

Scenario Goals

The scenario is complete when the Coral Corpse is dead. At the end of that round, read **3.3**.

Scenario Effects

Each character adds one **-1** card to their attack modifier deck.

Introduction

Following up on Satha's "crab problem," you find yourself standing at the edge of the Biting Sea, an ice-choked gauntlet whose frigid waters have granted a swift death to many an overconfident mariner. You hike west, hugging the coast while hunting for signs of the enormous crustaceans. Frosthaven is visible in the southern distance, little more than a vague outline. Seeing it, you feel isolated, like someone looking back from the very edge of the world.

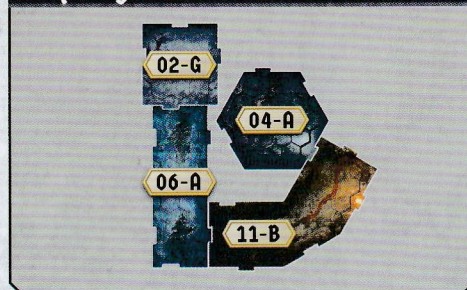
Another half hour of diligent tracking later, you happen upon your first clue: a pattern of pockmarks have been hammered into the ground near the foot of a hill, indents in the snow and dirt where the creatures have scuttled by. You follow the trail to a cave on the western side of the cliff, where you find a clutch of giant crablike figures chattering restlessly.

They're as large as you've heard from stories: tall, hard-shelled beings with long, craggy limbs, and as soon as you appear, they rise to their full height, some of them larger than an Algox. They shriek and move quickly toward you, their pincers snapping.

Section Links

When door **1** is opened, read **42.1**

Map Layout



Scenario Key

Frozen Corpse	
Lurker Clawcrusher	
Lurker Mindsnipper	
Lurker Soldier	
Cave Door	2
Large Snow Corridor	1
and Trap	5
Ice Pillar	3
Treasure	1

Loot

	x6
	x3
	x3
	x3
	x1
	x2