

Scenario Goals

The scenario is complete when all searchable locations have been searched and all characters have escaped. At the end of that round, read **T 37.1**.

Scenario Effects

Each character adds two **-1** cards to their attack modifier deck.

Introduction

After receiving the chilling message, you quickly gather your warmest gear and meet with Voice-of-Eight to get some insight into the situation.

“We have spoken with Cassandra, as well,” they explain. “A group of exceptional individuals, heroes to our people, are undertaking an expedition to this place, but they have been lost in an unnatural snowstorm. You must venture out and find them, before the frozen demons claim the last of their strength.”

One of the Aesthers touches your forehead, and your vision changes almost imperceptibly. “It will be difficult to find them in the harsh wind and snow, but we offer our own sight. It may still require some digging, but we will help pinpoint the positions of those who are lost.”

With no time to lose, you set out on the rescue mission. Entering the snowstorm, you immediately feel the malevolent energies. This is no natural blizzard, and as soon as the thought crosses your mind, you are met with demonic resistance.

Special Rules

Do not set up any corridors **a** or **b**.

At the start of each round after the first, relocate corridor **c** to the next **a** position in clockwise order, returning to **c** at the start of the seventh round and repeating the cycle. Likewise, relocate corridor **d** to the next position **b** in a clockwise order, repeating its cycle each fourth round.

Any figures occupying a corridor tile when it is relocated are placed in the closest empty hex. Any overlay tiles or tokens on the corridor tile are destroyed.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
3, 7, etc.	e : One normal Frost Demon	e : One elite Frost Demon	e : One elite Frost Demon
4, 8, etc.	f : One normal Wind Demon	f : One normal Wind Demon	f : One elite Wind Demon
5, 9, etc.	g : One normal Frost Demon	g : One elite Frost Demon	g : One elite Frost Demon
6, 10, etc.	h : One normal Wind Demon	h : One normal Wind Demon	h : One elite Wind Demon

Place numbered tokens in each **2**, **3**, and **4** that is equal to or less than the number of characters (e.g. with two characters, only place tokens on all **2**). Place L+1 damage tokens on each placed token, which must all be searched. A character occupying or adjacent to any of these may spend any number of movement points to remove

an equal number of damage tokens from it. When all damage tokens have been removed from a location, it is considered searched.

Each starting hex is also an escape hex. If any character becomes exhausted, the scenario is lost.

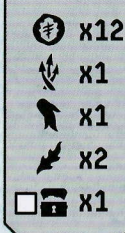
Section Links

When all searchable locations have been searched, read **T 112.3**.

Scenario Key



Loot



Map Layout

