

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **24.1**.

Introduction

Turning away from the flickering red right, you opt to move in a direction slightly less ominous, though only slightly. You take the steel walkway through the open cavern. The ceiling is too high for you to see in the darkness and no creatures stir around you, but still the vastness of this place is a marvel in itself.

After a few minutes, you come to the entrance of a well-constructed tunnel. Its walls and ceiling are held back with thick metal trellises, hundreds of hexagonal beams coming together to form a heavy metal skeleton that, though well-forged, has succumbed to decades of rust. Wide

leaves of corroded iron have begun to flake off in several places. You listen for any signs of activity, but there are none.

You continue moving and, after a long stretch of time, you spot a trace of light escaping from a nearby passage. Following it, you come to a library. It is a large rectangular room bordered on all sides with bookshelves sagging under the weight of their contents, and in the center of the room are several tables and chairs, all of them thick with dust and cobwebs.

But you are not alone. Shortly after you enter, you hear the hurried shuffling of metal feet. A line of security machines emerge from the far entry, weapons at the ready. They move with rigid certainty, their limbs exact and swift, specialized in seeking and destroying intruders like yourselves. Their focus, however, is only partly aimed at you. The majority of them are instead moving toward a pedestal in the center of the room. The pedestal is little more than a simple stone pillar, but atop it you can see a large steel pressure plate. You're not sure what the plate does, but judging by how much attention the machines are paying it, you know it isn't good.

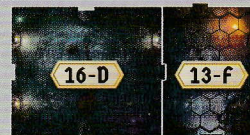
Special Rules

All Ruined Machines focus on moving toward and occupying the pressure plate, then find a focus as normal and perform any other abilities as if they had no movement. If they cannot find a path to the pressure plate, they will move to get as close as possible to it (as measured by range).

If any figure occupies the pressure plate, the scenario is lost. All characters and character summons cannot enter the hex with the pressure plate in any way.

Section Links

At the start of the seventh round, read **131.4**.

Map Layout**Scenario Key**

Ancient Artillery



Ruined Machine



Steel Automaton



Large Metal Corridor



Metal Corridor



Pressure Plate



Bookshelf



Supply Shelf



Treasure

**Loot**

☙ x10

☙ x2

☙ x4

☙ x1

☙ x1

