Underground Station

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 🔖 **79.2**.

Introduction

It looks like the tip you heard about a still-functioning Unfettered facility was correct. A hexagonal hatch easily pries up and, with a light hiss, reveals a ladder down into a ruddy metallic cavern. You push deeper into the chamber and find it remarkably well preserved, despite the occasional corridor where the ceiling has collapsed.

With each step you take, the path illuminates farther ahead, lit by an unseen force. The whole system seems to be reacting to your presence. The floor trembles, and a thin blue path of light appears, extending farther into the facility. With a gentle creak, a smooth metal platform beside you begins to impossibly rise, hovering a few inches off the rail line below. It seems sturdy enough to bear a load. Without further explanation, it trundles forward on the blue path toward a doorway blocked by a cave-in ahead.

While the system has seemed welcoming so far, not every component is eager to see you—an automated turret rises out of the ground and aims right at you.

Special Rules

Each debris, regardless of size, has L+10 hit points. They are enemies to you and allies to all monsters.

At the end of each round, floating platform **ⓑ** moves one hex toward door **①**, its back hex always entering the hex its front hex exits. Tiles, tokens, or figures on the floating platform move with it. Each character occupying it may increase this movement by one hex. The floating platform destroys all traps and terrain it enters, and it can open doors.

If the front hex of the floating platform enters a hex occupied by any figure, the figure suffers ✸ L+6 and is placed in the closest empty hex. If the floating platform would enter any debris, the debris instead suffers ✸ L+6 and the platform ends its movement.

Door **①** is locked and will unlock when the floating platform moves adjacent to it.

If any character becomes exhausted, the scenario is lost.

Map Layout
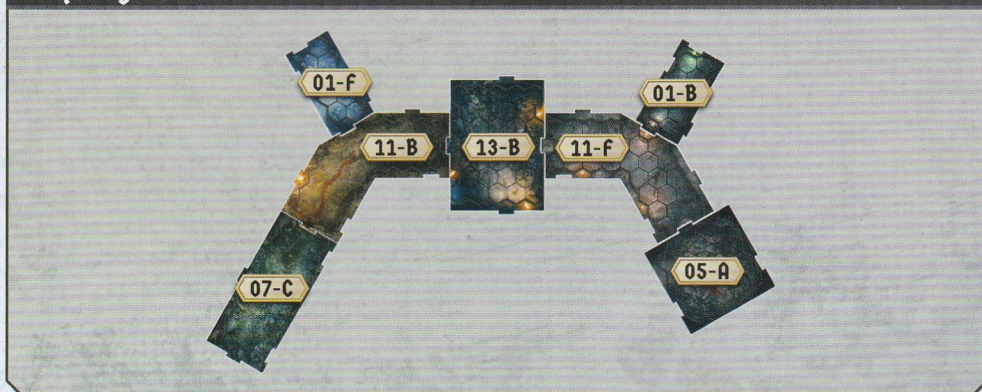
Section Links

When door **①** is opened, read 🔖 **18.1**.

Scenario Key

Ancient Artillery		Large Metal Corridor	2
Black Imp		Stairs	2
Rending Drake		Ice Pillar	6
Cave Door	1	Debris	5
Metal Door	2	Large Debris	4
Cave Corridor	1	Treasure	1
Large Cave Corridor	3		

Loot

💰	x14
🥩	x1
⚒	x3
🍄	x1
🪶	x1