

THE CATACLYSM

Krzoth, the Frost Dragon. Galgor, Meteor Titan. The Fellsmoke, Iluk's Last Breath.

Choose the Cataclysm if you want to...

- Tell a story about environmental disasters and large-scale destruction
- Face an unstoppable force of nature or magic
- Explore societal relationships when resources are scarce



SETUP

Recall an Event where a Location was destroyed. Create a new Location in its place.

Recall an Event where a Faction was forced to sacrifice their ideals in order to survive under the Evil's rule.

Health: 7

Move: 1

Size: The Cataclysm takes up a 2×2 square

At the Beginning of the Final Fight: Mark all spaces in a straight 1-space wide line in a row or column. A Hero takes 1 Harm if they occupy a space on the line. Marked spaces remain for the duration of the fight unless a Hero uses an action to remove it.

SHIFT EFFECTS

Chapter 1: Mark a 1×1 square. A Hero takes 1 Harm if they occupy this square.

Chapter 3: The Evil takes 1 less Harm from all Hero Powers for the next round.

Chapter 4: Move all Heroes to a marked square of your choosing.

POWERS

Demolish. Range: 1. Effect: Deal 2 Harm to all Heroes within range. Recall an Event when a Location was destroyed by the Evil. Who or what was damaged or as a result?

CHAPTER 1

Path of the Tempest. Range: Special. Effect: Move in a straight line in the row or column you currently occupy for as many spaces as desired. All Heroes in your path are Pushed. Recall an Event when a Location was irrevocably changed due to the Evil's power. Which two factions became at odds as a result?

Realm Rend. Range: 3. Effect: Mark 3 spaces within range. A Hero takes 1 Harm if they occupy a marked space. Recall an Event when a Location or Faction was split into two. How did the two lesser halves differ?

CHAPTER 3

Hurl. Range: 1. Effect: Choose a Hero within range and move them to any marked square of your choosing. If a Hero already occupies this space, then the Hero originally occupying the space is Pushed. Recall an Event when at least two Factions or Individuals fought over a resource made scarce by the Evil. Who won and how was the Evil empowered?

CHAPTER 4

Aura of Wrath. Range: Special. Effect: The Evil increases in size, growing from a 2×2 square to a 3×3 square, or from a 3×3 square to a 4×4 square, and so on. Recall an Event where a Location and Faction or Individual was destroyed by the Evil.

WEAKNESSES

Breakpoint. The Cataclysm is now unstoppable, but it wasn't always so. There was a specific point in time when the Cataclysm gained enough momentum to become inevitable. Choose an Event where that point in time occurred. Describe how the Cataclysm behaves to reveal the action that began the Cataclysm's growth.

Creator. The creator of the Cataclysm still lives and may be convinced to help contain it once more. Choose a Faction or Individual this creator is related to. Describe a symbol or mark on the Cataclysm that hints at the identity of the Creator.

Tempered Matter. Only weapons and spells forged with the purest form of an element or emotion can truly harm the Evil. Choose a Location where this substance can be found. Describe a long-lasting mark on the Cataclysm caused by this element or emotion.

CHAPTER 1

THE FIEND

Felix Hallenfell, Renowned Adventurer and the Self-Proclaimed Savior. Penelope Goldwind, Occult Artifact Collector and Industrialist. Luminus, Fey Lord of Secrets and Moonlight.

Choose the Fiend if you want to...

- Tell a story about deception, temptation, and betrayal
- Face an army of minions and secret conspirators
- Explore your Heroes' loves and desires



SETUP

Recall an Event where the Evil began expanding its influence. Choose a Location. Describe how it changed as the Evil slowly corrupted it.

Recall an Event where an Individual was revealed to have been working for the Evil.

Health: 5

Move: 1 (can move diagonally)

Size: The Fiend takes up a 1×1 square

At the Beginning of the Final Fight: The Evil summons [2/3/4] minions.

SHIFT EFFECTS

Chapter 1: Summon [1/2/3] minions within Range 1 of the Evil.

Chapter 3: Mark two 1×1 areas as Gates that open to another world. Heroes cannot move across them. Summon 1 additional minion adjacent to each Gate.

