

Scenario Goals

The scenario is complete when the Collector is dead. At the end of that round, read **T 128.3**.

Scenario Effects

Each character gains **+**.

Introduction

"You have proven yourself to be marvelous specimens." The Collector's voice echoes through the hallways as you make your way through them. "I can almost taste your life force. I'm confident it will be exquisite."

You get to the end of the hallway and find elite Savvas guards blocking your advance. "All we need to do is subdue you..."






Section Links

When door **1** is opened, read **T 79.3**.








Map Layout



Scenario Key

The Collector 	Lurker Clawcrusher 	Metal Door  2
Earth Demon 	Savvas Icestorm 	Trap  2
Flame Demon 	Savvas Lavaflow 	Metal Cabinet  1
Frost Demon 	Wind Demon 	Treasure  1

Loot

-  x8
-  x3
-  x4
-  x2
-  x1
-  x1
-  x1

