


Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **65.1**.

Scenario Effects

Each character gains .

Introduction

You stand at the end of an Algox tunnel. Behind you stretches a winding maze of ice and rock, a long series of passages painstakingly carved through the interior of Snowscorn Mountain. Before you, a narrow trail hangs over a cliff face, leading perilously up toward the mountain's peak. A blistering storm of snow and wind howls past the mouth of the tunnel like a demon chorus.

"Follow the trail beyond the tunnel," the Icespeaker chief had told you, "Then curve around to the highest peak. There you will find the Snowspeaking wretches. Destroy them, or Snowscorn is lost." You had nodded your understanding, but you now realize that scaling a mountain is much easier for the Algox. As it is, you're barely equipped to avoid hypothermia, much less hike over slippery rock through a blizzard. But there's no way around it: Frosthaven's safety hangs in the balance.

It takes several hours of grueling hiking, but eventually the peak emerges. Its rare streaks of gray stone are half-hidden by a blustery cloak of soft, blown powder. You shield your eyes and squint into the whiteness, but it seems that, bizarrely, the peak is growing—its whiteness bulges outward, undulating, swallowing the exposed gray stone. It's getting closer, like a wave—a wave of snow. Like an avalanche.

You turn and run, and the air shakes. Legs pump, arms flail. You move, but it's not enough. Your legs are too slow and the path too steep. You turn to see how much time is left, and a blur of whiteness envelops you. The mountain roars, and you are consumed by the noise.

When the avalanche stops, you blink in darkness. You've been entombed in snow, and already the air is drawing thin. You need to find a way out, and you need to find it fast.

Special Rules

Each snowdrift and snow rock in the scenario has L+C hit points. They are enemies to you and allies to all monsters. At the end of each round, each character adjacent to at least one snowdrift or snow rock suffers hazardous terrain damage.

If any character becomes exhausted, the scenario is lost.

Section Links

When door **1** is opened, read **12.2**.








Map Layout



Scenario Key



Loot

 x9
 x4
 x1
 x1
 x2
 x1
 x2

