ritual chamber, a smaller copy of the large main hall. At the center floats a living fire within a crystal. From the distant wall, a black energy spiral extends its tendrils toward the crystal, engulfing it, feeding on it to open a new arcane portal! Appearing at the hero's side, the young cleric Marcus expounds his theory. *"Perhaps, if you could grasp the crystal, the portal would disappear... Only you are strong enough to try!"*

- ◆ Each hero moving over this Waypoint can spend an Action to try to grab it by rolling a **Blue** Die:
 - ❖ A **M** hero and Morrigan Demon Hunter may reroll this attempt once.
 - ❖ If a  is rolled, go to §11.22.
 - ❖ **Otherwise**, nothing happens.

§11.21 (Waypoint 4)

In the oubliette, some propitiatory offerings surround two humans chained at the base of a pentagram, sacrificial pawns brought here by the cult. As the two notice the heroes, they cry for help! *"Please! Judging from your outfits and the din of battle, you do not walk among these madmen... On the contrary, you appear to be mortal enemies of this cult. Please... Set us free! We are not great fighters, but our deaths would spawn more demons to fight you! If we live, you will fight fewer enemies! Please!"*

Soul Nature Choice

 Neutral	Leave the humans in chains for now...	Go to §11.23
 Neutral	Free the humans from the chains...	Go to §11.26

§11.22 (Waypoint 5)

By the power of the Soul Gem, the hero tears the crystal free from the black magic of the portal! The gemstone is hot as fire when touched, but it does not burn; on the contrary, it invigorates its holder's body.

- ◆  Place one **Shivan Stone** Quest card in the Waypoint 5 area.
- ◆ Remove Waypoint 5 from the Quest.
- ◆ Remove the  **Spawn Gate** from the Quest.
- ◆ Remove the Magic Lock from the Locked Door located between the **11B** and **18B** map tiles.
- ◆ If there are now two **Shivan Stone** in play, go to §11.24.

§11.23 (Waypoint 4)

Disappointed by the hero's indifference, the prisoners try one last plea.

"You are making a huge mistake! Free us! What the hell? You are no different from those cursed demon lovers!"

§11.24 (Waypoint 5)

This crystal is identical to the one left by the Efreet destroyed in Stonemaiden. An invisible force repels the two gems from each other. But, if held at the right distance by two different people, the stones emanate a vivid, warm light granting each holder immunity to fire!

§11.25 (Waypoint X)

By the divine will of the Three, the holy dwarven altar at the gate of the caves opens up, revealing a small vat containing a silver liquid similar to molten metal. The demons hesitate and then retreat before the sight. The heroes understand that bathing their weapons in the silvery liquid will make them more dangerous to their enemies!

- ◆  Place one  **Charge** token per hero in the Waypoint X area.
- ◆ Once per Quest, each hero moving over this Waypoint can take one **Charge** token and place it on one of his **Weapons**. It is now a **Charged Weapon**.
 - ❖ The first attack performed with a **Charged Weapon** also counts as **Arcane** and inflicts +2  **Lethal II**.
 - ❖ Then, flip the **Charge** token to .
 - ❖ The second attack performed with a **Charged Weapon** also counts as **Arcane** and inflicts +1  **Lethal I**.
 - ❖ After the second attack, discard the **Charge** token from the **Weapon**, which is no longer a **Charged Weapon**.

§11.26 (Waypoint 4)

Free from their chains, the prisoners collect their weapons and belongings, and then speak to the party. *“We are now your allies. We think it may be worth asking; for 50 crowns, we will fight for you as long as we are able. What do you think?”*

- ◆ If the heroes accept the mercenaries’ offer:
 - ❖ Discard 50 **Crowns** (the amount can be divided between all heroes).
 - ❖ Go to §11.27.
- ◆ Otherwise, go to 11.28.



