BB9 Emerging Malevolence

Goal Destroy the evil presence

Introduction

This interloping malevolence seems to respond to your anger and frustration, so you give it what it wants in the hopes that it will reveal itself.

You yell and seethe with anger, demanding in aggressive tones that this presence show itself. And then it does.

The ground around you begins to glow with a dark energy, and disturbing thoughts begin to wisp through your consciousness. It is near, but it is still just out of reach. Just a little more violent expression should be enough to end this dance.

Luckily the tendrils of its malignant vestiges seem to be breaking through into this real, so you have something to exact your violence upon.

Special Rules

At the start of each round, flip over a "Boss" ability card and spawn a monster at a location based on the initiative value of the card:

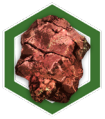
11—Black Imp at A
14—Black Imp at B
17—Black Imp at C
36—Lurker at D
52—Lurker at E
73—Deep Terror at F
79—Deep Terror at G
85—Deep Terror at H

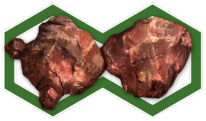
All spawned enemies are normal for two characters, all spawned Deep Terrors and the Lurker spawned at D are elite for three characters, or all spawned enemies are elite four characters.

The boulders 1 are all considered to be one large obstacle that is the evil presence. It has (2+L)x4xC, but cannot be damaged in any way.

Place the round tracker on space 1, but do not use it to track rounds. Instead, every time a monster suffers damage, place an equal amount of damage tokens above the round tracker. Any time there is (2+L)xC/2 (rounded down) or more damage above the track, remove (2+L)xC/2 damage and move the tracker one space forward. When the tracker reaches space 7, read section 1 on the next page.

Map Layout


Boulder (x4)


Large Boulder (x2)

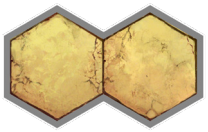
Scenario Key

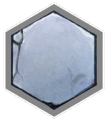
Black Imp

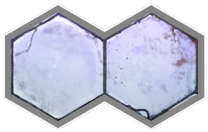
Deep Terror

Lurker

Corridor (x4)


Large Corridor (x3)


Corridor (x4)


Large Corridor (x3)

Huge Boulder (x1)

A thick, black smoke rises up from the glowing area, and then a bulbous, hateful growth emerges.

Your aggression has made it stronger, but now it has exposed itself. Now you can strike.

You feel its intentions clearly. It wants to consume you—to absorb your psyche into its own and leave you with nothing. You will become utterly and completely void.

This is what destroyed your body, and now it has come for whatever is left in the great beyond. You cannot let it win.

Special Rules

Starting next round, draw two "Boss" cards each round to spawn two monsters. The evil presence can now be damaged. Any time it suffers damage, remove an equal amount of damage tokens from above the round tracker. If there are not enough damage tokens, move the tracker backward one space, add (2+L) xC/2 tokens, and then continue removing tokens. The evil presence can only suffer damage when the tracker is at space 7 or higher.

When the evil presence is destroyed, the scenario is won.

Conclusion

You land one final blow, and the mass splits open like a ruined melon. Very briefly, you feel a sense of triumph, and then everything goes horribly wrong.

Thousands of tendrils of evil energy shoot out of the rift, enveloping everything around you in chaos and darkness, destroying all they touch.

The shadowy forms strangle your will, consuming what that is left. You scream in horror, but such gestures are of no use. You have fed the thing malice, and it only grew hungry for more.

You now face oblivion, and it is truly terrifying.

Rewards

None