

## Scenario Goals

The scenario is complete when the goal treasure tile is looted. At the end of that round, read **82.1**.

## Introduction

Leaving the door behind you, you arrive at a room slightly less worn down by time, but no less unsettling. The green light is far stronger here, the walls practically glowing with its strange emerald bloom. Green ooze has been slathered all over the chamber, and much of the brickwork is coated in thin streaks of dried slime. However, beyond the luminescence and the ooze, there is something else that draws your attention.

A series of heavy metal squares are set into the ground in the center of the room: pressure plates, like the sort normally employed as traps, except these have not been hidden at all. Instead, they sit out in the open, each marked with a strange rune. Along the walls you see three doors also marked with symbols: The middle plate's symbol matches the door to the right, while the runes on the two outside plates match the door on the left. The remaining door, which sits directly in front of you, is etched with a rune that doesn't match any of the plates.

## Special Rules

Doors ① to ④ are locked and will unlock and open so long as any characters occupy two or more corresponding pressure plates (a opens ①, b opens ②, c opens ③, d opens ④). Whenever any open door no longer meets this criteria, it immediately closes and locks. Destroy any overlay tile or tokens on

it. Any figure occupying it suffers trap damage and is placed in the closest empty hex.

The first time each door ① to ④ is opened, at the start of the following round, spawn one monster adjacent to each character based on the map tile they currently occupy:

Tile	09-B	02-K	02-I	02-A
Monster	Elite Living Spirit	Elite Ice Wraith	Normal Living Doom	Normal Ice Wraith

If multiple doors are opened for the first time in the same round, multiple spawns occur. Any character occupying a hex with an open door may be treated as occupying either bordering tile for the purpose of spawning.

characters solely for the purpose of occupying pressure plates. On initiative 50 each round, they perform **4**, controlled by you. They do not block enemy movement can cannot be interacted with in any way.

Place 4-C numbered tokens in any empty starting hexes. These represent spectral helpers, who are considered

All trap tiles placed during set up throughout the scenario are considered pressure plates instead.




## Section Links

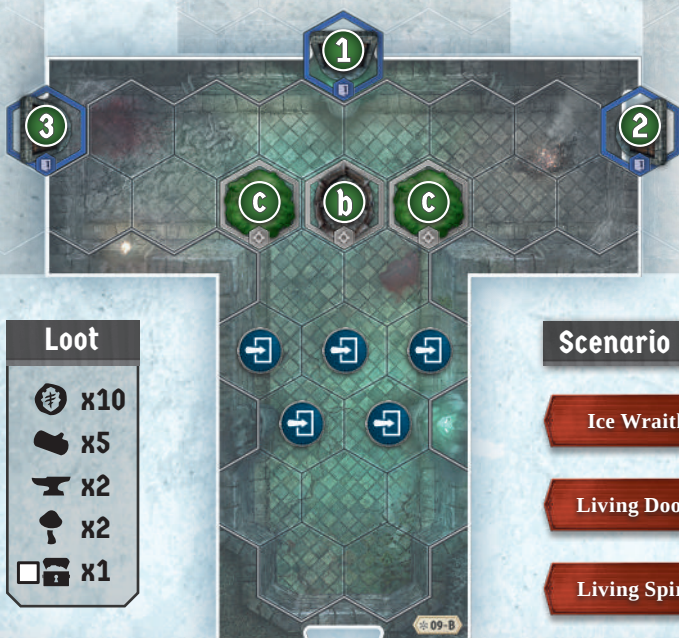
When door ③ is opened, read  42.3.

## Map Layout



## Loot

-  x10
-  x5
-  x2
-  x2
-  x1



### Scenario Key





Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 13.1.

Scenario Effects

Each character gains 1.

Introduction

You’ve been following the trail of crystalline spikes—the Icespeakers’ “conduits”—for hours, and the trail has led you around the north edge of the Whitefire Wood. As you go, you wonder what the Algox are up to. Have these icy spikes been here forever, functioning as some sort of ancestral crop? Or have the Icespeakers begun amassing them only recently, expanding these fields to some unknown purpose?

The conduits have become larger and more densely packed as you’ve followed the trail, and now they are so close together that you’re forced to abandon your sled and move in on foot.

It doesn’t take long to pick up a trail after that. Heavy footprints mark the way, and following them, you come to the remains of a hard-lost battle. A great number of Algox corpses are strewn about in the snow, their huge bodies showing deep cuts, some missing limbs. But something is wrong with this scene: None of the Algox you’ve encountered before wield blades that could cause this sort of damage.

As you crouch to inspect a corpse further, it suddenly shifts. You jump back as it rises out of the snow, a rotting mass of undeath. You sigh and shake your head. Why can’t things just stay dead?

Section Links

When door 1 is opened, read 91.2.

Map Layout



Scenario Key

Algox Guard

Trap

Burrowing Blade

Ice Spikes

Frozen Corpse

Snow Drift

Snow Door

Ice Pillar

Loot

- 6
- 3
- 2
- 5
- 2
- 1
- 1






Scenario Goals

Unknown at this time.

