●●○ | Copperneck Mountains

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 🔲 **81.3**.

Introduction

The door in the mountain temple groans as dozens of gears and iron rods, knotted together like some infernal puzzle, finally move aside, and the rear passage slides open to reveal the path forward. A hallway stretches out. It is tall and narrow, built from immense white stones that have been cut and arranged in an alternating pattern of squares. The floor is similarly built, and it has been well maintained, much of it clear of dust or dirt. Overall, the passage is much better preserved than any other you've seen so far in the mountain temple complex, but there is something else about it that draws your attention. Every surface in the hallway—wall, ceiling, floor—is interwoven with the small silver tubes that you found in the previous chambers. There are ten or twenty of them in all and they stretch down toward some unseen destination. It isn't the most reassuring sight, since the tubes seem to indicate more machines, but this is the path you've chosen. You gather your gear and continue your long walk. The farther you travel, the more metal pipes emerge, and it begins to feel like you're walking down some garden path that's been abandoned and overtaken by vines.

But then you catch a glimpse of something glowing up ahead. You proceed carefully, watching as the glow begins to pulse— slowly at first, but the undulation accelerates. It appears to be a series of flames that are... spinning? Oh, right. Great. More of those.

Special Rules

Throughout the scenario, after all revealed enemies are dead, whenever a character ends their turn occupying any ⓐ, they may remove their figure and all their summons and tokens from the map and discard all active round bonuses. Do not alter anything in their play area. They no longer participate in the scenario in any way until the next room is revealed.
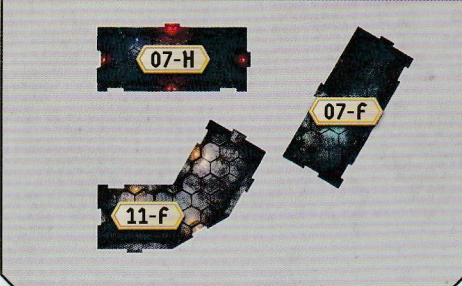
Whenever revealing a new room, place all characters in starting hexes and then any active character summons or tokens in viable hexes closest to their character.

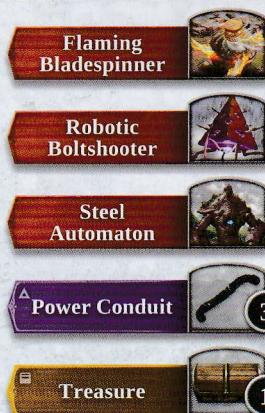If any character becomes exhausted, the scenario is lost.

Section Links

At the start of the next round after all characters have been removed from the map, read 🔲 **37.2**.

Map Layout

Scenario Key

Flaming Bladespinner	
Robotic Boltshooter	
Steel Automaton	
△ **Power Conduit**	3
📖 **Treasure**	1

Loot

⚡	x11
🥾	x2
⚒	x3
🌿	x1
🔥	x1
🍃	x2