**Chapter 1.**

Venturing further into the compound Shawn and company discover an elevator lift leading to the surface. Having found the exit, he tries to find a way for the rest of the party to get over on their side. Eventually, with the help of Lost, discovers how his newly acquired blowtorch works. With the spare panels, he also acquired he constructs a makeshift bridge to close the gap. Once the party is across Lost looks to the party from the opposite side.   
  
“The Machine must not win this day. Go. Save my people and save the world from the true evil behind this. Look for the Mahgda” said Lost.

With that he slices the bridge in half and screams a final time for the party to go. As you all turn and ride the elevator to the surface, Lost heads right for the blast door leading to the Geothermal Engine room. With a mighty blow the door slices in half as Lost makes his way inside. Making his wings disappear Lost plummets down the tunnel towards the engine miles below. As if a missile had followed the engine down, Lost hits the engine head-on releasing his soul energy simultaneously causing a great explosion and destroying the engine.

Your party reaches the surface after exiting the lift just as the entirety of the compound begins to explode and sink into the Earth. You see a small read-out display just outside of the lift that displays all Machine owned facilities reaching critical failure, and you can see codes being entered from some remote location. Each code triggering self-destructs causing large explosions across Telios, one of which you can see where you currently are located, on the side of the mountain near the great pass. With that, the Machine has been defeated, but you have learned much. For example, the machine was being controlled by someone even more deadly… Someone named the Mahgda.   
  
 A great light sweeps down from the sky just then and gives each of you a message before dissipating, it is a final word from Lost. The message is brief and says to head East for answers. As the message subsides you see something very odd, a large army headed down the pass. An army of beings long lost, Trolls, headed right for the outpost where you see an army waiting to meet them. The house sign of Deran being visible from your location.

End of Chapter 1.

Your party must now choose where to go from here, new characters are also allowed at this point. Please find an adequate way to phase them in if you are switching, if not you are left to my mercy. I would also ask that everyone would discuss as a group in the FB chat where to go so I may prepare the map. Thank you.