

## Copperneck Mountains

## Scenario Goals

The scenario is complete when three pieces have been returned to the altar. At the end of that round, read **74.3**.

## Introduction

You move deeper into the mechanical catacombs. The air is murkier here and questions run through your minds about why this place was built... and for what reason these elaborate tunnels were then sealed up.

Your thoughts, however, are forced to more pressing matters, because the passage you've been following has finally come to an end. Before you now stands a locked iron door, though calling it a door feels inadequate; this is the armored entry to a vault. It's a thick slab of metal covered in gears and dials—a mechanism that you are quite certain is beyond your skill to pick. Still, you move closer, hoping it is similar to the previous lock. You raise a hand to feel its roughness, but a familiar sensation suddenly comes over you—the shard. It thrums once, twice. Then, as if moved by an invisible hand, the vault's lock begins to open. The heavy metal gears grind through the rust as the door slides slowly, grudgingly into the wall.

Stepping inside, you indeed find a vault: walls inset with shelving for gems or gold or items in need of protection, all of which now sit empty. What remains is a single, narrow pedestal standing in the center of the room, a meager stone box sitting atop it. Whoever left it did not bother to secure the lock, so you open it.

Inside you find a piece of coral—another shard. It's much like the first one you discovered, but its pull is twice as strong. The sensation

is all-consuming, and, in fact, you are so enthralled by it that you hardly notice when the pedestal begins to tremble. A maze of jet black lines suddenly appears on its surface, drawing over it like some infernal paint, and then, like a sprung cage, the pillar erupts, releasing several screaming black shapes.

A number of beings take shape from the shadow about the room. You notice that one of them carries a chunk of stone broken from the pillar. Perhaps if you return those stones to the pedestal, then the demons will return as well.

## Special Rules

All three dark fogs form the shadow wall.

At the start of each even round, spawn one Living Spirit at **a**. It is normal for two or three characters, or elite for four characters.

When the Deep Terror at **a** dies, instead of a loot token, it drops one numbered token. Throughout the scenario, these represent pieces of the altar, which can be looted as normal and placed on the looting character's mat. When all characters are adjacent to the altar and one character has a piece, it is returned to the altar.

If any character becomes exhausted, the scenario is lost.

## Section Links

When the first piece is returned to the altar, read **65.2**.

## Map Layout



## Scenario Key



## Loot

- x9
- x2
- x2
- x2
- x2
- x2
- x1

