



Imperial Mountains

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Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **148.3**.

Scenario Effects

Each character suffers **2** and gains **1**.

Introduction

You spend days following the map over narrow, treacherous paths and thunderous avalanches, but it seems it has gotten you nowhere. According to the markers, the idol should be somewhere around here, but—

Your companion ahead of you on the path suddenly falls through a crack in the mountain. You rush forward and look down, but see only darkness. You are contemplating what to do when the thought occurs to you: just jump in. It's reckless and foolish, yet, the next thing you know, there you go, jumping straight into the darkness, as if compelled by some unknown force.

Luckily, the fall isn't fatal. You slide down an incline into a soft pile of snow. But the cold in here is somehow more severe than it was in the blizzard outside, and looking up, you can no longer see the gap you fell through.

You feel along the frozen walls and find torch sconces, which strangely begin to roar with flames at your tentative touch. Before you is... well, ice. But behind that ice you can just barely make out ornate golden patterns and various valuables glimmering beyond your reach. Perhaps Mulbrynn's map was worth the time and trouble after all.

Special Rules

If any character becomes exhausted, the scenario is lost.

Section Links

When all revealed enemies are dead, read **171.1**.

Map Layout



Scenario Key

Frost Demon		1
Frozen Corpse		1
Ice Wraith		1
Snow Imp		1
Dungeon Door		1
Dungeon Corridor		1
Trap		4
Ice		8
Altar		1

Loot

	x12
	x2
	x2
	x2
	x1
	x1