Scenario Effects

Each character gains .

Introduction

Snow and rock fall freely as the mountain shakes violently. Boulders zip past your rappel lines, plummeting through space before crashing into the ground with incredible thuds. Every second you're outside is another second nearer to death, so the instant you touch down, you unlatch your harness and run. But rather than flee for the safety of the plains, you dive down into the tunnels, knowing that it's only a matter of time before Snowscorn comes crashing down. You have to find the Icespeaker chief in the hopes that he knows how to stop this.

Panicked Algox clog the passages as they try to escape their crumbling home, but the chief is easy to find. He's right where you expect him to be, standing in the central chamber, giving rapid orders to his kin, telling them to leave everything and flee.
























"The spirits of Skyhall have turned against us," he growls when he sees you. "You must come with me, quickly!" You turn and follow as the tremors intensify, the entire mountain threatening collapse. The Skyhall is a wide, circular room domed with glistening crystals—clearly a place of great religious significance. The floor is carved with a number of intricate

glyphs, and stout pedestals made of ice stand in patterns around the room. The chief moves slowly, reverent even despite his rush, but you sense the presence of an almost palpable frustration, a twisted anger hovering in the air.


Shadows materialize in front of your eyes—gray spirits wriggling out of

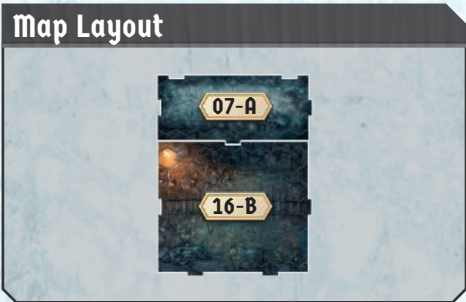
nothingness. They are pale, wicked-looking things: ghostly in body but with sharp spectral claws and a pure, unchecked hatred in their eyes.

Another tremor rises up and the Algox chief shouts over it. "You must put the spirits to rest. Their anger will bring down the mountain!"

Special Rules			
All altars are immune to damage at this time.		At the start of each listed round, spawn the following monsters at each listed location based on character count:	
Round	Two Characters	Three Characters	Four Characters
1	 : One normal Flame Demon	 : One normal Flame Demon	 : One elite Flame Demon
2	 : One normal Earth Demon	 : One normal Earth Demon	 : One elite Earth Demon
3	 : One elite Ice Wraith	 : One elite Ice Wraith  : One normal Ice Wraith	 : One elite Ice Wraith  : One normal Ice Wraith
4, 5, 7, 8	 : One normal Flame Demon  : One normal Earth Demon	 : One normal Flame Demon  : One elite Earth Demon	 : One elite Flame Demon  : One elite Earth Demon
6, 9	 : One normal Ice Wraith  : One normal Earth Demon	 : One normal Ice Wraith and one elite Ice Wraith  : One normal Earth Demon	 : One normal Ice Wraith and one elite Ice Wraith  : One elite Earth Demon

Section Links

At the end of the ninth round, read  75.2.



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## Scenario Key

Earth Demon



Flame Demon



Ice Wraith



Cave Corridor



Large Cave Corridor



Altar



Dark Fog



## Loot

☙ x11

☙ x2

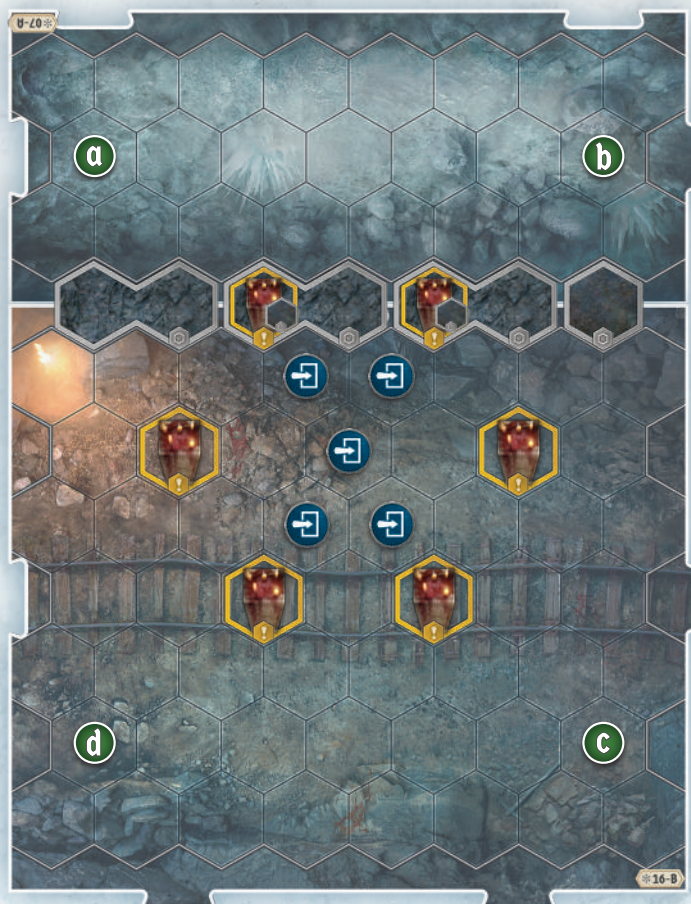
☙ x2

☙ x2

☙ x1

☙ x1

☙ x1



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## Temple of Liberation

Copperneck Mountains

## Scenario Goals

The scenario is complete when the glowing orb is destroyed. At the end of that round, read **57.2**.

