

Scenario Goals

The scenario is complete when all characters escape. At the end of that round, read **101.2**.

Introduction

You make your way back to the first chamber in the Unfettered complex—the narrow tunnel where you found Crain trapped in his makeshift prison—and prepare your next move. The plan is simple: reopen one of the access tunnels, and using Crain's familiarity with the place, make your way to the core of the Unfettered complex.

"You know," Crain says, standing next to you and fiddling with a bit of trussing near the tunnel entrance, "there is a certain beauty to this place, wouldn't you say?" The Quatryl takes in a full breath and exhales as if you were on top of a mountain looking down at a grand vista rather than buried some ungodly distance underground. Beauty, sure. You pry open the barricade and get moving.

The access tunnel is a bit less refined than some of the others you've seen so far. The walls are plain stone girded by metal beams, and the passage quickly takes on a more rounded, almost tubular shape. After a few minutes of walking, you learn that the Unfettered are prepared for your invasion.

Just ahead of you stands a line of automaton guards that completely block the way forward. Steel arms, dimly glowing eyes—an entire garrison waiting here in case you came this way.

"Stand fast, my friends," Crain says and moves to your side. "They cannot stand against us!"

The sentiment is touching, but you can already tell this fight will be far tougher than any you've faced yet.

Special Rules

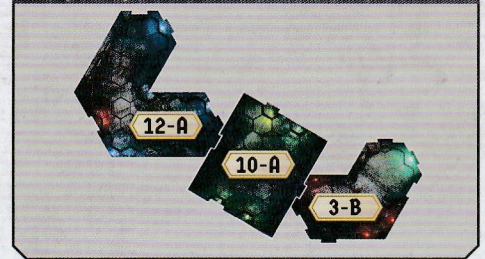
Place one numbered token face-up on each character's mat. Any character with a face-up token may forgo a top action (discarding the card instead) and flip the token face-down to perform either \star L+3, \odot all adjacent enemies, \diamond 5 or \star L+5, \oplus 5, \diamond 3, \blacklozenge 3. Whenever any character long rests, they may flip their face-down token face-up again.

If any character becomes exhausted, the scenario is lost.

Section Links

When door **1** is opened, read **117.2**.

Map Layout



Scenario Key



Loot

