

## Scenario Goals

The scenario is complete when the Harbinger of Shadow is dead. At the end of that round, read **60.1**.

## Introduction

Those who have written about Harrower nests, those whose bravery or foolishness compelled them inside, speak of endless tunnels, of dirt-packed rooms where the ceiling is too low to stand, and of cavern floors that give way without warning. So far, every story has proven true.

It's a miserable place, but you push on and, by keeping your focus trained on the floor, you manage to track where the Harrowers have passed through. Their skittering limbs leave small, regular divots in the ground, and by tracking these you reach the core of the corrupted hive.

You are in a fetid chamber, carved from the earth and reinforced with layers of pungent wax. Dozens of tunnels dot the walls, all of them filled with wriggling shapes. Harrowers and shrike fiends shiver in the darkness, chittering to each other like so many leaves blowing in the wind. And yet, despite their superior number, none of them try to approach. It takes a moment, but when you adjust to the darkness, you understand why.

In the center of the chamber floats a visceral shade. A shadow made corporeal hovers above the churned dirt. This is not a Harrower, but something foreign and terrifying. It has two glistening eyes that have been watching since you entered. It calls out with a high, wispy voice.

"Invaders," it says, dragging out the word. "Invaders come to hurt my beauties."

The room stirs as the shadow speaks. The walls surge with excitement.

"You come here and crush my poor children, my new precious ones. They only wanted my love, only love, and I gave it to them. I took away their pain—mmm—and made them strong. But you, you will hurt them."

The shadow churns in the mildewy air, expanding outward like billowing smoke.

"We must stop them, my beauties. Stop these evil things. Devour them. Tear open their bodies and consume them."

The Harrowers all move at once. They explode and pour down from the walls, a black, glossy river breaking from a dam.

## Special Rules

There are two Harbinger of Shadow figures in the scenario, though only Harbinger of Shadow **2** is set up at the start. The two bosses share hit points and perform the same monster ability card each round. The Harbinger of Shadow **2** is immune to damage at this time and character summons do not focus on it.

Door **1** is locked and will unlock when the altar is destroyed.

Each altar in the scenario has Cx(L+1) hit points. They are enemies to you and allies to all monsters.

## Boss Special 1

The Harbinger of Shadow **1** (when active) performs:

☞ +0

☞ -1

Then it summons one normal Black Imp. The Harbinger of Shadow **2** does nothing.

## Boss Special 2

The Harbinger of Shadow **2** performs:

☞ +0

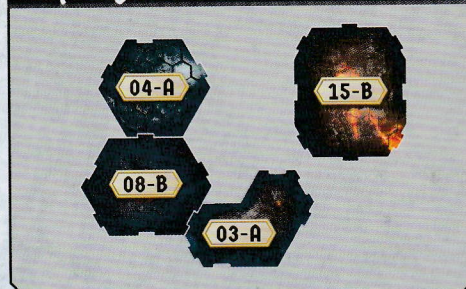
☞ +1, ☞

The Harbinger of Shadow **1** does nothing.

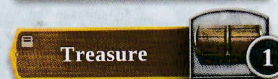
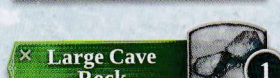
## Section Links

When the altar is destroyed, read **3.2**.  
When door **1** is opened, read **99.4**.

## Map Layout



## Scenario Key



## Loot

☞ x6 ☞ x2  
☞ x5 ☞ x2  
☞ x2 ☞ x2

