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Scenario Goals

The scenario is complete when all enemies in it are dead and all numbered tokens have been looted. At the end of that round, read 📖 **192.3**.

Introduction

The Boneshaper leads you to a desolate stretch of coast, a place of icy drifts. You're cresting a mound of what seems like unnaturally piled snow when the Boneshaper grabs your shoulder and hisses, "There!"

Where the snow has been removed is a gaping hole, burrowing into darkness. It resembles a cursed sort of mining quarry, and indeed, the tunnel is guarded by listless figures— a hoard of the undead. Their decayed clothing is in tatters, but around their necks are amulets which glow with a dark, undulating power.

The Boneshaper seems both disturbed and exhilarated. "Those amulets must be the energy I sensed. Yet why do these mindless drones carry them?" Hands crackling with energy, the Boneshaper stands, which sends snow cascading down. Alerted to your presence, the undead begin lurching toward you. The Boneshaper cackles. "Time to find out!"

Special Rules

Throughout the scenario, place one numbered token face-up on each newly revealed Frozen Corpse and Living Bones with an even-numbered standee (representing an amulet of reanimation) and place one lettered token face-down on each newly revealed Frozen Corpse or Living Bones with an odd-numbered standee (representing an amulet of protection). This includes the monsters currently on the map in the starting room. If any monster with a numbered or lettered token dies, these tokens are placed in the hex it occupied and can be looted like normal loot tokens. All Frozen Corpses and Living Bones do not drop loot tokens.

Whenever any character performs a loot ability, they may loot tokens normally or, instead, take one numbered or lettered token from a monster within range of the loot ability.

All monsters with a lettered token gain ● 3. Whenever the Living Bones monster set comes up in the initiative order, if there are any numbered tokens on the map, spawn one normal Living Bones at each, and place those numbered tokens on the spawned Living Bones. During ordering of initiative each round, reveal one Living Bones monster ability card if any numbered token is on a monster or on the map.

Section Links

When door ❶ is opened, read 📖 **125.2**.

Map Layout

Scenario Key

Frozen Corpse		Cave Door		2
Living Bones		Rubble		5
Lurker Mindsnipper		Snow Rock		1
Lurker Soldier		Stalagmites		4

Loot

₤	x8
🪨	x3
⚒	x3
🧪	x3
🍃	x1
❧	x2