Choose Your Faith
(Insight: This quest will provide lasting changes to your Priest's abilities. A communion with a god is a step in the right direction.)
Place an NPC token adjacent to the altar. This is Archgoddess Ariad.

When interacting with Ariad:
"It's time." She states, solemnly. "You've had enough time to analyze how these gods interact with you, and what they stand for. Now you must commune with one. It's an enormous step towards accessing the power you'll need."

The priest stands forward. "But what of Suriel, goddess? We know so very little of her, goddess."

Ariad nods. A typical question. "She's my disciple. She feels the way I feel. She acts the way I act. She's a member of the light. That should be all you need to make your decision. Now go."

That's all she has to say. Who do you choose?
If you choose Suriel:
"Blessings, heroes. I hope I can assist you in your journey. Ariad has helped me watch over your Trial so far, and I think there's only one thing left to be done. Show me your conviction, heroes."

Archangel Suriel - Goddess of Light
100 Health. 1 Black, 2 Silver, 2 Brown die.
Rolls 1 red die, 1 blue die, 1 green die, 1 yellow die.

- All damage Suriel deals is **holy** damage.
- When Suriel attacks a **blinded** target she rolls 2 additional yellow die.
- Surge 2 (Blinding Light): The target is **blinded**.
- Surge 4 (Eternal Blessing): All further damage Suriel deals is doubled. This ability can stack.

"Wonderful, heroes. I look forward to the communion."

If you choose Virtus:
"A fair choice, mortals. But you must prove to me that you're worth my time. Ready your blades. It's time."

Virtus - Demigod of War
100 Health. 4 Black Die.
Rolls 3 Red Die, 3 Green die.

- Once Virtus hits 75, 50, and 25 health, Virtus equips the Axe of Virtus for his next attack.
- The Axe of Virtus rolls 5 red die, deals 5 damage per surge it rolls, and cannot miss. All attacks hit all targets within 5 spaces.
- When Virtus kills an enemy, he can move and attack again.

Once he is defeated:
"Impressive, mortals. And I don't hand out compliments often. You have earned the communion."
If you choose Nyx:
"You have the nerve to choose me, mortals? You're so...weak. Guess you're going to die, then."

**Nyx - Demigoddess of the Night**
100 health. 1 Black Die.
Rolls no attacking die.

- (In the shadows): When Nyx is attacked, Nyx deals all damage she took back to the attacker, multiplied by the amount of the shields rolled on her black defense die. This is shadow damage.
- (Blackout): If Nyx goes a turn without being attacked, all heroes take 50 shadow damage.

"Huh. That's new. Has anyone ever survived this before? I can't say I recall...You interest me mortals. Let's do the communion, then."

If you choose Fortuna:
"Hehehe, let's see if fate is on your side, mortals. So often, it isn't. Chaos doesn't show mercy."

**Fortuna - Goddess of Karma**
15 health. No defense die.
Rolls no attacking die.

- (Life is Chaos): Roll a **d20** after every hero's turn. Heal for the amount rolled, and deal arcane damage for the amount rolled to the hero's turn that just ended.

"How fun. Our fates have crossed paths. Let us make it formal."

Unlock the communion power of whichever deity you have chosen. Every member of your party gains 5 levels.

**Choose Your Faith - Ending:**
"You've clearly worked on your physical and spiritual prowess these past few months, heroes. But hopefully you've heeded my advice and not let your mental abilities go unpracticed. It's easy to forget how much value that will have in your encounter with some of the higher ranked beings at Diablo's command. They will tear at your mind, making you doubt yourself. Doubt reality. Doubt your friends. Doubt your enemies. You will feel feeble and helpless. You will feel tormented and beaten. All this without laying a finger on you. Let me test your ability to think deeply. Diablo's power is insurmountably massive. Your current viewpoint on it would be similar to dividing by zero. What might you say his power is, then?"

If you say Undefined:
"Very good. There lies a trick in that question, but it's important to always think carefully. To your mortal bodies, his power is truly undefinable. Incomprehensible. Next, I have a thought experiment for you. You have an empty jar and an infinite supply of sand to place in the jar. Every grain of sand is labeled with a number. For 2 minutes, you will place sand in the jar every time half the remaining time elapses. At the first half reached, or 1 minute remaining, you will place grains 1-10 in the jar, but remove grain 1. At the second half reached, or 30 seconds remaining, you will place grains 11-20 in the jar, but remove grain 2. At the third half reached, or 15 seconds remaining, you will place grains 21-30 in the jar, but remove grain 3. This pattern continues at 7.5 seconds remaining, 3.75 seconds
remaining... and so on until 2 minutes are remaining. How much sand is left in the jar?"

