



TERROR IN THE TUNDRA PROLOGUE

Your party arrives at a giant gate carved from the glacial stone of the ice mountain.

You must make your way through the gate to the iron door inside and assault the outer chambers of the Frozen fortress that lay within.

- A. The first hero to stand on one of these squares triggers a trap that freezes them in an **Ice Wall**. They cannot move or make any actions until released. On each of their turns they must roll a combat dice and lose **1 body point** for every **black shield** rolled until freed.
- The only way to disable the **Ice Wall** is by either the **Dwarf** pulling the lever at E or the **Wizard** using a **Dragon's Breath** spell found in a chest at D.
- B. Upon searching for traps, a grappling hook is discovered that leads to the upper level. It costs **1 movement point** to change levels.
- C. The entrance to the secret passage is only large enough for the **Dwarf** to fit through. Any other player who tries to get through becomes stuck and must roll a **D6** at the start of their turn and are only released on a **roll of 4-6**, they then continue their turn as normal. No other players may pass until they are free.
- D. A treasure chest containing the **Dragon's Breath** spell.
- E. When on this square the **Dwarf** pulls the lever and disables the **Ice Wall** trap.
- F. When defeated, this Yeti will drop **2 Potions of Healing**.