

Scenario Goals

The scenario is complete when all characters occupy tile 8-A, no monsters occupy tile 8-A, and door ② has been collapsed. At the end of that round, read **49.1**.

Scenario Effects

Each character adds two **-1** cards to their attack modifier deck.

Introduction

You have arrived at the center of the Unfettered complex, a cavernous temple dedicated to the proliferation of mechanical life. Everywhere huge metal pillars crisscross with iron beams and brass pipes. And high above the steel arms, pistons, pumps, and wires, you see your target standing on an overseer's platform.

It is an Unfettered machine shaped in the rough likeness of a human, two arms and two legs, but that's where the similarities end. Its body is an awkward conglomeration of parts: a rough iron chest plate, one arm made of bent angular brass and the other of cylindrical steel. Its face is little more than a curve of hammered metal with holes cut for a mouth and eyes, but even from this far away you can see a burning blue light radiating behind it.

"The Orphan," Crain says in a low whisper. "It is the leader of the Unfettered. If we can get to that automaton, we can disable the entire army."

This suggestion, however, is far more complicated than the Quatryl's tone implies. Between you and the Orphan stands a horde of enemy guards. Crain notices your skepticism and pulls you down to his level.

"There is a way," he whispers, "but you won't like it." He lifts one of his disabling devices up to the light. "If we remove the regulator, we can overload the power core to create a massive burst that will cut through a significant portion of the

Unfettered—a bomb, in other words. The problem is it will only work once."

It sounds dubious. Crain's expertise has been a boon in these tunnels, but this idea feels hasty. And yet, what other option do you have?

You give the go-ahead, and within a few moments Crain has wired the devices for single-use detonation. You'll want to trigger them when the fight gets to its absolute worst, because if you miss your chance, there is no way out.

Special Rules

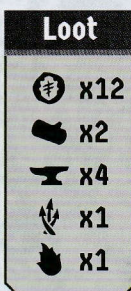
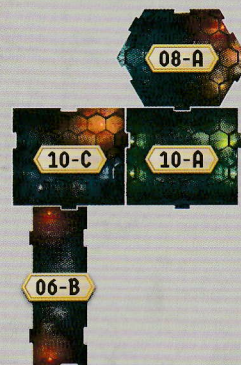
Distribute four numbered tokens as evenly as possible among the characters, placing them on their mats. These represent the jamming explosives. Any character can forgo a top action (discarding the card instead) to set off one of their explosives. If this occurs, remove the explosive from their mat, kill all enemies within **↻ 2** of them, and destroy all obstacles with at least one hex within **↻ 2** of them.

If any character becomes exhausted while not occupying tile 8-A, the scenario is lost.

Section Links

When any door ① is opened, read **32.1**.

Map Layout



Scenario Key

