




### Scenario Key

Flaming Bladespinner	
Robotic Boltshooter	
Ruined Machine	
Shrike Fiend	
Steel Automaton	
Metal Door	
Large Metal Corridor	
Metal Corridor	
Pressure Plate	
Altar	
Nest	
Crate	
Barrel	
Treasure	

### Loot

	x10
	x2
	x4
	x2
	x1
	x1



135 - 04

## Belara's Keep

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### Scenario Goals

The scenario is complete when Belara is dead and the goal treasure tile has been looted. At the end of that round, read **134.1**.

### Scenario Effects

Each character adds two **-1** cards to their attack modifier deck.

### Introduction

"Belara's prison is unique." Eddica's advisement echoes in your thoughts as you head out northwest of Frosthaven in search of the place. "To keep the Savvas from regaining its powers, the High Council separated the logical side of its mind from the emotional. But it's more than that. Belara's entire existence had to be separated as well. So the prison it is kept in exists on two different but connected planes: one of icy reason, and one of chaotic emotion."

You stand in the place marked on the map, and utter the incantation provided to you by Eddica. Out of the snow, a crumbling stone fortress materializes.

"Just because Belara had it's mind cleaved," you remember Eddica saying, "that doesn't mean it is not still incredibly dangerous. Be careful." You step inside, but not all of you step into the *same* inside.

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