

DARKSIDERS™

THE FORBIDDEN LAND



CAMPAIGN BOOK

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DARKSIDERS - The Forbidden Land

CAMPAIGN BOOK


The scenarios in **DARKSIDERS - The Forbidden Land** are chapters of a continuous campaign that you can play from start to finish. You can play through in any way that suits you, whether it be a single level, multiple levels in a scenario, or take a weekend to play through the whole campaign!

Each scenario/chapter includes a comprehensive intro and outro. However, you can also simply read the respective synopsis – you'll not miss out on any important details. Once you've set up a level, please read the objective and the special set of rules for this level carefully.

FOR ADDITIONAL INFORMATION, PLEASE CHECK OUT
FORBIDDENLAND.DARKSIDERS.COM

EVENT CARDS

Each type of creature has its own set of Event Cards that are labeled with numbers from 1 through 3. For example, if a level shows the Event Card "Zombie 1", this level will only use Zombie Event Cards marked with the number 1. The higher the number, the more dangerous the creature is to you ... (See Rulebook page 19, *img. A2*)

You can also destroy Spawn Tiles (Graves and Portals) in many levels. This will earn you 2  and will also prevent further creatures from spawning in this spot. Once you have destroyed all Graves in a level, any remaining Zombies and Wraiths on the board enter frenzy until they are killed. Event Cards that would spawn Zombies and Wraiths now only count towards creature movement. Once you have destroyed all Portals, any remaining Minions and Phantom Guards on the board go berserk, and Event Cards that would spawn these creatures now only count towards creature movement during the Creature Phase.

If no Spawn Tiles or creatures remain, you don't have to draw Event Cards anymore. Instead, you can freely "loot" the level (open loot boxes, collect relics, trade with Vulgrim), provided your Rider Cards allow each one of you to reach the objective (if you haven't already achieved it by destroying all Spawn Tiles and creatures). You'll find the objective in the description of the level.

SPECIAL EVENTS

Special events can be triggered by Horsemen at specific areas on the board; for example, by picking up/using a particular "X" Token or a relic. In such an event, read the event text carefully.



"X" TOKEN


Since time immemorial, the "X" has always marked a special location or event. It's the same in our game. Whenever we place an "X" on the board, it has a special meaning, such as a lever that'll trigger something, or a key for a door.

Darksiders: The Forbidden Land includes 6 of these Tokens: 2 with a red X, 2 with a blue X, and 2 with an empty face. However, all have the same flipside. If you are told to place "X" Token face down when setting up a level, mix up the tokens and do not look at the face when you are placing them.



RELICS

Some levels have relics. They are numbered 1 through 4. This equals the number of participating Horsemen. If you play with only two Horsemen, only relics 1 and 2 will be placed on the level.

A relic can be picked up by discarding a card from your hand, if your Horseman is on the same tile as the relic. Relics are worth 3  when you trade them with Vulgrim, The Soul Merchant. When you leave the level you keep all relics you haven't traded to Vulgrim.

The Campaign

If you want to play through the campaign from start to finish, we'd like to share a few suggestions for rule changes specifically for the full campaign.

POWER POINTS & POWER LEVEL

While we found that it worked well for the game to scale in difficulty quickly according to the Horsemen's power level when playing a single Level or Scenario, it was too quick when moving through the full campaign.

The following table adjusts the rate at which the Horsemen's power level scales, to build up more slowly over the course of the entire campaign.

Participants	Power Level 1 +1 event card at the initial spawn and at the beginning of the creature phase (*)	Power Level 2 +1 Spawn Dice per Creature type	Power Level 3 All Creatures are leveled up	Power Level 4 All Creatures receive +1 HP
1 Horseman	6 ★	11 ★	15 ★	18 ★
2 Horsemen	12 ★	20 ★	28 ★	34 ★
3 Horsemen	18 ★	28 ★	39 ★	48 ★
4 Horsemen	24 ★	32 ★	48 ★	60 ★

(*) during the combat against the Jailer, this counts as '+1 spawn die'



DISCARD EQUIPMENT

Equipment not only makes your Horseman stronger, it also raises your power level and therewith increases the difficulty of the game. It can sometimes be worth considering throwing away a glove or weapon that you no longer use anyway. To do so, discard a hand card to reorganize your inventory, or when you have purchased a new equipment card and may reorganize your inventory anyway. Then you may put any number of weapons, armor pieces and talismans on the 'destroyed' stack. Cards you bought from Vulgrim go back to them without being refunded.

LOOT CHESTS

When playing through the entire campaign, Horsemen will of course steadily lose cards from their playable deck, either equipping items onto the Rider or having them destroyed after making use of their special abilities. This significantly reduces your deck and therefore further limits your actions in a level. To counteract this, we recommend the following two rules for loot chests:

OPEN WITH SOULS



Instead of using a hand card to open a loot chest you can decide to pay 4  and 8 . This especially makes sense if you have a lot of souls but only few cards left in your deck.

RESUPPLY

Instead of rolling for souls, when a Rider activates a loot chest they may take up to five random cards from their discard pile and shuffle them back into their deck.

RECORD YOUR CAMPAIGN PROGRESS

As your game draws to a close and you want to continue the campaign on another day, we recommend that you to take notes of each Horseman's character board together with the soul trackers, equipment cards,

tokens (, ) , as well as the destroyed cards, so you can continue playing the way you left off. From our own experience we can recommend that you arrange everything for a clear photo with your cell phone or smartphone - it saves a lot of time.

EQUIPMENT
CARDS

EQUIPMENT
CARDS

HAND-
CARDS



DESTROYED
CARDS

STORYLINE

Prologue

Tutorial: Arrival

Chapter I: The Forest Temple

Chapter II: Trail of Destruction

Chapter III: The Sanctuary

Chapter IV: The Breach

Chapter V: On the Battlefield

Chapter VI: The Elysian Dome

Chapter VII: Final

Epilogue

PROLOGUE

In the beginning was the Void. Then the universe was created. This is Creation. Everything is Creation. And everything is in balance. But if the Balance is disrupted, Creation is doomed. It is for this reason that the Charred Council was tasked with protecting the Balance, and the Four Horsemen of the Apocalypse were tasked with serving the Council!

Among the numerous worlds and peoples of Creation, only a few are truly mighty, and the White City and Hell are among them. They desire to disrupt the Balance and turn it to their advantage. A few other peoples exist, and while they are not as mighty, they are still potent and, more importantly, neutral in this struggle. All others are either minions of a more powerful people or simply not important enough to find mention here. Then there are some who have disappeared. One of those are the Nephilim, of whom only four still exist. They are the Horsemen, and they brought about the demise of their own people.

Yet another people disappeared long before the Nephilim, but neither its name nor the reason for its disappearance are known. The world this lost people once called home was protected by a powerful magic barrier that no one could breach. But everything in Creation is fleeting, and thus the barrier also did not last in perpetuity. Our story begins as the Charred Council calls upon War, Death, Fury, and Strife ...

"You have left us waiting for a long time, Horsemen!" the first of the Avatars thundered as Death and his siblings stepped onto the dais to face what looked like a triumvirate of massive, blazing stalagmites, but which were, in fact, the grotesque, looming faces of the Council. "We informed you of the urgency of the matter," the Avatar in the

middle said in a booming voice. "And we came as fast as we could, venerable Council," replied Death. He knew this little game they were playing all too well.

"You must immediately leave for the Forbidden Land," said the third Avatar. "The barrier protecting the Forbidden Land has been breached." "Find the one responsible and bring them to us," demanded the Avatar in the middle. "You must not fail," threatened the first, "this world must be kept in isolation for all eternity!"

"Who inhabits this world and why is the barrier of such importance?" Death had only heard vague rumors of the Forbidden Land. He considered this a good opportunity to find out if there was any truth to them. Moreover, he and his siblings would also need as much information as they could gather.

"That world is rotten to its core," said the third Avatar. "It is littered with the remnants and ruins of a once mighty people." "But this people hungered for power and had to be stopped," added the one in the middle. "You may find this an all too familiar story, Horsemen!" the first Avatar commented pointedly. Death looked at War, who had his hands balled into fists. If his younger brother lost control of his wrath, even Death would find it difficult to stop him. But War would not stand a chance against the Council.

Unfazed by the fury that blazed hot in War, the third Avatar raised his voice and stated, "There was once a hidden access. One of our watchers shall take you to it and let you pass through." "Find and stop the intruder, then bring them to us," the voice of the middle Avatar boomed. And the first Avatar thundered, "And do not dare return before your task has been completed!"

The barrier that has, for eons, separated the Forbidden Land from the rest of Creation has been breached! The Charred Council demands you stop the intruder and take them to the Council.

Tutorial: Arrival

After a long ride, the Four Horsemen of the Apocalypse reached the barrier that separated the Forbidden Land from all other worlds. The watcher, a shadowy creature with three pairs of eyes and clad in chains of iron, led them to an inconspicuous spot in the no man's land between the worlds. There it folded its clawed hands as if in prayer. When it opened them again, they revealed a round, shimmering object. A few feet in front of the small group, the air began to flicker. "I will remain at this spot and await your return," the shadowy creature hissed without deigning to look at the Horsemen. "How many of these keys are there?" Fury asked. At this, the creature turned and looked at her with its six blazing eyes, "Only this one," it replied. "But the key is useless without the knowledge of how to utilize it." "Fascinating," Death muttered to no one in particular. "You will be a good boy and open the door for us upon our return. If you do not, you will bleed from every single one of your eyes," Strife hissed at the watcher as he and his horse cantered towards the access. "That we shall see," the watcher hissed back.

The four Horsemen rode through the entrance to the Forbidden Land. After a while, they reached a forest of gray, leafless trees. Strange noises could be heard every now and then, likely small critters fleeing from palpable danger. A bird – or some other winged animal – rose from the branches of an old tree, circled above the Horsemen, and then disappeared inland. "We should have taken the key from it," said War to his brother Death. But Death remained silent. The two of them were riding a few feet ahead of Fury and Strife. It did not take long for them to notice the smell of decaying flesh.

"There's something ahead of us," Strife warned his siblings. "I heard it, too," War replied. There was a rustling in the brush ahead of them and within mere moments, some humanoid creatures came stumbling out of the shrubs. They were a little smaller in stature than the Horsemen. Their clothes were torn, and their bodies covered in countless wounds. Moaning wails escaped their throats as they shuffled towards the four riders. "Undead!" Fury screamed, leaping from her horse and drawing her weapon. Her siblings dismounted more slowly ...

After passing through the barrier that encloses the Forbidden Land, you reach a seemingly lifeless forest. The smell of rot and decay assaults your noses.

