

Into the Unknown 5 The Sun Spire

Decision Path: Head up the tower

Goal: Save Dreyl and kill all enemies

Introduction:

Seeing movement in the tower up above has cemented your decision, and you begin to race up the stone steps. As you ascend, the pyramid eventually tapers into a giant spire shooting up into the sky. You grab the hand holds carved into the vertical face of the stone structure and begin to climb.

Halfway up the tower, carried upon the ever-increasing winds, you begin to hear the sounds of commotion below you. A multitude of Vermlings are pouring out of the base of the pyramid and moving up the stone steps after you. Completely unable to fend them off while clinging for your life, you have no choice but to continue climbing upward toward the zenith.

Farther still up your ascent, with the swarm below hot on your heels, you begin to hear troubling sounds from above as well — the sound of a woman yelling. You recognize the voice as Dreyl's. You climb as fast as you can, finally reaching a large, open, circular platform to stand on. Above you, you can see two more smaller platforms, and it seems like Dreyl's voice is coming from the very top.

Getting there will not be easy, however. Demons and more of the wretched Blackbiters block your path. "When we sacrifice the small one," one of them taunts. "The demons will make this island ours!"

Special Rules:

All attacks made by any figure have PUSH added as a scenario effect. Flying figures are immune to this specific PUSH effect.

The three map tiles are not connected normally, but are considered to be on top of one another, with the C tile on top, the D tile in the middle, and the M tile on the bottom. Consider the walls of these tiles open space, such that if any non-flying figure is pushed into a wall on the C or D tiles, that figure falls onto the next tile down (e.g., C to D, or D to M) into the most logical corresponding unoccupied edge space. For instance if a figure is pushed off the top left of the C tile, it will land on the top left edge of the D tile. In the case of ambiguity, players decide which edge space the figure lands on. When a figure falls like this, it will suffer half the damage of a trap (rounded up) and any additional unresolved PUSH value is negated. Characters can also willingly move off the edges of the C and D tile for one movement to fall down to the next tile, but they will still suffer the same damage.

If a non-flying, non-character figure is pushed into a wall on the M tile, it dies

instantly and no money token is dropped. If a character is pushed into a wall on the M tile, he or she suffers trap damage and does not move. Whenever a monster pushes a character or character summon, the push will always be closer to the wall closest to the pushed figure.

Set up all three rooms at the beginning of the scenario. There is no line of sight between the rooms, though focus can still be found between rooms. In order to move from one room to the room directly above or below it, figures must move from one stair or rubble hex to the corresponding one in the other room, spending the requisite two movement for difficult terrain. Even flying and jump movements are subject to this extra movement (contrary to normal rules). The **a** stairs connect to each other, the **b** stairs connect to each other, and a figure can move from either **c** rubble to the **l** rubble and back.

Example: If a figure is standing in a hex adjacent to the bottom **a** stairs, it would take Move 4 (jumping, flying, or not) to move to the upper **a** stairs (two to move onto the lower stairs, and two to move onto the upper stairs).

Beginning in the third round, spawn a Vermling Scout in any unoccupied starting hex at the end of each round. These spawns are all normal for two characters. They are normal every odd round and elite every even round for three characters. They are all elite for four characters.

If **l** is not read by the end of the sixth round, the scenario is lost.



Maps:

M1a
D1a
C1a



Into the Unknown 5: The Sun Spire

1

You arrive at the top of the spire to see two Vermlings huddled around an altar. Dreyl is tied up on top of it, throwing a non-stop stream of profanities at them.

It looks like she has been cut in numerous places, and a troubling amount of her blood has been collected in a bowl at the altar's center. It glows with a dark energy.

"You are too late!" One of the shamans cackles. "We have called down the aid from the stars! Soon all our enemies — including you — will be burned in never-ending sky fire! We will show you death!"

It is time to free Dreyl and show them how gravity works.

Special Rules :

Immediately spawn two normal Vermling Shamans at 1. Continue spawning Vermling Scouts as before. The scenario is complete when no enemies, including the spawned scouts, are left on the board.

Conclusion :

With the platforms secured from both above and below, you finally have time to take stock of the situation, free Dreyl from her bonds, and heal her wounds.

Completely cut off from the ground by a pack of gibbering Vermlings, you discuss your options and mention the strange meat you were given by the Hollowbones.

"Are you mad?" Dreyl says. "Did the Vermlings bite you one too many times and give you the red fever? Eat that horrid, diseased meat on the off-chance it turns you into birds? That's ridiculous! Surely there must be another way."

As Dreyl continues to scold you, a blinding ray of light shoots down from the sky onto the altar. The central column of the tower begins to glow red-hot, all the way down to its base at the pyramid. Before you know it, the entire structure is shaking wildly and fissures begin to form in the ground far below.

"I guess we're out of options!" Dreyl yells. "Hand over that meat before we all fall to our deaths!"

Without thinking, you begin to ingest the

foul-tasting flesh as quickly as possible. Midway down the spire, the stone cracks, and the platforms you are standing on careen toward the earth, flinging you out into the open air.

You are preparing for the end when your arms suddenly sprout feathers. You begin to flap them wildly as other odd changes to your body occur. It is incredibly painful and disorienting, but you soon find yourself soaring through the air as a bird, along with Dreyl and the rest of your party.

You have significant misgivings about how long this transformation will last, but the island below continues to crack and split, leaving less and less habitable earth on which to land.

Rewards :

20 gold each

Where will you fly?

- 1 Return to the island, landing in the mountains on its far north side.
- 2 Fly west back toward the mainland.
- 3 Fly east farther out to sea.