

1. OUT THROUGH THE SIDE ENTRANCE

Requirements: No requirements.

Our story begins where the previous one ended, in the Abyssal Rift. The soul wrenching scream of the demon as Tyra had landed the finishing blow, still seemed to linger in these god forsaken halls as we ascended the many stairs that had brought us there. The eye of the one true god had almost gone blind at the bottom of that dark pit and I was starting to doubt we would ever make it out alive. With the help of Brother Örn we were able to find a hidden passage, not known by many, that led us to a side entrance where some of the cult's minions still lingered.

Starting setup

Difficulty 1 (1p Easy)

Start: 1 Acolyte and 1 Guard in the Quest Area.

Enemy Deck: 1 Acolyte, 2 Guards, 1 Boneworm, 2 Rotikkas.

Terrain Deck: 2 Rubble, 2 doors, 1 empty hall.

Draw one card from the Terrain Deck and put it in the Quest Area.

Set the Threat to 0.

Difficulty 2 (1p Normal)

Start: 2 Acolytes and 1 Guard in the Quest Area.

Enemy Deck: 1 Acolyte, 2 Guards, 1 Boneworm, 2 Rotikkas.

Terrain Deck: 2 Rubble, 2 doors, 1 empty hall.

Draw one card from the Terrain Deck and put it in the Quest Area.

Set the Threat to 0.

Difficulty 3 (1p Hard/2p Easy)

Start: 2 Acolytes, 1 Boneworm and 1 Guard in the Quest Area.

Enemy Deck: 2 Acolyte, 3 Guards, 2 Boneworm, 2 Rotikkas.

Terrain Deck: 2 Rubble, 2 doors, 1 empty hall.

Draw one card from the Terrain Deck and put it in the Quest Area.

Set the Threat to 1.

Difficulty 4 (2p Normal/3p Easy)

Start: 2 Acolyte, 2 Guard in the Quest Area.

Enemy Deck: 2 Acolytes, 3 Guards, 1 Chi'leen, 2 Boneworm and 2 Rotikkas.

Terrain Deck: 2 Rubble, 2 doors, 1 empty hall.

Draw one card from the Terrain Deck and put it in the Quest Area.

Set the Threat to 0.

Difficulty 5 (2p Hard/3p Normal/4p Easy)

Start: 2 Acolytes, 2 Guard and 1 Rotikka in the Quest Area.

Enemy Deck: 3 Acolytes, 3 Guards, 1 Chi'leen, 2 Boneworm and 3 Rotikkas.

Terrain Deck: 2 Rubble, 2 doors, 1 empty hall.

Draw one card from the Terrain Deck and put it in the Quest Area.

Set the Threat to 0.

Difficulty 6 (3p Hard/4p Normal)

Start: 2 Acolytes, 2 Guard and 1 Chi'leen in the Quest Area.

Enemy Deck: 4 Acolyte, 3 Guards, 2 Boneworm and 3 Rotikkas.

Terrain Deck: 2 Rubble, 2 doors, 1 empty hall.

Draw one card from the Terrain Deck and put it in the Quest Area.

Set the Threat to 0.

Difficulty 7 (4p Hard)

Start: 2 Acolytes, 3 Guard and 1 Chi'leen in the Quest Area.

Enemy Deck: 4 Acolyte, 3 Guards, 2 Boneworm and 3 Rotikkas.

Terrain Deck: 2 Rubble, 2 doors, 1 empty hall.

Draw one card from the Terrain Deck and put it in the Quest Area.

Set the Threat to 1.

Scenario Specific Rules

The goal of the scenario is to escape the Abyssal Rift. If a card from the Terrain Deck is supposed to be drawn and there is no card to draw, the heroes win.

If any hero dies, all heroes lose.

Terrain cards

Rubble increases the costs of engaging and disengaging enemies by 3. This counts as a negative terrain effect.

The Empty Hall does nothing.

Doors can only be removed from the Quest Area by opening them or destroying them (See Doors and Portcullises).

Scenario specific enemy actions

Raise the Alarm - this is a special acolyte action. Acolytes in the Quest Area are removed from the Quest Area and discarded. For each Acolyte removed this way increase the Threat by 1. If the Threat is 8 or higher, heroes lose.

Enemy phase

Enemy Activation

	-/0	+1	+2	+3	+4/5
Acolyte	Raise the Alarm / Disengage	Raise the Alarm / Attack	Raise the Alarm / Disengage	Raise the Alarm / Disengage	Attack and Disengage
Guard	Disengage and Attack	Attack	Poison	Disengage / Attack	Engage and Poison
Boneworm	Attack / Engage	Poison / Engage	Attack / Engage	Attack	Engage
Rotikka	Engage and Attack	Attack / Engage	Engage	Poison / Engage	Engage and Attack
Chi'leen	Engage and Attack	Attack and Attack	Attack / Engage	Attack / Engage	Disengage / Attack

Spawn Phase

Add the following cards to the Quest Area.

1 Player

Threat

0. If there is a Door in play, do nothing. Otherwise, discard all terrain cards and add 1 card from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

1. If there is a Door in play, do nothing. Otherwise, discard all terrain cards and add 2 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

2. If there is a Door in play, do nothing. Otherwise, discard all terrain cards and add 1 card from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

3+. If there is a Door in play, do nothing. Otherwise, discard all terrain cards and add 2 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

2 Players

Threat

0. If there is a Door in play, do nothing. Otherwise, Discard all terrain cards and add 2 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

1. If there is a Door in play, do nothing. Otherwise, Discard all terrain cards and add 2 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

2. If there is a Door in play, do nothing. Otherwise, Discard all terrain cards and add 3 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

3+. If there is a Door in play, do nothing. Otherwise, Discard all terrain cards and add 2 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

3 Players

Threat

0. If there is a Door in play, do nothing. Otherwise, Discard all terrain cards and add 2 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

1. If there is a Door in play, do nothing. Otherwise, Discard all terrain cards and add 3 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

2. If there is a Door in play, do nothing. Otherwise, Discard all terrain cards and add 2 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

3+ If there is a Door in play, do nothing. Otherwise, Discard all terrain cards and add 3 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

4 Players

Threat

0. If there is a Door in play, do nothing. Otherwise, discard all terrain cards and add 3 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

1. If there is a Door in play, do nothing. Otherwise, discard all terrain cards and add 3 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

2. If there is a Door in play, do nothing. Otherwise, discard all terrain cards and add 3 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

3+. If there is a Door in play, do nothing. Otherwise, discard all terrain cards and add 3 cards from the Enemy deck and 1 card from the Terrain Deck into the Quest Area.

End Phase

Increase the Threat by 1. If the Threat value is 8 or higher, heroes lose.

Aftermath

We had made it out alive. Crawling out into the light we left a trail of the demon's blood as it was still dropping off of our swords and axes. A deer trail led us to a small road that would bring us back to the nearest village. With little more than a few coppers to our name and little to trade with, would be a meager living but we felt determined to spread the word on what had happened as fast as we could. Little did we know what a futile task it would be.

Reward

All Heroes may remove all wound cards and all fatigue cards from their deck.