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Scenario Goals

The scenario is complete when the sled enters any **a**. At the end of that round, read 📖 **164.4**.

Introduction

When you are ready to go searching for the Relic, you seek out directions. All of the townspeople turn and point toward the hills outside of town and speak again in unison, "Through the hills is a cave within the ice. You will find it marked by moonlight. Free the Relic. Retrieve the Relic."

You bundle up and head out into the hills, the moon shining full, creating shadows stretching across the landscape. As promised by the townsfolk, the moonlight shines upon the entrance to the cave, a crystalline opening sparkling in the hillside.

Your footsteps echo throughout the cave as you investigate and, eventually, you find a large metal cube covered in gears and cogs, buried in the ice and snow. You marvel at the gears clicking and turning as you start to chip away the ice, revealing a large metallic box with gears and sliding compartments whirring as you begin to free it.

The cube is incredibly difficult to move, so you pull in your sled from outside and, with great effort, lift the cube onto that. It settles with a loud crash that echoes through the cavern, awakening other creatures deep in the cave. The skittering grows closer, and the somber echo of "AAaaaaahhhhhh" gives you a feeling of dread.

The voices move closer, and you can now see what is making them: small creatures covered in ice and specters that scream in torment. They are not happy you are here, disturbing their sleep.

Special Rules

Any character adjacent to sled **b** can forego a top or bottom action (discarding the card instead) to move the sled in any direction along a straight line of hexes until its path is blocked by a figure, obstacle, or wall. If the path is blocked by a figure, that figure suffers damage equal to the number of hexes the sled moved. The sled destroys any traps in hexes it enters.

Door **1** is locked and will unlock and open when any character occupies pressure plate **c**.

Section Links

When door **1** is opened, read 📖 **76.1**.

Map Layout

Loot

💰	x8
🥩	x3
⚒	x5
🔔	x2
🍄	x2

Scenario Key

Frozen Corpse	
Ice Wraith	
Polar Bear	
Snow Imp	
Cave Door	1
Cave Corridor	3
Large Cave Corridor	1
Pressure Plate	1
Trap	2
Ice	3
Barricade	1
Ice Pillar	4
Metal Cabinet	1
Stalagmites	6
Ice Block	2
Treasure	1