Introduction

You make your way to the ice shelf that you think may lead to the peninsula in the Lurker's visions, but this turns out to be a tougher trek than expected. The end of the peninsula narrows to an icy bridge. Despite seeing the ocean far below, you carefully press on until the frozen cliff widens into a large plateau.

Peering through the fog, you encounter one of the most bizarre sights you have ever laid eyes on: dozens of Lurkers dancing in unison, rhythmically swaying and clicking their claws. You approach them, deafened by cacophonous clacking, and get a closer look. The dancing crustaceans all face a colossal Lurker who does not seem to be dancing. Instead, she is preoccupied with elaborate claw movements like some sort of conductor. At her feet, you see a beautiful spiral seashell, and you realize that the clicking and clacking is not the only noise; a mesmerizing melody emanates from the shell.

Could this conductor be controlling the other Lurkers with this tune? The more you focus on the seashell and its melody, the more it grips you, consuming your every thought. You must have it! You leap forward, grasping at it with abandon.

Upon picking it up, you are immediately interrupted by a deafening cracking noise and what feels like an earthquake. The bang knocks you out of your stupor in an instant. You tumble to the ground, dropping the seashell into a crack in the iceberg. The melody fades as large pieces of ice break off from the platform, throwing the many Lurkers into the depths. What was once a peninsula is now a floating iceberg!

As you collect your thoughts and find your footing on the slippery surface, you realize the iceberg is slowly tilting. You scramble to the high side of the iceberg, forcing it to slowly lean back into even footing. Once you manage to balance your weight, the iceberg finally stops tilting.

Just when you think the worst is behind you, Lurkers begin climbing back onto the iceberg. They are rather displeased with your rude interruption.

Special Rules

Whenever any monster dies, instead of a loot token, it drops one numbered token. Likewise, whenever any character becomes exhausted, place one of their character tokens in the hex they occupied. Both these tokens represent bodies. Their hexes are treated as occupied, and each hex can only contain one body. All figures can move through bodies.

Whenever any character ends their turn, and during any of their move abilities, they may perform "◈ 1, ◎ 1 adjacent body" any number of times. Bodies can only be pushed into unoccupied non-obstacle hexes or off the map.

Place two damage tokens next to both the left and right sides of the map. These tokens represent the relative height of each side of the iceberg.

At the end of each round, perform the following steps:

1. Calculate the weight on the left and right halves of the map. Each monster, body, obstacle, and character has a weight of 1. Each character summon has a weight of 0.5. Any figures, bodies, or obstacles occupying the three hexes along the center vertical line of the map do not contribute any weight.

2. If the weight on one half is at least 1 greater than the other, move one damage token from the heavier half to the lighter half.

3. If there are two damage tokens next to each side of the map, the iceberg is level and nothing happens. If one side has one damage token and the other has three, all figures, bodies, and overlay tiles are simultaneously forced to move one hex in the direction of the side with one token. If all four damage tokens are next to one side, the iceberg topples over and the scenario is lost.

There are no walls. Whenever any figure, body, or overlay tile would be forced to enter a border hex, it instead falls off the iceberg. If any non-flying character summon, monster body, or overlay tile falls off, it is permanently removed from the map. If any flying character, flying character summon, or monster falls off, it is removed from the map until the following round. In addition, monsters that fall off suffer ✵ 1 and lose all conditions. If any non-flying character or character body falls off, the scenario is lost.

At the start of each round, before any monsters spawn, place any flying characters, flying character summons, and monsters that fell of the iceberg (if not dead) in empty hexes closest to the last hex they occupied.

Lurker Wavethrowers add +1 ⤲ to all their attacks and do not summon Lightning Eels. Instead, whenever *Aid from Below* is performed, all Lurker Wavethrowers perform: "⤲ +1, ⤏ 4; ☷ to the leftmost empty hex if it is an odd round or rightmost if it is even. If there are several valid hexes to teleport to, choose the hex furthest away from any character."