

Scenario Goals

The scenario is complete when the Relic is dead. At the end of that round, read **86.3**.

Introduction

You agree to tracking down the cube, a task that appears to be rather simple, given the unique tracks it left in the snow as it crashed through the wall of the town. “The Relic! Retrieve the Relic!” The townspeople are now frantic, crying and wailing in horrific unison.



You head out of town and follow the trail, fully convinced this isn’t normal. The Relic made no effort to hide its movement, and you track it to another cave. While scouting, you quickly realize it has summoned other robot helpers, who are poking and turning the cogs

and gears on the outside of the Relic, a soft glow starting to emanate from within it.



The helper robots crawl over the cube, running tubes to recharging stations placed in the corner of the cave. The small robots now take notice of you and emit a high-pitched whine. In turn, the hum from the cube grows louder, and the movement of its gears accelerates. It is growing in power, and its helpers have clearly grown hostile. Given that, and its eerie effect on the townsfolk, you decide to put an end to this Relic once and for all.



Special Rules

Each metal cabinet **a** to **d** has $(2+L) \times C/2$ hit points (rounded up). They are enemies to you and allies to all monsters. The Relic receives the following bonuses until the corresponding metal cabinets are destroyed:

- a**: Add  to all attacks targeting the primary focus.
- b**: Gain  $1+(L/2)$ (rounded up).
- c**: Change Special 1 to the following: The Relic focuses on the farthest

attackable enemy and performs:

 +2, 

 +0,  focus (if adjacent) and all enemies in or adjacent to hexes entered during the movement.

d: Change Special 2 to the following: The Relic summons two Ruined Machines. These are normal for two characters, one is elite for three characters, or both are elite for four characters.



Map Layout



Scenario Key



Loot

