Goal: Destroy the source of the storm’s power

Requirements: None

Introduction:
Wracked with indecision, you are unsure whether to attack the altar or wait for Lys to appear. Instead, you find yourself slowly drifting closer to the stone island. Given that everything you’ve seen on this plane is clouds and gaseous spheres, you are curious how this solid structure, which looks like it was ripped from some larger planetary body, has made its way here. And the altar itself, coming into focus as you move ever closer, is a captivating stone depiction several forked bolts of lightning converging into... something...

A ball? A face? You land on the surface of the island, trying to get a closer look, and suddenly, the world around you shifts. You are enclosed in a small wooden room adorned with intricate tapestries of gods throwing lightning down from the heavens. You also see heavy doors on three of the four walls.

The altar is nowhere to be seen, but there are two imposing demons in front of you. One of them speaks in a menacing tone: “Those who have emerged from caves to build great structures. They are not welcome here.”

Special Rules:
Doors 1, 2, and 3 are locked.

If a character ends their turn occupying pressure plate 4, read section 1 below.

For 2 characters, set up a dummy character in one of the starting hexes. This dummy acts on initiative 50, performing a “Move 3” controlled by the players. It has 5+3xL hit points and is considered a character.

Section 1
A Change of Scenery:
As you press down on the switch, the door in front of you opens wide and the smell of death and decay assaults your nose. Inside, you see a stone mausoleum, its walls lined with coffins and memorials of widely varying sizes. Something feels incredibly off about the room, as if it is from an entire different time and place. You don’t have time to contemplate this, however, when a number of lights begin to flow out from the recesses in the walls and form into menacing shapes.

Special Rules:
Open door 1. If pressure plate 1 is ever unoccupied by a character, door 1 closes and locks, causing any figure occupying 1 to immediately suffer trap damage and move to an empty adjacent hex. Door 1 will open again if a character occupies 1.

If a character ends their turn occupying pressure plate 1, read section 2 below.

If a character ends their turn occupying pressure plate 2, read section 3 on page 2. If characters occupy both pressure plates 1 and 2 at the end of a character’s turn, read section 4 on page 2.

Section 2
An Old Place:
Another door opens to your left and a blast of cold air hits your face. You see a dark cave beyond, its walls lined with primitive drawings of humans and giant, horrible beasts. You marvel at how old this place is, and how it is now in front of you. Your contemplations, however, are cut short by the appearance of more demons.

Special Rules:
Open door 2. If pressure plate 2 is ever unoccupied by a character, door 2 closes and locks, causing any figure occupying 2 to immediately suffer trap damage and move to an empty adjacent hex. Door 2 will open again if a character occupies 2.

For three and four characters, spawn one normal Forest Imp at 1 at the end of every round. This does not stack with other similar effects.

If characters occupy both pressure plates 1 and 2 at the end of a character’s turn, read section 5 on page 2.
A House of Doors

Section 3
Under a Blue Sky:
With the switch depressed, the door to your right now swings wide, revealing an open field that stretches off into the horizon below a blue sky. The only landmark in view is a massive oak tree that somehow reminds you of home. You also see a switch behind an overturned log, but a demon appears to block your advance.

Special Rules:
Open door if pressure plate is ever unoccupied by a character, door closes.

For three and four characters, spawn one normal Forest Imp at the end of every round. This does not stack with other similar effects.

If characters occupy both pressure plates at the end of a character’s turn, read section 5 below.

Section 4
A Way Forward:
If is also on tile B3b, read section 6 below. Otherwise, nothing happens.

Section 5
A Merging of Realities:
You hear a loud crash and a trail of energy extends from one depressed switch to the other, forming a large crack in the ground. With a great rumbling, the crack grows, swallowing the facade behind you. What you discerned as cave rock, a tapestry-covered wall, and the open blue sky crumbles away to reveal another room.

You see a run-down cabin full of detritus, and among that, Lys fights against a number of demons, her lightning swords flashing out with murderous intent.

“What took you so long?” she yells out. “Help me with the this rabble so we can get to that altar!”

Special Rules:
Place corridor tiles as shown, connecting the map tiles into one room.

Lys, represented by a numbered token, has 6+(2xL) hit points. She is an ally to you and an enemy to all monster types. She acts on initiative 99 every round, performing a “Move 4, Attack 5” following normal focusing rules. If she cannot find a focus, she will move toward door if door is open. Any character may lose one card from their hand or two cards from their discard pile to prevent any one source of damage to Lys. If Lys is killed, the scenario is lost.

