



Crystal Fields

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Scenario Goals

The scenario is complete when the Central Processor is dead. At the end of that round, read **67.2**.

Introduction

You follow the blinking red dot to the location of the factory and enter through some sort of access tunnel leading into a mountain. At first, you determine it is abandoned, but then, you listen closer and realize there is a faint whirring coming from the walls. You explore further into the facility, and come across a large room with a giant crystal in the center.

In front of the crystal is a control panel, which you approach to inspect, but as you do so, the crystal suddenly glows red and turns toward you. A mechanical voice booms throughout the room: "INTRUDERS DETECTED. ACTIVATING DEFENSE MECHANISMS."

Great, another ancient machine center angry at you. You draw your weapons, but an energy field projects over the crystal, and alarms start to blare. You look down and see power cables snaking from the central console to four separate antechambers. Perhaps if you follow these and stop the sources of power, you'll be able to get out of here in one piece.

Special Rules

The glowing orb cannot be moved or destroyed.

Each metal cabinet **b** in the scenario has $(2+L) \times C/2$ hit points. They are enemies to you and allies to all monsters.

Set up the Boss monster deck and initiative token.

Section Links

The first time any door is opened, read **195.2**.

When tile 12-D is revealed, read **166.3**.

When tile 12-A is revealed, read **186.2**.

When tile 4-B is revealed, read **162.1**.

When tile 4-D is revealed, read **172.5**.

When all four metal cabinets have been destroyed, read **72.3**.

Map Layout**Loot**

- x11
- x2
- x4
- x1
- x2

Scenario Key

Ancient Artillery



Flaming Bladespinner



Ruined Machine



Steel Automaton



Dungeon Door



Metal Door



Debris



Glowing Orb



Power Conduit



Metal Cabinet



Treasure

