The Four Deities
(Insight: A quest for understanding the Virtus, Nyx, Fortuna and Suriel. This quest line will impact your Priest.)

Place an NPC token on the map next to the altar. This is a projection of Archangel Ariad. Her body gives off 3 spaces of Light in all directions.

The Priest must be adjacent to the altar to speak with this image of Ariad.

"Blessings, Mortals." She greets, warmly. "I see you've made progress along the Trial of Ascension. I'm sure you can already notice that your human limitations were holding you back. The strength you possessed before even at your highest point was not enough to scratch the finger of the ultimate evil that you've now had the misfortune to encounter."

Your group listens solemnly. The crushing, hopeless destruction at the hands of Diablo showed you how insignificant you were, and how meaningful the wisdom of Ariad could be.

"Your priest will play a very big role in your ability to reach the next step in your Ascendance. You need to earn the respect of Dieties of power far beyond your grasp. Virtus, Suriel, Nyx and Fortuna. These beings tend to stay neutral in cosmic affairs, but perhaps something can be done."

Your Priest must pray to the altar, to attempt to communicate with the god it represents. In order to do this, you must pass a 2-action Knowledge test for 3 consecutive turns. Your priest is vulnerable until the third Knowledge test is completed.

After this task has been completed, the respective Diety has dialogue.

Virtus - "Why?"
Suriel - "Blessings, Mortals ."
Nyx - "What?"
Fortuna - *she laughs*

How do you respond?

If you respond with any proposal or question:
Virtus - "Send forth your most battle-ready warrior. Lift my axe." The Axe of Virtus materializes in front of you. It rolls 5 red die, and deals 5 physical damage per surge it rolls. It cannot miss. All attacks hit all targets within 5 spaces.

If you send the Sunderer, test Might +3.
If you send the Bulwark, test Might +4.
Otherwise fail.

If success: "Interesting. My gift is yours."
The successful warrior and the priest each gain 2 levels. Virtus' Bounty Board now grants double rewards.
If fail: "You need to grow stronger before any of your affairs concern me."

Suriel - "Show me your faith in the light."
If you send the Priest, test Knowledge +3.
Otherwise fail.

If success: "Wonderful. My gift is yours."
The priest gains 3 levels. Unlock Suriel's Gift.

If fail: "You're not ready yet. Continue your journey."

Nyx - "You think I can be burdened with the favors of mortals? Pathetic."

Fortuna - "Boring. Goodbye."

If you respond with an explanation, emphasizing the value of the god/goddess in this role,

Virtus - "I know my value to you, mortals. You must earn it. Which you may possibly never do."

Suriel - "Yes, I know the scope of the evil that threatens all worlds. You may not be the ones who can stand up to a task like that."

Nyx - "It's true, I'm very powerful. Let me demonstrate." A bolt of shadow energy pierces the Priest's chest for 20 shadow damage. This is a targeted attack and can be dealt with as such. As long as he survives: "Interesting. Not often is my will obstructed by the interference of mortals. Let my operative's analyze you further. Begone." You have unlocked Nyx's Operatives.

Fortuna - "*she laughs* I am truly phenomenal, even in the cosmic sense. This is true. I do offer a fleeting moment of my near infinite life to those who understand my greatness. Let's play a game."

Roll a d20 5 times. For each roll, roll-altering abilities apply. If any rolls are dCrit: "You did it! You tempted fate and you won. That'll happen many times over your infinitesimally small lifespans. And then one time, you'll lose, and you'll be gone. Until then, may the tides of fate be in your favor." You have unlocked the hints toward the secret room.

If you respond with any attempt at demonstrating power:

Virtus - "Your worthless attempts at impressing me are cosmically minuscule. Begone."

Suriel - "The light is not persuaded by those who can flex their muscles."

Nyx - "Heh, how fun. Let me try." The Altar sends out concentrated bolts of unbelievable amounts of shadow energy dealing 14 shadow damage to each hero one by one. This counts as an attack, so any abilities that require an attack will apply. Follow standard death and wiping mechanics if applicable. If any heroes survive, then: "Ooh. You lived. I'm actually surprised. Generally when I want people to witness my strength, they die. Now I have a witness."

Any hero that lived gains 2 levels. Unlock Nyx's gift.

Fortuna - "The cosmic chaos of the world you cannot perceive has events that would tear your reality apart. You think your little display of mortal strength means anything to me?"

Fortuna creates a dimensional rift in the center of the room. You have 1 speed and 1 action. (but the
action cannot be used for movement.) Any character still within the room is disintegrated by the rift and dealt 7,000 *arcane* damage. If any character lives:

"Now there's a twist of fate. In a reality of limitless possibilities, that one I would've thought to be low probability. You've earned a drop of my power."

Any hero that lived gains 2 levels. Unlock Fortuna's gift.

---

When the event ends, the quest is marked as complete. However, your status with the gods will follow you for the rest of your adventure, no doubt. You may interact with each god a maximum of two times to attempt to earn their gifts. If you interact with any god a third time, you will all die.

There's no trick here. You will all die.

If you interact with a god a third time:
The Diety's rage bubbles inside them as they are bothered once again by the inconsequential team of mortals. An eruption of world-destroying power is sent in all directions from the altar. All heroes take four million *divine* damage. All death and wiping mechanics apply.