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Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 📖 2.2.

Introduction

You were warned the journey would not be easy. That the weather would sap your strength and beat you into submission. That terrible creatures lurked in the mountains, waiting to fall upon unsuspecting travelers in a bloody frenzy. You wouldn't have expected, however, that the most mundane of threats may end up being the most dangerous.

Wolves.

The howling started last night – signals to the pack that prey was near. And now they have gathered, stalking you as you move through the mountains, looking for weaknesses.

This is no time to be passive. You know it's only a matter of time before they strike, going after the slowest, oldest members of your caravan. If you want everyone to survive, you'll need to show these animals that you are not to be messed with. That you are not prey.

Special Rules

Do not set up the Hound monster ability deck. Instead, each round on initiative 26, all Hounds perform 🏃 2; ⚔ 2.

Each character reduces their hand until it contains only the following cards:

Drifter: *Unbreakable, Crushing Weight, Vile Assault, Deadly Shot, Violent Inheritance, Precision Aim, Bloodletting, Sustained Momentum*

Boneshaper: *Eternal Torment, Transfer of Essence, Command the Wretched, Flow of the Black River, Decaying Will, Fell Remedy, Malicious Conversion, Life in Death, Returned Servant*

Deathwalker: *Shadow Step, Fluid Night, Strength of the Abyss, Call of Doom, Call to the Abyss, Black Barrage, Eclipse, Dark Fog*

Banner Spear: *At All Costs, Tip of the Spear, Unbreakable Wall, Combined Effort, Javelin, Deflecting Maneuver, Regroup*

Blinkblade: *Blurry Jab, Twin Strike, Sap Speed, Power Leak, Drive Recharge, Hit and Run, Temporal Displacement*
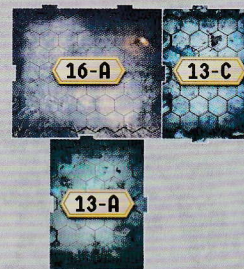
Geminate: *Icebound Quills, Draining Pincers, Hornet Stingers, Changling's Boon, Drag Down, Selfless Offering, Into My Embrace, Firefly Swarm, Mind Spike, Harvest the Essence*

Section Links

For a more in-depth guide on how to play each class, read 📖 197.1.

When door ① is opened, read 📖 2.1.

Map Layout

Scenario Key

Hound		Snowdrift	6
Snow Door	1	Snow Rock	4
Large Snow Corridor	4	Stalagmites	4
Snow Corridor	3	Treasure	1
Damage Trap	3		

Loot

💰 x8
🔔 x2
⚔ x2
🪓 x2