

Scenario Goals

The scenario is complete when the Savvas Icestorm is dead. At the end of that round, read **T** 142.3.

Scenario Effects

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

Introduction

You find Bartlet, the last surviving member of Gem's mercenary group, slumped in the corner of an unassuming cave, right where Zu said. The mood is more somber and less celebratory than you expected.

Gem strokes her hand over Bartlet's unconscious forehead. "A Savvas is granted all the life it will ever have the day it's born under the Copperneck Mountains. From then forward, their lives have a finite energy, and when they take their last step, they return to being just the rocks they once were." She taps her finger against Bartlet's forehead, but there's no response.

"Oh sure, they can top off some dribs and drabs by eating some rocks, but the reality is that every step they take, every spell they cast, every word they speak—it marches them closer to the end of their lives. Macabre, really. Could you imagine? Knowing you have just a hundred fifty years, give or take, and everything you do counts against it? That's why a Savvas's life is so focused, they know they have to make the most of the little time they have."

Gem stops for a moment, and when she continues speaking, there's a line of wetness under her eyes. "By that same token, if a Savvas were to just stop moving, to think no more thoughts, and just settle where it sat... well, it could live for a very long time. And I can think of no Savvas that would want more to never think again than poor Bartlet. It's a kind of torture, really. To live with just the faintest trickle of a thought, knowing

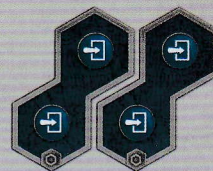
that your guilt is your only companion." Gem pauses for a long time, unsure if she should continue.

"I told you we used to adventure together. Zu, Barlet, and I. But there was a fourth... what you today call a Lurker. Ripple was the best of us. We took a job, and we chose... the wrong path. We were manipulated, and it wound up with Ripple dead and the rest of us outlaws. We couldn't show our faces anywhere. Zu was imprisoned, and I hid. Bartlet... poor, sweet Bartlet just gave up. Exiled itself. Wandered into the mountains and sat down here. I've been searching for my old friend ever since."

The Harrower, Zu, bows their head. "And what now thattt we have found our companionnn? There cannot be much life lefftt in Bartlet at all... it hasss been too long."

Gem reaches out one of her hands and extends a crystalline finger. She places it gently, delicately against the temple of the resting Savaas, and then with surprising strength pushes her long, sharp digit into the creature's skull until her finger is embedded down to the knuckle.

"What now? Now they go in and put its mind to rest. Find the Savvas in there and help it move on." She looks back at you, all business, and encourages you to hold one of the sharp crystal protrusions on her back. "What are you waiting for? Grab on." You pick one that seems stable enough—and just like that, it's done.

Map Layout**Scenario Key**

Chaos Demon	
Frost Demon	
Living Spirit	
Night Demon	
Savvas Icestorm	
Wind Demon	
Large Dungeon Corridor	2
Any Other Tile	55
Treasure	2

Loot

x15

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