

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **98.3**.

Scenario Effects

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

Introduction

Opting not to crawl around in the walls of an ancient mysterious catacomb, you decide to take the main exit from the library, and at first this appears a wise decision. But what started as a fairly wide passage has for the last twenty minutes descended into a dark and narrow alley. The walls are so close that you can barely walk two abreast without scraping the brick, and to make things worse, an overly ripe smell has begun to invade your nostrils. It's the smell of dirt, of ancient moldering things steeped in dampness and dust. It's the smell of decay.

Something moves—a shadow. You squint in the torchlight, and for a moment, you can make out rattling bones and the wispy forms of curse spirits. Only now does it become obvious why this place is called the dead mile.

Special Rules

If any character becomes exhausted, the scenario is lost.

Section Links

When door **1** is opened, read **70.1**.

Map Layout



Scenario Key



Loot

