

## Scenario Goals

The scenario is complete when all enemies in it except any inactive Frozen Corpses are dead. You may end the scenario at the end of any round when this is the case and read **121.2**.

## Introduction

With a firm agreement in place, Rattusca leads you aboard the Lucky Lady, and the captain sets sail out to the spot where his ship struck the iceberg. There are indeed more bodies to be found; gold glints from within the ice that has become their tomb. They all seem to be wearing rotted armor; you imagine them fighting each other on a shelf of ice that split away from the mainland, unnoticed, during the ancient battle.

The captain stops the ship just long enough to have his crew row you, in one of the ship's jolly boats, to the largest chunk of ice. The crew immediately push off. You shout at them to

wait for you, but they shake their heads vehemently. "You think we want to become a bear's dinner?" One of them yells back at you.

Whirling around, you see a hungry polar bear rear up to its full, massive height. It is gaunt—probably been stuck on this ice floe for some time, and it looks hungry.

"I'll send the boat back when it's safe," the captain yells across the water at you. "When there's nothing moving on the ice but you, we'll come back and pick you up. All right?"

## Special Rules

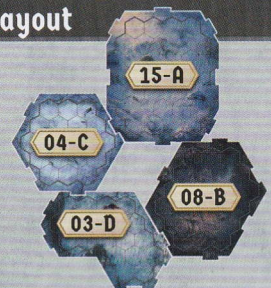
Do not set up corridors **1** to **4**.

Shuffle numbered tokens 1 to 4 face-down next to the map. At the start of each round (including the first), reveal one and place the corresponding corridor on the map as depicted. If at the start of a round, all numbered tokens have already been revealed in prior rounds, instead remove all corridors from the map and shuffle the numbered tokens face-down again.

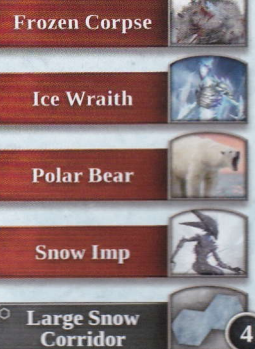
Whenever any corridor is removed from the map, all overlay tiles and tokens on it are destroyed and any non-character figures occupying it die (without dropping loot). Any character occupying it suffers trap damage and is placed in the closest empty hex.

All Frozen Corpses do not act until they suffer **5**. Once this happens, the Frozen Corpse heals all damage and then acts as if spawned. When a Frozen Corpse dies, instead of a loot token, it drops one numbered token. These can be looted as one treasure tile, which are each worth 10 gold at the end of the scenario if it is completed.

## Map Layout



## Scenario Key



## Loot

