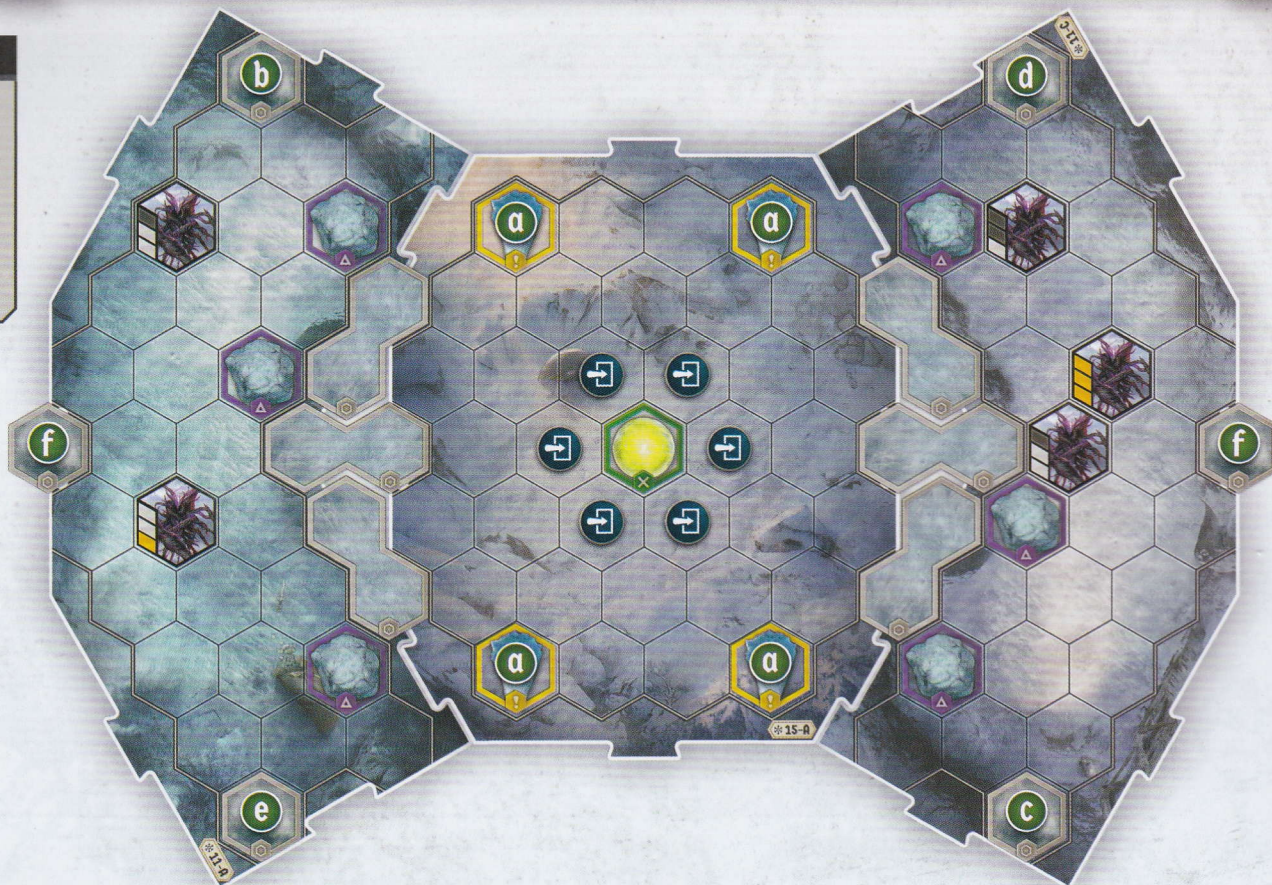


## Loot

- x8
- x3
- x3
- x3
- x1



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## The Face of Torment

Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

## Scenario Goals

The scenario is complete when the Tormentor is dead. At the end of that round, read **106.4**.

## Scenario Effects

Each character adds two cards to their attack modifier deck and gain .

## Introduction

As the dreadful feedback of the failed elemental resonance subsides, purplish smoke emerges from the portal in front of you. With it comes a terrible laughter, and then... something steps forward into your plane: A seemingly haphazard assortment of limbs, tentacles, and wings, attached to a head sporting an unsettling amount of glowing eyes of all shapes and sizes.

This Chaos Demons is massive, and its booming voice reverberates in your skull, uttering words of a structure-less tongue. The only thought you can hold in your head is a drive to make it stop.

## Boss Special 1

The Tormentor performs:

+0;

+C-4, 4, ( )

Create 1-hex hazardous terrain tiles in all featureless hexes adjacent to the target, and enemies in these hexes suffer C-1, (: +1 )



## Boss Special 2

The Tormentor performs:

-1

+C-5, , (: +1 )

Create 1-hex icy terrain tiles in all featureless hexes adjacent to the targets of the attack

1, all, 1, (: +2 )



## Map Layout



– Continued on next page.