

Boss Special 1

The Program Director focuses on the farthest enemy with an adjacent empty hex, then performs:

⚡ to an empty hex closest to focus
 ⚡ +0, ⚡ 2

Then all characters occupying any pressure plates suffer trap damage.

Boss Special 2

The Program Director is an ally to all monsters this round, even if a character played a monster ability card for them. It focuses on the closest enemy with an adjacent empty hex, then performs:

⚡ to any empty hex closest to focus
 ⚡ -2, ⚡ all adjacent enemies

Map Layout



98 • E12 Collapsing Vent



Copperneck Mountains

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Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 177.1.

Scenario Effects

Each character suffers ⚡ 3.

Introduction

Security alarms flash throughout the room. An iron girder topples to the ground, crushing a matched

set of Bladespinners and blocking the way you came in. Is that... Yes! The ventilation shaft is plenty large enough to climb through, and judging by the airflow, this passage leads to the surface. You waste no time fleeing the room that will soon be these Unfettered's tomb. Unfortunately, the vent comes with its own dangers.

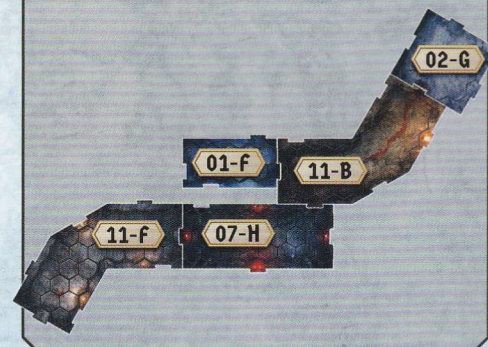
Special Rules

If any character becomes exhausted, the scenario is lost.

Section Links

When door 1 is opened, read 160.1.

Map Layout



Scenario Key

Loot

- ⚡ x10
- ⚡ x1
- ⚡ x4
- ⚡ x3
- ⚡ x2

Ancient Artillery



Black Imp



Burrowing Blade



Spitting Drake



Metal Door



Cave Corridor



Large Cave Corridor



Trap



Rubble



Large Debris



Stalagmites



Treasure

