



## Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **88.3**.

## Scenario Effects

Each character gains twice.

## Introduction

This dark metal tower was built for some purpose, and you're certain the truth will be at the top. You need to see where this beam of red light leads. When you step into the beam of light, you feel nothing at first. The world around you becomes a crimson stained version of itself. You feel silly, realizing that maybe this beam was meant only for the transportation of machines. But then you take a breath, and everything wobbles. Your vision bends, and the world snaps with sudden violence into an entirely new shape. You have no time to react—if you did, you would almost certainly scream—but in a blink it's over and you are somewhere else, standing in an entirely new room. The redness is gone, but you feel terribly off-balance. It's as if you've been at sea for months and have just run aground. For whatever reason, there is a dry, smoky taste on your tongue.

You're in a smaller room now—an upper level of the spire, you think. The red beam is still coursing through the center of the floor, and all around it are a number of automatons, just like the workers downstairs, except these are still active. The reason for this is quite clear: just past the beam hovers another demon, thrashing its long, leathery tendrils in rage.

## Special Rules

Shuffle the twelve numbered tokens face-down next to the map.

All corridor hexes in the scenario represent the beam of chaotic energy. All monsters treat all corridors as negative hexes. Whenever any figure enters a corridor hex, immediately reveal one numbered token and apply the corresponding effect to that figure:

- 1: Gain
- 2: Gain
- 3: Gain
- 4: Gain twice
- 5: Perform 2+L, self
- 6: The closest monster suffers trap damage
- 7: Gain
- 8: Gain
- 9: Gain
- 10: Gain twice
- 11: Suffer trap damage
- 12: Spawn one normal Living Bones at the closest empty non-corridor hex.

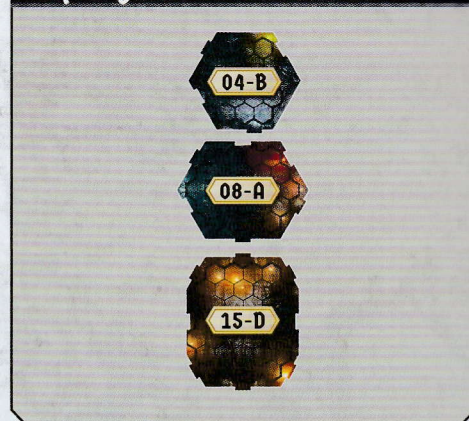
Whenever all numbered tokens have been revealed, shuffle them all face-down again.

If any character becomes exhausted, the scenario is lost.

## Section Links

When all revealed enemies are dead and any character occupies a corridor, after applying any numbered effect, read **83.2**.

## Map Layout



## Scenario Key



## Loot