## Introduction

The light here is sparse. You tread carefully with torches held high, the long stone hallways bending in the darkness. You march with your eyes straining forward, and only after a long stretch of time do you find anything new. A hallway appears, bathed in a faint yellow glow. The light is dim at first but intensifies as you continue on, and a few moments later you arrive at the source: an immense chamber dominated by a huge, humming yellow orb.

The room is truly massive. The soaring domed ceiling is carved with intricate rectangular designs. The walls too share this motif, and four large pillars stand in four quadrants of the room, each topped with a small, glowing yellow node.

The orb, which is the primary source of the light, is positioned in the center like a sun, humming in key with the four pillars around it.

A small crowd of mechanical creatures have gathered here. Some look like the machines you've faced already, bipedal beings made of metal and cord, but others are new and strange. All of them are turned toward the orb, heads bowed as if in prayer.

There is little time to wonder at the sight. Shortly after you enter, one of the machines turns and sees you. It rises at once and the other mechanical parishioners follow like a silent wave. As they do, the four pillars deploy a protective shroud that encases the main orb in a hazy barrier of light. That orb must be driving them, you think, but as soon as the thought crosses your mind, the machines charge. Their metal feet click against the stone floor, and through a passage at the far end of the room, you can see shadows flickering—reinforcements on their way. You need to shut down the barrier and disable the orb, and you need to do it fast.

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## Special Rules

At the start of each even round, spawn one Ruined Machine at each **a** and **b**. These spawns are normal for two characters, elite at **b** for three characters, or all elite for four characters.

At the start of each odd round after the first, all characters, character summons, and Ruined Machines occupying or adjacent to any hex with a power conduit or metal cabinet suffer trap damage.

The glowing orb is immune to damage at this time.

Each metal cabinet has  $Cx(L+2)$  hit points. They are enemies to you and allies to all monsters. They have an initiative of 01 for the purpose of focusing. Whenever any metal cabinet is destroyed, spawn one Flaming Bladespinner at to the glowing orb. It is normal for two or three characters, or elite for four characters. In addition, the closest **a** or **b** no longer spawns anything, and the closest power conduit no longer causes trap damage.

## Section Links

When all metal cabinets are destroyed, read **14.3**.