Level 1 - Woodland Roamers



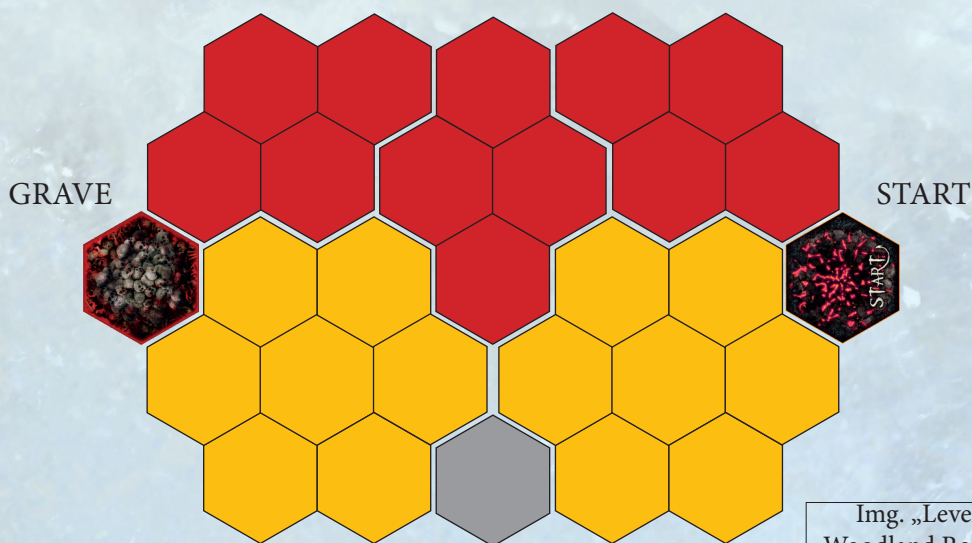
A handful of roaming Zombies stumbles from the brush and attacks you.

Event cards: Zombies 1

Creatures: Zombies

Objective: Destroy the Grave and all Zombies on the board.

Special Rules: - You can destroy the Grave by inflicting 2 damage.



OUTRO

As soon as the last of the undead fell to the Horsemen's weapons, an eerie quiet fell over the forest. Death squatted down next to one of the lifeless bodies and quickly examined it. "They were killed several days ago," he remarked almost casually. "This one died by way of claw." "The one over there was killed by a blade," said War and pointed to another now de-animated corpse a few steps ahead. "We should find out who did it," Fury interjected, trotting closer. "It would be more interesting to know who – or what – reanimated them," Strife added.

The four Horsemen followed the tracks left by the undead in the forest. Soon, Strife had the unsettling feeling that they were being followed, but he could neither see nor hear anyone ...

The Zombies were seemingly killed several days before. The bodies show evidence of different weapons and even claw marks.

Chapter I: The Forest Temple

The Horsemen reached a clearing with a building in its center. The structure's most striking feature was a large altar. The front of the building was surrounded by impressive, heavily ornamented stone pillars. The entrance stood torn open like a yawning maw. The building itself had the aura of an ancient, long forgotten temple – only that it had apparently still been in use, at least until a few days ago. The ground around the temple was littered with dozens of bloodied and dismembered bodies on the worn, paved paths and among the weathered statues and slabs on the dry grass.

Death's crow, Dust, flapped its wings and cawed in alarm before digging its claws deep into Death's shoulder. He looked at his winged companion and said, "You feel it, too, don't you?" "What does he feel?" inquired War as he brought his stallion, Ruin, to a halt alongside his older brother. Without averting his eyes from Dust, Death replied, "Something is very wrong here." "Stating the obvious. I don't need a bird to tell me that!" Strife called out and cantered onto the clearing on his horse, Mayhem. Fury followed, a big grin on her face.

The four Horsemen left their steeds on the edge of the clearing and approached the temple. Their spectral horses were powerful creatures with their own wills and brilliant minds. There was no need for the riders to be worried about their companions.

The closer the four got to the temple, the more powerfully the smell of rotting flesh assaulted their noses. Eventually, Dust could not stand the stink anymore. It flapped his wings wildly, lifted off from Death's shoulder. "Coward," Death muttered in mild annoyance. Suddenly, he heard muted moaning all across the clearing. Soon after, the first corpses began to stir ...

You reach a clearing with a temple that has fallen into disrepair.

Level 1 – The Clearing



The entrance to the temple has been torn open. The grounds around the temple are littered with humanoid corpses. You are about to enter the vestibule when the first Zombies awaken.

Event Cards: Zombies 1-2

Creatures: Zombies

Objective: Move to the tile with the open door.

Special Rules:

- The board's margins are blocked for movement. They do not block the view, though.
- You can destroy the Grave by inflicting 3 damage.
- If you don't destroy the Grave before completing the level, your Start Tile in level 2 will turn into a Grave Tile and Zombies will attack from behind.

OPEN
DOOR



Img. „Level 1 -
The Clearing“

Level 2 – The Temple



You enter the temple. In the back of the spacious room, you see a large group of Zombies who seem to have noticed you. A blue light emanates from a small corridor to your left.

Event Cards: Zombies 1-2

Creatures: Zombies, 1x Zombie Swarm

Objective: Destroy the Zombie Swarm.

Special Rules:

- The board's margins and the empty areas are solid walls. They block both movement and view.
- If you didn't destroy the Grave in level 1, the Start Tile turns into a Grave at the start of the second round.
- Door 1 opens as soon as you pick up "X" Token 1.
- Door 2 opens as soon as you pick up "X" Token 2.
- You can destroy the Graves by inflicting 3 damage.

Special Events:

- Read "VULGRIM" as soon as a Horseman is in view of the Vulgrim Tile.



Img. „Level 2 -
The Temple“

SPECIAL EVENT – VULGRIM

"Ah, what a pleasant surprise," Vulgrim rubbed his hands with glee and smiled as he saw the Horsemen approaching. "My intuition has not led me astray, it seems." "What are you gibbering about, Demon?" Strife spat, venomously. "Well, this world is in ruins," the demon replied, "and dangerous creatures abound. Your presence, however, gives me hope for the success of my undertaking." "What brings you here, Vulgrim?" Death demanded. "You have no business here!" "You see," Vulgrim mumbled hesitantly. "There was this opening in the barrier – I paid dearly for this information, I'll have you know – and I seized the opportunity to liberate all the invaluable relics from this forsaken world." "Who created that breach?" War bellowed. "And are you in cahoots with them?" "Dear me, no. No, it's not what you think, my friend," the demon hastily remonstrated. "I am not colluding with anyone. That would be bad for business, you understand? As for your first question: I do not know who created the breach, as you call it. I simply saw an opportunity and jumped at it." "Where is that opening?" Death inquired. Vulgrim looked at the Horseman with sad eyes and replied, "That would be ... uhm ... well, there seems to be a minor problem. I was there just recently, when I wanted to leave this world. It is now heavily guarded ..." "We will have to take care of that as well before we return to that talking puff of smoke," the grim look on Fury's face spoke volumes. "I do not know what you are talking about," Vulgrim said innocently, "but I think the Council may have sent you here for the one who created that breach and who is now causing all the unrest in this place. I will not stand in your way. And if you happen to come across some relics, I will happily take them off your hands. Perhaps you are also interested in some of the inventory I brought with me? The only thing I ask of you in return is that you take me with you when you leave this world. Do we have a deal?" "We shall see," Death said. The conversation was over – for now.

Vulgrim offers to buy from you any of the valuable relics you find in the Forbidden Land. He also has some items of interest in stock for each one of you.

OUTRO

With a scream and a moan that would churn the insides of any mortal creature, the Zombie Swarm crumbled into countless body parts. Death bent over the disgusting, rotten heap of flesh and, ignoring the stink, began to rummage around in it.

"What are you doing?!" Fury took a few steps in Death's direction,

but then thought better of it and stopped abruptly. Her brother did not answer right away and instead continued with his search until he suddenly uncovered a surprisingly fresh body. "This is what I have been looking for. Those Swarms are creations called into being by a Necromancer. There is always a body to anchor the rest of the Zombie Swarm." "And what do you need that vile, reeking thing for?" But Death did not reply. Instead, he laid one hand on the cadaver's forehead and one on its chest. Then he closed his eyes and focused.

At first, nothing happened. Then the corpse suddenly opened its eyes and a gurgling scream escaped its mouth. "Be calm," Death whispered in a soothing voice. "I have called you back, but I will not keep you long. The vile magic that turned you into this monster is still very strong, and it will have consumed your soul shortly. If you tell me what I need to know, I will free your soul."

"I'm Darus," the revenant replied after a moment's hesitation. "My task was to guard this site. Then they came ... I was killed ... there was a woman. No, not a woman. A demon. She ... she pulled me back as I was about to step into the light ..." Darus grimaced as the memories of eternal agony resurfaced. "What did you guard here, Darus?" Death inquired. Once the pain had subsided a little, the prisoner slowly said, "Despite its secluded location, this temple is ancient and holy. I made sure that no one entered the sanctuary. No one except the Anointed, that is, but they rarely visited this place. When they did, they gathered around the altar for their rituals, and I left the room." Darus fell quiet, and after a few moments of silence, Death spoke: "You guarded this temple for a long time. You must have an inkling of what that demon was after." But Darus didn't answer. His eyes were opened wide in unimaginable anguish and torment. He tried to speak, but no words escaped his mouth. Then he looked at Death pleadingly, and a mere moment later, his eyes glazed over.

"Sleep now. Your pain is ended!" Death slowly removed his hands from the corpse's forehead and chest. War stepped closer. "Brother, since when can you bring salvation to accursed souls? You lied to Darus, didn't you?" Without turning his eyes away from the body, Death whispered, "I have had to do worse things than this ..." "And it gained us nothing," Strife interrupted his brother mid-sentence. But as Death rose to his feet and cleared the view of the departed, the other three could see that Darus had reached towards the altar before his passing. "We shall agree to disagree on this," the oldest of the Horsemen said as he strode towards the temple's altar.

The altar looked even more ancient than the temple that was its home. Death slowly walked around it and stopped dead on the far side, staring at it. As his siblings approached, cawing and the flapping of wings echoed through the room. A moment later, Dust returned to his perch on Death's shoulder. "Of course, now you return ... when the fun is over," Death mildly admonished his crow. "What do you see?" War asked his brother.

But it was Strife who replied, having already reached Death's side, "Nothing anymore. But she must have found what she'd been looking for."

There was a huge, elongated hole inside the altar. Or rather, a recess. The altar must have housed a staff or a scepter until recently, but now it looked like someone had forcibly removed the item. Debris was strewn around the altar stone.

"Let us leave. There is nothing more to be found here," Death said in a flat voice, blank of emotion. Then he strode towards the exit. The crow on his shoulder cawed impatiently. "Yes, I heard you," Death muttered. "Just wait until we are outside. Then you can show me."