Chapter 4: Before the Fiend's Chapter 1 effect, each Gate deals 1 Harm to every character within Range 1 that is not the Evil. Minions who die from this effect also activate Sacrifice.

POWERS

Dark Calling. Range: None. Effect: The Fiend summons 2 minions in any open space. Recall an Individual who was allied with the Evil. How did they sow distrust and doubt around them?

Sacrifice. Range: 2. Effect: A minion within range explodes to deal 2 Harm to all creatures within Range 1 of it. Minions who die from this effect also explode. Recall an Event where the Heroes succeed. Choose an innocent Individual who is harmed as a result of the Heroes' success. How were they harmed?

Tempt. Range: 2. Effect: Choose a Hero. They may not use Powers this turn or they must take 2 Harm to resist. Recall an Event when the Fiend deceived or tempted the Heroes. At what cost did they say yes or no?

Smoke and Mirrors. Range: Special. Effect: Disappear and reappear in a space adjacent to a Gate. Recall an Event where the Heroes had the Evil or one of their allies cornered. What secret or misconception allowed them to narrowly escape?

Inferno. Range: 3. Effect: The Evil chooses a 1×1 space and creates a Gate. Heroes within the area are pushed to the nearest unoccupied space and take 4 Harm. Recall an Event where the Evil targeted something a Hero deeply cherished. How did the Evil's influence permanently change things?

WEAKNESSES

Holy Relic. A lost artifact was created with the power to destroy the Fiend. Choose a Location it was once lost in. Describe a scar on the Evil's body that revealed the relic's existence to you.

Mortal Love. Despite all their temptations, the Fiend genuinely cares for someone. Choose an Individual to be their secret partner. Describe the token carried by the Fiend that revealed their hidden affections.

True Name. Long before, the Fiend was a common mortal. Finding their true name could allow magic to bind or banish them. Choose a Faction the Evil was once a part of. Describe the physical feature that gives a clue to their ancestry.

CHAPTER 1

CHAPTER 3

CHAPTER 4

THE HORROR

The Beast from the Beyond. Eye of Murin. Nexial the Unraveler.

Choose the Horror if you want to...

- Tell a story about mystery and the paranormal
- Face a largely unknown and alien evil, whose presence and motives are ethereal
- Explore the fears of the Heroes and others, and how they respond to them



SETUP

Recall an Event where an Individual's personality changes due to exposure to the Evil shortly after it's released.

Recall an Event where the Evil first appears. What supernatural force now haunts the Location?

Health: 3

Move: 1 (each minion also Moves 1)

Size: The Horror takes up a 1x1 square

At the Beginning of the Final Fight: The Horror does not begin on the grid. On its first turn, place the Horror on any open space on the grid.

SHIFT EFFECTS

Chapter 1: The Horror moves to an unoccupied space within Range 1 of a Hero. Minions identical to the Horror appear in an unoccupied space within Range 1 of every other Hero. At the end of the round, destroy all minions.

Chapter 3: Before the Horror's Chapter 1 effect, summon 1 additional minion in the Horror's space.

Chapter 4: Each turn, Minions or the Horror can do 1 Harm to a Hero in Range 1 instead of moving.

POWERS

Death Grip. *Range: 1. Effect: Deal 2 Harm. Destroy all minions. Deal 1 additional Harm for each destroyed minion and each Approach stolen using Haunt before returning it. Recall an Event where a Hero had to confront a fear or phobia. How did it manifest? How did they respond?*

CHAPTER 1

Haunt. *Range: Special. Effect: Choose a minion within Range 1 of a Hero. Steal 1 Approach or disable 1 Power if they have no Approaches. When the minion is destroyed, return all Approaches or Powers. Recall an Event where the Horror briefly appeared and spawned something supernatural. What was its effect? What was its source?*

Whisper. *Range: 4. Effect: Deal 3 Harm split amongst any Heroes in Range. Recall an Event where an Individual or Faction caused a complication out of fear or ignorance. What action did they take? Why were they mistaken?*