## Map Layout

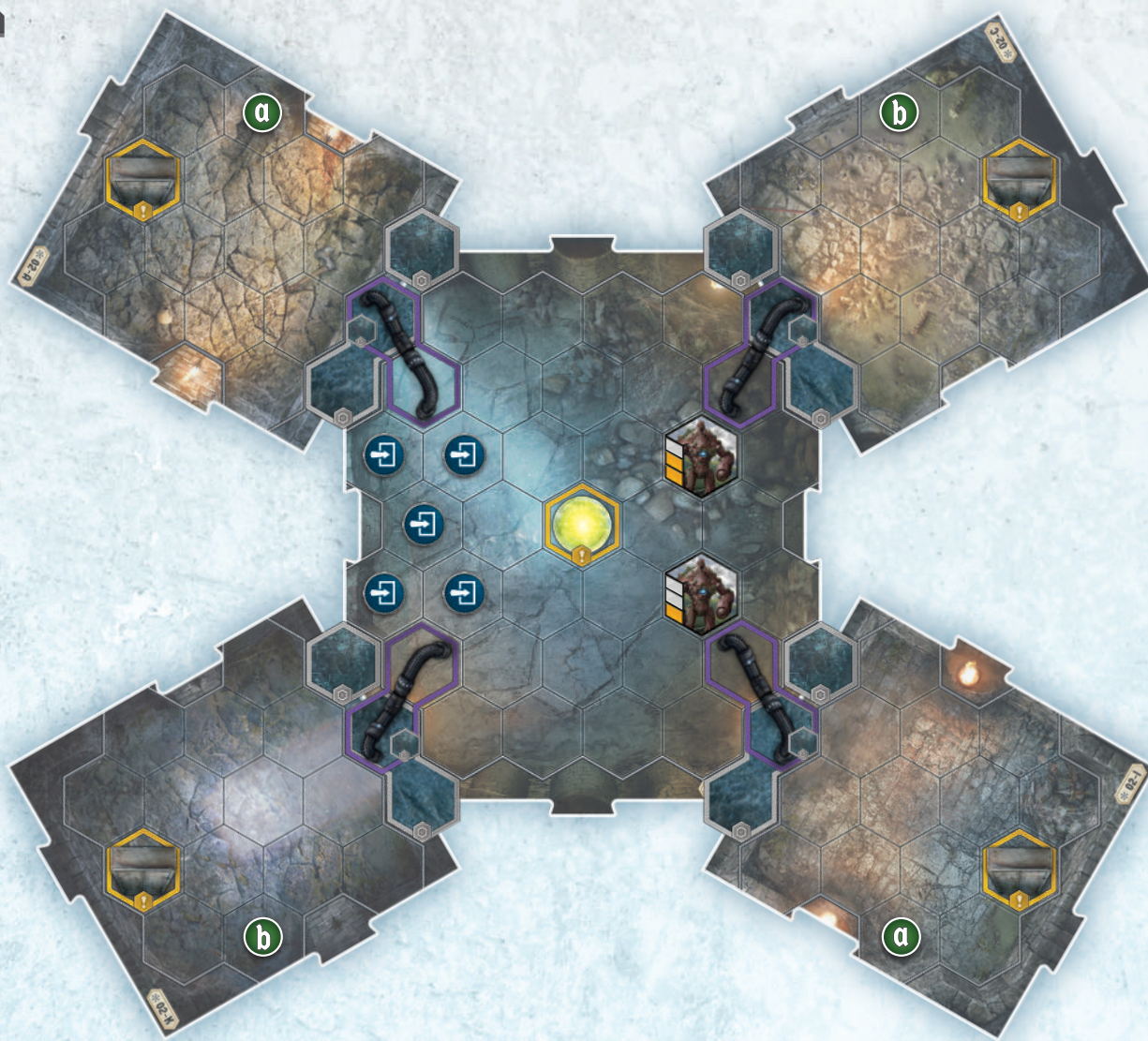


## Scenario Key

Flaming Bladespinner	
Ruined Machine	
Steel Automaton	
Metal Corridor	4
Large Metal Corridor	4
Power Conduit	4
Glowing Orb	1
Metal Cabinet	4

## Loot

	x10
	x2
	x5
	x2
	x1













Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 105.2.

Scenario Effects

Each character gains 1.

Introduction

Down the rear stairwell—a corkscrew of stone and iron—you go to see what lies beneath the spire. Tunnels are what you find: black, sooty tunnels. From what you can tell, they are purely functional, the stone passages scraped and marred by years of clumsy automatons passing through, but there is a smell on the air that stands out. It’s a mix between funeral pyre and an alchemist’s shop: burnt fat, charred metal, and smoke. You can’t see the beam’s light from here, but you can hear its telltale hum.

You wind through the tunnels, keeping alert for any sign of movement, but you soon discover that the workers down here have been disabled and now lie lifeless on the ground. It appears that they fell in the middle of their work, dropping where they stood and spilling whatever they’d been carrying. Their grisly cargo is strewn over the floor: legs with feet still attached, Algox paws, vulpine torsos, all of it splayed out like a macabre trail of breadcrumbs.

It isn’t until you turn the final corner that you see where all this butchery was headed—a hallway, heaped on both sides with discarded bodies and limbs. The humming noise is louder here, and the red glow reflects off the tunnel walls—the beam of energy is close. You move forward but only manage a few steps before the ground stirs around you.

Deathless bodies, ruined and hacked, rise up from the piles. Maimed and half-charred Algox and humans, many of them lacking limbs and other essential parts, climb to their feet nonetheless and release weak, throaty groans.

Section Links

When door 1 is opened, read 38.4.

Map Layout



Scenario Key

- Living Bones 1
- Living Doom 1
- Living Spirit 1
- Metal Door 2
- Trap 4
- Rubble 4
- Large Debris 3

Loot

- 8
- 4
- 4
- 2
- 1
- 1







## Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **88.3**.

## Scenario Effects

Each character gains twice.

## Introduction

This dark metal tower was built for some purpose, and you're certain the truth will be at the top. You need to see where this beam of red light leads. When you step into the beam of light, you feel nothing at first. The world around you becomes a crimson stained version of itself. You feel silly, realizing that maybe this beam was meant only for the transportation of machines. But then you take a breath, and everything wobbles. Your vision bends, and the world snaps with sudden violence into an entirely new shape. You have no time to react—if you did, you would almost certainly scream—but in a blink it's over and you are somewhere else, standing in an entirely new room. The redness is gone, but you feel terribly off-balance. It's as if you've been at sea for months and have just run aground. For whatever reason, there is a dry, smoky taste on your tongue.

You're in a smaller room now—an upper level of the spire, you think. The red beam is still coursing through the center of the floor, and all around it are a number of automatons, just like the workers downstairs, except these are still active. The reason for this is quite clear: just past the beam hovers another demon, thrashing its long, leathery tendrils in rage.

## Special Rules

Shuffle the twelve numbered tokens face-down next to the map.

