

Requirements: None

Goal: Kill the Raider King

Introduction:

Dreams aside, you eventually find the cave and wait for nightfall to advance, hoping to take the raiders by surprise. You stealthily approach under the cover of darkness. Just as you are about to enter, however, the air around you goes thin.

For the briefest of moments, your surroundings change to one both horribly familiar and completely foreign. Red skies, black, pulsating earth, and swarms of demons eager to tear at your flesh. Your vision shifts back to the cave in front of you, but somehow you can still hear the bloodthirsty screams from somewhere beyond.

And then the claws appear. At first you think it another vision—a brief glimpse back into that terrible place. But then you see the truth—the black talons ripping through the fabric between the planes. They are coming for you, and they are very real.

You look past to them to the entrance of the cave. Just a moment ago, it was a target, but now you see it as a possible source of shelter. It too, however, seems unmoored from this reality. It shimmers and shift, alternating between a dark hole into some damp cave

and a gate into some far darker and more foreign place.

Section Links:

Track the number of rounds in the scenario.

If any character enters door **a** on an even round, they proceed normally into the cave and read section 4 on page 2.

Independent of the previous paragraph, if any character enters door **a** on an odd round, they go to the darker place and read section 5 on page 2.

Layout:



Maps:

D2b
E1b
J1b
M1b



Night Demon



Log (x2)

Section 1

Time Dilation:

As your realities bifurcate across two separate planes, everything around you slows. Demons and raiders alike crawl forward at a snail's pace while you seem unaffected. You move to take advantage of the situation.

Special Rules:

As long as there is at least one character or character summon on each of the D2b and L2a map tiles, the following special rules apply to all enemies on the D2b and L2a map tiles.

All Bandit Archers and Vermling Scouts reveal ability cards and act only on even rounds. All Deep Terrors and Night Demons reveal ability cards and act only on odd rounds. All monsters can still be targeted and damaged normally.

Section 2

Caught Unaware:

Using the other plane has allowed you to sneak further into the cave without alerting its inhabitants. You find the spiked creatures asleep, such that they can be easily dispatched.

Vermiling Scouts set up in this room are sleeping and do not act at all. While adjacent to a sleeping Scout, any character or character summon may forego an attack action to immediately kill the Scout. If any Scout is attacked normally, it will wake up and begin acting normally the following round.

Special Rules:

So long as map tile D2b is unrevealed, the following special rules apply:

Section 3

Sudden Shift:

As you move carefully through the room, the rifts around you suddenly shiver slightly and then move, taking you by surprise. You react as quickly as you can, but it may not be enough to avoid them.

Special Rules:

Move all light fog tiles one hex left. ←

Section Links:

At the end of the next odd round, read section 12 on page 4.



Section 4 Ruined Surprise :

You enter the cave to find a number of raiders roused by the fighting outside. So much for a surprise attack.

You see more of the winged archers, though luckily the confinement of the cave keeps them grounded. There are also smaller humanoid covered in spikes geasturing menacingly at you.

Section Links :

If section 5 has been read, immediately read section 1 on page 1.

When door **i** is opened, read section 7 on page 3.



Bandit Archer



Verming Scout



Stalagmites (x2)



Section 5

Embrace the Darkness :

Rather than run from the threat of the dark, you pursue it, stepping through the shimmering portal into the foreign realm. As expected, demons await you, though not as many as you feared.

Perhaps this place could be used to your advantage and help you sneak through the cave toward your quarry. On the opposite side of the room you see another portal that looks to be a way back to the original plane.

Special Rules :

Any character that moves into hex **a** on an odd round is immediately moved to hex **t** or the nearest empty hex. They can then continue resolving the actions on their turn.

Section Links :

If section 4 has been read, immediately read section 1 on page 1.

If any character enters hex **i** read section 9 on page 3.



Deep Terror



Night Demon

New Map :

L2a

Section 6 Journey's End :

After so much chaos, you are not quite sure what to expect when you reach the back of the cave. All you find, however, is a burly man, clearly very angered by your attack.

Something feels off about him, though. As he hefts his sword, you notice it too shimmers with the dark energy that permeates this place. Whether he is the source matters not. You came here to do a job, and you intend to finish it.

Boss Special 1 :

Summon a normal Verming Scout for 2 and 3 characters, or an elite Verming Scout for 4 characters.

Boss Special 2 :

Perform "Move+0, Attack+0". Any character summon damaged by this attack is killed. If any character is damaged by this attack, read section 11 on page 4.

Special Rules :

Use the stat card for the Bandit Commander to represent the boss, but replace his specials with the following:

Section Links :

If the Raider King is killed, read section 14 on page 4 for the conclusion.



Raider King (Boss)



Stalagmites (x2)

Section 7

The Hunt Continues :

You fight deeper into the cave, faced with more hostile spiked creatures. It seems the fighting in previous room has woken them from sleep and they are none too pleased about it.

Section Links :

If section 5 has been read, immediately read section 8 to the right.

When door **g** is opened, read section 6 on page 2.

Section 9

Return to Task :

After a short sensation of falling, you reappear in the raider cave and see a host of small spiked humanoid laying in ramshackle cots. Unfortunately, the other plane isn't done with you yet. Rifts begin to appear all throughout the room, hungry to suck you back in.

