

**Requirements:** None

**Goal:** Kill the Master of Chaos

### Introduction:

Merchants — they're always complaining about something. Yesterday it was falling rocks. Today they're all getting fussy about some strange posters that appeared overnight all across town — chaotic symbols scratched haphazardly into parchment with no discernable pattern or meaning. Tomorrow it will be something else, though, so you give it no mind.

That is, of course, until one of them flashes you some gold — says she'll pay you to get to the bottom of it. So that's when you truly look at the paper and the writing. And, well, it's hard to explain what happens next. All your conscious mind sees is random scribblings, but your unconscious mind, well, it somehow understands. It knows exactly where to go.

And so now you're here, making your way down into some long-forgotten catacombs, hoping it won't be the last time you see the sunlight grow dim and distant behind you.

And then, from deep within the structure, a forboding voice booms: "Welcome to my lair! Your path for glory is yet in vain, for you know nothing of chaos. Indeed, you know nothing even of yourself!"

You feel a stinging sensation in the tips of your fingers that rapidly spreads throughout your entire body. And again, there is a disconnect between your two minds. In reality, you stand in a normal underground ruin, but through some other prism of perception, you are surrounded by chaos and madness. Demons take shape in the hissing fog, and you look down at your own hands to find they belong to someone else. You look to your allies and see yourself. They look to you and see something else entirely.

And then, suddenly, everything snaps back into focus. You are yourself again, and you are standing in a normal crypt. Except the demons are still here, and they look angry.

### Special Rules:

Each player passes their attack modifier deck to the player on their left. All players will now use this new deck when making attacks with their character or summons.

### Section Links:

When door 1 is opened, read section 1 on the next page.

When no character is occupying the A or B tiles, read section 3 on the next page.



### Maps:

A3b  
B2b  
G1b  
Nib



Rubble  
(x3)



Damage and  
MUDDLE? trap  
(x3)



Stone  
Column  
(x4)



Earth  
Demon



Flame  
Demon



Forest  
Imp



Living  
Bones



Savvas  
Lavaflow



Hound

## Section 1

### Cursed Gold :

Well, now you're pissed off. Lured, yet again, into some madman's machinations at the bottom of some Oak-forsaken pit, all for a purse of gold. You break down the door in a fury, and, right on cue, the voice booms once more.

"Your greed will be your undoing! My minions are many, and your doom shall be swift!" You see piles of bones rising up from

the ash-covered floor, assembling to form shambling, humanoid creatures with purple glowing eyes.

These skeletons seem strangely familiar, though. You can't shake the feeling that you know who they were before the chaos took them...

#### Special Rules:

Any time a character loots a money token, they gain 1 extra experience, but also suffer half trap damage (rounded up).

Begin tracking the number of rounds. At the end of every even round, spawn a Living Bones at **a** and **b**. Both are normal for two characters, **a** is elite for three characters, and both are elite for four characters.

#### Section Links:

When door **2** is opened, read section 2 below.

When all characters are occupying the N tile, read section 4 below.

## Section 2

### The Heart of Chaos :

The doors fly open, and before you lies a scene that puts your mind on edge. You catch a glimpse of a figure near the center, but he is hard to pinpoint. Around him, there seems to be a lack of... reality.

And so, once again, you engage your unconscious sight, and through it see a swirling mass of cyan polyhedral shapes. They orbit a robed man, who seems to be controlling their movements with the gestures of his hands. He is the source of this absence of reality, and he is making it bigger.

"The world's undoing is upon us!" He cackles. "There is no stopping that which I have set into motion!" He waves his hand, and many of the shapes break off from their orbit, settling on the ground and morphing into more foes.

You grip your weapon tight. Just another one of the crazies cooking up some nonsensical scheme. An axe to the throat should silence his ravings just as well as it does any of the others.

At least, you're pretty sure it will. You figure there's no harm in trying.

The Savvas Lavaflow is the Master of Chaos. It has  $CxH/2$  hit points, where H is the regular hit point value of an elite Savvas Lavaflow.

The Master of Chaos uses the Imp ability card deck to perform actions, the Forest Imps use the Savvas Lavaflow ability card deck, and the Living Bones now use the Hound ability card deck.

#### Section Links:

At the end of the round in which the Master of Chaos is killed, read section 5 below for the conclusion.

## Section 3

### Fading History :

As you leave the first room of the catacombs, you hear a sound like the cracking of glass. Looking over your shoulder, you see the entire room fracture and shatter into tiny, sharp fragments of reality that fall spinning and flashing into an endless void.

The sinking realization that you cannot go back is somewhat tempered by an incredible feeling that washes over you. You feel... normal — no longer as if you had multiple psyches residing in your brain.

#### Special Rules:

Return all combat modifier decks to their rightful owners. Remove tiles A and B from the game. Any figures or overlay tiles left on these tiles are also removed.

## Section 4

### Don't Look Back :

Your vision goes dark around the edges as you approach the door, then snaps back into focus as you move through. Behind you, the entire doorway fades out of existence, leaving only a damp, stone wall where you used to be standing. It's certainly not the strangest thing to happen today, so you try to ignore it and return to the task at hand — separating this madman's head from his body.

#### Section Links:

Looting money tokens no longer gives extra experience or causes damage. Remove tile G from the game. Any figures or overlay tiles left on this tile are also removed.

Turns out the axe-to-throat strategy worked about as well as could be expected. As you land one final blow, the cyan shapes and strange foes around you fade from existence. Your conscious sight slowly comes back into focus, perceiving the mundane stone room around you bit by bit.

On the floor, the robed man coughs and sputters. "This will not be my final judgment!" He gasps.

You nod your head knowingly as the light leaves his eyes. And then you head out a clearly discernable exit to report a job well done. In the back of your mind, though, there are certain distinct misgivings about what you witnessed and what it means. You do your best not to dwell on them.

#### Rewards:

15 gold each  
2 ✓ each