No longer spawn one normal Forest Imp at at the end of every round.

If you choose:
Blue, brown, green, read section 7 on page 3.
Blue, green, brown, read section 8 on page 3.
Brown, blue, green, read section 9 on page 3.
Brown, green, blue, read section 10 on page 3.
Green, blue, brown, read section 11 on page 3.
Green, brown, blue, read section 12 on page 3.

At the end of each round after this one, as long as Lys is still in the room, you may choose a different combination and read the corresponding section.

Section 6
A Long Shot:
A panel opens up directly in front of you above one of the larger coffins. Inside are three orbs colored, from left to right, blue, light brown, and green. Above them is an inscription: “Know thine own history.”

Lys holds up her blades. “I can infuse those orbs with energy, but in what order should I do it?”

If you choose:
Blue, brown, green, read section 7 on page 3.
Blue, green, brown, read section 8 on page 3.
Brown, blue, green, read section 9 on page 3.
Brown, green, blue, read section 10 on page 3.
Green, blue, brown, read section 11 on page 3.
Green, brown, blue, read section 12 on page 3.

And locks, causing any figure occupying to immediately suffer trap damage and move to an empty adjacent hex. Door will open again if a character occupies.

A Long Shot:
You hear a loud crash and a trail of energy extends from one depressed switch to the other, forming a large crack in the ground. With a great rumbling, the crack grows, swallowing the facade behind you. What you discerned as cave rock, a tapestry-covered wall, and the open blue sky crumbles away to reveal another room.

You see a run-down cabin full of detritus, and among that, Lys fights against a number of demons, her lightning swords flashing out with murderous intent.

“…”

What took you so long?” she yells out. “Help me with the this rabble so we can get to that altar!”
The orbs overload with energy as they are activated, shooting bolts of lightning back through the room to devistating effect.

“I guess that wasn’t it,” Lys mutters.

**Special Rules:**
All figures suffer trap damage.

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There is a brilliant flash of light as the last orb is activated. You are temporarily blinded, and as your vision recovers, you see you have been transported to another place entirely.

**Special Rules:**
Read section 13 below.

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All figures suffer trap damage.

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You wait expectantly as the last orb is activated. You brace for...something, but nothing comes. The orbs just flicker and then revert back to their previous state.

**Special Rules:**
Nothing happens.

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The entire room shakes with a foreboding energy and a figure emerges from the orb, gesturing threateningly.

“You fools have reversed your history,” it laughs.

**Special Rules:**
Spawn an elite Sun Demon at 

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A powerful energy shoots from the orbs, and you brace for the worst. Instead, a warm light washes over you, and you find yourself refreshed with your wounds rapidly healing. Nothing else seems to have changed, though.

**Special Rules:**
All figures perform “Heal 3, Self”.

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To your horror, a negative energy spreads forth from the orbs, encompassing you with a cold darkness.

**Special Rules:**
All characters discard 2 cards. If a character has fewer than 2 cards in their hand, they discard as many as they are able to.

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Once again you find yourself in the realm of the storm, standing on the rocky island, facing the sought-after altar. You can see it clearly now. At the center of the sculture is a menacing layered sphere of teeth, fangs, swords, and other sharp objects. This is a god full of wrath.

Above you, the sky is no longer clear. The dark clouds loom heavy overhead, roiling with a dangerous energy.

Lys screams with a primal ferocity and charges.

**Special Rules:**
The altar has 6-Cx(2-3xL) hit points and has “Retailiate 2, Range 3.” It cannot be moved. At the end of each round, the character farthest away from the altar suffers trap damage, and the altar summons one normal Forest Imp for two characters or one elite Forest Imp for three or four characters.

Lys focuses on the altar if able.

When the altar is destroyed, read section 14 below.

**New Map:**
M1a

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The stone of the altar cracks, and you feel a rumble in the ground beneath you. Lys laughs triumphantly and drives her swords into the fissure. She is quickly engulfed in a vortext of energy as a pillar of lightning splits the skies and connects with the altar.

You are blown back by the force, but Lys just laughs maniacally, “The power! I can feel it coursing through me!”

Around you, the platform begins to crumble and fall away into the black, angry clouds below. You should out to Lys, but she doesn’t seem to hear you. You watch as more energy flows from the storm into her body and you can see her form changing shape in disconcerting ways.

**Rewards:**
25 experience each
3  each