Special Rules :

Any character that moves into hex **d** is immediately moved to hex **e** or the nearest empty hex. They can then continue resolving the actions on their turn.

Section Links :

Continue reading section 8 to the right.

Section 10

Down the Rabbit Hole :

One wrong step and you find yourself once again falling into the darkness, emerging into a place full of foreboding energies.

It let you go too easily the first time. It now intends to keep you here forever.

Special Rules :

Any character occupying a light fog tile is immediately moved to one of the hexes **h** or the nearest empty hex. They can then continue resolving the actions on their turn if it is their turn.

At the end of every round, each character or character summon is pulled 2 hexes toward hex **i**. Figures can move through enemies during this pull.



Verming Scout

Section 8

Complications :

Special Rules :

Place a light fog tile on each hex **f**. If a Verming Scout or character summon is ever on the same hex as a light fog tile, kill it. They treat these tiles as obstacles.

Section Links :

If section 4 has NOT been read, immediately read section 2 on page 1.

If door **b** is opened and section 4 has not been read, read section 4 on page 2.

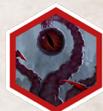
If any character is ever on the same hex as a light fog tile, read section 10 below.

At the start of the next odd round, read section 3 on page 1.

When door **g** is opened, read section 6 on page 2.

New Map :

N1a



Deep Terror



Night Demon



At the end of every round in which a character is present on this map tile, spawn a normal Night Demon adjacent to hex **i**.

If any character moves into hex **i**, immediately read section 13 on page 4.

Section Links :

If any character moves into a hex **i**, immediately read section 17 on page 5.

Section 11 Black Blade of Doom :

The raider's sword phases into a mass of pure dark energy as it strikes you, and you inevitably find yourself falling through the void, landing in nightmarish plane of hateful demons.

Something at the center of the room beckons. It wants you to join with it for eternity, and the thought fills you with terror.

Special Rules :

Any character damaged by boss special 2 is immediately moved to one of the hexes  or the nearest empty hex.

If map tile N1a has already been set up, do not reset it, but simply continue playing with its previous state and rules and read no further.

At the end of every round, each character or character summon is pulled 2 hexes toward hex . Figures can move through enemies during this pull.

New Map :

N1a



Deep Terror



Night Demon



At the end of every round in which a character is present on this map tile, spawn a normal Night Demon adjacent to hex .

Section Links :

If any character moves into a hex , immediately read section 17 on page 5.

If any character moves into hex , immediately read section 13 below.

Section 12 Another Shift : Special Rules :

Move all light fog tiles one hex up and to the right. 

Section Links :

At the end of the next odd round, read section 16 on page 5.

Section 13 Point of No Return :

Unable to resist the pull, you find yourself toppling over into the greedy abyss. You are overwhelmed with dread as your vision goes black. You fall and fall and fall...

Special Rules :

Remove any characters occupying hex  from the scenario.

Section Links :

When the scenario is complete, all characters removed from the scenario read section 15 on page 5 for their conclusion.

If all characters are removed from the scenario this way, the scenario is complete and all characters read section 15 for the conclusion.

Section 14 Conclusion A :

Righteousness is once again victorious. You have fought and slain the evil plaguing the village, and upon doing so, all hints of some other, darker plane of existence quickly disappear.

Where they even there to begin with? It's hard to remember.

Did you have more companions than you did a minute ago? Again, it's very hard to remember.

All you remember is the mission, and the mission is complete. You return to the village triumphant and partake in another feast. Inevitably, the mayor approaches you with another problem to take care of—something only you can handle.

And you do handle it, and return once again triumphant. And then another task and another triumphant return. They are endless, but you enjoy them. The battles give you meaning. The victories are a validation of the challenge completed.

And so it goes, on into infinity.

Once, very briefly, you are overcome with the notion that you were put here, in some

contrived world full of problems, to distract you. That this is all a show to prevent you from reaching some high purpose.

But the thought is absolutely preposterous, and it quickly leaves your mind. Even if it were true, you would have nothing but gratitude for whomever did it.

You are happy here, powerful and important.

Section 15

Conclusion B :

You fall, senseless and powerless, for a long time. You fall so long that you don't even remember starting to fall. All thoughts fade. You keep no memories of the world you inhabited before, or the ones before that. No memories of your companions or your deeds.

You become a blank consciousness flipping end over end through an infinite chasm of nothingness. Sure, your mind screamed for a while, terrorized by the absolute void of it all, but eventually you didn't have anything left to compare the nothing to.

This is your one and only reality, as bleak as it is.

You could muse about your situation. About how some piece of your consciousness strove to be free from whatever constructed and contrived world you found yourself in. How that quest for freedom led to a small crack in the plane. A crack peeking into the reality behind the veneer. A reality of infinite meaninglessness.

You could muse about that, if you had any context in your consciousness left to act as a foothold, but you do not.

Instead, you are swallowed whole. You fall for a long time.

Section 16

One Last Shift :

Special Rules :

Move all light fog tiles two hexes down and to the right. 

Section 17

Escape :

Faced with the empty nothingness of your dreams, you scrape and scramble away, jumping through a rift back into the comprehensible world of raiders and villagers. The threat, however, continues to loom.

Special Rules :

Any character occupying a hex  is immediately moved to hex  (see section 7) or the nearest empty hex. They can then continue resolving the actions on their turn.