

Requirements: None

Goal: Fend off the attack

Introduction:

You drift across the surface of the gaseous sphere, following the strange lights. Soon after, the lights ascend, floating toward a different sphere in the distance. You are about to call out when another swarm of lights surrounds your body and lifts you up.

With a glowing aura, you begin to fly through the storm, keeping close to the purple orbs to avoid the lightning. As you travel, the lights begin to speak into your mind.

“We are at war,” the lights begin. “No sooner than when we prayed to the Great Storm for aid, you did fall from Its divine maw into our presence.

“Such wondrous and giant creatures you are! Surely you are the aid we seek, and you will crush all those who no longer believe in the power of the Great Storm—those who would eradicate our sect.

“The Great Storm’s power is real, and you will prove that with your own might! It is divine providence!”

You are landed on a small orb in a tight cluster of five. Among the spheres of gas, hundreds of white lights dance around, flitting from place to place. As you collect your bearings, you notice a sea of dark shapes approaching in the distance.

“Our oppressors draw near!” the lights say. “You have arrived just in time, and we have faith that the Great Storm will keep us safe through your strength!”

In preparation for the attack, the white lights on each planet gather into groups to attack as coordinated armies. Some lights

linger around you, ready to help you navigate through the system of orbs.

As it draws close, the sea of black also converges into distinct shapes—various armies of black lights, formed for specific, murderous purposes. Divine or not, your only option now is to fight.



Maps:

- G1a
- C2b
- D1a
- D2a
- M1a

Optional Maps:

- G2a
- N1a

- Ancient Artillery
- City Guard
- Rending Drake
- Vermling Scout
- Damage Trap (x3)

Gas Giants

Special Rules:

Set up all rooms at the beginning of the scenario. The C, D, and M map tiles all represent different planets that players can move between. The G and N map tiles cannot be interacted with normally, but can be used to provide reference on spacing between the other map tiles. For instance, it can be seen that **(b)** is 4 hexes away from **(f)**.

Walls do not block line-of-sight, and with the proper range, figures can attack from one map tile to another.

Wall do not block movement either, and figures can move from one map tile to another. A figure can spend a movement point to move off a map tile and will continue moving for free in the direction of the initial movement until the figure moves into a hex of another normal map tile. Doing so always forfeits any additional movement points left in the ability. For instance, if a figure occupying **(b)** had a "Move 2" ability, they could move up and to the right, continuing to move in that direction until they arrive

at **(f)**. They would not be able to continue moving with the ability, however, even though they have one movement point remaining.

Monsters and character summons cannot willingly make such movements, and so will always stay on the same map tile unless forced or controlled.

If a character moves off a map tile such that they would not end up on a valid hex of a new map tile, that character suffers trap damage instead and does not move. If a monster or character summon does the same, the figure is killed instead. If a move off a map tile would result in a figure entering a hex occupied by another figure, the same results apply (trap damage or death), but the figure occupying the space also suffers trap damage.

The City Guards are allies to you and enemies all other monster types. Any time a City Guard is damaged or pushed off a map tile, a character on the same map tile may lose a card from their hand or two from their discard to prevent the damage or push.

If a map tile does not contain a City Guard, it is then considered overrun. When a map tile is overrun, all characters on the map tile suffer trap damage and then move to an edge hex of any other map tile. Then remove the map tile from the table, including all remaining figures. If all map tiles are overrun, the scenario is lost.

For each C tile overrun, all characters and character allies on the M tile suffer 1 damage at the end of each round. For each D tile overrun, all characters and character allies on either C tile suffer 1 damage at the end of each round. If the M tile is overrun, all characters and character allies suffer 1 damage at the end of each round. The damage from these effects is aggregate and applied as a single source. It is considered a scenario effect.

Section Links:

Track the number of rounds throughout the scenario. At the end of the second round, read section 3 on page 3.

Section 1 Trajectory of Battle:

You brace for another onslaught, but aren't quite prepared when the purple sphere beneath you begins to move as well. It seems these planets' relation to each other is not as constant as you'd imagined.

Special Rules:

Replace all Vermling Scouts with Ancient Artilleries of the same type (normal or elite) and retain all damage and status condition on the monsters. Also set up new monsters on the D2a map tile as shown. These monsters will not act until the following round. If a figure currently occupies a set up monster's

designated space, set them up in the closest empty hex instead.