CHAPTER 3

Chasing Ghosts. *Range: Special. Effect: When the Horror or two minions are in the same row or column, they may swap spaces, dealing 2 Harm to each Hero between them. Recall an Event where the Heroes investigated the Horror's origin. Have each player write a belief about the Horror's nature on a card. The GM chooses one belief to be true. The first time a player uses the true belief as part of an Event, the GM announces it to be true, and the player unlocks an Upgrade.*

CHAPTER 4

Terrify. *Range: 3. Effect: Create an area of darkness that covers all spaces in Range 2, centered on a Hero within range. The Horror or a minion can Move to teleport to an empty space in the radius. The darkness fades at the end of the round. Recall an Event when the Horror caused a Hero to temporarily believe their greatest fear had come to pass. What desperate action did they take in response?*

WEAKNESSES

Forgotten Fairytale. An old story holds a secret to the Horror's nature and how it can be undone. Choose a Faction whose ancestors were stewards of this story. What form does the Horror take in the story?

Ground Zero. The Horror remains tied to the point it first crossed into creation. Choose a Location where the Horror first crossed into this realm. What supernatural scar has the Horror left?

Incomprehensible Ramblings. The Horror's influence has left a mark that will only grow with time. Choose an Individual who will eventually lose themselves but gain insight on how to destroy the Horror. On what did they inscribe their findings?

THE SLAYER

Gortaxion, the Divine Devourer. Astrel Fellswoop, Martyr Reborn.
Sir Caleus Fatebinder, Former Paladin of the Order of the Five Suns.

Choose the Slayer if you want to...

- Tell a story about broken faith, murdered gods or spirits, and retribution
- Face those who would see the world's faith turn to ash
- Explore your Heroes' faith in something, each other, or the divine



SETUP

Recall an Event where a Location fell to chaos when the Evil killed their god.

Recall an Event when the Evil turned a most devout Individual away from their deity.

Health: 5

Move: 1 (can Move 1 each time they take Harm)

Size: The Slayer takes up a 1x1 square

At the Beginning of the Final Fight: Place a cursed halo on a single Hero.

SHIFT EFFECTS

Chapter 1: Place a cursed halo on a Hero that does not have one yet.

Chapter 3: Summon [2/3/4] fallen angels to the fight as minions.

Chapter 4: Drain an Approach from each Hero with a cursed halo.

POWERS

Crisis of Faith. Range: 3. Effect: All Heroes within range with a cursed Halo take one fewer action during their next turn. Recall an Individual whose broken faith shook all those around them.

Godsbane Blade. Range: 1. Effect: Deal 2 Harm to all Heroes within range. You can never get used to the sight of a dead god. Recall an Event where a Hero came across the corpse of one of the Evil's victims.

Smite. Range: 3. Effect: Draw a straight line up to 3 spaces away. Heroes within the line with cursed halos take 1 Harm, and otherwise gain a cursed halo. They may not use Powers this turn or must take 2 Harm to resist. Recall an Event when a Location was overwhelmed by those whose faith was broken.

Devour Faith. Range: 3. Effect: Remove cursed halos from all Heroes in range. For each halo removed this way, remove a tick on the Weakness Clock or spawn 2 minions. Recall an Event when the Heroes believed they had stopped an instance of decide, only to realize the Evil was three steps ahead of them.

See the Light. Range: 3. Effect: All Heroes within range take 3 Harm and deal 1 less Harm during their next turn. Heroes with a cursed halo take an additional Harm. Recall an Event when the Heroes questioned their quest, and considered whether this world might be better off without the gods. What or who broke them from that momentary spell?

WEAKNESSES

Cult Following. The Slayer's power comes from the following of the faithless they leave in their wake. Choose a Location where the Slayer's cult hides. Describe the message that will help open their eyes to the horror they fuel.

Desperate Faith. The Slayer feels abandoned by their primary god, but would find faith again if shown the way. Choose a Faction that follows the original faith of the Slayer. Describe the misunderstanding that drove the Slayer to turn against their god and seek vengeance on them all.

Godly Prism. The blood of dead gods sits around the neck of the Slayer, providing them with immortality. Choose an Individual that crafted the Godly Prism. Describe the fault in the design that they hid in their blueprints, which can shatter it to pieces.