**Introduction:**

It takes some effort to navigate safely through the crags surrounding the cliff face and find a place to moor your own boat, but once it is done, you eagerly make your way into the cave, looking for one last adventure. And in this regard, the cave does not disappoint.

After navigating through a series of narrow spaces and sharp descents, you come to a large open cavern whose walls flicker at the edge of your torchlight. And at the far end of the space, you see a figure you’d recognize anywhere as he fiddles with a number of large sacks of gold. Your arrival catches his attention, and he looks up with a face of pure shock and bafflement.

“It can’t be...” Barty mutters, trying to get his bearings. “Like a bad penny you lot are. I would think this was the work of the dark spirits that linger here, trying to play a trick on me, but even they could not be so cruel.”

Barty hefts his bags of treasure in one hand while his other reaches for a switch on the wall. “It’s a shame. I liked this hideout, but I guess I’ll have to find some place else to store all the money I got for selling you to the Orchids.”

He presses the switch and sprints away from you down a corridor. You move to give chase, but are suddenly thrown to the ground as the entire cave begins to vibrate wildly. The passageway behind you collapses completely, and in front of you, a large boulder falls from the ceiling, blocking off Barty’s escape route as well.

And if that wasn’t enough, you feel the presence of an evil energy. Dark shapes begin to rise up out of the shaking earth in anger. You need to get out of this room before you are buried in rubble.

**Special Rules:**

The crystal is considered a locked door that is opened when destroyed. It has $C_x(4+2xL)$ hit points. When destroyed, replace it with a corridor tile and read 1.

Escape occurs when all characters are either standing on an exit or have become exhausted while standing on an exit. If any character becomes exhausted while not occupying an exit, the scenario is lost.

Shuffle numbered tokens 2-10 and place them face down next to the map tiles. At the end of the first nine rounds, flip over one numbered token at random and place obstacles in all of the hexes on tile N that correspond to the number of the token. If the number covers one hex, place a single-hex obstacle of any kind on that hex. If a number covers two hexes, place a two-hex obstacle, and if a number covers three hexes, place a three-hex obstacle.

Any figure that is in a hex where an obstacle is placed suffers double trap damage and is forced to move into an adjacent hex. If there are no viable adjacent hexes to move into, that figure dies (if a monster or character summon) or is exhausted (if a character).

At the end of the tenth round, the N tile is removed from the board and any figure still on it dies or is exhausted.

You break through the boulder as the cavern collapses around you. You are able to move on, but you are not yet out of danger, and Barty is nowhere to be found.

**Special Rules:**

At the end of the eleventh round, hexes and have obstacles placed in them, with the same consequences as in the previous room. At the end of each subsequent round,
three more obstacles are placed in the three hexes directly to the right of where they were placed in the previous round.

**Conclusion:**
You continue to limp through the tunnel as it descends into the darkness, the rumbling and crashing of the collapsing passage still close behind you.

Visions flash through your mind of the comfort and niceties that awaited you, had you returned to Gloomhaven or visited the eastern continent. But instead, your curiosity got the better of you. Barty, completely surprised, still managed to get the better of you, too.

In fact, you are wondering where Barty could have gotten to when the path in front of you suddenly turns downward into a sheer drop off.

You stand on the edge of an abyss. You glance back to see that the vengeful collapsing cave is still rumbling toward you. You look back down at the empty darkness below, hesitate, and then leap into the unknown.

**Treasure Tile 2:**