After defeating the Zombie Swarm in the sanctuary, Death uses his necromantic powers on the corpse that had been used as an anchor for the Swarm. You discover that some time ago, the temple was attacked by a demoness and her minions. Darus, the temple's guard, was turned into the Zombie Swarm by her magic. The demoness was after something hidden in the altar – a staff or a scepter, as it turns out, which she has taken with her. To gain information from the cursed guard, Death promises to free his soul, but Death does not possess such powers.

Chapter II: Trail of Destruction

Dust led the Horsemen many miles inland. "Where is that crow of yours leading us, brother?" Fury inquired after several hours on horseback. "He says he has found a city," Death replied. "And there are tracks we need to see." They rode on in silence, passing stunted trees and withered meadows and fields. Whoever lived here – and the Horsemen were certain that there were others and not just the temple guard – they must have lived a harsh and unforgiving life.

Then Strife, who had the keenest eyes of the four, espied something in the distance. "There is something over there. It looks like ... a wall." It did not take the others long to spot what their brother was pointing at: a few miles ahead of them, what looked like a partially crumbled wall rose from the ground. They continued on and reached what, a long time ago, must have been a gate. In front of it rested the remains of a massive statue. It was the sculpture of a man in armor. He was holding a spear or something similar in the air. What exactly it was, the Horsemen could not determine, as all that was left of the weapon, or object, was its haft. The heavily damaged head of the statue was adorned with an ornamented helmet trimmed with a band that must have once

featured a jewel in the empty socket on the statue's brow. The helmet itself was reminiscent of a crown more than a piece of armor.

While the others continued to examine the statue, War circled around it. "A large force came this way," he called out to his siblings. The ground in front of him was trampled. The tracks came from the West and continued through the gate and into the city. Death brought his horse next to War's steed. "They don't try very hard to cover their tracks," he said to no one in particular. "It is almost as if they are certain of their superior might and expect no resistance." "I wouldn't bet on it, brother," Strife said and grinned behind his mask when he reached his brothers. "They are expecting us. I am certain of it. We should be ready for a nasty surprise."

Side by side, the four Horsemen rode into the city. Every building they passed was in ruins. Some seemed to have simply been fallen into disrepair, but others showed signs of wanton destruction. The doors and windows of some houses were covered with sheets of cloth; a clear indication that someone was still living here ... or had until recently. But there was not a soul in sight.

A wide, cobbled street led from the gate to a large, open square at the center of the city. The street looked battered and was riddled with holes – almost as if it had been hit by large objects a long time ago. Upon closer inspection, many buildings also showed impact damage from projectiles. The Horsemen continued on to the square – they had decided to leave their spectral horses behind, as the craters in the road were veritable pitfalls. The Horsemen would call upon their steeds in a time of need and it would not matter how far apart Horseman and horse were: a spectral horse always finds its rider when called.

The ruined city laid covered in a blanket of eerie quiet. Dust became agitated again. And again, Strife could not shake the feeling that someone was watching them. It felt almost as if someone was following them at a safe distance ... "Wait," said Death, "something is wrong." The crow rose into the sky with a loud "Caw, caw" and fled. Just in time – because now the four Horsemen could hear the sounds of scratching and shuffling coming from the buildings flanking the street on both sides.

Death's crow, Dust, leads you to the gate of a ruined city, where you find the remains of a massive warrior statue. The tracks of a large force lead deeper into the city. You decide to follow the tracks.

Many of the buildings have been destroyed and only a few of them still seem to be inhabited – at least until recently.

Event Cards: Zombies 2-3, Minions 1, 1x Zombie Swarm

Objective: Move to the End Tile.

Special Rules:

- The board's margins and the empty areas are blocked for movement. They do not block the view, though.
- You can destroy the Graves and the Portal by inflicting 3 damage each.
- If you don't destroy the Graves and the Portal before completing the level, a Zombie Swarm will attack you from behind in level 2.



Level 2 - The Plaza of Heroes



You reach the large square in the heart of the city. In its center you behold the remains of a large statue that looks very similar to the one you saw in front of the city gate. You look around and realize that a large battle must have been fought here not too many days ago. Although you don't see many corpses of the mortal defenders, the place is littered with the remains of demonic creatures. You conclude that the demons must have overrun the resisting humans and added their dead bodies to the army.

Then you take a closer look at the statue. You detect sockets of different shapes in its base, as well as something that appears to be a locked door. If you can find the artifacts that fit the sockets, maybe the door will open and let you through. Unfortunately, the place is not quite as abandoned as you first thought

Event Cards: Zombies 3, Minions 1–2, Phantom Guard 1,
1x Zombie Swarm, 1x Fleshburster

Creatures: Zombies, Minion, Phantom Guard, 1x Zombie Swarm
(+1 Zombie Swarm, see Special Rules), 1x Fleshburster

Objective: Move through the opened door (see Special Rules).

Special Rules:

- The board's margins and the empty areas are blocked for movement. They do not block the view, though.
- You can destroy the Grave by inflicting 3 damage and the Portals by inflicting 4 damage each.
- If you didn't destroy all Spawn Tiles in level 1, an additional Zombie Swarm will appear on the Start Tile at the start of the third Creature Phase.
- The obstacle in the center of the board is the statue. Once you have placed all artifacts ("X" Token) into their slots in the statue, the obstacle will be replaced by an open door.
- Place one "X" Token per participating Horseman on the board. In order to place an artifact in the sockets on the statue's base, the Horseman must be on a tile adjacent to the statue and discard a card.
- All Horsemen start the level on a tile adjacent to the statue.

Special Events: - Read “**SECRET PASSAGEWAY**” once you have placed all artifacts in the statue.



SPECIAL EVENT – SECRET PASSAGEWAY

Now that you have placed the artifacts in the respective sockets on the base of the statue, they begin to glow brightly before being absorbed into the stone. Suddenly, the door opens. Behind it, you find stairs leading down into the unknown.



Level 3 – The Portal


You carefully descend the stairs until you reach a huge vault with a freestanding portal frame near the opposite wall. In front of it stands a small basin filled with a dark liquid. The symbols on the basin resemble those on the portal's frame.

Event Cards: Zombies 3, Minions 3, Phantom Guard 1–2,
1x Zombie Swarm, 1x Fleshburster, 2x Endgame

Creatures: Zombies, Minion, Phantom Guard,
1x Zombie Swarm, 1x Fleshburster

Objective: Move through the opened door (see Special Rules).

Special Rules:

- The “X” Token represents the basin with the black liquid. The tile blocks neither movement nor view.
- The door in the opposite wall is the freestanding portal frame. In order to activate the portal, each participating Horseman must sacrifice 8  at the “X” Token while being on the same tile as the “X” Token. Cards are not required for this action.
- The Grave and the Portal cannot be destroyed.

Special Events:

- Read “ACTIVATION” as soon as the last Horseman has sacrificed souls at the basin.

SPECIAL EVENT – ACTIVATION

As you step up to the basin, the dark liquid begins to bubble and churn. It seems to call out to you, desiring only one thing: souls! You sacrifice the demanded souls and the symbols in the portal frame begin to glow. Eventually, the air in the frame ripples and warps, becoming darker, until you and your siblings see only pitch black.



Img. „Level 3 -
The Portal“

OUTRO

As the Horsemen climbed down the stairs under the statue and into the portal room, Strife again felt like someone was sneaking up behind them. This time, though, he wanted to lay a trap for their sneaky pursuer, but the frenzied events in the portal room did not leave enough time. Once the four had opened the portal, Death and War immediately strode through, but Strife turned back to the bottom of the stairs one last time ... and beheld an almost invisible shadow. “At least,” Strife thought to himself, “that thing won’t be able to follow us through the portal.”

His deliberations were interrupted when Fury placed a hand on Strife’s shoulder and asked, “What’s wrong?” It had not escaped her notice that her brother had been scanning their surroundings closely ever since they had set foot in the Forbidden Land. “We are being followed. At least until now,”

Strife replied, before turning on his heels and striding through the portal.

His sister followed. The shadow at the base of the stairs opened its three pairs of eyes and watched the disappearing Horsemen and the portal closing behind Fury.

Right before you step through the portal, Strife detects a shadow that has followed you into the room. Since the portal closes behind you, you are certain you have shaken your pursuer.

Chapter III: The Sanctuary

Using a portal that connects two distant locations is an unreal experience. You enter an intermediate space that pulls you forward with great velocity while you take each step as if in slow motion. Then, all of a sudden, you step through the second portal and arrive at your destination. The Four Horsemen of the Apocalypse were used to this kind of travel, but even they were disoriented for a short time afterwards. Thankfully, it never lasted too long. As soon as the four had stepped through the portal, it closed behind them.

The Horsemen looked around: They were in a small, subterranean chamber. On the opposite wall was a closed door. Before it lay the corpse of a man in a torn gray robe. Maybe this man had been a priest? A trail of blood ran from the center of the room to the body. When Death and War approached the door, the cadaver twitched almost imperceptibly. Then it rose with a wailing moan and, with blood-encrusted hands, reached for War, who was closest. War made a quick step to the side and reached for his sword, but Fury was faster. Quick as lightning, her whip hissed through the air and tore the undead in half. "No worries, little brother. I got your back," she grinned and winked at War, who just hmphed and sheathed his half-drawn sword. Meanwhile, Death had reached the door. He opened it slowly ...

The portal takes you to a small, subterranean chamber where your welcome committee, an undead priest, arises to greet you. You dispose of the Zombie easily and proceed to open the door in the opposite wall.

Level 1 - Bloody Welcome



An almost circular chamber lies before you. It is littered with broken shelves, smashed items, and torn or burnt scrolls. Two piles of corpses speak of a massacre that must have happened here not too long ago. The dead bodies are clothed in robes similar to the one worn by the priest in the previous room.

Event Cards: Zombies 2–3

Creatures: Zombies

Objective: Move to the End Tile.

Special Rules:

- The board's margins are solid walls. They block both movement and view.
- You can destroy the Graves by inflicting 3 damage.
- If you don't destroy the two Graves before completing the level, your Start Tile in level 2 will turn into a Grave Tile.



Img. „Level 1 - Bloody Welcome“

Level 2 - The Hall of Worship



You enter a hall that is as equally destroyed as the previous chamber. Most of the Western wall has crumbled, exposing the bare, ragged rock beneath. Just like in the other room, countless corpses litter the ground.

Event Cards: Zombies 2–3, Minions 1–2, 1x Zombie Swarm, 1 Endgame

Creatures: Zombies, Minions, 1x Zombie Swarm

Objective: Move to the End Tile.

Special Rules:

- The board's margins are solid walls. They block both movement and view.
- You can destroy the Graves by inflicting 3 damage. The Portal is indestructible.
- If you didn't destroy the two Graves in level 1, the Start Tile will turn into a Grave Tile at the start of the second Creature Phase.
- If you don't destroy the two Graves before completing the level, you will have to battle more Zombie Swarms in level 3.

