

ROX ROLARD

AND THE

ANIMATOR'S WORKSHOP



The doors of the Animator's Workshop groaned open.



Rox Rolard entered alone.



Inside, the dungeon rearranged itself.



Three stations.
Three choices.



Animation
yielded to
friendship.



Beast-speech
revealed the
halls ahead.



A stronger rune
answered: *Conjure
Animals.*



Room Two
opened with
a metallic shriek.



The Flying Sword
struck first.



The Ring of Djinni
Summoning struck
harder.



One monster fell.



Then the
Clay Golem
awakened.



Acid ate through
armor and scale.



Instant Summons
failed.



The golem
did not.

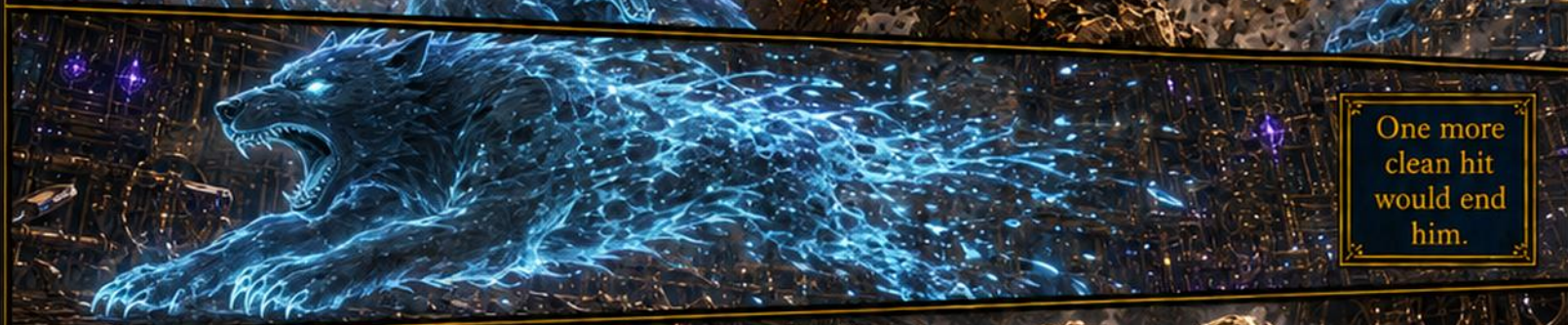
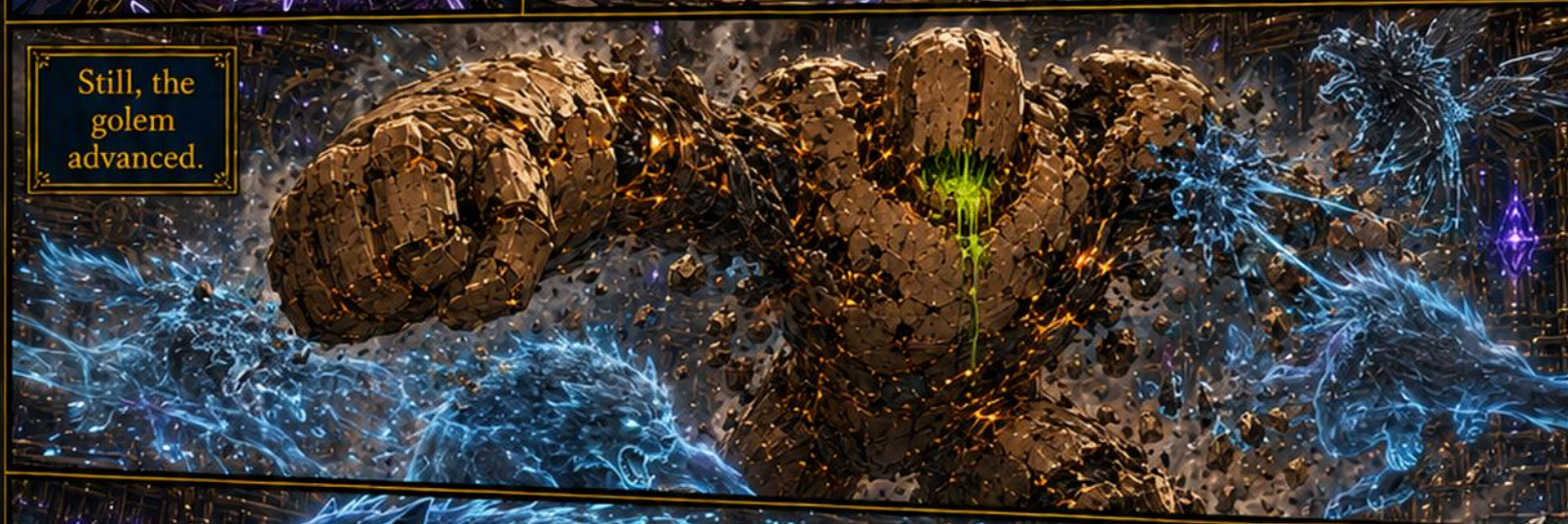


Rox shattered
the Conjure
Animals rune.