All corridor hexes in the scenario represent the beam of chaotic energy. All monsters treat all corridors as negative hexes. Whenever any figure enters a corridor hex, immediately reveal one numbered token and apply the corresponding effect to that figure:

- 1: Gain
- 2: Gain
- 3: Gain
- 4: Gain twice
- 5: Perform 2+L, self
- 6: The closest monster suffers trap damage
- 7: Gain
- 8: Gain
- 9: Gain
- 10: Gain twice
- 11: Suffer trap damage
- 12: Spawn one normal Living Bones at the closest empty non-corridor hex.

Whenever all numbered tokens have been revealed, shuffle them all face-down again.

If any character becomes exhausted, the scenario is lost.

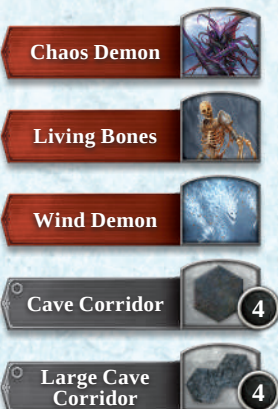
## Section Links

When all revealed enemies are dead and any character occupies a corridor, after applying any numbered effect, read **83.2**.

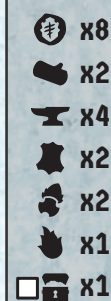
## Map Layout



## Scenario Key



## Loot









**Scenario Goals**

The scenario is complete when all enemies in it are dead. At the end of that round, read **24.1**.

**Introduction**

Turning away from the flickering red right, you opt to move in a direction slightly less ominous, though only slightly. You take the steel walkway through the open cavern. The ceiling is too high for you to see in the darkness and no creatures stir around you, but still the vastness of this place is a marvel in itself.

After a few minutes, you come to the entrance of a well-constructed tunnel. Its walls and ceiling are held back with thick metal trellises, hundreds of hexagonal beams coming together to form a heavy metal skeleton that, though well-forged, has succumbed to decades of rust. Wide

leaves of corroded iron have begun to flake off in several places. You listen for any signs of activity, but there are none.

You continue moving and, after a long stretch of time, you spot a trace of light escaping from a nearby passage. Following it, you come to a library. It is a large rectangular room bordered on all sides with bookshelves sagging under the weight of their contents, and in the center of the room are several tables and chairs, all of them thick with dust and cobwebs.

But you are not alone. Shortly after you enter, you hear the hurried shuffling of metal feet. A line of security machines emerge from the far entry, weapons at the ready. They move with rigid certainty, their limbs exact and swift, specialized in seeking and destroying intruders like yourselves. Their focus, however, is only partly aimed at you. The majority of them are instead moving toward a pedestal in the center of the room. The pedestal is little more than a simple stone pillar, but atop it you can see a large steel pressure plate. You're not sure what the plate does, but judging by how much attention the machines are paying it, you know it isn't good.

**Special Rules**

All Ruined Machines focus on moving toward and occupying the pressure plate, then find a focus as normal and perform any other abilities as if they had no movement. If they cannot find a path to the pressure plate, they will move to get as close as possible to it (as measured by range).

If any figure occupies the pressure plate, the scenario is lost. All characters and character summons cannot enter the hex with the pressure plate in any way.

**Section Links**

At the start of the seventh round, read **131.4**.

**Map Layout****Scenario Key**

Ancient Artillery	
Ruined Machine	
Steel Automaton	
Large Metal Corridor	4
Metal Corridor	3
Pressure Plate	1
Bookshelf	6
Supply Shelf	3
Treasure	1

**Loot**

	x10
	x2
	x4
	x1
	x1





Scenario Goals

The scenario is complete when all altars in it are destroyed. At the end of that round, read **8.2**.

Introduction

The carved relief in the glowing tomb has been at the back of your mind since you first saw it, and now, standing in front of it once again, you understand why. You move closer, raising a hand to feel its intricacies, but a familiar sensation suddenly comes over you—the shard. It thrums once, twice. Then, as if moved by an invisible hand, the relief spins and moves—the door begins to open. The heavy metal gears grind through the rust as the door slides slowly, grudgingly into the wall.

You move into the next chamber and put away your torch. The green light has become so strong, you can navigate by its glow alone, though now that glow appears to be pulsing, rising and falling in a steady rhythm.

The chamber is a dank, mildewy expanse of cracked stone and crumbling mortar. Several splotches of greenish ooze seep in through the stonework walls, accumulating into large, thick puddles.

You move carefully into the chamber, but a sudden wave of gravity tilts you to the side, and you stumble. Sudden flashes of light and shadow appear. Faces from long ago—your own memories and nightmares, things you’ve locked away—literally leap out from your mind and materialize in the room before you.

Were you a newly-minted adventurer, this deranged magic might unnerve you. Instead, you concentrate. The green light

is pulsing faster than ever and the puddles of ooze have begun to creep over the floor. You raise your arm in front of your face and squint. It’s difficult to see clearly through the gloom, but, squinting through the shifting shadows, you catch a glimpse of what lurks behind them. A great eye crowns a tall knot of fleshy black tendrils, and you understand now that this path was taken in error. You have not entered a simple catacomb; you have entered the lair of terrors from the deep.

