ONE-SHOT QUEST:
GLACIAL INFERNO

With Darkness contained and defeated, heroes now must leave Hell through a forgotten and frozen corner of this place. The exit lies behind dozen of layers of ice...

Tiles needed (from *Hellscape*, [A] Tiles): **3B, 4B, 6A, 7B.**

◈ QUEST OBJECTIVES

Complete the objectives in order:
1- **Unfreeze the Geysers:** Awaken the 3 Frozen Geysers
2- **Escape the Frozen Hell:** Escape with all Heroes

◈ QUEST SPECIAL RULES

• **Ice Traps:** During Setup, place 1 ❄ token on each Spike Trap in the Dungeon. In addition to the Spike Trap effect, the Hero who activated it takes the ❄ token (even if they took no Wounds).

• **Frozen Geysers:** The color-side-up Objective tokens represent Frozen Geysers. Any Hero standing in a Zone with these Objective tokens may spend 1 action to break the ice and awake the Geyser. When a Geyser is awakened, remove the token from the Dungeon and each Hero gains 5 XP.

• **Frozen Doors:** The doors with a white outline can't be opened until the Frozen Geysers have been awakened. As soon as all Geysers have been awakened the doors can be opened as usual.

• **Glacial Monsters:** Monsters seem to have adapted themselves to this frost nightmare. During this Quest, follow these special rules for Enemies:
   - Enemies can't take ❄ tokens.
   - When spawning an Enemy, place 1 ❄ token on its weapon or Attack dice stat. The first time an Enemy deals 1 or more Wounds to a Hero, that Hero takes this Enemy's ❄ token.

• **Ice Corruption:** When the Chamber with the 🌀 token is revealed, spawn a Roaming Monster in the 🌀 token Zone, then remove the token from the Dungeon. Do not draw a Door card for this Chamber, but spawn Mobs as usual.

• **Escape:** Any Hero on the gray Objective token Zone may spend 1 MP to exit the Dungeon. Once all Heroes have exited, the Quest ends in victory.

🪙 **Loot Token***	🌀 **Corruption Tokens x1**	❄ **Frost Token x5**	🐂 **Spawn Token x5**	🐂 **Starting Mob Zone x2**
✦ **Hero Starting Zone**	✷ **Color-Side-Up Objective Token x3**	✷ **Gray Objective Token x1**	**Regular Chest Token x1**	**Greater Chest Token x2**
		🟢 **Portal Token (Up to x2)**	🟣 **Roaming Monster Portal Token x1**	👑 **Fountain Token x1** / ⚒ **Forge Token x1**

Closed Door x9

Spike Trap Token x5

Bridge x1

*Loot tokens are placed according to the number of Heroes:

1-2 🧍 → 🪙	3-4 🧍 → 🪙🪙	5-6 🧍 → 🪙🪙🪙