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## Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 📖 **174.4.**

## Scenario Effects

Each character gains ◈.

## Introduction

Following the mirror's guidance, you begin your journey. The expedition depicted in the reflection sends you far, far to the north, into the absolute coldest temperatures imaginable.

The weather is brutal, and you become fairly certain this mirror is sending you to your doom. But then you see an outcropping in the snow up ahead. An entrance to a cave.

You descend into a cave of pure ice, but the sight of treasure inside warms your soul. You step forward to claim it, but suddenly collide with… nothing? You reach out and feel a smooth, transparent wall of ice.

You look to the mirror for guidance, but all it reflects back to you is your face—dead, rotten, and worm-ridden. You shout with surprise, and the mirror falls from your hand, cracking when it hits the floor. You feel something crack within you as well, and everything goes black.

You awaken groggily to find yourself alive, but the mirror is gone, and with it, the treasure. The wall of ice now appears reflective, showing yourself also standing up, trying to shake off the pain.

But something is off. This reflection doesn't quite move like you. It doesn't quite look like you. No, as more of your mind awakens, you realize the reflection is your companion, trapped on the other side of the ice.

You jump forward, looking for a way out, but when your companion does not follow, you feel an intense, icy burning, and you see they feel it as well. Only when they return to your side does the pain diminish.

You must get through this together, but to add another wrinkle, the cavern fills with echoing howls as hounds and demons emerge from the depths.

## Special Rules

No more than half the characters (rounded up) can start the scenario on the same side of the ice wall. Set any numbered token next to the map.

Each room or set of rooms is symmetric, such that each hex has a corresponding hex on the other side of the ice wall. Figures cannot teleport from one side of the wall to the other.

At the end of each round, all characters and monsters apply the following effects simultaneously based on the occupancy of their corresponding hex on the other side of the map:
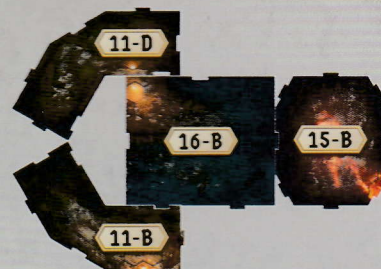
If occupied by an enemy, suffer ❄ 2.
If unoccupied, suffer ❄ 1.
If occupied by an ally, perform ♥ 1, self.

If any character becomes exhausted, the scenario is lost.

## Section Links

When either door ❶ is opened, read 📖 **182.2.**

## Map Layout

## Loot

- ❂ x10
- 🪙 x1
- ⚔ x3
- 🛡 x3
- ⚗ x2
- 🧪 x1

## Scenario Key

| | |
|---|---|
| **Frost Demon** | |
| **Hound** | |
| **Night Demon** | |
| **Savvas Icestorm** | |
| **Wind Demon** | |
| **Cave Door** | 4 |
| **Cave Corridor** | 2 |
| ❄ **Trap** | 6 |
| **Ice Pillar** | 4 |
| **Large Snow Rock** | 2 |
| **Ice Wall** | 4 |
| **Large Ice Wall** | 4 |
| **Treasure** | 2 |