

## Queen Made of Ice

Players: 2-6

### Intro

“The wind was howling... A cold soulless mist was covering the skies of the Realms. The lakes turned to ice and the crops froze and died. Peasants and creatures were locked up in their hidings trying to stay warm around small fires, but this cold mist was unnatural. The snow covered most of the ground and everything seemed to be invisible under the white veil. Snow White felt that something was wrong when even the great snow wolves didn't dare to leave their caves. She started searching and asking about what was happening when she realized that there was a whisper in the wind. She couldn't hear it before, but as she focused now she could hear clearly a female voice shouting words of power in an ancient and lost dialect. Snow White gathered the heroes of the realms and ventured forth following the voice to its origin and that is where they found her...”



### Set-up

You follow the set-up of the base game, with the following changes:

For this scenario players use only 1 Dark Lord regardless of the number of players and Realms and this Dark Lord is the Snow Queen.

Remove all the Dark Lord cards from the rest Active Realms.

For this scenario 1 player has to assume the role of Snow White.

For this scenario and since the Dark Lord is the Snow Queen, one of the Active Realms must be the Fairy Forest.

### Winning Condition

Defeat the Snow Queen in all Active Realms.

### Gameplay

For this scenario there is only one Dark Lord in play, the Snow Queen. Whenever, one Realm's Invasion Marker reaches 16, Snow Queen appears -just as a normal Dark Lord- following the same rules as in the base game.

When defeated, the normal rules apply with the only difference that the Snow Queen can and will spawn again on another Realm, just as if she belonged to that Realm too.

The Heroes must collect each Realm's Artifacts normally, in order to defeat Snow Queen in each Realm.

For the entirety of this scenario, the Snow Queen can only be confronted and defeated by Snow White.

If the Snow Queen ever has to spawn again while already on the board, the players instantly lose the game. For example, if a second Realm reaches 16 on the Invasion Marker and the Dark Lord is already on the board.

**Attention:** The Snow Queen's ability is changed and for this scenario challenges Snow White. Therefore, each turn Snow White rolls the Area Die and if she rolls "I" she loses her next turn.

### **Tips**

In case you want to increase the difficulty of this scenario, you can choose to add the Black Fortresses or the Promo Invaders.