Special Rules

Whenever any character suffers damage from a Deep Terror attack, they must move one card from their hand or discard pile to their own separate pile of “taken” cards. In addition, whenever any door is opened, all characters must move one card from their hand or discard pile to their taken pile. Taken cards cannot be interacted with in any way

Each altar in the scenario has L+2 hit points. They are enemies to you and allies to all monsters. Whenever any altar is destroyed, the destroying character may return all their taken cards to their hand.

Section Links

- When door 1 is opened, read **95.1**.
- When door 2 is opened, read **68.3**.
- When door 3 is opened, read **69.2**.
- When door 4 is opened, read **148.4**.
- When door 5 is opened, read **71.5**.

Map Layout



Scenario Key

- Deep Terror
- Living Bones
- Ooze
- Dungeon Door 5
- Altar 6
- Treasure 2

Loot

- x13
- x2
- x2
- x2
- x1





# Summit Meeting



Copperneck Mountains

## Scenario Goals

The scenario is complete when all characters and emissaries have escaped. At the end of that round, read **93.3**.

## Introduction

A secret meeting has been arranged. There are elements on both sides of this Algox war that want peace, and they have sent emissaries to discuss the possibility of reconciliation.

You stand as witnesses to this apocryphal meeting, and you can't deny the wary optimism lingering in the private chamber, a long, oval-shaped cave tucked away from the eyes of either sect.

The two emissaries, Gurndel and Barduu, stand in the center of the room, muttering in the Algox tongue, and although you can't discern their words, it seems to be going well. So far, the discussion has been carried out with measured tones and much pausing for consideration. In fact, from what you've seen, you're almost surprised that the two sects haven't found peace before—almost surprised, because just as you have that thought, you hear the sounds—enraged Algox storming down the tunnels toward you.

The secret meeting has been discovered, and somehow both sides of the conflict have come to stop it. They are roaring for battle—and for the heads of the traitors who dared sue for peace.

You look outside the cavern to see the guard details each side brought being cut down with cruel efficiency. Spears and spells and fists fly in a swarm of violence. Gurndel and Barduu turn to you. It's time to leave, but both exits are well guarded.

"We must be away from this place," Barduu shouts. "Warm-bloods, aid us, or none will escape."

## Scenario Key

Algox Archer	
Algox Guard	
Algox Icespeaker	
Algox Snowspeaker	
Large Cave Corridor	3
Ice Pillar	5
Treasure	2

## Loot

	x11
	x2
	x3
	x1
	x1
	x2



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## Special Rules

Place one numbered token in each **a**. These represent the emissaries, allies to you and enemies to all monsters. Each has  $2 \times (L+2)$  hit points. On initiative 99 each round, they perform  $\mathcal{R}$  4, controlled by you. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to an emissary. If either emissary dies or any character becomes exhausted, the scenario is lost.

All Algox Guards and Algox Snowspeakers are allies to each other and enemies to all other figures. Likewise, all Algox Archers and Algox Icespeakers are allies to each other and enemies to all other figures.

Use the **II** attack modifier deck for the Algox Archers and Algox Icespeakers, though they are still considered enemies to you.

At the start of each even round, spawn one Algox Guard at **d** and one Algox Archer at **e**. These are normal for two characters, elite each second spawning for three characters, or all elite for four characters.

When all Algox Snowspeakers are dead, each **b** and **d** becomes an escape hex.

When all Algox Icespeakers are dead, each **c** and **e** becomes an escape hex.

## Map Layout



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## War of the Spire A



Crystal Fields

## Scenario Goals

The scenario is complete when all three ice cores have been destroyed. At the end of that round, read **50.3**.

## Scenario Effects

Each character gains  $\mathcal{S}$ .

## Introduction

With a detachment of Snowspeaker scouts able to survey the path ahead, it doesn't take long before you find the enemy horde. They have gathered, hundreds of them, for war. They are positioned in the center of the eastern fields, formed into a defensive perimeter around an enormous spire made entirely of ice. From a hundred yards away it looks like some monument to a demanding god: a pillar of gnarled glass as tall as a giant cedar, and from it, you sense an immense constrained power.

"This is it," says Denpang, the young leader of the Snowspeakers. She stands to your side, surveying the battlefield. "We will distract the main forces. You must get to the spire and destroy its core."

You ask what will happen if the spire is activated. The question brings a shadow over her face.

"Utter defeat." She looks at you and the gathered fighters and nods with absolute certainty. "The very snow itself would be perverted by the Icespeakers' devilry, and we would be defenseless against them. We would be crippled under their fists... but we will not let that happen."

As she says this, a low beat rises in the air. You turn, expecting drums to have suddenly appeared on the attacking line, but it is the sound of the Algox slamming their staves and feet into the ground. The effect is awesome: a deep rhythm reverberating off the trees and out over the plain.