Special Events:

- Read "RELIC 1" as soon as one of you has picked up Relic 1.
- Read "GRAVE IN THE SMALL CHAMBER" as soon as you have destroyed the Grave in the small room.

SPECIAL EVENT – RELIC 1

You stand before a masterfully crafted mural that shows a larger-than-life warrior with a magnificent helmet. He holds a powerful weapon that looks much like a mace or a scepter. The depiction of the warrior is oddly reminiscent of the statues that you found in front of the city gate and on the city's main square. Dozens of male and female figures in robes kneel before the warrior. A jewel in the center of the band adorning the helmet crown shines brightly in fiery red.

SPECIAL EVENT – GRAVE IN THE SMALL CHAMBER

The curved wall of the small chamber features a mural depicting different scenarios that almost seem to come alive in the flickering lights. In each scene, a mighty warrior battles a monster or a whole army of creatures. Often, the crown-helmeted warrior swings his weapon. Sometimes he burns his foes with a fiery beam from the jewel in his helmet. The scene in the center of the mural has been clawed at and scratched beyond recognition.



Img. „Level 2 -
The Hall of Workshop“

Level 3 - Smoked Out



Before you lies a huge room. A massive column carved in the form of a scepter supports the ceiling. More murals cover the walls, but instead of battles, these ones depict peaceful scenarios. For a change, there are no corpses here, only a few bones and the torn remains of robes. Something moves behind the column ...

Event Cards: Minions 2–3, 1x Endgame, 1x Boss Battle, (*1x Zombie Swarm)

Creatures: Minions, Goreclaw (*1x Zombie Swarm)

Objective: Reach the End Tile.

- Special Rules:**
- The board's margins are solid walls. They block both movement and view.
 - Door 1 and Door 2 are locked.
 - You can destroy the Portal by inflicting 4 damage, once you have defeated the Goreclaw.
 - You can open Door 1 once you have destroyed the Portal.
 - (* If you didn't destroy the two Graves in level 2, you may have to fight a Zombie Swarm, as well when the "And Another Thing..." event card is drawn.)



Img. „Level 3 -
Smoked Out“

Level 4 - The Prisoner



A corridor yawns before you. No sounds pierce the deathly quiet. Then, suddenly, you hear a muted whimper. Something – or someone – is here. And whoever it is, they sound very much alive!

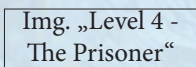
Event Cards: Minions 2–3, 2x Endgame

Creatures: Minions, 2x Fleshburster

Objective: The prisoner and all Horsemen must reach the Start Tile.

- Special Rules:**
- The board's margins are solid walls. They block both movement and view.
 - Portal 1 is not layed out if only 1 Horseman participates. Portal 2 is not layed out if 2 Horsemen participate. With 3 or 4 Horsemen both portals are layed out.
 - The Creature Phase, including the first creature spawn, will be delayed until the event "Rescue" has been completed. Until then, you do not draw any Event Cards.
 - The Portals cannot be destroyed.
 - You cannot pick up the two "X" Tokens.
 - The prisoner is chained. You can destroy the chain by inflicting 3 damage.
 - The door is locked, but you can break the door down with 3 damage.

- Special Events:**
- Read "RESCUE" as soon as one of you has severed the chain holding the prisoner.



You free the prisoner from his chains. At first, he seems apathetic, but then his eyes open wide and he whispers in a dry, broken voice: "The guards are coming." His words are still ringing in your ears when you hear ominous sounds coming up from behind ...

- The prisoner is considered a Vulnerable with 1 HP.
- The two "X" Token are replaced with one Fleshburster each. (If only one Horseman is playing, only one Fleshburster is placed on the board.) If the tiles are blocked by Horsemen, the affected Horsemen are moved to an adjacent tile of that player's choice.
- The delayed first creature spawn happens now.
- This starts the Creature Phase.

OUTRO

The Horsemen managed to escape back to the main entrance with their prisoner in tow. While War held the door closed, his brother Strife looked for something to block it. The prisoner leaned against the wall and slowly sank to the floor, exhausted. Age had left its mark on his features and the once magnificent robe that identified him as a priest was heavily soiled and torn. Although War was leaning against the door with all his might, he was no match against the demon who suddenly pushed it open and jumped into the room. The creature looked back and forth between the Horsemen and the old man, as if it could not make up its mind whom to devour first. This short hesitation proved to be its undoing. It was enough for War to shake off his surprise, draw Chaoseater, and slice the head off the hellish creature with a single stroke. The sounds of other creatures could be heard from the hallway on the other side of the door. Fury called upon one of her Lava Beetles, gave it an almost tender kiss on the carapace, and threw it through the still half opened door before Death could slam it shut. They heard a muted "Boom", then nothing. "Let us leave this place," Death's voice rang through the silence, as he threw the old man over one shoulder and opened the other door to an ascending stairwell.

They climbed the steps until they reached an amphitheater that must have once had a roof. Now only remnants of the roof and the columns carrying it were still intact. Awnings covered the gaps between. Statues placed at regular intervals along the top tier stared down at the group. Behind one of the statues, a shadow with three pairs of eyes was hidden from view – undetected by the Horsemen and the old priest.

"You are no demons," the old man remarked and sank down on one of the curved benches. Death turned to the man while his siblings watched their surroundings. "No, we are not." "Who are you then?" the priest demanded. "First tell us who you are and what happened here, old man," Death replied.

"I am called Orielm," the graybeard said, "the First Anointed of Our Savior. My people, or what is left of them, have been locked away on this dying world for eons." "Your 'Savior'?" Death interrupted, almost spitting out the word 'Savior'. Orielm looked at Death defiantly. "Cerubiel, the mightiest of all warriors of Creation. All of us, even you and those demons, owe him much!" War, after having made sure that no one had followed them up from the sanctuary, looked at his brother Death and remarked offhandedly, "Never heard of him." Death looked to Fury, who only shrugged her shoulders. Strife shook his head, then let his gaze slowly wander from one statue to the next – something was there, he just hadn't found it, yet ...

Death turned his attention back to the First Anointed, who continued his tale. "We didn't even know that anything still existed beyond the barrier. But then those demons and their leader appeared. They killed everyone. Not

only the few fighters that were stationed in the city and in the sanctuary, but everyone. They are all dead now ...” Orielm’s voice broke from despair and fury. It took a few moments before he had regained his composure enough to continue. “Cerubiel had guarded the Balance of Creation for a long time. But then his allies betrayed him, and all of us were banished. The prophecies speak of the day when the Winged Ones will return, and the world will be consumed in Heavenly Fire. But the creatures that have attacked us ... they are different.”

“What was the demoness looking for in your sanctuary, old man?” Death asked. “It is where we keep ... well, kept our Master’s Fire Ruby,” Orielm replied. “She stole it. The Fire Ruby is our most holy artifact. Even more sacred than the scepter we have hidden in a secret place. The Elders managed to get the gem to safety before the traitors from the White City could get their hands on it.” The voice of the First Anointed broke again. He looked at Death almost pleadingly and spoke: “I do not know who you are, but I beg of you: please, help us! Stop them and return the Fire Ruby to us.”

Death calmly put a hand on Orielm’s shoulder and quietly said, “We are envoys of the Charred Council. We have been sent to restore order.” The First Anointed opened his eyes wide with fear and grimaced in sheer terror. Frantically, he shook off the hand of Death and tried to escape up the benches of the mezzanine. His eyes never left Death and his siblings. The shadow moved from its hiding place. Strife had already drawn his pistol, Mercy, and aimed it at the shadow the moment it came into view. But Strife did not shoot. Instead, he held his weapon steady, keeping the creature in his sights as it moved after the First Anointed with great speed.

When the watcher reached Orielm, it dug its claws into his body and tore the helpless elder apart, hissing, “Enough of your lies.” Strife slowly lowered his weapon.

“Why?” Only Death could make a single word sound more like an angry threat than a question. War, who despised sneaky and malicious murder, drew Chaoseater and began to move up the mezzanine, his eyes focused on the watcher in cold fury. “I only did what I was told,” the watcher said, unimpressed. “And you were told to murder old men?” War challenged the shadowy creature. Fury moved to intercept him before he could reach the watcher and said, “Don’t, brother!”

“Why didn’t you pull the trigger, Strife?” War asked of his older brother accusingly. “Because then we wouldn’t have been able to leave this place,” Fury replied in Strife’s stead. “Also, this one is on our side.” “Pshaw!” War spat.

“You did not answer my question,” said Death, his every word dripping with the animosity he felt towards the watcher. The watcher in turn looked at Death with serious eyes and replied, “As I said, I only did what I was told to do.

Our masters told me to watch your backs.” “And what made the old man such a danger?” War interrupted the watcher angrily. “His lies could have led you on a false trail!” The watcher’s answer echoed from the walls of the amphitheater. He continued more quietly, “The fate of the Cherubim is just and irreversible. This is how the Council ruled a long time ago. Stop the demoness before she can reach her destination. That is your task.”

“What is her destination?” Fury desired to know. Death bit his tongue to suppress the urge to interrupt his sister with the words: “I am certain Orielm could have told us.” He sensed his crow Dust coming near and looked up into the sky. The watcher tilted its head and looked at Fury, “How am I supposed to know?” Then he began to move up the mezzanine. “I will now inform the Council of your progress. It won’t take long.” The watcher turned and disappeared between the statues above the balcony.

“So, they are called Cherubim ...” said War, who was still trying to control his wrath. Meanwhile, Dust cawed loudly to announce his arrival and swooped down through an opening between the awnings.

You leave the sanctuary with the prisoner in tow. His name is Orielm and he is the First Anointed of Cerubiel, whom he calls the Guardian of Creation. Alas, Cerubiel and his people were betrayed by their allies. The old man explains that a demoness has managed to get her claws on the most holy artifact of this world: the Fire Ruby. You identify yourselves as envoys of the Charred Council, causing Orielm to panic. Then the watcher who brought you to the Forbidden Land leaves its hiding place and ends Orielm’s life before you can interrogate the old priest further. The watcher reprimands you and warns you not to listen to the lies of the Cherubim, which seems to be the name of the people left behind on this dying world. Instead, so the watcher says, you are to focus all your energy on stopping the demoness. In the meantime, it would go and report to the Council.

CHAPTER IV: THE BREACH

A mild breeze lazily drifted across the ground and made the dry blades of grass rustle and move. A lizard the color of the earth quickly scuttled away when it felt the tremor of hooves through the ground. The Four Horsemen of the Apocalypse slowly rode up to the crest of a hill. Once there, they hid behind boulders and bushes and looked down into a ravine on the other side. The ravine led directly to the barrier, which flickered in the distance. “An almost perfect place for an army camp,” War said in a hushed voice. “Hard to find and only accessible from a narrow path that’s easily defensible with a handful of warriors.” War grinned as he felt the excitement in his sword. If the four were to attack the camp, War would lead and Chaoeater would feast.

