




## Scenario Goals

Unknown at this time.

## Scenario Effects

Each character gains .

## Introduction

Snow and rock fall freely as the mountain shakes violently. Boulders zip past your rappel lines, plummeting through space before crashing into the ground with incredible thuds. Every second you're outside is another second nearer to death, so the instant you touch down, you unlatch your harness and run. But rather than flee for the safety of the plains, you dive down into the tunnels, knowing that it's only a matter of time before Snowscorn comes crashing down. You have to find the Icespeaker chief in the hopes that he knows how to stop this.

Panicked Algox clog the passages as they try to escape their crumbling home, but the chief is easy to find. He's right where you expect him to be, standing in the central chamber, giving rapid orders to his kin, telling them to leave everything and flee.

"The spirits of Skyhall have turned against us," he growls when he sees you. "You must come with me, quickly!" You turn and follow as the tremors intensify, the entire mountain threatening collapse. The Skyhall is a wide, circular room domed with glistening crystals—clearly a place of great religious significance. The floor is carved with a number of intricate

glyphs, and stout pedestals made of ice stand in patterns around the room. The chief moves slowly, reverent even despite his rush, but you sense the presence of an almost palpable frustration, a twisted anger hovering in the air.

Shadows materialize in front of your eyes—gray spirits wriggling out of

nothingness. They are pale, wicked-looking things: ghostly in body but with sharp spectral claws and a pure, unchecked hatred in their eyes.

Another tremor rises up and the Algox chief shouts over it. "You must put the spirits to rest. Their anger will bring down the mountain!"


## Special Rules

All altars are immune to damage at this time.

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

Round	Two Characters	Three Characters	Four Characters
1	<b>a</b> : One normal Flame Demon	<b>a</b> : One normal Flame Demon	<b>a</b> : One elite Flame Demon
2	<b>b</b> : One normal Earth Demon	<b>b</b> : One normal Earth Demon	<b>b</b> : One elite Earth Demon
3	<b>c</b> : One elite Ice Wraith	<b>c</b> : One elite Ice Wraith <b>d</b> : One normal Ice Wraith	<b>c</b> : One elite Ice Wraith <b>d</b> : One normal Ice Wraith
4, 5, 7, 8	<b>c</b> : One normal Flame Demon <b>d</b> : One normal Earth Demon	<b>c</b> : One normal Flame Demon <b>d</b> : One elite Earth Demon	<b>c</b> : One elite Flame Demon <b>d</b> : One elite Earth Demon
6, 9	<b>a</b> : One normal Ice Wraith <b>b</b> : One normal Earth Demon	<b>a</b> : One normal Ice Wraith and one elite Ice Wraith <b>b</b> : One normal Earth Demon	<b>a</b> : One normal Ice Wraith and one elite Ice Wraith <b>b</b> : One elite Earth Demon

## Section Links

At the end of the ninth round, read  75.2.

## Map Layout



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