

Scenario Key

Earth Demon



Flame Demon



Ice Wraith



Cave Corridor



Large Cave Corridor



Altar



Dark Fog



Loot

☙ x11

☙ x2

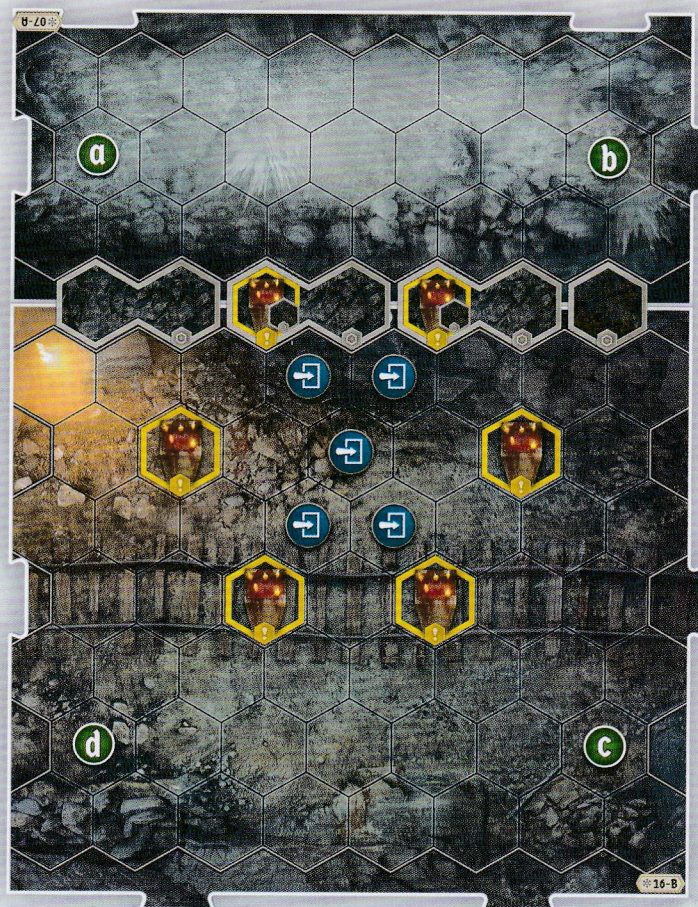
☙ x2

☙ x2

☙ x1

☙ x1

☐ x1



Temple of Liberation

Copperneck Mountains

Scenario Goals

The scenario is complete when the glowing orb is destroyed. At the end of that round, read **57.2**.

Introduction

The light here is sparse. You tread carefully with torches held high, the long stone hallways bending in the darkness. You march with your eyes straining forward, and only after a long stretch of time do you find anything new. A hallway appears, bathed in a faint yellow glow. The light is dim at first but intensifies as you continue on, and a few moments later you arrive at the source: an immense chamber dominated by a huge, humming yellow orb.

The room is truly massive. The soaring domed ceiling is carved with intricate rectangular designs. The walls too share this motif, and four large pillars stand in four quadrants of the room, each topped with a small, glowing yellow node.

The orb, which is the primary source of the light, is positioned in the center like a sun, humming in key with the four pillars around it.

A small crowd of mechanical creatures have gathered here. Some look like the machines you've faced already, bipedal beings made of metal and cord, but others are new and strange. All of them are turned toward the orb, heads bowed as if in prayer.

There is little time to wonder at the sight. Shortly after you enter, one of the machines turns and sees you. It rises at once and the other mechanical parishioners follow like a silent wave. As they do, the four pillars deploy a protective shroud that encases the main orb in a hazy barrier of light. That orb must be driving them, you think, but as soon as the thought crosses your mind, the machines charge. Their metal feet click against the stone floor, and through a passage at the far end of the room, you can see shadows flickering—reinforcements on their way. You need to shut down the barrier and disable the orb, and you need to do it fast.

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