Dust, who had refused to follow the Horsemen into the vault under the city and the destroyed sanctuary, had scouted the area instead. He had followed the tracks from the city and discovered this valley, which he had explored as much as he could from the skies. He had reported to Death that he had spotted the demoness, with the stolen scepter, on one of his forays. But then Dust himself had been sighted and a large, winged creature had shot up into the sky and driven the crow away.

"Dust reported that a large army had pitched camp in this valley," Death explained, "but I see only a small number of creatures." "Have you detected the demoness, yet?" Fury asked her brother Strife. The marksman shook his head without taking his eyes off the movement down below. Phantom Guards, the feared soldiers of Hell's legion, patrolled the grounds of the camp. The four-legged demons with razor-sharp claws, whom the Horsemen had already fought in the city and in the sanctuary, seemed to move around aimlessly. And Wraiths, terrible, beautiful Wraiths, floated around large heaps of corpses. Strife could not see where the valley met the barrier because the ravine narrowed to a small passage in the back. But then he spotted something else, "Look. There are cages back there." The cages had been set up near a chokepoint, and Strife was certain that people were locked up inside. "They have prisoners," he added.

"Then let us free the people," War said, determination ringing in his voice. "That is not our task, War," his sister reprimanded. "If their leader is no longer here, then we must continue our search for her." "You are right, sister," Death said, "We must search for her elsewhere. But I believe that this one over there," he pointed at one of the Phantom Guard commanders, who seemed to be guarding the cages, "can tell us where we can start looking. And while we are at it, we might as well open those cages." Death shrugged his shoulders innocently. War grinned. Fury rolled her eyes ...

In the meantime, the commander opened one of the cages, grabbed two of the imprisoned Cherubim, and dragged them away. They disappeared into the chokepoint. Strife, who had kept an eye on the situation the whole time, asked, "Is he going to execute the Cherubim?" "No," Death replied thoughtfully, "I think he has other plans for them. We should head out."

The four returned to their steeds, who were waiting for them a few dozen feet away. The spectral horses had joined up with their riders soon after the Horsemen had left the amphitheater. Their special mental bond to the riders was as strong as the one between Death and his crow. They would always find one another again – even under the most adverse conditions.

You reach the demon army's camp in a ravine near the barrier. Dust had reported seeing the demoness - with the stolen scepter - here a while ago, but it seems that she is gone now. You decide to attack the camp anyway. One of the Phantom Guard commanders will surely be able to tell you where their demonic leader is now.

Level 1 - Charge



You charge down the narrow path into the ravine to surprise and quickly dispatch the soldiers guarding the entrance to the army camp ...

Event Cards: Zombies 2–3, Wraiths 1, Phantom Guards 1,
1x Zombie Swarm, 1x Fleshburster, 1x Endgame

Creatures: Zombies, Wraiths, Phantom Guards,
1x Zombie Swarm, 1x Fleshburster

Objective: Reach the End Tile.

Special Rules:

- The board's margins are solid walls.
They block both movement and view.
The empty areas on the board cannot be accessed.
They do not block the view, though.
- Place a Phantom Guard on each tile marked as "Guard".
- You can destroy the Graves by inflicting 3 damage each.
You can destroy the Portal by inflicting 4 damage.
- If you don't destroy the Graves and the Portal before completing the level, an additional Grave will spawn in level 2.



Img. „Level 1 - Charge“

Level 2 – Sacrifice



You reach the rear of the army camp. From here, the camp connects to the chokepoint. You suspect the Phantom Commander is on the far side of this. A little further to the left are two locked cages, each containing a prisoner.

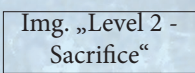
Event Cards: Zombies 2–3, Minions 2, Wraiths 2, Phantom Guards 2,
1x Zombie Swarm, 1x Fleshburster, 1x Endgame

Creatures: Zombies, Minions, Wraiths, Phantom Guards,
1x Zombie Swarm, 1x Fleshburster

Objective: Free the prisoners and bring them safely to the Start Tile.
Then reach the End Tile.

- Special Rules:**
- The board's margins are solid walls. They block both movement and view. The empty areas on the board cannot be accessed. They do not block the view, though.
 - You can destroy the Graves and the Portals by inflicting 4 damage each.
 - The prisoners are locked inside cages. You can open a cage by inflicting 3 damage to each cage.
 - If you didn't destroy all Graves and Portals in level 1, place an additional Grave on the tile marked with a "?".
 - If you don't destroy the Graves and the Portals before completing the level, draw an additional Event Card in each of the Creature Phases in level 3.

Special Events: - Read "CAGES" once the first prisoner has been freed.



A haggard, emaciated Cherubim in torn and dirty clothes huddles inside the cage. "Nooooo, please, don't ..." the scared man wails and looks at you with eyes full of panic. You smile as best as you can and say, "You are free. Run! Quickly!" The man opens his eyes wide in surprise and gets up.

Each prisoner is considered a Vulnerable with 1 HP.

Level 3 – The Rearguard



On the other side of the chokepoint you finally discover where the intruders enter the world of the Cherubim: a breach in the barrier. The Phantom Guard officer is pulling his blade from the corpse of a prisoner and you watch as the dead Cherubim's soul energy is pulled into a massive energy orb. As soon as the orb begins to absorb the energy, the breach shines more brightly and, for a moment, you catch a glimpse of a large army of creatures on the other side. Then the commander looks at you with an angry spark in his eyes and points his weapon in your direction. At this moment, the first creatures rush through the breach ...

Event Cards: Zombies 3, Minions 3, Wraiths 2, Phantom Guards 2,
1x Zombie Swarm, 2x Fleshburster, 1x Endgame, 1x Boss Battle

Creatures: Zombies, Minions, Wraiths, Phantom Guards,
1x Zombie Swarm, 2x Fleshbursters, Phantom Commander

Objective: Defeat the Phantom Commander and destroy both the Grave and the Portal.

Special Rules:

- The board's margins are solid walls. They block both movement and view. The empty areas on the board cannot be accessed. They do not block the view, though.
- Randomly place the "X" Token (1x red, 1x blue, 2x empty when 2 or more Horsemen; 1x red and 1x blue when just 1 Horseman) facing down.
- The "X" Token represent red or blue energy orbs. "Empty" energy orbs are useless to you. The red energy orb destroys the Grave, the blue energy orb destroys the Portal. In order to throw the energy orb, move to a tile adjacent to the Spawn Tile and discard a Rider Card.
- You can pick up the "X" Token with a card and drop them free on the tile of your Horseman. Anyone who has picked up an "X" Token cannot fight or use abilities. A Horseman can only carry one energy orb at a time. If a Horseman dies while carrying an energy orb, they will drop it automatically.

- The Grave and the Portal represent the breach through which creatures are still rushing into the Forbidden Land. You can destroy each of them by inflicting 5 damage or by using an energy orb ("X" Token) in the respective color.
- If you didn't destroy all Graves and Portals in level 2, draw an additional Event Card in each Creature Phase.



Img. „Level 3 -
The Rearguard“

OUTRO

The breach to the Forbidden Land was closed again and the invaders could not hope for any more reinforcements. "They used the souls of Cherubim to keep the breach open," Fury said while she examined the dead Cherubim whose life force had fed the rift in the barrier one last time. He wore a choker with a chain attached to it, and where his chest once had been, only a large, open wound gaped. She continued, "This is more than just Blood Magic." Death moved next to his sister and nodded. "I think the barrier feeds on the life force of this world and its inhabitants," he speculated. "This would explain why the Forbidden Land is so depleted and why the energy of the Cherubim could keep the breach open."

The badly wounded Phantom Guard commander had fallen only a few feet from his latest – and last – victim. He fixed Fury with a disgusted stare and burst into a cackling laugh, which soon enough turned into a bloody, gurgling cough. "You are too late, Horsemen," he rattled and grinned triumphantly despite the pain he was in. "Daheva cannot be stopped." Fury turned to the dying legionnaire from Hell and asked softly but determinedly, "Where is she?" The doomed creature tried to laugh again but ended up coughing and spitting more dark blood. "I can end this quickly," Fury promised, "or I can make your last moments even more painful than they already are." The commander glared at her, hatred instead of pain now contorting his features, and hissed between clenched teeth, "We have all the artifacts. Even the skull! This time, you are too late ..."

"We will see about that," War interjected and stepped closer, slowly drawing Chauseater from its sheath. The demonic officer laughed again.

"She is on her way to the Elysian Dome," a trembling voice sounded from behind a rock. The commander's face was blank with shock as he looked in the direction the voice had come from. "Shut up," he screamed as loudly as he could. Then he grabbed for a nearby chain that led behind the rock. He yanked at it and, with a pained scream, a Cherubim came stumbling forward from her hiding place. She also wore a choker at which the chain had been fastened. She looked as ragged and as miserable as any of her people encountered by the Horsemen thus far.

The commander pulled her even closer and was already raising his fist to crush her scrawny body. She began to scream with all the breath she had left in her body; her face distorted with panic. War, who had finished drawing his sword, ran towards the woman and stomped on the chain with his booted foot. Then he smashed Chauseater down on the chain and cut its links, sparks flying in every direction. The commander screamed a battle yell and was about to raise himself up on his arms when a single shot tore through the air, stopping him in his tracks. Without another sound, he fell back down on the ground. Blood ran from a hole in the legionnaire's forehead. Fury, War, and Death looked at Strife, who

casually blew smoke from the muzzle of his pistol, Redemption. "Don't tell me he didn't annoy you, too," he challenged his siblings. "Also, he wouldn't have told us anything anyway."

War sheathed his sword and turned to the Cherubim, who frantically

tried to pull the chain out from under his boot – a futile endeavor. “Please, let me go. Just let me leave,” she begged in tears. “We will not hurt you, woman,” Death said as mildly as possible for an ancient Nephilim such as himself. “Tell us what happened here and where we can find this ‘Elysian Dome’. After that, you may go.”

It took the Cherubim a few moments to collect herself. Then she slowly began to talk: “I’m Nahema. And I’m from the destroyed city. At first, we didn’t even notice that the demons had entered our world. But then, there they were, out of nowhere, attacking our city. Only a few of us still lived there, and the small group of warriors could not hold the tide of the demonic invasion. I was brought here with the other survivors. That must have been several days ago now. One of the other prisoners told me that Daheva had found a way into the sanctuary and was on her way there.”




“What was that about a skull?” Death asked Nahema. “I don’t know,” she replied, “the skull was brought to her through the breach shortly before she left. I only saw it from a distance. It gave off a blueish glow. Daheva took it with her when she departed.”

