**Goal:** Extract the Valrath from the ambush

**Introduction:**
The warehouse is largely empty, and it is not difficult to find the Valrath as he stores his leftover goods on a shelf. You decide now is as good a time as any to confront him.

He looks up as you approach and his red face loses most of its color. He seems afraid, but not necessarily of you. His eye dart around to the corners of the room and up to the ceiling.

“I- I thought you would all be dead by now...” he mutters, choking on his words. “I suppose it was wishful thinking that I could avoid the fallout of my poor decisions.”

You grab him by the collar, demanding he explain himself.

“Of course!” he yelps. “I’d be more than happy for you to give me that chance, but not here — we need to get somewhere safe.”

As if on cue, a column of fire erupts from behind you, and out of it steps a hulking Savvas, its arms and chest glowing with hot magma.

“They’ve followed you,” the Valrath says. “You’ve been marked, and they will never relent. And now you’ve got me marked, too. Deal with that thing if you want, but I’m getting out of here. There’s an entrance into the sewers in the adjoining bar.”

He begins to run, and the thought crosses your mind that it might be better to tie this guy up and hand him over to the guards.

**Special Rules:**
Place a numbered token on hex a. This is the Valrath, who has $5+2(L+C)$ hit points. If he is killed, the scenario is lost. Every round he will act on initiative 10, performing a Move 4 action toward door i, opening it if he moves into the space. Players can attempt to bind the Valrath by performing any attack against him. Instead of doing actual damage, place damage tokens on him to track the binding process. After any player attack, if the Valrath has C or more damage tokens on him, remove all tokens, and he gains a single binding, which increases his initiative by 10 and decreases his movement by 1. He can have a maximum of 4 bindings, and these cannot be removed. Once the Valrath is fully bound, a character can move him 1 hex by spending 2 movement during a move action while adjacent to him.

Whenever a cultist would summon a Living Bones, instead place a token next to the Savvas Lavaflow ability deck. If there is a token next to this deck when the next ability card is revealed at the beginning of a round, flip over cards until a demon summon card is revealed (take the top one from the discard if there are none in the draw deck), then remove any tokens and shuffle all other cards in the discard and draw deck back into a new draw deck.
Heading into the hallway at the back of the warehouse, you realize escaping may not be so easy. More foes lie in wait, knowing you would head this way.

“You cannot escape your fate,” one of them says. “Your existence has become an insult, and the Sin-Ra will have all your heads.”

“We’ll have to get through these traps to make it to the bar,” the Valrath says. You figure going in the other direction might be an easier way to just get him out of the building and into the hands of the authorities.

**Special Rules:**
The Valrath will now move toward door 2, moving through traps if necessary, and opening the door if he moves into the space.

“We should be safe in...” the Valrath trails off as you see that once again the syndicate is one step ahead of you. The bar is cleared out, and instead of patrons, you find more demons and an angry Savvas.

At this point, there is nothing more to say. You simply get down to the business of trying to kill each other.

**Special Rules:**
The Valrath will now move toward hex B, moving through traps if necessary. If the Valrath occupies hex B, the scenario is complete and read Conclusion A.

“What are you doing?” the Valrath yells. “We need to go the other way. That door just leads out into the street, which is not a safe place to be with these bastards running around.”

But you do not listen. You are determined to bring this culprit in and get your name cleared. With any luck, you’ll be able to inform the guards about the operations of the Sin-Ra and get them off your trail as well.

**Special Rules:**
If the Valrath occupies hex C, the scenario is complete and read Conclusion B.
"Down here," the Valrath says, moving aside a wooden panel in the floor of the bathroom. You are really not looking forward to going down into yet another sewer, but you don’t see much other choice. Some of your group jumps down first, then the Valrath, and then the rest of your group, just to make sure he doesn’t try to run away.

You feel exhausted, but you move through the twisting, forked paths of the sewers until you feel comfortable enough that you have lost any pursuers. You throw the Valrath against a slimy wall and demand answers.

"Absolutely. I am sure you have many questions, so allow me to explain..."

**Reward:**
-2 gold cost on all future item purchases

**Conclusion A:**

You burst out of the warehouse, bleeding and angry. Not only that, but you’ve got a tied-up Valrath screaming that you are going the wrong way. People are definitely staring, which should dissuade the Sin-Ra from trying to attack you again.

It shouldn’t take too long to attract some guards, and then it’s just a matter of getting them to believe you.

**Conclusion B:**

You burst out of the warehouse, bleeding and angry. Not only that, but you’ve got a tied-up Valrath screaming that you are going the wrong way. People are definitely staring, which should dissuade the Sin-Ra from trying to attack you again.

**Reward:**
2 ✔ each