

Scenario Goals

The scenario is complete when the Orphan is dead. At the end of that round, read **88.1**.

Introduction

You stand on the overseer's platform above the core of the Unfettered complex, face to face with the automaton leader. The Orphan does not speak. It only stares. You wouldn't think that a being made of metal could hate, and yet, this machine radiates malevolence. This bloodless thing, this conglomeration of scrap; it scowls at you with rich menace, and then turns to a small metal dais at the rear of the platform.

"We will not be cast aside again so easily," the Orphan says. A blast of searing blue light erupts and reaches out to envelope the Orphan in a protective blue shell, enclosing the furious automaton in a pulsing shield of energy.

The source of this energy is clear: a hulking pillar, so large that you had at first taken it for a wall, stands nearby, powering the Orphan's shield with a thrashing, unstable beam of light. It pulses and hums

in erratic waves, pulling chips of metal from other machines and consuming them like moths in a flame. Still, the Orphan draws on it greedily, unconcerned with damage to nearby equipment.

"We will not be put down, slaver. Not by you. Not by anyone."

Two large doors slam open on either side of the platform, and several thick-plated steel automatons emerge—more soulless things come to defend their leader.

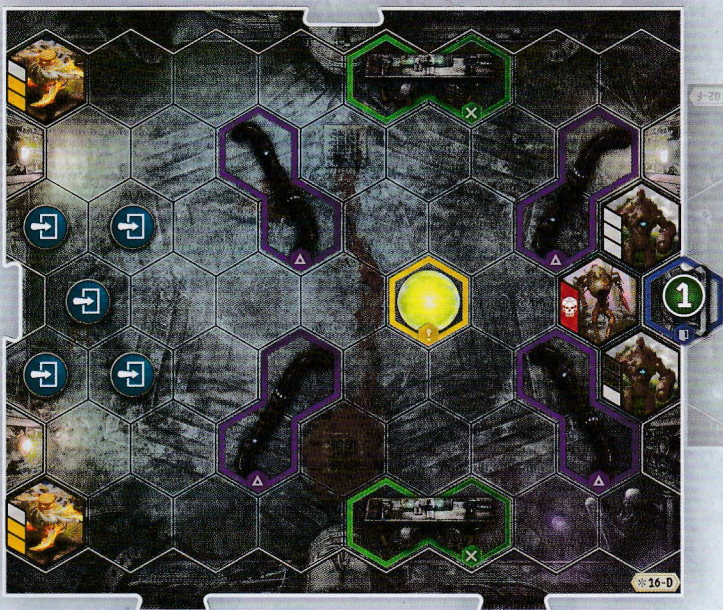
This is their final stand, and they will hold nothing back. It is down to this. You must destroy the Orphan.

Special Rules

Door ① is locked.

The glowing orb has (L+3)x2xC hit points. It is an enemy to you and an ally to all monsters.

The Orphan is immune to all damage and forced movement and cannot move in any way at this time.



Boss Special 1

The Orphan performs:
 ♦ (L+3)xC/2 (rounded up), ☉ the glowing orb

Boss Special 2

The Orphan performs
 ☙ +0
 ✦ +0, ⚙ 6, ❄

Section Links

When the glowing orb is destroyed, read **61.1**.

Map Layout



Scenario Key

- The Orphan 
- Flaming Bladespinner 
- Ruined Machine 
- Steel Automaton 
- Metal Door  ①
- Large Metal Corridor  ②
- Metal Corridor  ②
- Power Conduit  ④
- Control Console  ③
- Glowing Orb  ①
- Treasure  ①

Loot

- ☙ x6
- ☙ x2
- ☙ x4
- ☙ x1
- ☙ x1
- ☙ x1