



Crystal Fields

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Scenario Goals

The scenario is complete when the goal treasure tile is looted. At the end of that round, read **114.1**.

Introduction

While resting at your campfire, you take out the ancient tome that led you here. The book is bound in a stiff fabric that gives off a soft glow, shifting in color. You deciphered its contents well enough to deduce its place of origin, and, from what you have gathered, the book was written by a Quatryl researcher—a log of their work and life. It ends abruptly, but hints at several devices and techniques to better protect against the unnatural weather conditions that occurred at the time. With the prospect of uncovering ancient technology on your mind, you break camp.

As you arrive at the location within the crystal field, where the research laboratory once must have stood, you see only broken, snow-covered walls. Exploring the ruins, it seems as if there is nothing left to be found here. That is, until one of your steps produces a hollow sound. You brush away the snow to discover a hatch into an underground structure. You open it and descend, valves and gears litter the walls.

By the time your feet find solid ground, your eyes have adjusted to the dim light of the ancient Quatryl lamps. But you don't need your eyes to detect something else down here. Something almost imperceptible until you realize what it is: Aesther telepathic communication. Maybe it is due to your experience communicating with Aesthers, or maybe it is due to those communicating not taking precautions, but when you concentrate, you're able to pick up snippets of the conversation. Things like, "Hurry", "Others may know of this place", and "Will meet death." You surmise that they are a group still under the influence of the Corruption, and whatever they are looking for, you need to find it first.

Unfortunately, they are not the only threats down here. Ancient machines, awoken in the tumult, now stir and advance toward you.

Special Rules

All Aesther Ashblades and Aesther Scouts are allies to each other and enemies to all other figures. However, they cannot be focused on or targeted in any way by other monster types. Use the **10** attack modifier deck for the Aesther Ashblades and Aesther Scouts, though they are still considered enemies to you. If any Aesther Ashblade or Aesther Scout ever enters the hex with the goal treasure tile, the scenario is lost.

At the start of the sixth, ninth, and twelfth rounds, spawn one Aesther Scout at any empty starting hex. It is normal for two characters, elite in the ninth round for three characters, or elite for four characters.

All doors **1** and **2** are locked and are treated as objectives with (L+1)x2 hit points. They are enemies to you and all Aesther Ashblades and Aesther Scouts and allies to all other monster types, with an initiative of 20 for the purpose of focusing. When a door would be destroyed, it opens instead.

Section Links

When door **1** is opened, read **174.3**. The first time either door **2** is opened, read **133.2**.

— Continued on next page.

Scenario Key

| | |
|----------------------|---|
| Aesther Ashblade | |
| Aesther Scout | |
| Ancient Artillery | |
| Flaming Bladespinner | |
| Ruined Machine | |
| Steel Automaton | |
| Metal Door | 3 |
| Large Metal Corridor | 2 |
| Pressure Plate | 2 |
| Trap | 6 |
| Rubble | 6 |
| Debris | 4 |
| Large Debris | 4 |
| Barricade | 1 |
| Barricade | 5 |
| Treasure | 2 |

Loot

| | |
|--|----|
| | x9 |
| | x2 |
| | x5 |
| | x2 |
| | x1 |
| | x1 |

Map Layout

