Understanding Ariad

(Insight: Another step down the path of partnership towards one of the most powerful beings in the known universe. Ariad may be the only one in realm of power of the ultimate evil: Diablo. No, you're not even close. Don't kid yourself. The bosses you've struggled against would die immediately to the 10 space aura around him.)

Place an NPC token adjacent to the altar. This is Ariad herself.

When interacting with Ariad: Your team is blinded by the divine light. You take 5 holy damage. It is strange, though you could not tell the intensity from simply across the room, the concentration was so heavy that the second you were near, your eyes were overwhelmed by the divinity. Her figure is white and her eyes are golden, but you couldn't make anything else out before your eyes gave way.

"Blessings, Mortals. You have not yet seen me in my true state. I apologize for what this has done to you. Know that, most beings that interact with me are torn from the fabric of the universe by my existence. You have come a long way to suffer so relatively little from contact with me. By now I'm sure you understand, I'm no mere archangel. I am the Archgoddess of this realm. The Holiest being. Do not let this give you confidence where it shouldn't, I've conversed with thousands of beings in your position before. They've all failed. In pure likelihood, you will fail as well. Let us continue with the Trial of Ascendance." (Archangel Ariad is renamed to Archgoddess Ariad.)

"Ariad." A voice echoes across the room. It has a vile tone, the voice itself seemingly toxic.

"Zorek?" Ariad replies, concerned.

"Keeping watch on these foolish mortals, I see. We have a conflict of interest then. Because I've been ordered to kill them."

Ariad looks with confusion. "You're out of your mind. Haven't you any clue of what my light does to your power? You didn't think of hatching a plan to catch them off guard like your cowardly brother always would?"

"He planned for that." Zorek grins. A shield of dark energy is emitted from a bloody trinket with the image of a skull carved into it. "Now die."

"That trinket is crafted by Diablo himself, heroes. I've never seen him take such a personal investment in mere mortals... Looks like you're on your own for this one. This trial will take an interesting turn."

The Blood Captain - Zorek

150 Health. 0 defense die.
Rolls 1 red die.
• Whenever Zorek takes damage, regardless of how much damage is dealt at that time, add 1 red die to his dice pool. If there is a turn where he is not attacked, add 2 red die to his dice pool.
• Whenever he rolls a miss roll, the attack doesn't miss, but remove 1 die from his dice pool.
• Every surge he rolls recovers one health.
• He cannot be bled.
• He is immune to shadow and holy damage.
• His attack has a 10 space range.
As Zorek dies his body starts melting into a bloody pile. "H-how..." He gasps before his body is destroyed.

Ariad appears, her light back to its normal radiance. For a brief moment, your party can see her figure. It's an impressive moment, before your eyes are once again overwhelmed. "I'm impressed heroes. These demonic captains are no slouches. I've used too much time here today, but you may have a minuscule chance after all. Continue your journey, mortals. Stay safe."

You look down and see the relic covered in some ash. The corruption has completely vanished, leaving it safe to take.

Acquired relic: "**Living Heart**."