Nahema gulped and fresh tears ran down her cheeks. Then she regained her composure, looked at the Four Horsemen of the Apocalypse, and asked, “Who are you? And how did you get here?” Death, not keen on a repeat of the reaction Orielm had shown when told the truth, only said, “We will stop the demon army and its mistress.” Nahema’s eyes now shone with more than just tears as she drew hope from his words. “You will find the Elysian Dome at the center of this world. Before the cataclysm, it was the greatest, most majestic building that had ever existed. It was the home of our king, Cerubiel.” “We thought Cerubiel was your savior,” War interrupted, confusion evident in his voice. Nahema looked down and replied, “You see, Cerubiel was not only our king, he was also the Chosen. He served the Charred Council and ensured the Balance of Creation.” The Horsemen exchanged surprised looks, but Nahema was still staring at the ground and was oblivious to the Horsemen’s reaction. She continued her tale: “But Cerubiel was betrayed by his allies in the White City. They overpowered him and imprisoned him in the Elysian Dome. Then they made balls of fire rain from the skies and destroyed our cities.”

Death nodded. The individual pieces now began to form a clearer picture. Daheva had managed to breach the weakening barrier and keep it open in this ravine. She had visited the temple in the forest to get her hands on the scepter. Then she had gone after the Fire Ruby, possibly the one from Cerubiel’s crown, in the sanctuary. And lastly, she had come here to wait for the arrival of a mysterious skull. Now she was on her way to the Elysian Dome – she might even have reached her destination already. The only logical target at the Elysian Dome was Cerubiel himself. Did she want to free him? If so, why? Meanwhile, War had put his strength to good use and broken the collar around Nahema’s neck. She picked up a bloody dagger from

the ground and wiped it clean on the commander's cloak. "I will head East," she said, "to see my brother. If he is still alive, I will find him." She turned and was about to walk away when she hesitated and told her saviors, "One more thing: The Elysian Dome lies in a wasteland where nothing can survive for long. It nevertheless remains our most holy site. You will find warriors of the order garrisoned there. Maybe they were able to stop Daheva."

The dying Phantom Guard commander reveals that the name of the demoness you are hunting is Daheva. He would not say more than that, though. Luckily, one of the sacrifices, Nahema, has survived and tells you that Daheva has taken her army to the Elysian Dome at the center of the Forbidden Land. This site is also where Cerubiel, king of the Cherubim and one-time servant of the Charred Council, has been held in a magical stasis for eons. Before the demoness left, a skull was delivered through the breach. She has taken it with her.

You can now repair your armor: pay 3  and 6  in order to repair 1 .

Chapter V: On the Battlefield

Although Daheva had a whole army of demons with her, they had left no tracks for the Horsemen to follow. They quickly decided that their only option was to head in the direction Nahema had given. The four rode fast but kept a wary eye on their surroundings. The closer they came to the center of the Forbidden Land, the more desolate the area became. Out of nowhere, a winged creature appeared, circled above the Horsemen's heads, and then headed deeper into the wasteland. Dust stared after the creature. Death could feel the agitation emanating from his crow.

They stopped on a hill in the middle of the barren land to get their bearings. "Who is capable of such an atrocity? To draw the life force from a whole world ..." War pondered aloud. "The White City does not have this power, I'm certain of it." Death shook his head and said, "No, this is not the work of the Angels. The Charred Council must have had their hands in this." "Then the Council must have had a good reason," Fury sounded irritated. Of the four, she was the one most devoted to the Council, and she did not like Death pulling her younger brother War into his conspiracy theories. Death turned in his saddle so he could look Fury in the eyes and said in his most neutral voice, "I do not doubt it, sister."

"I see something," Strife interrupted his siblings, "there is smoke on the horizon." Without delay, the four urged their horses into a gallop and headed in the direction Strife had pointed. The smoke became

increasingly clearer over the horizon, but it still took the Horsemen a while to spot a huge group of buildings behind it.

"There is some fight left in these people," said War after the four had stopped, "even if they don't have much left to bring against their enemy." A battlefield lay between them and the wall protecting the buildings. The warriors of the order had made their stand here. And they had lost. Broken weapons, torn armor, and the corpses of both attackers and defenders littered the ground. Dozens of large and small fires behind the wall had created a massive cloud of smoke that darkly loomed over the battlefield. The Horsemen could hear the occasional pained moan or a muted scream. Four-legged demons roamed the field. Whenever they spotted a survivor, several of them pounced.

"We have come too late," Fury said, frustration ringing in her voice. "I don't think so," countered Death and pointed the blade of his scythe in the direction of the large, double gate in wall. "Over there." Phantom Guards had taken up position to the left and right of the opened gate. There, framed by the entrance, the four beheld a female figure; her leathery wings folded behind her. She wore a mask of silver that left only her mouth, with its sharp teeth, and her chin uncovered. Her lithe body seemed almost petite and fragile. On her delicate shoulder sat a creature that, at this distance, looked like a large bat. Dust cawed angrily and fixed the bat-like creature with a malevolent stare.

"I wondered when you would finally catch up with me," the voice of the demoness rang over the battlefield. "Daheva," Death called out to her, "Yield, and I promise that you won't have anything to fear from us." Daheva burst out in a throaty laugh before she replied: "There is no value in the promises of bloodhounds. Crawl back to your masters and beg them for the scraps from their table." "This is your last chance," Death tried one more time, "Surrender!"

In answer to this request, Daheva raised her arms as if she were holding a heavy object before her body. Wraiths immediately streamed past her on the left and right, onto the battlefield. Every corpse they touched began to stir. "Stop them," the demoness screeched. She turned hastily and hurried towards the Elysian Dome.

You reach the Elysian Dome deep in the wasteland at the center of the Forbidden Land. Upon your arrival, you behold a battlefield lying between you and the large wall that surrounds the massive building. Daheva is expecting you at the gate to the Elysian Dome's bailey. After a short verbal exchange, she sets her demons on you to buy herself some more time. Then she disappears through the gate.

Level 1 – Dead Men’s Lament



You must cross the battlefield if you want to reach the gate to the outer wall of the Elysian Dome.

Event Cards: Zombies 2–3, Minions 1-2, Wraiths 1, Phantom Guards 1,
1x Zombie Swarm, 1x Fleshburster

Creatures: Zombies, Minions, Wraiths, Phantom Guards,
1x Zombie Swarm, 1x Fleshburster

Objective: Reach the Open Door Tile.

Special Rules:

- The board’s margins and the empty areas cannot be accessed. They do not block the view, though.
- The Graves cannot be destroyed. You can destroy the Portals by inflicting 4 damage.
- Two Cherubim warriors have hidden themselves. If a Horseman stands right before one of the warriors and discards a card, the warrior will come out of hiding.


Special Events:

- Read “DEFEATED” when the first warrior leaves his hiding place.

SPECIAL EVENT - DEFEATED

Something is moving beneath a slain demon on the ground before you. You push the carcass away with your foot to uncover a dirty Cherubim who looks at you with fear in his eyes. “Run,” you call out to him before turning back to take care of more important matters ...

Special Rules:

- Each warrior is considered a Vulnerable with 1 HP.
- Each warrior who reaches the Start Tile each Horseman receives 2  at the beginning of level 2.



Img. „Level 1 -
Dead Men's Lament“

Level 2 – The Last Stand



You have reached the outer wall of the massive Elysian Dome. This must be where the defenders made their last stand against Daheva's army. Rows upon rows of warriors have been mowed down by the demonic charge. Whatever resistance the dying people of the Cherubim had left now lies dead in the dust.

Event Cards: Zombies 3, Minions 2–3, Wraiths 2–3, Phantom Guard 2–3, 2x Zombie Swarm, 2x Fleshburster, 2x Endgame

Creatures: Zombies, Minions, Wraiths, Phantom Guards, 2x Zombie Swarm, 2x Fleshbursters

Objective: Reach the End Tile.

Special Rules:

- The board's margins and the empty areas are blocked for movement. They do not block the view, though.
- You can destroy the Graves and the Portal marked with a 3 by inflicting 3 damage each. You can destroy the Grave and the Portals marked with a 4 by inflicting 4 damage each.






Img. „Level 2 -
The Last Stand“

OUTRO

War and his siblings were bound to uphold neutrality, but War valued bravery and honor like no other. When he saw the massacred warriors of the order on the battleground before the Elysian Dome, he could not help but feel sorrow and compassion for these brave Cherubim who had stood against Daheva's army despite being vastly outnumbered. If he had been in their stead, he too would have fought the invaders until the last drop of blood had left his body. Whatever Cerubiel had done to incur the wrath of the Charred Council, it could hardly justify making the inhabitants of this world pay for his sins too, could it?

But that did not matter anymore. The Horsemen had sworn allegiance to the Charred Council and acted as its envoys. Daheva had to be stopped – that was all that mattered. Death had told his siblings of the conclusions he had drawn from everything they had discovered. All four agreed that Daheva would now attempt to break the spell that bound Cerubiel. If Cerubiel had indeed once been a servant of the Council, he must possess great power. And his hatred of the Council and the Angels in the White City, who had once defeated him, had had eons to fester and burn. He would be a powerful ally for Daheva ... or for her masters in Hell. Because one thing had become clear to the Horsemen: Daheva could not have prepared her invasion of the Forbidden Land without help.

You leave the battlefield behind and now stand before the Elysian Dome.

You can now repair your armor: pay 4  and 8  in order to repair 1 .

Chapter VI: The Elysian Dome

The Elysian Dome was both a palace and a temple: a massive complex of buildings framed by hundreds of pillars. It must once have been the most glorious of all the buildings in Creation, but time and the steady decay of this world had left their marks. For the most part, the complex was still intact, and some places even showed rudimentary repair work.

In the middle of the complex, a massive dome made of colored glass rose against the sky, reflecting the light of the relentless sun in a rainbow of colors.

Side by side, the Horsemen climbed the stairs to the double gate leading into the building. Their path was clear, as if someone was expecting them. To the left and right of the stairs, however, warriors of the order laid slain alongside the corpses their enemy. They must have been the last line of defense against the intruders. Then the four entered the building.

You enter the massive, ancient complex of buildings.

Level 1 – Counterattack



You step into a devastated anteroom with a closed door leading deeper into the building. Something is moving in the debris before your feet ...

Event Cards: Zombies 1–2, Minions 1–2, Wraiths 1, Phantom Guards 1, 1x Zombie Swarm, 1x Fleshburster

Creatures: Zombies, Minions, Wraiths, Phantom Guards, 1x Zombie Swarm, 1x Fleshburster, Goreclaw

Objective: Destroy the Goreclaw and move onto the End Tile.

Special Rules:

- The board's margins and the empty areas are solid walls. They block both movement and view.
- You can destroy the Graves and the Portals by inflicting 3 damage each.
- In order to open the door, a horseman must be carrying the "X" Token and stand on an adjacent field next to the door. You do not need to discard another card.
- The Portals do not spawn any creatures until the "X" token has been picked up.
- Once the door is open, Zombies, Wraiths and Boss Mobs will follow the Horsemen into the room with the Goreclaw even when they are out of their sight.



