

Scenario Goals

The scenario is complete when all four goal treasure tiles have been looted and all characters have escaped. At the end of that round, read **156.3**.

Scenario Effects

Each character gains **1**.

Introduction

Spelunking. The woman's husband really likes spelunking. In monster-infested mountains no less. You wanted to refuse with incredulity, but also she was crying, so you agreed instead.

And now here you are, deep in the Imperial Mountains, following a map the husband left her, directing you to his latest conquest. You find the entrance to the cave system, and it's nothing more than a

hole in the rock. You stare into it and see nothing but black. You call down and get nothing back but an echo. Finally, you sigh and set up the climbing gear.

You're halfway down the rope when it suddenly shifts, then gives out entirely. You fall for a bit, landing with a thump on the cold, stone floor. Then the rope falls on top of you, followed by chunks of the rock you tied it to. That probably could have gone more gracefully.

You groan and roll onto your back, but the sound that comes back to you isn't an echo. It's the shifting and scratching of some creature—some very large creature. You stand and ready your weapon, formulating a flimsy scheme on how to get out of this mess. Plus, you'll still need to find the husband, or this whole nightmare will be for naught.

Scenario Key



Loot

- x7
- x2
- x3
- x4
- x2
- x1
- x1



Special Rules

Whenever any character loots a goal treasure tile, each character immediately recovers one of their lost ability cards.

No figure can teleport between unconnected map tiles. Only set up the monsters in each room once, even if shown the setup multiple times.

Section Links

For ease of bookkeeping, most section links for the scenario are provided below.

When any character opens door:

- 1**, read **130.1**. **2**, read **110.4**.
- 3**, read **4.2**. **4**, read **22.4**.

The first time any character enters hex:

- 5**, read **93.1**. **6**, read **15.1**.
- 7**, read **159.3**. **8**, read **134.2**.

The first time any character ends their movement adjacent to hex:

- 9**, read **82.3**. **10**, read **181.3**.
- 11**, read **64.2**. **12**, read **141.4**.
- a**, read **126.4**. **b**, read **175.3**.
- c**, read **24.2**.

The first time any character ends their movement occupying or adjacent to hex:

- d**, read **136.4**. **e**, read **177.6**.
- f**, read **71.1**. **g**, read **40.3**.

When any character loots treasure tile:

- Goal 1, read **94.3**.
- Goal 2, read **72.2**.
- Goal 3, read **11.4**.
- Goal 4, read **36.6**.

Map Layout

