

THE GREAT CROSSING

BY ALEX DOWAY

The corridor seems endless and the fresh breeze treacherous. But the instinct of the Redeemer is without peer and cannot fail, or else the whole team will lose confidence. Such a situation would be the death of them all. The Devil's ruse might actually work this time: wear down the morale and the hopes of the troop in a maze which seems unending. The priest has no other choice: the band will have to pause and drink at the fountains, even if the water needs to be purified first. A cruel dilemma! Each stop allows the team to better prepare for the next, but every wasted moment allows the enemy to better marshal their forces. The crossing will be rough.



Human Player's Forces

The Human player will play using the following warriors:

- The Redeemer (with the Gifts Aura of Anger, Aura of Healing, Aura of Consecration, and Aura of Blessing);
- One Condemned Blade-for-Hire;
- One Condemned Brute;
- One Sicaria (with the skills Weapon Master, Tough, Brutal, Resilient, Quick, and Tactician);
- Three Advantage cards (drawn randomly).



Demon Player's Forces

The Demon player begins the game with 4 TP. During the game, they can send in up to 2 Lone Terrors into play (but never both at the same time).



Scenario Set-up

Remove from the stack the Exit, Pentacle Room and both Healing Fountain tiles.

Place the Pentacle Room tile in the middle of the table and all Human warriors on it. Then draw 9 tiles randomly, shuffle them and place a Healing Fountain tile under them. Repeat this process again. Repeat a third time but place the Exit tile at the bottom instead of a Healing Fountain. Finally, place the first stack on the second, and place the third one underneath. There should be a stack of 30 tiles with a Healing Fountain every 10 tiles and the Exit as a last tile.



Conditions of Victory

At least one Human warrior must reach the Exit Tile. Any other result is a victory for the Demon player.



Special Rules



THEY WON'T BE NEEDING IT

When a Human warrior reveals a Cache tile, the Human player draws an Advantage card.



WE'LL REST AND MOVE ON

When a Healing Fountain tile is discovered, no miraculous water tokens are placed on it. The first time the Redeemer reaches that tile, 4 miraculous water tokens are placed on it.

