**Goal:** Kill all enemies

**Requirements:** None

**Introduction:**
Shocked whispers permeate the room as the council members look at each other in confusion.

“Did— what?” the judge stammers incredulously. “The only person being unseated here today is you, Jerrik. Captain, please detain the councilman immediately.”

The Captain of the Guard just smiles as Jerrik approaches the judge’s bench.

“You think I am the only one?” Jerrik laughs. “The Sin-Ra have spent years infiltrating your government, right under your neglectful, lazy nose. And now here today, each member of this council will either fall or bend to the will of the Sin-Ra.”

Jerrik pulls out his knife, which you didn’t noticed he had picked up from the evidence table. Instead of bringing it against the judge, however, he cuts his own wrists. From the wounds oozes a thick, black fog that quickly envelops him.

A horrible, piercing screech reverberates through the room, sending the members of the council to their knees in pain. And from the fog emerges a giant, nightmarish creature of wings and claws. It points at the judge and bellows.

“You will be the first to submit!” In a flash, the creature flies forward, grabs the judge, and smashes him through the back wall.

The uncaring chuckle of the captain standing near you suddenly snaps you from your dumbfounded state. This is real. If you don’t act quickly, these maniacs will kill everyone.

**Special Rules:**
Place a random numbered token face-down on all hexes along with 2 damage tokens. These are council members. They have 4+(2xL) hit points and the scenario is lost if 6-C of them are killed. They are allies to you and enemies to all monsters. They do nothing, but have initiative 99 for the purpose of monster focusing. Each time you heal a council member or one dies, reveal the number of the token. If it is 1-4, read 1.

Both the Captain of the Guard and the Winged Horror act using the same Boss ability card, with the Captain of the Guard acting first, performing the actions listed on their stat card. At the end of each round, the Winged Horror heals 8 hit points.

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**Boss Special 1:**
The Captain of the Guard performs “Heal 2, affect self and all allies.”

After the Winged Horror attacks, all eggs currently on the map are destroyed, and each spawns one normal Night Demon in the hex it occupied.

**Boss Special 2:**
After the Captain of the Guard attacks, all of his allies, including the Winged Horror, add 2 to all their attacks this round.
Magical energies swirl around around the council member, removing an illusory façade to reveal the dark robes of the Sin-Ra. Apparently the syndicate has installed more of their rank among the council, which will surely make this fight more difficult.

### Special Rules:

Remove the numbered token and spawn a Cultist at full health in its place. This cultist is normal for 2 characters, elite if the number was 1-2 for 3 characters, and elite for 4 characters. If any other numbered token 1-4 is revealed, replace it following the same procedure.

All Cultists summon normal Night Demons instead of normal Living Bones.

If the token was revealed because it was killed, do not count this towards the total required to lose the scenario. Moreover, for each Cultist that is spawned in this way, increase the limit required to lose by 1. For instance, when this first cultist is spawned, the limit is 7-C.

Instead of healing 8 hit points at the end of each round, the Winged Horror now heals 8-(2xH) at the end of each round, where H is the number of spawned Cultists, whether they are alive or dead.

### Conclusion:

Jerrik’s body, now returned to the vague form of a human, lies broken on the floor. The transformation has destroyed him, and he clearly will not be recovering from his wounds.

“You may think our methods sinister, but we only wanted what is best for this city...” he mutters. “These merchants care only for wealth and not the well-being of the citizens. They rob the poor and desecrate the traditions of the Greak Oak, all in the name of bettering themselves.

“...” Jerrik trails off and closes his eyes. You think him dead for a second, but then he speaks one last time. “These fools are mortal, but the Sin-Ra is eternal. We will not rest until...”

“How terribly foul,” Lyresah, the Valrath councilwoman stands over the body. “A fitting end for such a monster. To think he was able to cause such disruption under our noses. Rest assured that it will not happen again.

“We cannot thank you lot enough for stopping this plot and saving us all from a grisly fate. You will be well-compensated for your efforts, and, of course, all criminal charges against you will be dropped.”

And so, in a tortuous, convoluted way, you have finally claimed your fortune. You were also offered high-ranking positions within the guard, seeing as how a new captain was needed, but that sounded much too mundane. Instead, you strike off to seek new adventures.

Perhaps you will go visit Kahjin in the southern deserts, or head into the frozen wilderness of the north. You’ve heard of interesting things happening in Gloomhaven, as well, so you might just visit there, too.