Img. „Level 1 -
Counterattack“

Level 2 – Cutting Through



You step into a devastated anteroom with You leave the remains of the large demon you just defeated behind and move on into a section of the Elysian Dome that has been well cared for until recently. Although no one tries to stop you when you enter the cramped room, the shuffling and hissing from the back of the chamber tells you that your welcoming committee is just a little late in greeting you ...

Event Cards: Zombies 2–3, Minions 2–3, Wraiths 1–2, 2x Zombie Swarm, 2x Fleshbursters, 2x Endgame, 2x Boss Fight

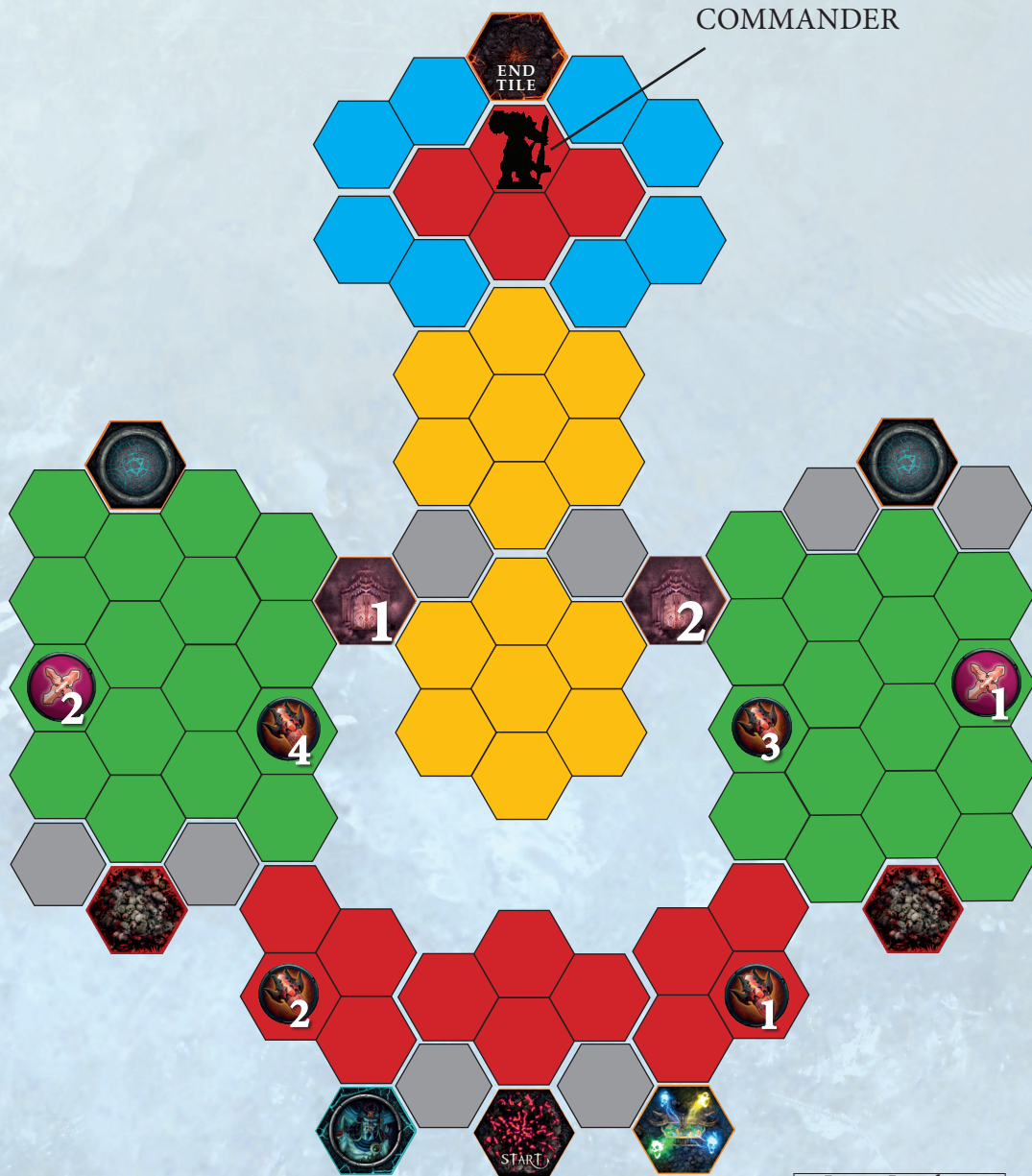
Creatures: Zombies, Minions, Wraiths, Phantom Guards, 2x Zombie Swarm, 2x Fleshbursters, Phantom Commander

Objective: Defeat the Phantom Commander and move onto the End Tile.

Special Rules:

- The board's margins and the empty areas are solid walls. They block both movement and view.
- You can destroy the Graves and the Portals by inflicting 3 damage.
- Door 1 and Door 2 are locked.
In order to open Door 1, you need "X" Token 1.
To open Door 2, you need "X" Token 2.
The Horseman with the "X" Token must move onto the tile directly in front of the door to open it.
You do not need to discard another card.
- Once one of the doors has been opened, the other door automatically opens at the beginning of the creature phase after the next. From then on, all creatures will also follow the Horsemen into the Phantom Commander's room even when they are out of sight.

PHANTOM
COMMANDER



Img. „Level 2 -
Cutting Through“

Level 3 – The Guard Dog




For a while now, a roaring has accompanied your progress. It echoes through the halls and corridors of the Elysian Dome, its volume steadily increasing. As you step into this large room and finally behold the beast that has been the source of the unholy bellowing, you catch your breath in shock. Before you, bound in heavy chains, stands a construct made from the rotting remains of countless corpses. It possesses a huge arm capable of swiping the room with a brutal blow or throwing undead at you from the cage that has been grown into the left side of its body. If you want to catch up to Daheva, you must get past this monstrosity first ...

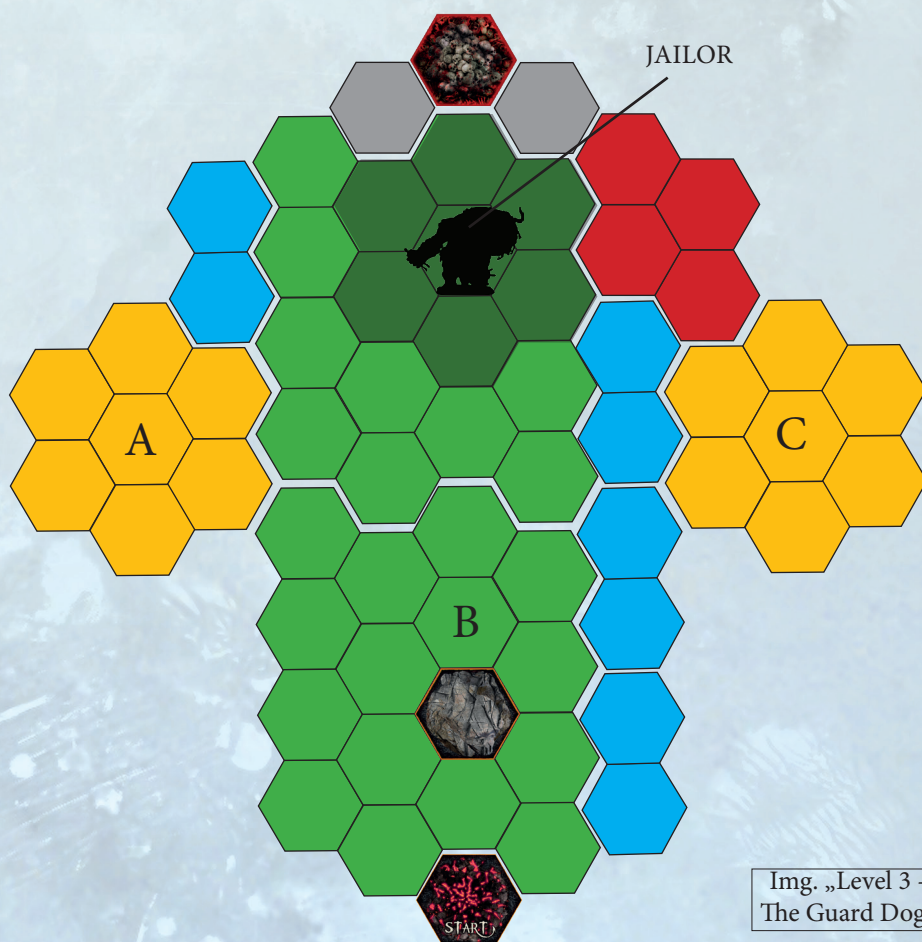
Event Cards: Phase Cards

Creatures: Zombies, Wraiths, Jailer

Objective: Defeat the Jailer

- Special Rules:**
- The board's margins are solid walls. They block both movement and view.
 - The Grave is indestructible.
 - Positions A, B and C:
 - 1 Rider: B = "X" Token, A & C = obstacle
 - 2 Riders: A & C = "X" Token, B = nothing
 - 3 & 4 Riders: A, B & C = "X" Token
 - The "X" Tokens represent the massive chains that hold the Jailer in place and protect it from damage.
 - You must first destroy all "X" Tokens by dealing 3 damage to each before you can hurt the Jailer. If the destroyed "X" Token was placed at A or C, an obstacle will be placed there. Each time a Rider destroys a chain that Rider receives 2 .
 - Whenever the last phase of a round has ended, a number Wraiths spawn at the Grave equal to the number of participating Horsemen, plus one more Wraith for every additional spawn die added according to the power level of the Horsemen.

Special Events: Read "JUSTICE" once you have destroyed the last chain.



Img. „Level 3 -
The Guard Dog“

SPECIAL EVENT – JUSTICE

As the last chain finally gave under the blows of the Horsemen, the gargantuan creature let out a deafening howl that forced even the powerful Horsemen to cover their ears. The undead that the monster had sent against the Horsemen until moments ago, stopped in confusion. Some even turned to look at their master. Then the roaring stopped.

“You,” the creature boomed in a voice that sounded like the pained screams of a thousand tortured souls. The monster looked at Death and bared its teeth. “You liar ... traitor ... you shall get what you deserve! Every single one of you will suffer in agony for eternity.” “Who are you,” War shouted at the beast while taking up position next to Death.

“I know who it is, brother,” Death replied in the monster’s stead, without taking his eyes off the creature, “He is one of my sins ...” Then he addressed the monstrosity directly: “This is between you and me. Let us end this.” Strife and Fury moved to join Death and War. “Do you really think we’ll let you have all the

fun just because you are the oldest?" Strife grinned. Fury said nothing but simply looked at the monster with an evil smile on her lips.

For a moment, it was so quiet you could hear a needle drop. No one moved. Then the monster's scream tore through the silence and the undead charged the Horsemen of the Apocalypse once more ...