The beat quickens. Staves and feet and fists pound, building into a great thrum of war. Then all at once, it ceases, and a terrible roar goes out that shakes the air in your lungs. Together, you and the Algox charge.

## Special Rules

Spawn 6-C normal Algox Guards or Algox Archers at any empty starting hex. They are allies to you and enemies to all other monster types.

Each ice pillar and ice core has  $C \times (L+2) / 2$  hit points (rounded down), and can only be damaged if there are three or fewer ice pillars and/or ice cores adjacent to it. They are enemies to both you and all Algox Guards and Algox Archers and allies to all other monsters.

Whenever any ice pillar is destroyed, spawn one Algox Priest at **a**. It is normal for two characters or elite for three or four characters. Whenever any ice core is destroyed, spawn one Algox Icespeaker at **b**. It is normal for two or three characters or elite for four characters.

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## Map Layout



## Scenario Key



## Loot





## Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of the round, read **53.2**.

## Scenario Effects

Each character gains 

## Introduction

“The conduits draw strength from Geryuu,” Putargal explains as she draws a crude map in the snow. “With them, we can send a wave of power reaching clear across the Whitefire Wood that will freeze every last flake of those heretics’ snow.” She swipes her hand across the big area in the middle, pushing away the snow.

“They will have nowhere to go. Nowhere to attack from. It will be the end.” She stands and you stand with her, looking around at the giant spikes of ice emerging from the ground around the edge of the wood.

“But their scouts have discovered our plan, and so they have no choice but to come and stop it.” Behind Putargal looms the largest of the spires. She stamps her foot into the ground and the snow freezes around it. “They will attack right here. Their only hope is to destroy the main spire, which feeds all the others. But we will stop it.”

The size of the spire still gives you pause. How it was made, you cannot fathom, but its strength is unquestionable. You can feel its power thrumming from deep within: a steady tide of energy being drawn inward from the forest and stored up like a geyser preparing to erupt.

A perimeter has been set. The Icespeakers stand in a wide circle around the spire, prepared to fight.

"Can you feel it?" Putargal surveys the gathering assault. She holds her chin high, her face bent in determination. "The end

of this war is near. The divine sings to us.  
This will be our day.”

You tilt your head to the wind, listening for this song from the Algox gods, but all you hear is a steady beating rhythm. Looking out into the forest, you see the opposing army approaching. There must be hundreds of them, and they are chanting. The Snowspeakers are striking their weapons against the ground, pounding out a battle rhythm, and it's speeding up. After only a few moments, it becomes so loud that the air itself seems to shake. Then, without warning, the beat stops, and a wild, earsplitting roar fills the air. The Snowspeakers charge. A wave of white muscle and burning magic crashes down. You grip your weapon tight and prepare to meet them.

## Special Rules

All Algox Icespeakers are allies to you and enemies to all other monster types.

Each ice pillar and ice core has 1 hit point. They are allies to both you and all Algox Icespeakers and enemies to all other monsters. Any character may lose one card from their hand or two from

their discard pile to negate one source of damage to an ice pillar or ice core. If all three ice cores are destroyed, the scenario is lost.

At the start of each listed round, spawn the following monsters at each listed location based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 6	<b>a</b> : One normal Algox Scout	<b>a</b> : One elite Algox Scout	<b>a</b> : One elite Algox Scout
3, 7	<b>b</b> : One normal Algox Archer	<b>b</b> : One normal Algox Archer	<b>b</b> : One elite Algox Archer
4, 8	<b>a</b> : One normal Algox Guard	<b>a</b> : One elite Algox Guard	<b>a</b> : One elite Algox Guard
5, 9	<b>b</b> : One normal Algox Snowspeaker	<b>b</b> : One normal Algox Snowspeaker	<b>b</b> : One elite Algox Snowspeaker

## Map Layout



– Continued on next page.



## Scenario Key

Algox Archer	Large Snow Corridor	Stalagmites
Algox Guard	Snow Corridor	Ice Core
Algox Icespeaker	Ice Spikes	Ice Pillar
Algox Scout	Large Ice Crystal	Treasure
Algox Snowspeaker		

## Loot

x12  
 x2  
 x2  
 x1  
 x1  
 x2





### Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **81.3**.

### Introduction

The door in the mountain temple groans as dozens of gears and iron rods, knotted together like some infernal puzzle, finally move aside, and the rear passage slides open to reveal the path forward. A hallway stretches out. It is tall and narrow, built from immense white stones that have been cut and arranged in an alternating pattern of squares. The floor is similarly built, and it has been well maintained, much of it clear of dust or dirt. Overall, the passage is much better preserved than any other you’ve seen so far in the mountain temple complex, but there is something else about it that draws your attention. Every surface in the hallway—wall, ceiling, floor—is interwoven with the small silver tubes that you found in the previous chambers. There are ten or twenty of them in all and they stretch down toward some unseen destination. It isn’t the most reassuring sight, since the tubes seem to indicate more machines, but this is the path you’ve chosen. You gather your gear and continue your long walk. The farther you travel, the more metal pipes emerge, and it begins to feel like you’re walking down some garden path that’s been abandoned and overtaken by vines.

