

Special Rules

At the start of each even round, spawn one Ruined Machine at each **a** and **b**. These spawns are normal for two characters, elite at **b** for three characters, or all elite for four characters.

At the start of each odd round after the first, all characters, character summons, and Ruined Machines occupying or adjacent to any hex with a power conduit or metal cabinet suffer trap damage.

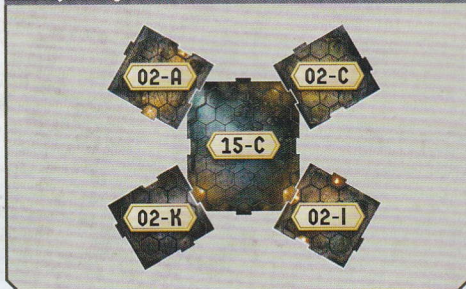
The glowing orb is immune to damage at this time.

Each metal cabinet has Cx(L+2) hit points. They are enemies to you and allies to all monsters. They have an initiative of 01 for the purpose of focusing. Whenever any metal cabinet is destroyed, spawn one Flaming Bladespinner at to the glowing orb. It is normal for two or three characters, or elite for four characters. In addition, the closest **a** or **b** no longer spawns anything, and the closest power conduit no longer causes trap damage.

Section Links

When all metal cabinets are destroyed, read **14.3**.

Map Layout



Scenario Key



Loot

- x10
- x2
- x5
- x2
- x1