For 2 characters, spawn a normal Vermling Scout at **(b)**, **(c)**, and **(d)**. For 3 characters, spawn a normal Vermling Scout at **(b)** and **(d)**, and an elite Vermling Scout at **(c)**. For 4 characters, spawn a normal Vermling Scout at **(b)**, and an elite Vermling Scout at **(c)** and **(d)**.

Move map tile C2b one hex down and to the right.

Section Links:

At the end of the sixth round, read section 4 on page 3.



Section 2 An End in Sight:

Roughly half of the remaining forces descend. You can see clouds once again behind the mass of darkness. You draw a few ragged breaths. Maybe you can make it through this. Maybe.

Special Rules:

Replace all Vermling Scouts with Ancient Artilleries of the same type (normal or elite) and retain all damage and status condition on the monsters.

Spawn Vermling Scouts at **(b)**, **(d)**, **(e)**, **(f)**, and **(h)**. All spawns are normal for 2 characters, spawns at **(b)**, **(d)** and **(h)** are elite for 3 characters, and all spawns are elite for 4 characters.

Move map tiles C1a and C2b two hexes to the right.

Section Links:

At the end of the tenth round, read section 5 on page 3.

Section 3

Reinforcements :

Just as you are beginning to push back the attackers, another wave of black lights descends upon you, not only forming new armies, but also morphing existing armies into much more deadly formations.

“Our foes will not relent so easily,” the lights say. “Prepare for a bitter, drawn-out battle.”

Special Rules :

Replace all Vermling Scouts with Rending Drakes of the same type (normal or elite) and retain all damage and status condition on the monsters. Also set up new monsters on the C1a map tile as shown. These monsters will not act until the following round. If a figure currently occupies a set up monster’s designated space, set them up in the closest empty hex instead.



Ancient Artillery



Vermling Scout

For 2 characters, spawn a normal Vermling Scout at **a**, **c**, and **d**. For 3 characters, spawn a normal Vermling Scout at **a**, **d**, and **e**, and an elite Vermling Scout at **c**. For 4 characters, spawn a normal Vermling Scout at **a**, **e**, and **g**, and an elite Vermling Scout at **c** and **d**. If a spawn point no longer exists, spawn no monsters there. This is a general rule for the rest of the scenario.

Section Links :

At the end of the fourth round, read section 1 on page 2.

Section 4

Bodies in Motion :

The opposing forces have thinned significantly, but there are still plenty left. Another wave approaches as the planets continue to realign.

Special Rules :

Replace all Vermling Scouts with Rending Drakes of the same type (normal or elite) and retain all damage and status condition on the monsters. Also set up new monsters on the C2b map tile as shown. These monsters will not act until the following round. If a figure currently occupies a set up monster’s designated space, set them up in the closest empty hex instead.



Ancient Artillery



Vermling Scout

For all characters, spawn a normal Vermling Scout at **f** and **g**. For 3 characters, spawn a normal Vermling Scout at **h**. For 4 characters, spawn an elite Vermling Scout at **h**.

Move map tile C2b one hex down and to the right.

Move map tile D2a one hex up and to the left.

Section Links :

At the end of the eighth round, read section 2 on page 2.

Section 5

The Final Push :

The rest of the dark shapes in the sky gather for one last assault. You are not sure you have it in you, but if you can kill this final wave of attackers, it looks like you will have won the day.

Special Rules :

Spawn Rending Drakes at **a**, **c**, and **g**, and spawn Ancient Artilleries at **b** and **h**. All spawns are normal for 2 characters, spawns at **c** and **h** are elite for 3 characters, and all spawns are elite for 4 characters.

Move map tiles C2b, D1a, and D2a two hexes down and to the left.

Scenario Goal :

When all enemies are dead, read section 6 below.

Section 6

Conclusion :

With the last of the armies routed, the remainder of the black wisps of light retreat back into the storm.

“The Great Storm has not abandoned us!” proclaim the lights. “All praise to It who protects us! Though we have suffered losses, we are still confident that the Storm will watch over us and continue to provide us shelter as we rebuild our home.

“No doubt, the blasphemers will not return. You have shown them the strength and will of the Storm. Their lack of faith surely has no place left to stand.”

Rewards :

5 experience each for each map tile not overrun
“Dampening Ring” (Item 092)
Make a note of the number of map tiles overrun