

# Outside of Time & Space

When the assassin's blade slashed across the Harbinger's chest, a strange energy broke free, cutting a great tear across the sky. The eldritch energy released at the time was enough to outright destroy Rome, and the opening of the Rent in the Sky sank most of Europe beneath the waves. The fate of the mysterious Harbinger lies unknown. Now a mysterious being has been seen roaming the streets of Venice. It appears as a constantly shifting collection of fragments, as if trying to piece itself back together through a hundred plains of existence. It emits an eerie glow, and those who get close feel a strange connection and experience a fleeting moment of understanding.

The Harbinger has appeared again! His presence in Venice may herald something new coming to the city, or may just be coincidence as he tries to reassemble his physical form. One thing's for sure: everyone wants a piece of the action! While not particularly formidable in battle, the Harbinger's true purpose lies in its ability to complete Agendas. It is drawn towards anyone using Will Points as shining beacons to bind itself back to the physical plane, so get spending them!

## Gangs

- 2-4 players, 100 Ducats each.

## Setup

- 3'x3' board.
- The Harbinger is deployed in the very centre of the board, shown in green.

## Primary Objective

- At the end of each round, any player with at least 1 friendly character within 3" of The Harbinger scores 1 Victory Point.

## Agendas

- 4 scoring 2 Victory Points each.
- Double, Secondary, Total.

## Special Rules

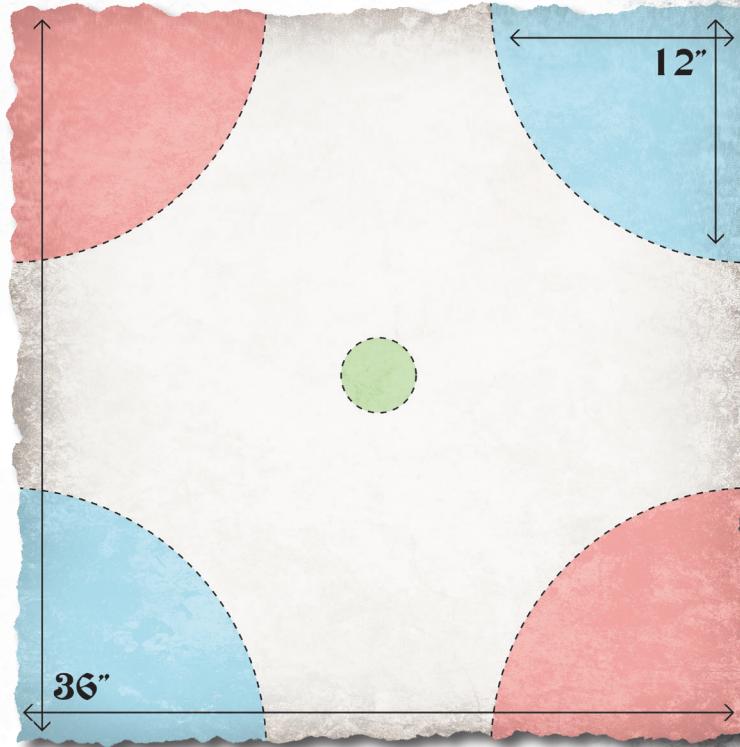
- At the end of each round, the player that activated the last character then activates The Harbinger.

## Deployment Zones

- Up to 12" away from opposite board corners.
- 2 Players shown in blue, 3-4 players shown in red.

## Duration

- 6 rounds.



The Harbinger		Actions		Life		Will		Size		Ducats	
2		10		10		40		0		0	
MOVE	DEXTERITY	ATTACK	PROTECTION	MIND							
4	5	3	6	10							
Weapon	Range	Evasion	Damage	Penetration	Abilities						
Shattered Touch	0"	-	-	-6	Aquatic						

**Character Abilities**

- Ethereal
- Parry (3)
- Limited Movement
- Universal Shielding (6)
- Water Creature

**Through Time & Space**  
At the end of this character's activation, each player with at least 1 friendly character within 3" of it rolls 1 dice, and may add up to 2 Will Points to the roll for each character. Each player adds their scores together. The player with the highest score immediately achieves 1 of their Agendas.

**A Light in the Dark**  
Any time a character uses 2 Will Points in a single roll during their activation, after the action is complete, that player makes a Move action with this character.