"Robots," the small Vermling cries. "They come in the night and take my family. I follow them to a big building, but there are too many. I can't rescue them by myself. Please, I need help."

You ask if perhaps there was an older human woman captured by these robots as well.

"Possible," the Vermling shrugs. "The machines, they capture everything they see. Not sure why. I can show you."

The Vermling leads you to the facility. This is your only possible lead on where Camilla could have gone. "Must be careful," the Vermling warns as you stop at the entrance. "If the spinners notice you, they cry and call many others. My last friends who said they'd help did not listen. They didn't live."

## Special Rules

Do not set up the Scout or Flaming Bladespinner monster ability decks or the Flaming Bladespinner stat card.

All obstacles ⓐ and ⓑ cannot be destroyed or moved in any way.

All Flaming Bladespinners have 🗡 and cannot be interacted with in any way. Instead of acting as normal, at the start of each round, each one moves one hex clockwise around the adjacent obstacle ⓐ. If any hex a Flaming Bladespinner enters contains another figure, place that figure in the closest empty hex. If that figure is a character or Vermling Scout (not character summon), it also suffers trap damage.

At the end of each round, for each character or Vermling Scout (not character summon) adjacent to a Flaming Bladespinner, spawn one Ruined Machine in any empty starting hex. It is normal for two or three characters or elite for four characters. In addition, at the start of each third round, spawn one Ruined Machine at any empty starting hex. It is normal for two characters, elite each second spawning (starting with the first) for three characters, or elite for four characters.

All doors ①, ②, and ③ are locked.

Any character adjacent to control console ⓑ may forgo one top or bottom action each round to discard that card instead and place damage tokens on the console equal to the left (tens) digit of the discarded card's initiative value.

All starting hexes are also escape hexes. If any character becomes exhausted or more than C Vermling Scouts die, the scenario is lost.



## Section Links

When at least 10xC damage tokens have been placed on control console ⓑ, read 📖 150.2.
When door ② is opened, read 📖 20.3.
When door ③ is opened, read 📖 87.3.

## Map Layout



## Scenario Key

| | | |
|---|---|---|
| Ancient Artillery | Vermling Scout | Debris  4 |
| Flaming Bladespinner | Metal Door  4 | Large Debris  3 |
| Ruined Machine | Trap  4 | Metal Cabinet  3 |
| Steel Automaton | Control Console  1 | Treasure  2 |

## Loot

| | |
|---|---|
| 💰 | x9 |
| 🍖 | x3 |
| ⚒ | x5 |
| 🌿 | x1 |
| 🪶 | x1 |
| 🔒 | x1 |