## Scenario Goals

The scenario is complete when the goal treasure tile is looted. At the end of that round, read 📖 **82.1**.

## Introduction

Leaving the door behind you, you arrive at a room slightly less worn down by time, but no less unsettling. The green light is far stronger here, the walls practically glowing with its strange emerald bloom. Green ooze has been slathered all over the chamber, and much of the brickwork is coated in thin streaks of dried slime. However, beyond the luminescence and the ooze, there is something else that draws your attention.

A series of heavy metal squares are set into the ground in the center of the room: pressure plates, like the sort normally employed as traps, except these have not been hidden at all. Instead, they sit out in the open, each marked with a strange rune. Along the walls you see three doors also marked with symbols: The middle plate's symbol matches the door to the right, while the runes on the two outside plates match the door on the left. The remaining door, which sits directly in front of you, is etched with a rune that doesn't match any of the plates.

## Special Rules

Doors ❶ to ❹ are locked and will unlock and open so long as any characters occupy two or more corresponding pressure plates (ⓐ opens ❶, ⓑ opens ❷, ⓒ opens ❸, ⓓ opens ❹). Whenever any open door no longer meets this criteria, it immediately closes and locks. Destroy any overlay tile or tokens on it. Any figure occupying it suffers trap damage and is placed in the closest empty hex.

The first time each door ❶ to ❹ is opened, at the start of the following round, spawn one monster adjacent to each character based on the map tile they currently occupy:

| Tile | 09-B | 02-K | 02-I | 02-A |
|---|---|---|---|---|
| Monster | Elite Living Spirit | Elite Ice Wraith | Normal Living Doom | Normal Ice Wraith |

If multiple doors are opened for the first time in the same round, multiple spawns occur. Any character occupying a hex with an open door may be treated as occupying either bordering tile for the purpose of spawning.

Place 4-C numbered tokens in any empty starting hexes. These represent spectral helpers, who are considered characters solely for the purpose of occupying pressure plates. On initiative 50 each round, they perform 🏃 4, controlled by you. They do not block enemy movement can cannot be interacted with in any way.
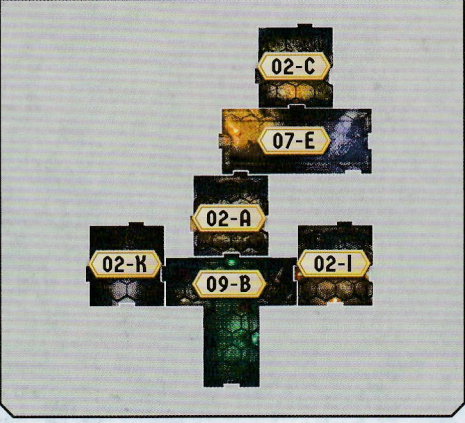
All trap tiles placed during set up throughout the scenario are considered pressure plates instead.

## Section Links

## Map Layout



## Loot

- 💰 x10
- 🍖 x5
- ⚒ x2
- 🍄 x2
- 🗝 x1

## Scenario Key



| | | |
|---|---|---|
| Ice Wraith | Dungeon Door 5 | Pressure Plate 6 |
| Living Doom | Pressure Plate 5 | Pressure Plate 3 |
| Living Spirit | Pressure Plate 6 | Treasure 1 |