



Scenario Goals

The scenario is complete when all six ice pillars have been destroyed. At the end of that round, read **80.3**.

Scenario Effects

Each character gains **1** twice.

Introduction

Meditating on the directions in your head, you venture far into the Imperial Mountains and arrive at the stone face of a cliff. At first, you think this was all a fool's errand, but then you see it: a wedge-shaped hole in the rock directly in front of you. You insert the keystone, and the rock beneath it fades away, revealing an archway into the mountain with the keystone at the top.

You proceed down the tunnel, and the cave eventually opens up into a much bigger room than you expected. Giant rock columns surround a weathered altar holding a scroll. You see a few enemies, but it shouldn't be too difficult to retrieve the scroll and make an escape.

You are about to jump over a pool of water between you and the altar when the entire room suddenly sparks to life. Giant bolts of electricity begin flying out of the center of the columns, surrounding the altar in an electric force field. Your weapons don't

seem like much of a match for this new barrier or the columns, but maybe you can find another way to destroy them.

Looking around the room, you see a few old malfunctioning machines have started

to emerge from a hatch behind the altar. Those little things certainly can make quite a blast when they are destroyed, so a plan begins to take shape in your mind. Perhaps you can make this work.

Special Rules

At the start of each round, two ice pillars become active in the following order: both **a**, both **b**, both **c**, repeat. All active ice pillars electrify the four water hexes and two corridor hexes closest to them.

Whenever any character or character summon starts their turn occupying an electrified hex or enters one with a non-Jump, non-flying movement, they suffer hazardous terrain damage. Whenever any Ruined Machine starts their turn occupying an electrified hex or enters one, it performs **1**, self. All character

summons treat electrified hexes as negative hexes.

Whenever any Ruined Machine dies while adjacent to an ice pillar, the pillar is destroyed. All ice pillars cannot be destroyed any other way or moved. Whenever any destroyed ice pillar were to become active, nothing happens.

At the start of each round after the first, spawn one Ruined Machine at **d**. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Map Layout



Section Links

When four ice pillars are destroyed, read **186.3**.

Scenario Key

Living Doom		Large Snow Corridor	6
Living Spirit		Large Water	4
Ruined Machine		Water	4
Shrike Fiend		Glowing Orb	1
Cave Corridor	1	Ice Pillar	6
		Treasure	1

Loot

	x6
	x2
	x3
	x2
	x1
	x1

