

Scenario Goals

The scenario is complete when the large ice crystal is destroyed. At the end of that round, read **109.1**.

Introduction

Snowscorn mountain: the place where this all began. It juts out from the southern horizon, a familiar silhouette that dredges up your animosity and wary respect. You've returned at last with Gurndel and Barduu, the Unyielding Shard secure in their bag, and with it you bring the possibility of peace. But those who remain here, who claimed Snowscorn and advocated for war, have no interest in your offer.

They allow you inside at least and listen to the emissaries' tale. Gurndel and Barduu explain how you journeyed over the North in order to retrieve the Ancient Ice and the New Snow, and how you fought in the frozen realm to combine them, taking guidance directly from the spirit of Mar'ogh himself. The Algox around you stand with disinterest, waiting only for the word from the chief to cut you all down. Barduu arrives at the final step of their story—that you must embed the Unyielding Shard into the Heart of Ice, and the cavern explodes in outrage and ridicule.

Gurndel tries to explain how the Heart has been corrupted, imploring the elders to just look at the shard to see the true words of their god, but war has a way of solidifying ideas, however misguided they might be, and the resident Algox refuse to let you into the Heart's chamber.



You are not far from the Heart of Ice. In fact, you can see its light gleaming through the passage ahead. The only problem is the large number of Algox standing in the way.

"We must get inside," Barduu says underneath her breath, "but we cannot kill any of our brethren. We are on a mission of peace."

You understand what must happen. You don't specialize in not killing things, but you're willing to give it a try this once.

Special Rules

All attacks targeting any monster gain disadvantage, and all sources of damage suffered by any monster are reduced by 1.

Instead of using standees for the bosses, use miniature tuck boxes  (Frozen Fist) and  (Snowdancer).


Section Links

When door **1** is opened, read **80.2**.








Map Layout



Scenario Key

| | |
|-------------------|---|
| Frozen Fist |  |
| Snowdancer |  |
| Algox Archer |  |
| Algox Guard |  |
| Algox Priest |  |
| Cave Door |  1 |
| Ice Pillar |  3 |
| Large Ice Crystal |  1 |
| Treasure |  1 |

Loot

| | |
|---|----|
|  | x3 |
|  | x2 |
|  | x4 |
|  | x2 |
|  | x1 |
|  | x2 |
|  | x1 |

