

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **67.1**.

Scenario Effects

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

Introduction

The Copperneck Mountains, a bristling jaw of ochre peaks, greets you like a forgotten, bitter friend. To a party on foot, it is nothing less than a maze of razor-edged stone, grown as if nature itself was trying to keep you out. If that weren't enough, the mountains are filled with Savvas and all variety of wild creatures, both looking for any opportunity for a fight. But there is apparently no danger that Crain will not risk in the search for star iron.

The Quatryl marches in the lead, fully confident in the guidance of his newest contraption, which he holds out ahead of him. To you, it looks like a convoluted lamp that's been dropped on the ground one too many times, but to Crain, it is yet another of his "greatest achievements". He tried to explain the science back at Frosthaven, but after he got into 'material resonance' and 'inductive-spectral harmony,' you waved him off and saved the both of you a few hours of frustration. Now and then, the thing gives off a noise: an intermittent buzz that supposedly means you're heading in the right direction.

Hours pass. Your throat dries, and your patience grows thin from listening to Crain's incessant machine. So it comes as a relief when he finally, suddenly stops.

There you both stand, at the mouth of a tall but narrow tunnel, like a giant spear had been thrust down into the mountainside and then drawn out, leaving this gaping wound behind. And there is no mistake. Crain's contraption is giving off a steady, low-pitch moan. This is it. Down you must go.

Almost as soon as you enter, that far back corner of your mind begins to shiver. There is an unnatural smell in the air. It's sour and cool, like air that's already been breathed. Steady. You continue, and before long, the sunlight vanishes.

Something is wrong. You're starting to lose track of time. You try to think how long you've been marching: was it only a few minutes since you entered, or was it an hour? The walls have changed too, you know that for certain. They've grown closer. And the ceiling seems to have moved inward.

Suddenly, a flash of red. A claw. You jump back, swing your blade, strike only stone. You raise your torch and see nothing. Then behind you Crain calls out:

"Friends. Friends, where are you? I am having such trouble seeing."

You follow the Quatryl's voice and find him stumbling in a puddle of water, but when you grasp his shoulder, he turns and his eyes are gone, replaced by empty pits.

You jerk away. A shout escapes your lips. A warm, slick body slides against you. A talon digs into your arm. You swing your weapon again, but again, you hit only stone.

"Terrors," Crain shouts. Your vision clears and you see the Quatryl in earnest—he is unharmed. "There are deep terrors here, many of them. And something even worse. Steel your mind, my friend. When terrors lurk, your mind is no longer an ally."

What will you do? Without your thoughts, without your senses, combat is like swimming through a bog. You lunge one way and stumble over your own feet. You've accepted this may be your end, but then, no. There is light, dull blue light, and a voice.

"Slither back, darkness," the voice commands, thick with age. Just the sound of it sharpens your mind. Then she appears: an Orchid. She's tall, crested with flocks of brilliant blue crystal on her head

and shoulders and she's standing between you and the wriggling, wet stalk of a deep terror. In a blur, the Orchid woman dashes to the side and then reappears next to the monster, a brutal axe already coming down. She hews the creature in two like a fledgling tree—ichor sprays the air. A second later she's back by your side, untouched and offering—you realize—her only hand.

"I am Moonshard," she adds tersely. "Follow me."

Special Rules

Place one numbered token in **11**. This represents Moonshard, an ally to you and an enemy to all monsters. She has $(L+(2 \times C)) \times 2$ hit points and her attacks are unaffected by **?**. On initiative 50 each round, she performs **3**; **L+1**. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to Moonshard. If Moonshard dies, the scenario is lost.

Section Links

When door **1** is opened, read **105.1**.

Map Layout

