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

Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read 📖 154.3.

Introduction

You rush into the central dome of the Aesthers' outpost and immediately notice something is off. The entire structure rumbles and Voice-of-Eight shifts in and out of sight.

"… unstable… need restorative energies…"

You understand what you must do: empower the elemental cores with your own energy. Otherwise, you fear Voice-of-Eight will be scattered once again across the planes.

Water drips onto your head, and you look up to see the dome beginning to melt away. Not only that, but new planar rifts tear open along the outside wall. The inhabitants of the elemental planes are set on reclaiming the cores, fueled by some new force of chaos. It's now or never.

Special Rules

Each elemental core (a) has $4\times(L+1)$ hit points. They are allies to you and enemies to all monsters, with an initiative of 01 for the purpose of focusing. Any character may forgo a bottom action (discarding the card instead) to perform 💧 L+1, ◎ one adjacent core. If any elemental core is destroyed, the scenario is lost.

Randomly place one demon standee, corresponding to each element noted at the end of scenario 66, next to each portal (b), (c), (d), and (e). 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
2, 7	(b): One normal demon	(b): One elite demon	(b): One elite demon
3, 8	(c): One normal demon	(c): One normal demon	(c): One elite demon
4, 9	(d): One normal demon	(d): One elite demon	(d): One elite demon
5, 10	(e): One normal demon	(e): One normal demon	(e): One elite demon
6, 11	Both (f): One normal Chaos demon	Both (f): One elite Chaos demon	Both (f): One normal and one elite Chaos demon

Map Layout

11-A 15-A 11-C

Scenario Key

Chaos Demon	Night Demon	Portal — 6
Earth Demon	Sun Demon	Snowdrift — 6
Flame Demon	Wind Demon	Glowing Orb — 1
Frost Demon	Large Snow Corridor — 6	Ice Pillar — 4