



### Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **168.5**.

### Introduction

"I do apologize for the deception, friends", Mulbrynn intones, eyes fixed on the golden idol you are offering to him. "All the fools I managed to force up here before turned tail as soon as they were near the temple. The idol knew I was coming for it and countered my glamours. I realized I would have to come up here myself. If you want something done right and all that."

His gnarled hands reach out to the statue, and instantly grow younger as they approach its glow. As soon as he is about to touch it, however, there is a flash and what can only be described as an explosive purr from the idol. The old traitor is knocked away against the cavern wall.

"You use these fools to protect yourself?" He shouts to the idol. "We'll see how far you can get without them!"

As you think about the possibility that this man could well be shouting at a cat-shaped lump of gold, Mulbrynn mutters to himself and fires a bolt of dark energy at it. The idol glows and resists it at first, but he focuses his power, and there is a booming whipcrack. The bolt is reflected back at Mulbrynn, sending his broken body through the cavern wall, collapsing it on top of him.

In the wall's place, there is now an enormous steel door surrounded by cogs of assorted sizes. And in your hand, you see the idol is now cracked, oozing light and strength. Another rumble reminds you that this place won't be standing for long. You need to find a way through the door, and the commotion has drawn enemies out of the darkness.

### Special Rules

Doors **3** are locked. If any character becomes exhausted, the scenario is lost.

Place one numbered token on any character's mat. This represents the feline idol. Any character with the idol may freely pass it to an adjacent character before or after performing any ability. The character with the idol adds +1 to all their move abilities and gains advantage on all their attacks.

### Section Links

When door **1** is opened, read **173.3**.  
When door **2** is opened, read **186.1**.  
When all characters are occupying pressure plates, read **124.2**.

### Map Layout



### Scenario Key



### Loot

