

Scenario Goals

The scenario is complete when the ancient ice has been retrieved, all characters occupy tile 14-A (or have become exhausted on tile 14-A), and no enemies occupy tile 14-A. At the end of that round, read **94.1**.

Scenario Effects

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

Introduction

The Living Glacier appears from the fog: a blue-and-white monolith of opaque ice stretching high into the air. The helmsman lands near a craggy beach, and you look out while the crew lashes the ship to a mooring rock. Only then do you realize you are not alone on this island.

A figure, shaped like a human but covered in spines and fish-like scales, appears high on an outcrop. His mouth is ringed by thick blue lips and filled with bristling, needle-like teeth, and his eyes, two large violet orbs, flicker with a clear, unguarded menace.

The fish-man opens his mouth and releases a long, gurgling howl. More of them appear along the crags, along with what look to be amphibious boars. He then jumps from his rock and lands onboard your ship, rocking it violently to either side. "You are in the waters of the Abael Scavengers!" The figure motions to the rest of your attackers, as if this title were to mean something to you. "We eat all fresh meat that enters here."

Barduu ducks below deck with the rest of the crew, and you prepare yourself for battle.

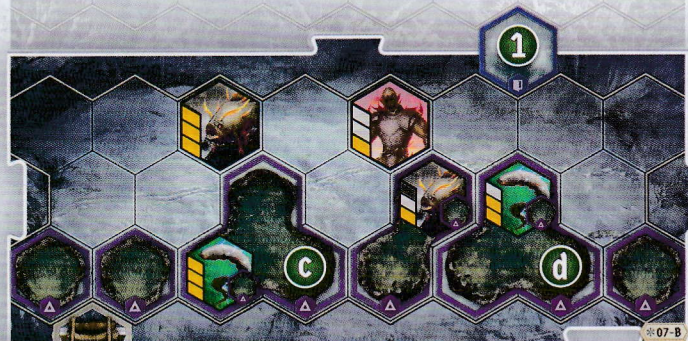
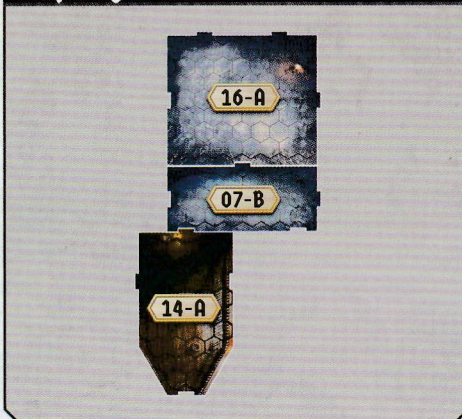
Special Rules

If any character becomes exhausted while not occupying tile 14-A, the scenario is lost.

Section Links

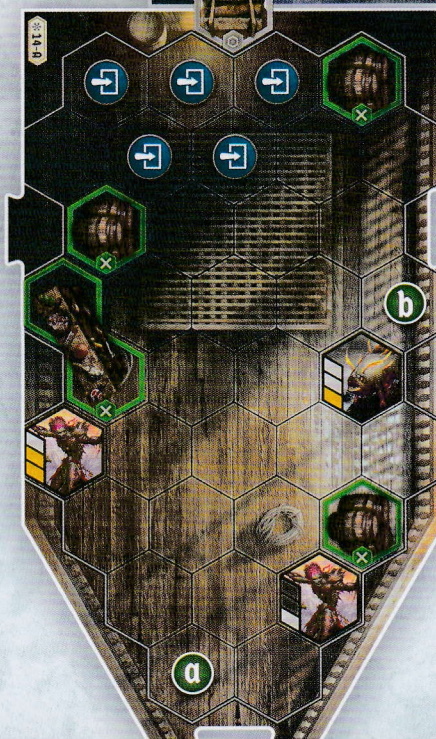
When door **1** is opened, read **85.2**.

Map Layout



Scenario Key

Abael Herder	Water	4
Abael Scout	Barrel	3
Lightning Eel	Large Snow Rock	4
Piranha Pig	Snow Rock	5
Snow Door	Supply Shelf	1
Stairs	Ice Pillar	1
Huge Water	Treasure	1
Large Water		3



Loot

⚡	x10
🐉	x3
🐉	x5
🐉	x1
🐉	x1