You cut the last of the chains holding the monstrosity.

You can now injure the beast ...

Special Rules:

Defeating the Jailer will also destroy all undead on the board. The Horsemen will not receive souls from them, though.




OUTRO

With a crash that resounded from every wall in the ancient Elysian Dome, the monstrosity fell to the ground. Then it raised itself up one last time and rattled, "I ... am going to ... find you ..." before it slumped down and lay still. Mere moments later, the remaining undead also fell to the ground. They would never rise again.

Death stared at the rotten heap of flesh that had just breathed its final threat. His mask hid Death's emotions from the others, but his siblings could guess what was going through his mind. "So?" Fury broke the silence. It took Death a few more moments to compose himself enough for a reply. "I only noticed once the chains had been destroyed, and with them the magic that made the creature invulnerable." Death paused and gripped the hilt of his weapon even more tightly. "There were still traces of the pain and the fear. But for the most part, there was only unbridled hatred. I gave a promise I couldn't keep. And Daheva used her infernal magic to turn him into this construct. But once, this beast's name had been Darus, the guard of the small temple in the woods."

Without another word, Death stepped around the lifeless remains of the monstrosity and headed down the corridor behind it. His siblings followed. Their work was not done, yet ...

As the monstrosity falls to the ground, dying from the wounds you inflicted, it threatens you with its last breath. Death recognizes that the creature had been the temple guard Darus: the man whom he had promised salvation for his soul; a promise the Horseman couldn't keep. Daheva had turned the poor soul into this demonic construct because she knew that its hatred against you, and Death in particular, would serve her well.

You can now repair your armor: pay 6  and 12  in order to repair 1 .

Chapter VII: Final

In silence, the Four Horsemen of the Apocalypse followed the corridor that led to the massive domed hall. A strange feeling came over them, a feeling that became increasingly oppressive the closer they came to their destination. Death's crow had fled by the time the four reached the end of the corridor. There they beheld the central hall of the Elysian Dome. Four massive columns carried a dome made of magnificent colored glass windows that had not stained or broken in all the eons of their existence. The windows turned the light that fell through them into a display of colors that must have been incredibly impressive in the heyday of the Cherubim and their king Cerubiel. But now, with the interior of the domed hall shattered and in ruins, the light only painted gaudy grimaces in the dusty air.

Daheva stood in the center of the massive chamber, only a few feet from the statue of a large, crouching man. He looked much like the statues in the dead city and on the murals of the sanctuary. This was, without a doubt, Cerubiel! It was here that he had been captured. And it was from here that the decay slowly spread across this world. There was just one, very noticeable, difference to the other statues: A red jewel adorned his crown helmet. This must be the Fire Ruby Daheva had stolen from the sanctuary.

In her hands, the demoness held Cerubiel's scepter like an oversized mace. Directly in front of her lay a skull from which a blueish light emanated. Daheva did not let the appearance of the Horsemen distract her from her task. Instead, she focused all her power on the skull, above which blue glyphs began to shimmer and dance in the air.

Strife did not hesitate, drew his pistols, and fired several shots at Daheva in quick succession. However, the bullets merely bounced off an invisible shield. "Damnation," Strife hissed angrily. War ran up to the energy shield, raised his sword, and struck the barrier with all his might. Chaoseater was thrown back through the air, and War with it. They crashed against one of the columns, unleashing a shower of small pebbles and dust from the domed ceiling. Slightly dazed, War was just getting back on his feet when a four-legged demon jumped out from the shadows near the column and tore into the Horseman's armored glove with sharp teeth. War threw the demon against the column and impaled it with his sword.

Death was looking up at the domed roof. Those columns were bearing a very heavy load. He knew then what they had to do, and he shouted at his siblings: "The columns! Destroy the columns! We must bring the dome down, and quickly!"

You reach the grand domed hall of the Elysian Dome, where Daheva is preparing Cerubiel's awakening.

Level 1 – The Price of Power



The domed ceiling of the hall is borne by 4 massive columns. Daheva is protected from your attacks by a magic shield. You decide to bring down the dome, hoping to destroy the shield this way.

Event Cards: Zombies 3, Minions 3, Wraiths 3, Phantom Guards 3,
2x Zombie Swarm, 2x Fleshbursters, 2x Boss Fight

Creatures: Zombies, Minions, Wraiths, Phantom Guards,
2x Zombie Swarm, 2x Fleshbursters

Objective: Destroy as many columns as there are Horsemen participating in the level, then move onto the Start field with all Horsemen.

Special Rules:

- The board's margins are solid walls. They block both movement and view. The empty areas in the center of the board represent Daheva's protective energy shield and Cerubiel. They cannot be accessed, but don't block the view.
- The Graves and Portals cannot be destroyed.
- Each "X" Token represents one of the columns bearing the domed roof. Place three "3 HP" tokens on each of these tiles.
- Once you have inflicted at least 3 damage on a column, you can remove one of the "3 HP" tokens from the tile. When all the tokens have been removed, the column has been destroyed.
- Once a column has been destroyed, immediately draw an Event Card and directly execute the card's Instant Effect or Spawn.
- The tiles with the columns block movement both before and after the column has been destroyed.
- Once as many columns are destroyed as Horsemen participate in the level, all creatures become frenzied until the end of the level.



Img. „Level 1 -
The Price of Power“

OUTRO

The creatures relentlessly attacked the Horsemen from all sides, trying to stop them from bringing down the roof. All their efforts were in vain, though, and soon the first column fell. Death looked at Daheva, trying to gauge how much time they had left. The glyphs floating above the skull before the demoness now shone in a bright blue. The silhouette of a man in a grand robe and with an angel's wings had begun to take form.

One more column fell to the attacks of the Horsemen. The first cracks appeared in the dome. Then the third column fell, and finally the last one. The dome became unstable and large chunks of stone fell to the floor, immediately followed by sharp shards of glass. From the corridor, the loud cawing of a crow could be heard. "To the hallway, quickly!" Death called out to his siblings as more and more parts of the roof came crashing down.

The magic shield protecting Daheva persisted even after the centerpiece of the dome fell. The Horsemen watched as the demoness raised the scepter and was about to strike the skull when the rest of the dome collapsed, burying the hall beneath it. At this exact same moment, something exploded beneath the debris. The blast threw the Horsemen into the air and deeper into the corridor. The pressure wave hit again, once more lifting the Horsemen like rag dolls and propelling them back in the direction of the destroyed hall.

"What in the name of all that's ..." Fury coughed before she was interrupted by War and Strife, who roughly pulled her to her feet. "Run," Death screamed, "The building is about to collapse!" They passed through a room in which lay the carcass of a bat-like creature. Its body was riddled with claw marks and bloody holes. Dust cawed weakly and Death spotted the crow a moment later. His winged companion also showed signs of a battle, but unlike his opponent, Dust had survived the encounter. "It will heal," Death said, picking up the crow and hurrying on. Dust croaked. "Yes, I believe you that it hurts. But at least you won ..." Death replied.

The complex that had once been the Elysian Dome collapsed from the domed hall outward. When the four finally reached the bailey, only ruins remained of the once grand building ...

You destroy the columns and collapse the domed roof. The debris is burying Daheva and Cerubiel when something explodes. The magical blast from the explosion knocks you to the ground. Then the pressure wave returns. Now the whole building comes crashing down and you must hurry to make it out alive.

EPILOGUE

Death, Strife, Fury, and War returned to the ruins that had once been the Elysian Dome. The place in which Daheva had performed the ritual was the only one free of debris and rubble. Of Cerubiel, who had been turned to stone and crouched on the ground for eons, there was not a trace. The scepter and the Fire Ruby were also gone. Only the skull, above which the silhouette of an Angel had floated just moments before the dome had collapsed, still lay in the same place. It was split in half and the blue glow had disappeared. When Death picked it up, the skull turned to dust in his hands.

It took some searching before the Horsemen found the dead body of the demoness Daheva beneath a pile of rubble. The explosion had thrown her against one of the walls and the impact had broken every bone in her body. "We will take her mask as evidence of her demise," Death decided. Fury squatted and removed the mask from the demoness' face. Daheva's dead eyes stared out from a beautiful face, lifelessly regarding the female Horseman. Unfazed, Fury stared back.

"What have you done, you fools?!" thundered the voice of the watcher from behind the Horsemen. The furious shadow creature floated closer and stared at the place where, until recently, Cerubiel had been bound. "The barrier has been destroyed. The Great Heretic has been freed. Now the Council must see that you are not competent to keep the Balance."

War's fist shot forward; his fingers closed around the scrawny neck

of the watcher. He pulled the annoying creature closer and roared: "We did as we were told! This was the only way to stop the demons." Fury jumped to her feet and placatingly rested a hand on the arm of her brother that held the watcher. "Let him go," she said. War hesitated briefly but eventually released the shadowy fiend. Still beside itself with rage the creature hissed, "We knew that you would fail. Now the Council will take you to ta..." The shadow's tirade was cut short by a loud "Boom". Its head flew back abruptly and the creature fell to the ground. Fury looked at Strife who had already holstered his pistol again. He merely shrugged and casually said, "We don't need its key anymore."

"It called him the 'Great Heretic'," Death pondered aloud. "And he was once a servant of the Charred Council, just like we are now," War added. "If you aren't more careful, we will suffer the same fate as this Cerubiel," Fury hissed angrily at her brothers Death and War, but they all knew that her ire was equally directed at Strife as well: "We don't know if Daheva did indeed manage to free Cerubiel." "If we had been in possession of all the necessary information from the start, Daheva would never have made it to the Elysian Dome in the first place," War countered angrily. Death interrupted Fury and War before they could take the argument further. "We don't know if Daheva has been successful ..."

In silence, the Four Horsemen of the Apocalypse turned their backs on the destroyed Elysian Dome and rode off. The wasteland was now endless. The life force had been sucked from the whole land. "We should return to the Council quickly and report our version of the events," Fury said, breaking the silence that had stretched between them for a while now. "Sister, I'm afraid we may not be done here, yet," Death replied, his eyes roaming the skies ahead of them. "What are you talking about?" she asked her brother. "Look," said Strife, who was also looking up into the sky. Fury and War followed their brothers' gazes. Their breaths caught in their throats at what they beheld: On the horizon, several swarms of winged warriors from the White City were headed towards them ...

The magic blast has sucked out what little life energy the Forbidden Land had left, destroying the barrier that had closed off this world for so long. You search the ruined Elysian Dome and find Daheva's body. There is no sign of Cerubiel, though. The watcher returns to you and is furious that the bound Cerubiel is nowhere to be found. When Strife gets tired of the watcher's ranting and threats, he puts an end to the shadow creature's existence with a well-placed bullet. You set off to leave this withered world and to present Daheva's mask and your version of the events to the Council. On the way you spot several swarms of angelic warriors approaching you on the horizon ...

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