§11.27 (Waypoint 4)

The two fighters join the party. *“So be it. We will fight with you in this mad battle... Well, as long as we are not in mortal danger. In that case... Er, good sirs... Well, nice meeting you, but we will part ways before it is too late.”*

- ◆  Take the  **Green** Raider and the  **Blue** Raider enemy and Scroll cards and assign them, one to the active hero and one to another hero chosen by the active hero. Place their figures in the Waypoint 4 area. From now on, both Raiders are considered **Companions**, and follow these rules:
 - ❖ Each Raider can be activated, **once per Round**, by the assigned hero at the beginning or end of his Turn as a Free Action by applying one of these two choices:
 - ◇ Move up to 3 areas (decided by the hero), ignoring **Hindrances**.
 - ◇ Apply the appropriate Enemy Scroll behavior with the following exception:
 - √ Play it against enemies instead of heroes. This means using the distance to the closest enemy to determine the behavior rules and targeting/fighting enemies instead of heroes. Its  is **Slash**, and its  is **Pierce**.
 - ❖ All enemies consider the Raiders as standard  **Companions**.
 - ❖ Each Raiders cannot be healed by heroes except for **Body Conditions** (i.e. unless healed by itself, its wounds are permanent until death.)
- ◆ Remove Waypoint 4 from the Quest.

§11.28 (Waypoint 4)

In a strange silence, the two look over the heroes...

- ◆ If the Party has more than 100 **Crowns** (cumulative between all heroes), go to §11.30.
- ◆ Otherwise, go to §11.29.

§11.29 (Waypoint 4)

As they walk away, one of them turns and speaks.

“If you think you can fight and win against these infernal abominations, well... You are really crazy, even more than those who try to control them! Farewell!”

- ◆ Remove Waypoint 4 from the Quest.

§11.30 (Waypoint 4)

After evaluating the treasures of the heroes, the two former captives decide leaving with their lives is not enough...

So, they draw their weapons and attack the heroes!

- ◆  Place the  **Green** Raider and the  **Blue** Raider in the Waypoint 4 area.
Note: When any Raider dies, remove it from the Quest.
- ◆ Remove Waypoint 4 from the Quest.

§11.31 (Ending)

The hero's powerful blow rips the demon's chest in two, revealing its black, pulsating demonic heart! Grasping his chest to cover the deadly wound, the huge demon kneels and screams in rage:

"I will have revenge one day! Death is but a threshold, time is but a window. I will return and possess your bodies and make you all burn!!!"

As the black heart touches the ground, it gapes and swallows the body of the abyssal creature, together with any trace of the demons and their portals. The cult is now undone, and the people of Stonemaiden shower their highest tributes on the heroes, who must now return to their path toward Twin Wyrms.

But first, they are to be honored guests at a feast to remember all the lives lost to save the city.

And so... The heroes return to whence their immortal existence first began...

Rewards: Each hero gains 1 Treasure card and 50 **Crowns**.

Next Quest: Proceed to... **Sword & Sorcery** game expansions.

Darkness Falls - ACT II Quests



§11.32 (Ending)

With the deaths of the heroes, the infernal flames of the demon will forever burn unchallenged!

Only the omnipotent gaze of the Three may bring hope back from the ashes...

Rewards: None.

Next Quest: Play Quest 11 again.

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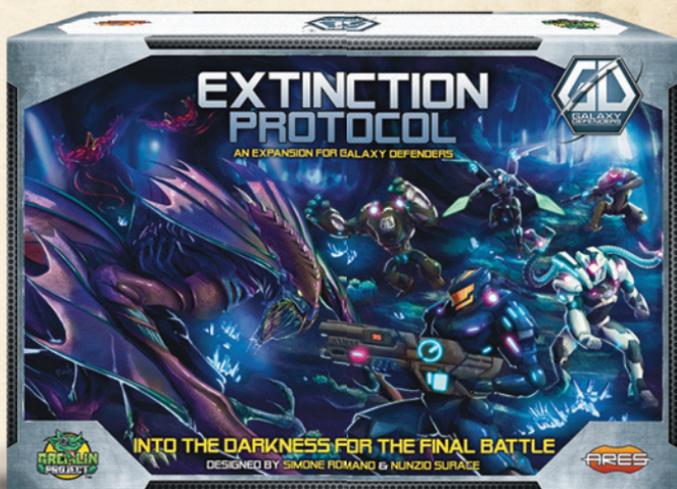
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