

### Scenario Goals

The scenario is complete at the end of the ninth round. At the end of that round, read **196.3**.

### Scenario Effects

Each character gains **2** twice and **2**.

### Introduction

The setting sun fades as you walk down into The Crater, knocking the snow from your boots. It's not especially crowded yet, but the regulars are already settling in. A Quatryl musician fiddles with a tune in the corner, and you see Nits and Narb, the two drunkards you "saved" along the road, wave you over to their table. You hesitate, but they are already heading for you instead and look to be accompanied by an individual with fiery red hair.

The two brothers call for a round and greet you like kin. You are almost inebriated just from the smell coming off them, and they're laughing so hard, you can't tell if they're dying. They introduce you to Derrick Windmere, who doesn't particularly look like he fits in with the pair, but also looks like he's had a few himself.

The brothers begin to tell Derrick how you saved them from certain death one time, and, even if you wanted to disagree, between the two of them, you couldn't get a word in edgewise.

It starts with how you were all traveling together, back when they did a little mercenary work, of course, and you were accosted by Abaeli, Lurkers, Algox, and Unfettered. Derrick questions the assortment with a chuckle, but Narb just says, "Exactly."

Mugs of ale are brought to the table, and Narb tells how he and his brother were worn out from a previous engagement and you managed to convince them, albeit after a fair amount of effort, to hang back and allow you to prove you were worthy of accompanying them.

"And then WHAM!" Nits slams his mug against the table, splashing ale everywhere, but effectively getting people's attention. "You see the toughest looking one of the party here, right? Well, before any of

them truly had their bearings, those beasts bludgeoned that one good!"

"But don't worry," Narb assures Derrick. "That's just where things get interesting."

### Special Rules

This scenario can only be played once and cannot be lost.

The character with the highest current hit point value reduces that value to 1.

Do not set up the Steel Automaton monster ability deck. Instead, all Steel Automaton use the Imp monster ability deck.

Whenever any Lurker Wavethrower would summon a Lightning Eel, it summons one Vermling Scout with a current hit point value of 1 instead. All Abael Scouts act before Vermling Scouts.

All doors are locked.

Shuffle the twelve numbered tokens face-down next to the map. At the start of each round reveal three tokens. These represent the embellishments for that round, which you are encouraged to complete. After revealing embellishments, any character may short rest before card selection.

All characters and character summons contribute collectively toward

embellishments, and each can only be completed once per round. Place damage tokens next to the corresponding embellishment to help track any progress on it, if necessary. Whenever any embellishment is completed, place one damage token above the round track instead.

The embellishments are as follows:

- ① Loot exactly C loot tokens.
- ② Perform C or more basic actions.
- ③ Suffer damage from C or fewer attacks.
- ④ Spend Cx3 or more movement points.
- ⑤ Perform exactly Cx2 attacks.
- ⑥ Use C or more items.
- ⑦ Kill exactly C enemies.
- ⑧ Give C or more negative conditions.
- ⑨ Perform C or more heal abilities.
- ⑩ All characters short rest.
- ⑪ Perform C or more actions with lost icons.
- ⑫ Earn Cx2 or more XP.

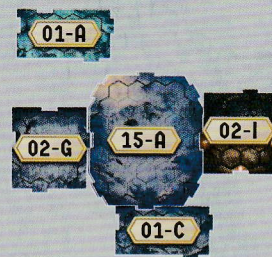
At the end of each round, place all three revealed embellishments in a separate discard pile, removing any progress made on them.

### Section Links

At the start of the second round, read **170.1**.

The first time any character becomes exhausted, bookmark your current section and read **135.3**.

### Map Layout



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