

## Scenario Goals

The scenario is complete when all altars in it are destroyed. At the end of that round, read **8.2**.

## Introduction

The carved relief in the glowing tomb has been at the back of your mind since you first saw it, and now, standing in front of it once again, you understand why. You move closer, raising a hand to feel its intricacies, but a familiar sensation suddenly comes over you—the shard. It thrums once, twice. Then, as if moved by an invisible hand, the relief spins and moves—the door begins to open. The heavy metal gears grind through the rust as the door slides slowly, grudgingly into the wall.

You move into the next chamber and put away your torch. The green light has become so strong, you can navigate by its glow alone, though now that glow appears to be pulsing, rising and falling in a steady rhythm.

The chamber is a dank, mildewy expanse of cracked stone and crumbling mortar. Several splotches of greenish ooze seep in through the stonework walls, accumulating into large, thick puddles.

You move carefully into the chamber, but a sudden wave of gravity tilts you to the side, and you stumble. Sudden flashes of light and shadow appear. Faces from long ago—your own memories and nightmares, things you’ve locked away—literally leap out from your mind and materialize in the room before you.

Were you a newly-minted adventurer, this deranged magic might unnerve you. Instead, you concentrate. The green light

is pulsing faster than ever and the puddles of ooze have begun to creep over the floor. You raise your arm in front of your face and squint. It’s difficult to see clearly through the gloom, but, squinting through the shifting shadows, you catch a glimpse of what lurks behind them. A great eye crowns a tall knot of fleshy black tendrils, and you understand now that this path was taken in error. You have not entered a simple catacomb; you have entered the lair of terrors from the deep.

## Special Rules

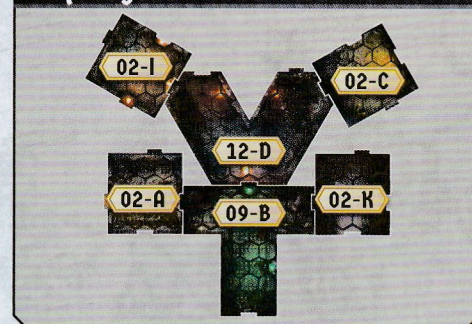
Whenever any character suffers damage from a Deep Terror attack, they must move one card from their hand or discard pile to their own separate pile of “taken” cards. In addition, whenever any door is opened, all characters must move one card from their hand or discard pile to their taken pile. Taken cards cannot be interacted with in any way

Each altar in the scenario has L+2 hit points. They are enemies to you and allies to all monsters. Whenever any altar is destroyed, the destroying character may return all their taken cards to their hand.

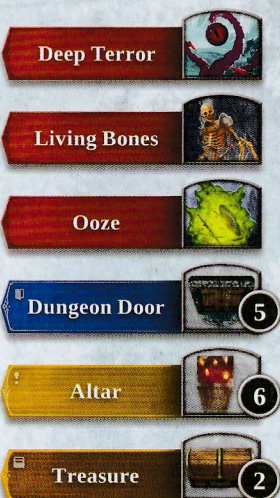
## Section Links

When door **1** is opened, read **95.1**.  
When door **2** is opened, read **68.3**.  
When door **3** is opened, read **69.2**.  
When door **4** is opened, read **148.4**.  
When door **5** is opened, read **71.5**.

## Map Layout



## Scenario Key



## Loot

