

Requirements: None

Goal: Kill Lys

Introduction:

Without hesitation, one among you grabs hold of the sword still protruding from the cracked altar. You feel nothing but a tingle at first, but then you concentrate your will into channeling the power of the Storm into the blade. All at once, a torrent of wind and lightning rains down upon you and your vision goes white.

You feel a tremendous power flow into you, and channeling it becomes easier, but there is still resistance, of course—Lys. She absorbed much of the Storm's power before you acted, and now you will have to use what you have gained to take the rest from her.

Your vision slowly returns, and you find yourself flying among the dark clouds of a violent storm. The storm, however, no longer fills you with fear. You are the storm. This is your power.

In front of you, the crackling form of Lys stares menacingly. "After all I've done to bring you out of that hellish place, now you've chosen to betray me? You want the power of the Storm for yourself? Well, you can't have it! It is mine, and I will destroy you with it!"

Back on the stone platform, a different scene plays out. You watch as your companion grabs the sword and becomes engulfed by another vortex of power, but that only intensifies the tremors in the ground as the platform you are on slowly crumbles away.

Moreover, stange lights begin to creep forward from the vortex around Lys—hateful manifestations of her power. And the ground itself begins to rise up around you in anger, hastening your approaching doom. You will need to protect your companion and yourself if you want any hope of surviving this ordeal.

Special Rules:

Designate one character to absorb the power of the Storm. This character will fight Lys **(c)** on the N1a map tile while both of their figures **(a)** and **(b)** remain actionless on the M1a map tile as well. These figures can be targeted normally by any ability, except they are immune to forced movement and both the Storm character **(a)** and Lys **(b)** gain Shield 5 on any attack performed against them from the M1a map tile. All actions both these figures perform are carried out using their figures on the N1a map tile.

Print out the accompanying file (storm.pdf) and add these four ability cards to the Storm character's hand. This increases the Storm character's hand size by four as well. When discarded, these cards can only be recovered by resting, and once lost, these cards cannot be recovered. These cards also cannot be lost when resting and are automatically recovered before choosing which of the remaining normal cards is lost. For this reason, they also do not count towards the requirement of having two cards in your discard before you can rest.

Lys, represented by a numbered token on each map, has 50+(10xL) hit points and acts using the Boss deck. She has Move 3, Attack 3+(L/2) (rounded down) and the following specials:

Special 1: "Attack+1", "Summon 2 normal Giant Vipers".

Special 2: "Move+0", "Attack-1, Range 3", "Summon 2 normal Forest Imps".

Lys is also immune to STUN , DISARM , and MUDDLE .

At the end of any round where Lys does not summon a monster, spawn at **(a)** a normal Forest Imp for two characters, a normal



Maps:

M1a
N1a



Earth
Demon



Forest
Imp



Giant
Viper



Dark Pit (x5)

Ascendance

Forest Imp and a normal Giant Viper for three characters, or an elite Forest Imp and a normal Giant Viper for four characters.

Track the number of rounds in the scenario. If Lys has not been killed by the end of round 12, the scenario is lost.

Section Links :

At the end of round 4, read section 1 below.
If Lys is killed, read section 3 below for the conclusion.

Section 1 Fissures :

You do everything you can to survive on this crumbling platform, but you are fighting a losing battle. It is only a matter of time before the whole thing collapses, and there is only so much you can do to stall the inevitable. To make matters worse, more chunks of the stone come to life in aid of Lys, leaving gaping holes in their absence.

Special Rules :

Place a Dark Pit overlay tile on hexes **e** and hexes **g**. Any non-flying figure on these hexes suffers trap damage and is moved to the nearest empty hex.

Section Links :

At the end of round 8, read section 2 below.

Spawn a normal Earth Demon at **f** for two characters, spawn a normal Earth Demon at **f** and **h** for three characters, or spawn an elite Earth Demon at **f** and a normal Earth Demon at **h** for four characters.

Section 2 Chasms :

The end approaches swiftly now. You try to keep the situation under control as much as you can, but things are spiraling. More giant demons emerge, and you don't think you can hold out much longer. You can only hope that your companion is close to victory or all will be lost.

Special Rules :

Place a Dark Pit overlay tile on hexes **i** and hexes **k**. Any non-flying figure on these hexes suffers trap damage and is moved to the nearest empty hex.

Spawn Earth Demons at **j** and **m**. These are normal for two characters, or elite for three of four characters. Additionally, for four characters, spawn an elite Giant Viper and an elite Forest Imp at **l**.

Section 3 Conclusion :

With one final blow, Lys screams. Her form and all the minions around her dissolve into pure energy—an energy you absorb hungrily as your vision once again goes white.

You find yourself back on the crumbling platform, and Lys's body is nowhere to be found. As the ground crashes and falls, you use your newfound power to raise yourself and your companions into the sky.

The raw energy at your fingertips is frighteningly immense. You are now a god. The infinite planes are now your playground. The only question that remains is, what do you do now?

Rewards :

The Storm character retains the Storm ability cards following the same rules outlined on page 1.

“Storm Blade” (Item 078)

Brilliant Blade” (Item 081)