**Goal:** Protect Lys

**Requirements:** None

**Introduction:**
Lys’ eyes go wide as you draw the crackling sword out from your belongings. With absolute conviction, she approaches you and demands you give it back to her. You cannot help but oblige.

“Marvelous!” she says, her wounds rapidly disappearing. “I can feel the Storm’s power returning to me, and I will use it to create a rift back into its realm and destroy it with extreme prejudice.”

She turns to you, her expression fierce and dark. “But I will need protection while I perform the ritual. The pack of demons should be moving on, but the great demon beneath our feet will surely try to stop me.

“Prepare yourself and follow me!” Lys moves quickly back toward the transport tubes and jumps in without hesitation to be pushed upward back toward the surface. You follow as quickly as you can, and she leads you across the blackened, pulsating landscape toward a conspicuous hill in the distance.

As you approach the hill, you begin to notice it bristling with sharp protrusions. It’s hard to tell whether they grew as you were moving, or they are just now coming into focus. Still, by the time you get to the base of the hill, you clearly see that the protrusions bar any way to reach the top.

Lys yells and slashes both her swords out in front of her, sending a wave of yellow energy up the slope of the hill, cutting out a path.

“Come on!” she shouts as she once again runs forward. “The veil is thin at the Horn, but we’ve got to get to the peak!”

You follow, but very quickly, the surface of the hill begins to quiver, and new shapes begin to form to block your advance.

**Special Rules:**
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 2” toward Deep Terror. 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 she is adjacent to Deep Terror, she also performs an “Attack 5” against it on her turn. If Deep Terror is dead, she instead moves toward door opening it if able. If there is one or fewer monsters left on map tile G2a, she performs “Move 4” instead of “Move 2.” If Lys is killed, the scenario is lost.

All hexes of map tile G2a are considered difficult terrain for all figures, including Lys. Lose Item 078.

**Section Links:**
When door is opened, read section 1 on the following page.

**Maps:**
- G2a
- M1a

**Layout:**
- Deep Terror
- Stone Golem
- Rock Column (x1)
- Dark Pit (x4)
The Horn of G’threbrax

Section 1
Malignant Darkness:

On the end of the round in which Stone Golem is killed, read section 4 on page 3.

Passing through the guardians, you reach the more gentle slopes at the apex of the hill. Unfortunately, more growths wait for you here and they are anything but gentle.

“That big thing is in my way!” Lys screams. “Kill it!”

Special Rules:

Lys continues to act on initiative 99 as before, performing a “Move 4” action toward Stone Golem. If she is adjacent to Stone Golem, she also performs an “Attack 5” against it on her turn.

Stone Golem is the Huge Growth. It has HxC/2 hit points (rounded down), where H is the regular hit point value for an elite Stone Golem. It also gains an additional “Shield 1” and is immune to all forced movement, but it cannot perform Move actions.

Section 2
Fighting Back:

At the end of the next round, read section 6 on page 3.

Slowly but steadily you continue to rise. The wet, dark ground beneath you ripples in agitation, as if fighting against Lys’ power, but it can’t seem to stop it. Instead, the pulsing tissue urges up and shapes itself into another dark combatant.

High above you, a flash of light draws your attention. You can see the forbidding sky crack open, and you see a great nothingness beyond.

Special Rules:

Replace the M1a map tile with the D1a tile as shown, transferring all figures, tiles and tokens, and keeping hex in the same relative hex. Any monster or character summoned no longer on the map tile is killed. Any character not on it suffers trap damage and is moved to the nearest unoccupied hex.

Spawn one Stone Golem at. It is normal for two characters and elite for three or four characters. It is immune to all forced movement.

Section 3
Slow Ascent:

As the hill continues to grow, it begins to resemble more of a blunted spike. The higher you go, the more the edges of the plateau begin to recede limiting your movement.

Special Rules:

Place Dark Pit tiles such that they cover all hexes. These tiles cannot be moved or destroyed. Any monster or character summoned on these hexes is killed. Any character on them suffers trap damage and is moved to the nearest unoccupied hex.

Spawn Black Imps at and. These Black Imps are normal for two characters, is elite for three characters, and both are elite for four characters.

If any figure is pushed into a Dark Pit hex, it has the same effect as if they were pushed into a wall.

Section Links:

New Map:

D1a
The Horn of G’threbrax

**Section 4**  
**King of the Hill:**
With the growth destroyed, Lys rushes to the center of the hill and holds her blades aloft. She yells to the red sky in some unknown language, and the entire hill shifts beneath you, and it begins to grow, slowly rising up into the air.

**Special Rules:**
Move Lys to hex C. Any figure occupying this hex is moved to the nearest unoccupied hex. For the remainder of the scenario, she does not act, but still has an initiative of 99 for the purpose of monster focusing.

Remove map tile G2a and the door tile. Any monster or character summon on these tiles is killed. Any character on these tiles suffers trap damage and is moved to the nearest unoccupied hex.

Spawn Deep Terrors at E and H. These Deep Terrors are normal for two characters, are elite for three characters, and all are elite for four characters.

If any monster or character summon is pushed into a wall, they are killed. If any character is pushed into a wall, they suffer trap damage.

**Section Links:**
At the end of the next round, read section 3 on page 2.

**Section 5**  
**Painfully Close:**
The crack in the sky looms closer, but you can feel your stamina flag. Moreover, Lys’ power seems to be waning, too, as the climb slows to crawl.

**Special Rules:**
Replace the D1a map tile with the C1a tile as shown, transferring all figures, tiles and tokens, and keeping hex C in the same relative hex. Any monster or character summon no longer on the map tile is killed. Any character not on it suffers trap damage and moves to the nearest unoccupied hex.

Spawn Black Imps at N and O. These Black Imps are normal for two characters, O is elite for three characters, and both are elite for four characters.

**Section Links:**
At the end of the next round, read section 7 on this page.

**Section 6**  
**Shrinking Battlefield:**
**Special Rules:**
Place Dark Pit tiles such that they cover all hexes. These tiles cannot be moved or destroyed. Any monster or character summon on these hexes is killed. Any character on them suffers trap damage and moves to the nearest unoccupied hex.

Spawn Deep Terrors at G and M. These Deep Terrors are normal for two characters, G is elite for three characters, and both are elite for four characters.

**Section Links:**
At the end of the next round, read section 5 on this page.

**Section 7**  
**The Height of Madness:**

**Special Rules:**
Place Dark Pit tiles such that they cover all hexes, and place a Rock Column tile on hex B. These tiles cannot be moved or destroyed. Any monster or character summon on these hexes is killed. Any character on them suffers trap damage and moves to the nearest unoccupied hex.

Spawn one Stone Golem at P. It is normal for two or three characters and elite for four characters. In the event there are no valid hexes on which to spawn the Stone Golem, it does not spawn.

**Section Links:**
When all enemies have been killed, read section 8 on this page.

**Section 8**  
**Conclusion:**
The crack in the sky spits and hisses right above you. With no more distractions to impede her, Lys screams one final time and the horn on which you stand surges upward, casting you into the great chasm of emptiness.

She seems to know where she is going, leading you back to the great Storm, but the thought occurs to you that perhaps that isn’t the wisest choice. Her vendetta is not necessarily your own, and you could try to break off from her path, trusting in the void to bring you somewhere safer than the eye of a pissed off vortex of lightning.

**Rewards:**
- 20 experience each
- 15 gold each
- 2 “Minor Mana Potions” (Item 020)