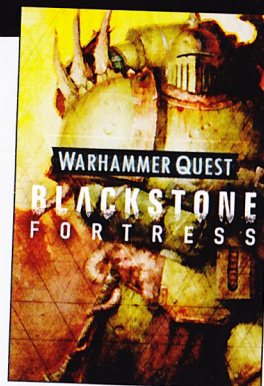


THRICE-CURSED SHRINE EVENT TABLE

ROLL	EVENT
1	Utter Despair: The leader must choose one explorer. If that explorer is inspired, they are no longer inspired – flip their card over to the secret agenda side. Then that explorer loses any inspiration points they have. That explorer cannot become inspired again (for any reason) during this combat.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: If possible, the leader must pick one hostile that has been slain during the combat encounter and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Sudden Breakthrough: Roll 1 destiny dice. On a roll of 1-2, advance the Bleeding Maw one stage (e.g. if it was at Stage 3 it would advance to Stage 4). On a roll of 3-4, advance the Mouldering one stage. On a roll of 5-6, advance the Chronopox one stage. Put a plague counter for the relevant plague in the databank. If you would advance a plague that is at Stage 6, there is no effect.
11-14	Dolorous Chant: In the next initiative phase, turn any activation dice that have a value of 6 so that they instead have a value of 1. (Do this before applying the rules from any affliction cards or the Chronopox plague.)
15-17	Inspiration: The leader can pick one explorer. That explorer receives 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible, and then make a vitality roll for them. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks one explorer. That explorer takes one discovery card.

REWARDS

If the explorers conquer the Thrice-cursed Shrine, they remove all plague counters from the databank – they have successfully ended the plagues! The plague cards no longer have any effect. They also discard all affliction cards (including any in stasis chambers). The explorer who took the Panacea (6+) action opens the Thrice-cursed Shrine envelope. In addition, roll a destiny dice for each explorer that took part in the expedition, and add the result to the number of trading points the explorer has available in the following Precipice sequence.



BLACKSTONE FORTRESS

THE THRICE-CURSED SHRINE

"We are approaching the heart of this foul corruption, and I see now the path of fate rotting before us."

- Aradia Madellan

THE THRICE-CURSED SHRINE

With the Nodes of Corruption destroyed, all that is left for you is to hunt down and destroy the final repositories with the panacea that the Jokaero have developed. Only then will the threat of the plagues be conquered once and for all. Dolorous chanting and the tolling of bells greets you as you exit the maglev transport chamber...



HOSTILE GROUPS

- | | |
|--|--|
| <p>1 6 Poxwalkers (PW)
3 Plague Marines (PM)</p> <p>2 4 Chaos Beastmen (CB)
2 Rogue Psykers (RP)</p> <p>3 1 Cultist Firebrand (CF)
7 Cultists (C)</p> | <p>4 6 Traitor Guardsmen with Pistols and Melee Weapons or Grenades (TG)
4 Traitor Guardsmen with Lasguns (TL)
2 Traitor Guardsmen Sergeants (TS)
2 Traitor Guardsmen with Flamers (TF)</p> |
|--|--|

SHRINE RULES

No Escape: The explorers may not use the Summon (4+) action whilst in the Thrice-cursed Shrine.

Tainted Vitality: Do not make reinforcement rolls for hostile group 1 unless there are hostiles from this group on the battlefield. Whenever a hostile whose hostile card contains the words 'guardsman' or 'cultist' is slain, roll the Blackstone dice. On a roll of 1-7, place a slain Poxwalker in the hex that hostile was in. Treat the Poxwalker as part of that hostile's group until it is slain.

Plague-crafters: Do not make behaviour rolls for Plague Marines unless one or more Plague Marines have suffered any wounds or grievous wounds, or there is an explorer visible to one or more Plague Marines when they are activated. From that point onwards they will act as normal.

Firing Positions: Traitor Guardsmen with lasguns will only take the Onslaught action, unless they are hidden, in which case they take the Hold action (do not make behaviour rolls for them). Traitor Guardsmen that are returned to the battlefield as reinforcements are not affected by this rule.

Cult of the End: Do not make behaviour rolls for hostiles from Group 3 unless one or more hostiles in that group have suffered any wounds or grievous wounds, or there is an explorer visible to one or more hostiles in that group when they are activated. From that point onwards they will act as normal.

Deploy the Panacea: An explorer adjacent to the plague vat in the final chamber (see map) and not adjacent to any hostiles can take the Panacea (6+) action.

CONQUERING THE THRICE-CURSED SHRINE

The Thrice-cursed Shrine is conquered if an explorer has taken the Panacea (6+) action and, at the end of the activation phase, there are no hostiles on the battlefield. If there are still hostiles on the battlefield, the Thrice-cursed Shrine is not conquered immediately – instead it is conquered at the end of the second full activation phase after that action was taken, if at least one explorer is on the battlefield. (e.g. if an explorer took the action at the start of an activation phase, you would play the remainder of that phase, then two more activation phases, at the end of which the Thrice-cursed Shrine is conquered.) If all of the explorers are out of action at the start of the event phase, this combat ends and the explorers must return to Precipice.