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Scenario Goals

The scenario is complete when the ice pillar enters **e**. At the end of that round, read **79.1**.

Introduction

Upon the Artificer's urging, you take his ship, the Cinnabar, to the base of a mountain far to the east. Trekking deep inside, you discover an ancient structure, though it is unclear if this place was a mausoleum or a jail for the damned. Using his equipment, Lihrey makes short work of the entry door. He leads you through a passageway littered with bones and discarded machinery.

"I guess my research was wrong after all," Lihrey murmurs. "If this place had defenses once, they seem to have fallen victim to time. A shame really."

You reach the final room, and the Valrath gestures to a massive ice block at its center. "It is here! Help me get this ice back to the ship. The equipment I need to extract the piece of the scale is

unfortunately not transportable by hand." You shrug and put your shoulder into the block. As soon as you touch it, however,

all the defenses Lihrey thought were dormant come very much to life.

Special Rules

The ice pillar can be targeted by characters with attacks or or abilities in an attempt to slide it. Whenever the ice pillar is attacked, compare the damage it would suffer to the current slide difficulty. If the damage meets or exceeds that difficulty, the pillar is forced to move (in any direction) two hexes for two characters or one hex for three or four characters.

Any attack with a or effect reduces the difficulty by 2 for the attempt, while non-attack or

abilities automatically succeed. In addition, while is strong or waning, the current slide difficulty is reduced by 1, and while is strong or waning, it is increased by 1.

The ice pillar destroys any traps in hexes it enters, but is not affected by any other overlay tile except obstacles.

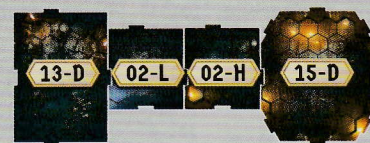
The current slide difficulty is 3.

Doors **1** are locked, but the ice pillar can enter them.

Section Links

When the ice pillar enters any door **1**, read **141.1**.

Map Layout



Scenario Key

Frozen Corpse	Rubble (5)
Ice Wraith	Stairs (1)
Living Bones	Ice Pillar (1)
Steel Automaton	Metal Cabinet (3)
Cave Door (4)	Sarcophagus (4)
Dungeon Door (1)	Stalagmites (4)
Large Cave Corridor (4)	Treasure (1)

Loot

x9
 x3
 x5
 x2
 x1

