

Special Rules

Crain **a** is an ally to you and an enemy to all monsters. He has (L+C)x2+2 hit points. On initiative 99 each round, he performs **3**, **3**, focusing on moving toward his goal, if not already occupying it. Crain's current goal is **a**. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to Crain. If Crain dies, the scenario is lost.

At the end of each round, if Crain is occupying his goal, place one damage token on it.

Shuffle numbered tokens **1** to **6** face-down next to the map. At the start of each round, reveal one and spawn the corresponding monsters in the listed locations based on character count:

Whenever all numbered tokens have been revealed, shuffle them all face-down again.

Token	Two Characters	Three Characters	Four Characters
1	f : One normal Black Imp i : One elite Black Imp	f : One normal Black Imp i and k : One elite Black Imp	f and h : One normal Black Imp i and k : One elite Black Imp
2	g : One elite Black Imp j : One normal Black Imp	g and j : One elite Black Imp	f , g , and j : One elite Black Imp
3	f : One normal Chaos Demon	f : One normal Chaos Demon k : One normal Black Imp	f and k : One normal Chaos Demon
4	i : One normal Chaos Demon	f : One normal Chaos Demon h : One elite Black Imp	f : One normal Chaos Demon h : One normal Harrower Infester
5	g : One normal Harrower Infester	g : One normal Harrower Infester j : One elite Black Imp	g : One elite Harrower Infester
6	k : One normal Harrower Infester	i : One normal Black Imp k : One normal Harrower Infester	i : One normal Chaos Demon k : One normal Harrower Infester

Scenario Key



Section Links

When there are two damage tokens on **a**, read **98.2**.

Map Layout