If you say Paradoxical:
"Wonderful. You're truly opening your mind and thinking beyond intuition. This is a pleasant surprise. Perhaps your mind won't be lost in the cosmic void of Diablo's chaotic will-breaking power. Lastly, in the vacuum of space, with no external forces, there lie a marble and a grain of sand 100 yards apart. How might they interact?

If you say Brought Together:
"Unbelievable. You mortals truly understand what it takes to stretch your mind as far as it can go. I have no final questions for you. However, your efforts here have furthered your path in earning my faith, and that is a tool of immense power."

"You may choose a blessed relic from one of my disciples centuries ago. They are imbued with eternal cosmic power. Choose wisely."

Receive either:
- Immunity Elixir
- Workman's Ring
- Gauntlets of Power

**Untapping Ascended Power**
*(Insight: This quest houses a remarkable experience reward, far beyond any other. When Ariad speaks, LISTEN. You must understand what she has to say.)*

"Blessings, Mortals." A voice rains down upon your ears, seemingly from the heavens. "A noble choice. This quest will be a raw test of strength and ability, but your progression through the trial will be heavily impacted by the results of this challenge. Do not die, mortals."

A Demonic Lieutenants of Diablo's army materializes in the dungeon. Place a boss NPC token in the center of the room with the altar.

"Now is a good time to address Diablo's army, I suppose. His ranking system is similar to that of your Kingly army. Probably to toy with you, make you feel the power is relatable. Understandable. Beatable. It isn't. But he has the following:

Minions - Which you've fought hundreds of. These are worthless to him. All the minor mindless worshipers of his vileness, he sends them at you to make you bleed. Nothing more.
Masters - These are stronger beings. A little hint of improved strength, and he will promote one of the mindless fiends to the Master rank.

Lieutenants - These are demons of higher importance. They conduct affairs across many levels of the dungeons of hell. They organize minions into evil squadrons of murderous intent. You've fought very few of these, and I'm sure they were impactful enough that you remember each one.

Captains - You've never encountered a Demonic Captain. These dark leaders of destruction command entire armies of their own, with dozens of Lieutenants under their command. These are the first ranked
demons that have communication with Diablo himself. They ooze power and have weaponry and spells forged by the dark lord himself.

Majors - This is far beyond even your scope of imagination now. These demonic beings take orders directly from Diablo himself. A battle with them would rupture the insides of the earth. In your current state, they would destroy you a thousand times over before you did a single scratch on their body. If, in the far distant future, you were able to inflict pain on one of these demonic beings, that would probably reach the ears of Diablo himself.

Generals - The true leaders of each quadrant of his hellbourne army. There are four in total. They are each as strong as the 4 Dieities. They have their own corrupted altars in the dungeons nearest to hell. Blood, toxin, flame, and disease. Dealing with you is far below their pay grade, so to speak. You are an insignificant speck on their radar.

Now go, mortals. Fight this Lieutenant that I have pulled into this dungeon. Make your mark on history, as little impact as it may have."

**The Demon Lieutenant - Kaz The Polymath**
40 Health. 2 Black die.
Rolls 1 red die, 1 blue die, 1 green die, 1 yellow die.

- Red surge (Burn!) - All heroes in the room are now **burning**. Deal 2 **elemental** damage to all heroes already **burning**.
- Blue surge (Bleed!) - All heroes in the room are now **bleeding**. Deal 2 **physical** damage to all heroes already **bleeding**.
- Green surge (Decay!) - All heroes in the room are now **diseased**. Deal 2 **shadow** damage to all heroes already **diseased**.
- Yellow surge (Torment!) - All heroes in the room are now **confused**. Deal 2 **arcane** damage to all heroes already confused.

Once Kaz is defeated, return to Archgoddess Ariad.

"Blessing Mortals. You've left another mark in the fabric of history. But power and knowledge go hand in hand. You should be well aware of that by now. So I inquire - What are the four corrupted altars?"

If you are correct: Every hero gains 5 levels.
"Blessings Mortals, we shall soon meet again."
If you are incorrect: Every hero loses 5 levels.
"The wisdom of a god is not to be ignored, mortals. Hopefully you work to improve your mind as much as your body, or you will succumb to the mental domination of the demons you will face."