



Scenario Goals

The scenario is complete when all four goal treasure tiles have been looted. At the end of that round, read **136.2**.

Introduction

Where could this primitive painting be depicting? Days go by before you find a familiar-looking valley. You compare it to the painting, and it matches fairly well. About the valley are great, curved cliffs, as if a mighty hand clasped the landscape. After a moment to rest and wash, you set about searching for signs of the people that once lived here.

It doesn't take long to find the wide mouth of a cave at the base of one of the cliffs. Immediately upon entering, you notice that the stone walls are covered with paintings similar to those on the slab. Around you are all manner of murals depicting demons, and not as warnings, but venerating them.

You jump as the wind outside howls, as if recalling the guttural tongue of the demons, and you press on deeper, looking for more clues as to the nature of this place, which seems to be encased in a thick layer of ice. But the warmth of your lantern and the heat of your flesh has attracted the chill denizens of the cave.

But this opportunity is too enticing. Here you are on the edge of something truly exciting—communications from an ancient age. You resolve to explore a bit and see if you can't find some mural fragments you could take back to Frosthaven for study.

Special Rules

All non-Flying move abilities are reduced to at most 2 movement points and ignore any bonus movement or Jump. All featureless hexes are treated as icy terrain, but they are still featureless for the purpose of placing overlay tiles on them. Movement from icy terrain will stop when entering traps or closed doors, but after a trap is sprung or a door is opened, it becomes icy terrain for subsequent movements.

Section Links

When either door **1** is opened, read **140.1**.

When door **2** is opened, read **165.5**.

When door **3** is opened, read **192.4**.

Map Layout



Scenario Key



Loot

