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Scenario Goals

The scenario is complete when all enemies in it are dead and the goal treasure tile has been looted. At the end of that round, read **147.1**.

Scenario Effects

Each character adds two **-1** cards to their attack modifier deck.

Introduction

If your body is here, it is limp. Warm, milky darkness washes over you in waves. You open your eyes, forcing them open with all your willpower. No, they're still closed. You open them again and again. Never re-closing them, just opening them over and over and... no, you *can* see. It's an icepick of clarity that scrapes against your spine. You can see everything, forever. It's too much. You want to cry—to shed tears at the enormity—but your eyes are still shut.

"Focus! Concentrate on what you know," Gem's voice is a harp: slow, deliberate plucks that center you. "Imagine your strength, what makes you you. The rest will come back with time." You remember. You're here to stabilize the swarm. Keep it calm. You have purpose. And the voice... the voice is a friend?

"You're reaching too far. Just concentrate on yourself. Focus on your strength. We need to build up your subconscious without waking your conscious mind." You picture your arms, your legs. Your body, just as you remember it. And as suddenly as you recall, it is here.

"Good! We'll need to reach the core of the Harrower's mind. It is pure; there is no harm here except what you bring with you. Purge your mind and—"

Harm. You remember harm. You remember your strength, striking down harm. And as soon as you recall it, it too is here. A sigh permeates your consciousness, and you hear her voice again: "Please be careful... I don't want to have to gather more mercenaries."

Special Rules

Place each character's entire pool of available ability cards (not just their hand size) into a set-aside deck next to their character mat. Each character then selects any two of these cards to form their starting hand.

Whenever any character rests or would lose a card to negate damage, instead of losing a card, they add any one set-aside card to their hand. In addition, whenever any character plays a lost action, instead of losing the card, they discard it and also add any one set-aside card to their hand. All **lost** actions still place the card in the character's lost pile as normal. All abilities that recover lost cards instead move cards from a character's discard pile to their set-aside deck.

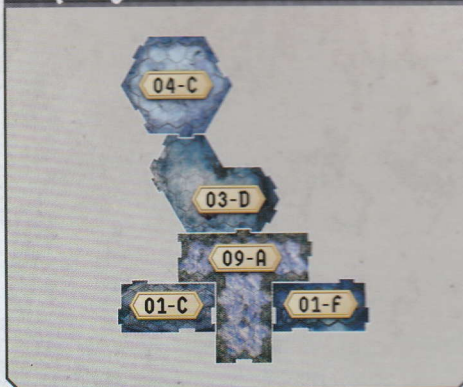
If any character would add another set-aside card to their hand while at their maximum hand size (including cards in their hand, active area, lost pile, and discard pile), they become exhausted.

Section Links

When door **1** is opened, read **141.3**.



Map Layout



Scenario Key

Burrowing Blade	
Earth Demon	
Lurker Mindsnipper	
Shrike Fiend	
Snow Door	2
Large Snow Corridor	4
Trap	6
Rubble	2
Bookshelf	1
Ice Pillar	7
Metal Cabinet	1
Treasure	2

Loot

x15