



Copperneck Mountains

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Scenario Goals

The scenario is complete when all enemies in it are dead and C+2 numbered tokens have been looted. At the end of that round, read **165.1**.

Scenario Effects

Each character gains **T**.

Introduction

The key alternates between a yellow and an orange glow as you insert it into the mysterious door at the back of the cave. You turn it, and the door swings open.

Immediately, a strong gust rushes out of the doorway, almost knocking you off your feet. And dry, dead leaves—so many leaves—swirl around you. You push your way in to find a force of guardians who don't seem happy about your presence here. You have to face them and the strong winds at the same time.

Special Rules

Place the token to the left of tile 7-E so it lines up with row **a**. At the end of each round, all characters and character summons, in right-to-left order, in the row to the right of the token are forced to move one hex to the right. The token then cycles to the next indicated row: **a** to **b**, **b** to **c**, or **c** to **a**.

All figures in this room consider to always be strong.

Section Links

When door **1** is opened, read **191.3**.

Map Layout



Scenario Key

Earth Demon		Dungeon Corridor	4
Flame Demon		Large Dungeon Corridor	3
Rending Drake		Star and Trap	6
Savvas Lavaflow		Lava	6
Wind Demon		Rubble	6
Dungeon Door	1		

Loot

x10
 x3
 x3
 x2
 x1
 x1