But then you catch a glimpse of something glowing up ahead. You proceed carefully, watching as the glow begins to pulse—slowly at first, but the undulation accelerates. It appears to be a series of flames that are... spinning? Oh, right. Great. More of those.

### Special Rules

Throughout the scenario, after all revealed enemies are dead, whenever a character ends their turn occupying any **a**, they may remove their figure and all their summons and tokens from the map and discard all active round bonuses. Do not alter anything in their play area. They no longer participate in the scenario in any way until the next room is revealed.

Whenever revealing a new room, place all characters in starting hexes and then any active character summons or tokens in viable hexes closest to their character.

If any character becomes exhausted, the scenario is lost.

### Section Links

At the start of the next round after all characters have been removed from the map, read **37.2**.

### Map Layout



### Scenario Key

Flaming Bladespinner

Robotic Boltshooter

Steel Automaton

Power Conduit

3

Treasure

1

### Loot

- x11
- x2
- x3
- x1
- x1
- x2





### Scenario Goals

The scenario is complete when the raven nest **a** is destroyed. At the end of that round, read **59.1**.

### Scenario Effects

Each character gains **T**.

### Introduction

The fiendish birds that assailed you on the bone bridge retreated to a forest after your fight. You're curious about what other strange creatures might be inhabiting the place—and if you get to crush some of the birds that escaped your wrath, all the better. You run over the blowing tundra, sprinting over mounds of hardened dirt and frozen shrub. You follow the birds' path and head into the woods.

The Radiant Forest: a place suffused with divergent energy. You feel it as soon as you enter—a peculiar thinness to the air. Even the ground is odd, uneven, so it feels like you're walking atop a wide, wobbling table. By its name, you had assumed these woods were simply trees that somehow gained a footing in this barren place, but now that you're here, you can see they are born of the same madness as everything else.

Beyond the wind and the trees, strange lights flicker here as well, dancing in and out of the shadows. At first you take them for torchflies, except the tiny orbs follow you, curious almost, their multi-colored glows peppering the trees with iridescent hues. And yet, the strangest thing by far is the air—it's warm. The trees, though situated only a short hike away from the frozen coast, are completely free of snow, and the deeper you hike, the warmer it gets, the air becoming muggy and sulphurous, as if you've just been transported to some hunting ground far across the mountains to the south. It's distracting, so much so that you almost don't notice the voice calling to you.

"Oh, great warriors," it says, whispery thin, "come to find us they have. Sneakers

sneaking through our trees. So brave, so brave they are." The voice echoes off the woods, barely louder than the breeze itself.

"Oh, yes. Keep on, sweet things, sweet breathers come to see."

### Special Rules

At the start of each round, place one numbered token on each Frozen Corpse. If a Frozen Corpse suffers damage, remove its numbered token. At the end of each round, each Frozen Corpse with a numbered token is replaced by an elite Shrike Fiend with no damage or conditions. These Shrike Fiends do not act until the following round.

### Section Links

When door **1** is opened, read **66.1**.

### Map Layout



### Scenario Key

Frozen Corpse	
Harrower Infester	
Shrike Fiend	
Snow Door	
Large Snow Corridor	
Snow Corridor	
Trap	
Snow Rock	
Tree	
Treasure	

### Loot

	x7
	x5
	x3
	x2
	x2
	x1





## Scenario Goals

The scenario is complete when three radiant stones have been found. At the end of that round, read **112.4**.

## Introduction

The Radiant Forest: proof that map makers have a dark sense of humor. The forest, you find, is quite the opposite of radiant. Instead, it is an overgrown tangle of ancient trees and dense, knotted ivy. Each step you take is hard earned, requiring you to climb over slanted logs and high-arching roots. What's more, there is a particular weirdness suffusing this place. The creatures and insects chirp in foreign ways and even the ground feels somehow deranged, tilting at times, almost as if it's bothered by your presence. And yet the strangest thing about this place is the air—it's warm.

Not long after you enter, the snow gives way to lush green underbrush and you find yourself removing your furs to avoid overheating. It's an oasis, a balmy island in an otherwise frozen wasteland, and so it should come as no surprise that the Radiant Forest is home to many creatures.

A dark blur whips toward you, razor-sharp talons raking through the air. You dodge, more speeding shapes diving at you as you draw your weapons. You dive, and the attack pauses long enough for the aggressor to reveal itself. A lanky humanoid creature emerges from behind a tree. Its sinewy legs and arms are wrapped in dark-gray skin, and its upper body is covered in dozens of flapping black wings.

“Loud walkers, walking in my woods,” it says in a thin voice. “A meal for sharing and new skin to wear.”

Then the many birds perched on the creature's waxy torso spread their wings and come at you.

## Section Links

When door ① is opened, read  20.1.

## Map Layout



### Scenario Key



## Loot

