




Special Rules

The elite Chaos Demon is the Tormentor. It has HxCx3/2 hit points (rounded down), has , and is immune to  and .

Set up the Boss monster ability deck and initiative token. During ordering of initiative each round, reveal one Boss ability card for the Tormentor in addition to its Chaos Demon ability card. It performs two turns each round, one for each card.

Randomly place one demon standee, corresponding to the two elements not noted at the end of scenario 66, next to each portal **a** and **b**. These indicate the type of demon these portals spawn.





At the start of each listed round, spawn the following monsters at the listed locations based on character count:

	Round	Two Characters	Three Characters	Four Characters
	3, 9, etc.	a : One normal demon	a : One elite demon	a : One elite demon
	4, 10, etc.	b : One normal demon	b : One normal demon	b : One elite demon
	5, 11, etc.	c : One normal Chaos Demon	c : One elite Chaos Demon	c : One elite Chaos Demon
	6, 12, etc.	a : One normal demon	a : One normal demon	a : One elite demon
	7, 13, etc.	b : One normal demon	b : One elite demon	b : One elite demon
	8, 14, etc.	c : One normal Chaos Demon	c : One normal Chaos Demon	c : One elite Chaos Demon

Scenario Key

 Chaos Demon	 Large Snow Corridor 3
 Earth Demon	 Portal 3
 Flame Demon	 Snow Corridor 1
 Frost Demon	 Altar 2
 Night Demon	 Glowing Orb 1
 Sun Demon	 Ice Pillar 4
 Wind Demon	 Treasure 1

Loot

	x5
	x5
	x5
	x1

