



## Copperneck Mountains

## Scenario Goals

The scenario is complete when twenty new snows have been harvested. At the end of that round, read **85.4**.

## Scenario Effects

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

## Introduction

The Dead Pass is hardly an encouraging name, and yet this is where the Snowspeaker emissary Gurndel has led you, certain that at the end of it, you will find the New Snow.

“In ages past, when there were any disputes among the Snowspeakers about the word of Geryuu, we would come here,” she explains. “The snow that falls here comes straight from Geryuu’s mouth. There is nothing more pure.”

The trail itself extends from the top of a crumbling saddle in the Copperneck mountains: a narrow valley so thoroughly choked by immense boulders and great piles of debris that the word “pass” in the name must be a joke—travel through the range would be impossible here.

The air is colder than you expected. Steady gusts of wind push you backward, almost as if trying to send you away. It’s a warning to the lost or the foolish who wander in here. And yet, you persist.

You move deep into the valley and the high walls cut off the sun. It is a forbidding place, suffused with an air so malevolent that even the Algox elder at your side looks warily back and forth.

“The valley will not simply let us pass,” Gurndel mutters. You watch the precipice high above, growing paranoid that something will drop down from the great height, but it is the ground that you should have been watching.

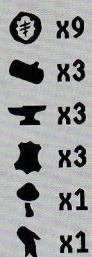
Moving with rigored, ancient stiffness, several half-buried bodies suddenly shift in the shadows and pry themselves loose from shallow earthen beds. Undead guards and worse lurch away from the hard ground and stony walls, dirt and rock puffing away as their frozen limbs animate once more.

“So long have we neglected this place.” The Algox nods grimly at the enemies. “The New Snow lies at the end of this path, but no fiend can touch it. We must work carefully and pray that the darkness does not close on us.”

## Scenario Key



## Loot



## Section Links

When door **1** is opened, read **40.2**.

## Map Layout

