



## Scenario Goals

The scenario is complete when there is one Frost Demon body on each starting ice hex and one Snow Imp body on each starting snowdrift hex. At the end of that round, read **90.2**.

## Introduction

Back in the sacred clearing, a weight hangs in the air. Perhaps it's just the Algox elders, the two of them so full of righteous energy, or perhaps it's the prospect of lasting peace. Whatever the case, there is no mistaking the significance of this moment.

The clearing is much the way you left it: a wide circle of stone and matted ground, and in the center, a single, hulking altar. The moss and vine have retreated somewhat, revealing details on a number of downed pillars and carvings. It's the first time you've been able to see ancient Algox craftsmanship this clearly, and you marvel at how much of it has lasted through the ages. Algox-shaped figures have been carved into the rock with clear, realistic proportions. Their bodies are decorated with string necklaces and draped in sashes of waving fabric.

There is not much time to inspect them more thoroughly. Gurndel and Barduu approach the altar of Mar'ogh and render up their relics. The spirit returns in a burst of ethereal flame.

"YOUR TASK IS NEAR ITS END," the spirit announces. "YOU MUST NOW JOIN THE TWO WORDS OF THE TRUE CREATOR IN THE REALM OF FROST AND CREATE THE UNYIELDING SHARD."

The air in front of you bends. It wobbles and shifts, moved by the spirit's unseen hand, and a doorway appears: a tall, shivering ellipse.

Stinging wind rushes out from the new portal, and a flurry of snow pours over you, carrying with it the faint smell of metal and ash. You've garnered a new aversion to other realms over the past few months, but there seems to be no avoiding this one. Both the elders move inside and

gesture for you to follow, so you shield your eyes and pass into the wintry realm.

On the other side, the air is dense with wet, sticky flakes, and the ground is coated in frost. There is little to see aside from the blowing snow, but you can tell that beyond the weather, there is something fundamentally off about this place. When you lift your hand, spectral shadows trail behind it, after images as if you were a phantom haunting your own body. And then there are the figures.

Several pale shapes emerge just ahead: snow imps and frost demons. Their angular bodies skulk out of the blowing snow, the eyeless demons pounding the ground with their heavy, opaque limbs and the imps jerking spasmodically back and forth.

"Prepare yourself, warm-bloods," one of the elders says. "This is the first stage of the ritual. The creatures carry a sliver of divine spirit within them. We must defeat them and use their essence to form the merging glyph."

### Loot

x6	x2
x2	x2
x2	x1
x5	

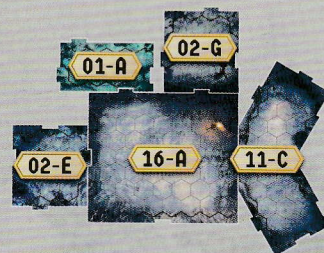
## Special Rules

When any monster dies, instead of a loot token, it drops its standee with no base. These are bodies, which do not affect movement or alter whether a hex is empty, featureless, or unoccupied. All bodies can be looted as normal, though the body is simply moved to the looting character's hex or a hex adjacent to them. Multiple bodies can be in the same hex.

## Section Links

- When door **1** is opened, read **80.1**
- When door **2** is opened, read **133.3**
- When door **3** is opened, read **36.5**
- When door **4** is opened, read **29.4**

## Map Layout



## Scenario Key

	Frost Demon
	Snow Imp
	Snow Door
	Ice
	Snowdrift
	Snow Rock
	Treasure

