

**Scenario Goals**

The scenario is complete when all characters have escaped and are collectively carrying at least 2xC numbered tokens. At the end of that round, read **T** 129.1.

**Scenario Effects**

Each character gains **T**.

**Introduction**

A light snow begins to fall as you trek westward. In the distance, you watch the setting sun paint the clouds a golden purple, and tiny billows of smoke rise from where Frosthaven sits on the horizon. You figure you'll make a fair amount of money off these gems, but Derrick's talk of a militia coming in to push the Algox out of the mine gives you pause. It's one thing to fight for your own survival against the Algox, but this feels like something else.

As you ponder the implications, you spot a large flock of ravens overhead and your thoughts turn toward more immediate survival. After all, where there are ravens, there could be –

In the middle of your thought, the terrain beneath your feet suddenly collapses, sending you tumbling down. You fight to find your footing, but it's of no use. The containers of gems scatter everywhere as you land with a hard thud.

Still attempting to differentiate the ground from the sky, you watch the birds coalesce around a shadow-like figure—shrike fiends. You wonder what they're doing in the Coppernecks, but it ultimately doesn't much matter. You'll need to gather the containers and fight your way through them either way. The more you gather, the more handsomely you will be rewarded.

**Special Rules**

If any non-flying character enters a water hex without an ice tile, they suffer hazardous terrain damage.

All ice tiles **d** are treated as corridors but are not considered featureless. They are placed on water tiles but do not replace them.

At the start of each round, place one new ice tile in each **b** (if able) and treat them as ice tiles **d**. Then each ice tile **d**, in left-to-right order, moves one, two, or three hexes directly left, as chosen by you. All ice tiles in the same row must move the same number of hexes, and each row must move a different amount.

Whenever any ice tile moves, it moves any non-flying characters, non-flying character summons, and tokens in its hex along with it. Any character or character summon can move through monsters in this way. If any ice tile would end its movement in an occupied hex, it instead continues moving in the same direction until it enters an unoccupied hex. Whenever any ice tile would exit any **c**, remove it and any tokens on it from the map. Any non-flying characters or character summons occupying it are forced to move to the closest empty hex and suffer trap damage. Whenever any ice tile enters a hex occupied by any non-

flying character or character summon, the figure suffers trap damage. All monsters are unaffected by these ice tiles.

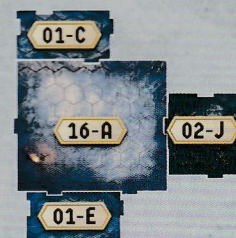
Place one numbered token in each corresponding hex **1** through **12** in ascending order for each gem noted at the end of How to Lay an Ambush (129). These tokens may be looted as normal by characters and then placed on their character mat. Each character can carry any number of tokens, but each character adds -1 **T** to each of their move abilities for each token they are carrying after the first. All characters may also drop any number of tokens they are carrying into the hex they occupy at any time during their turn (including during movement).

Whenever any character suffers damage while carrying tokens, they must immediately place one of those tokens in an adjacent hex, prioritizing water or ice tiles closest to **c**. At the start of each round, any tokens on water hexes move directly left the same number of hexes as the ice tiles in their row and are also removed from the map upon exiting **c**.

Each **a** is an escape hex. If any character becomes exhausted or there are not enough numbered tokens to complete the scenario, the scenario is lost.

**Section Links**

At the start of the fifth round, read **T** 173.2.

**Map Layout**

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