

# Crystal Rampage

**Goal** Destroy all crystals or kill the Great White Bear

## Introduction

You cautiously move down the tunnel on the left, very mindful that whatever is growing could be dangerous. As you move, the blue glow gets brighter and brighter until the entire tunnel is illuminated in a disconcerting water-like gleam.

A massive roar lets out from just ahead of you, shaking the walls. It is a roar you recognize. You creep forward until the giant white bear is in view, though now its fur has taken on a bright blue shimmer.

All across the floor of the cavern ahead are crystals sprouting up out of the rock—a clear source of the mysterious glow. The bear growls and paws at the crystals, almost as if trying to dig them out of the ground or get at their source below the stone.

Suddenly the bear looks up straight at you. You're not sure what tipped it off, but it has definitely taken notice and is not happy. It appears very interested in protecting these crystals from all intruders, and the crystals, in turn, seem to be imparting some protection onto the bear. It is really not a great combination of circumstances.

## Special Rules

Each obstacle is a crystal and has  $(1+L) \times C$  hit points. Any time a crystal is destroyed, all figures adjacent to it suffer half trap damage (rounded up).

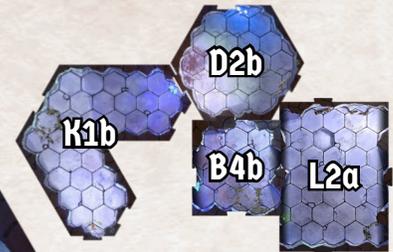
The Cave Bear is the Great White Bear. It has  $H \times C$  hit points, where H is the regular hit point value of an elite Cave Bear, and  $1+X$  Shield, where X is the number of crystals within 5 hexes of the Great White Bear, counted through walls and doors (for example, 10 crystals are within 5 hexes of the Polar Bear's starting position).

The Great White Bear is immune to STUN ❄️, DISARM 🧤, and WOUND 🔥, except that whenever a crystal is destroyed, the Great White Bear gains STUN ❄️. At the beginning of each round, play two ability cards for the Polar Bear. It will act through two turns each round, performing each of its ability cards

on their initiative values. Any condition that is lost at the end of a turn is lost at the end of each of its two turns (for example, if it has STUN ❄️ at the start of the round, it won't act on its first turn, but it will still act on its second turn unless it gains STUN ❄️ again between its first and second turns).

If all crystals are destroyed, the scenario is complete, and Conclusion A on the next page should be read at the end of the round. If the Great White Bear is killed, this also completes the scenario and Conclusion B on the next page should be read at the end of the round. If both objectives are completed in the same round, read Conclusion B.

## 1 Map Layout



## 1 Scenario Key



### Conclusion A

The glow from the crystals refracts in strange patterns across the walls as you smash the last of them, scattering blue shards across the stone floor. The giant bear behind you howls in despair and then slumps over in defeat.

It scratches futilely at the ground beneath its feet, but has no fight left in it. You almost feel bad, but then you remember it was trying to tear your head off a few seconds ago. You gather up as many crystal shards as you can fit in your pockets and figure out what you should do about this bear.

### Rewards

20 gold each

2 ✓ each

### Conclusion B

Bloodied and beaten, the bear falls with a crash, shaking the entire cavern. Moments pass in silence as you wait in disbelief, expecting at any moment the rampaging creature might stand and charge again.

Instead, the silence continues. It is over. These crystals are certainly interesting, though. They should fetch a good price back in town.

### Rewards

20 gold each

15 experience each