

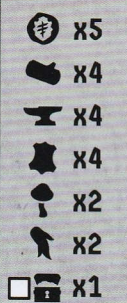
Map Layout



Scenario Key



Loot



Special Rules

Crain **a** is an ally to you and an enemy to all monsters. He has (L+C)x2+2 hit points, is immune to forced movement, and cannot move in any way. He does not act, but has an initiative of 99 for the purpose of focusing. Whenever any monster would be able to attack Crain on their turn, given their current movement and range, they focus on him. Any

character may lose one card from their hand or two from their discard pile to negate one source of damage to Crain. If Crain dies, the scenario is lost.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
1, 3	b : One normal Savvas Icestorm	b : One elite Savvas Icestorm	b : One elite Savvas Icestorm
2, 4	c : One normal Savvas Lavaflow	c : One normal Savvas Lavaflow	c : One elite Savvas Lavaflow

