



Crystal Fields

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **105.2**.

Scenario Effects

Each character gains .

Introduction

Down the rear stairwell—a corkscrew of stone and iron—you go to see what lies beneath the spire. Tunnels are what you find: black, sooty tunnels. From what you can tell, they are purely functional, the stone passages scraped and marred by years of clumsy automatons passing through, but there is a smell on the air that stands out. It's a mix between funeral pyre and an alchemist's shop: burnt fat, charred metal, and smoke. You can't see the beam's light from here, but you can hear its telltale hum.

You wind through the tunnels, keeping alert for any sign of movement, but you soon discover that the workers down here have been disabled and now lie lifeless on the ground. It appears that they fell in the middle of their work, dropping where they stood and spilling whatever they'd been carrying. Their grisly cargo is strewn over the floor: legs with feet still attached, Algox paws, vulpine torsos, all of it splayed out like a macabre trail of breadcrumbs.

It isn't until you turn the final corner that you see where all this butchery was headed—a hallway, heaped on both sides with discarded bodies and limbs. The humming noise is louder here, and the red glow reflects off the tunnel walls—the beam of energy is close. You move forward but only manage a few steps before the ground stirs around you.

Deathless bodies, ruined and hacked, rise up from the piles. Maimed and half-charred Algox and humans, many of them lacking limbs and other essential parts, climb to their feet nonetheless and release weak, throaty groans.

Section Links

When door **1** is opened, read **38.4**.

Map Layout



Scenario Key

Living Bones	
Living Doom	
Living Spirit	
Metal Door	2
Trap	4
Rubble	4
Large Debris	3

Loot

	x8
	x4
	x4
	x2
	x1
	x1