Spectral
claws tore
deep.

Still, the
golem
advanced.



One more
clean hit
would end
him.



Rox stopped
trying to win the
golem's way.

A tracking spell
revealed the
workshop's
moving heart.



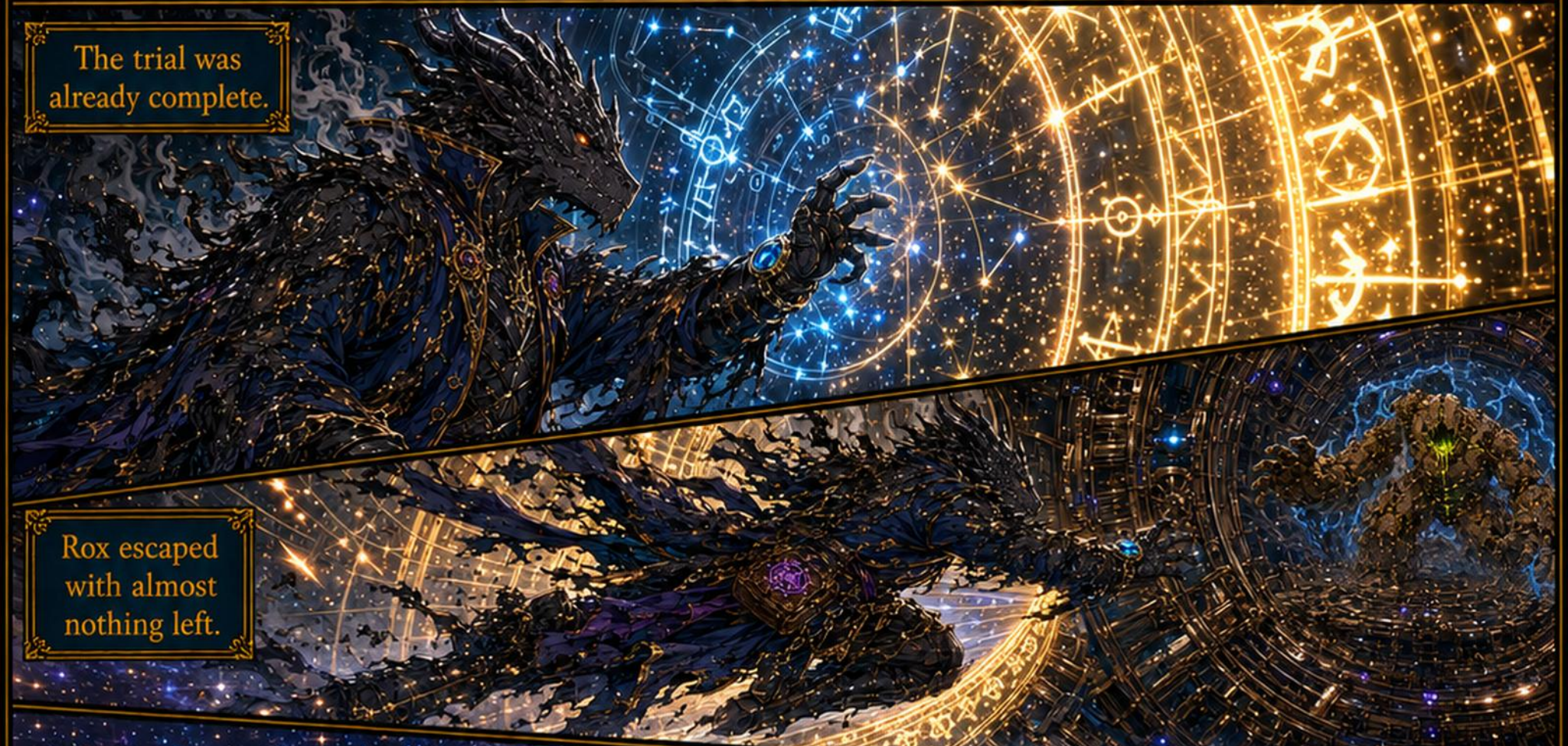
He pulled
the lever.

The dungeon
moved the
monster.





A gate of
burning starlight
awakened.



The trial was
already complete.



Rox escaped
with almost
nothing left.

Sometimes victory means
knowing when to move the
monster somewhere else.