

Scenario Goals

The scenario is complete when Vanjal is dead. At the end of that round, read **158.5**.

Introduction

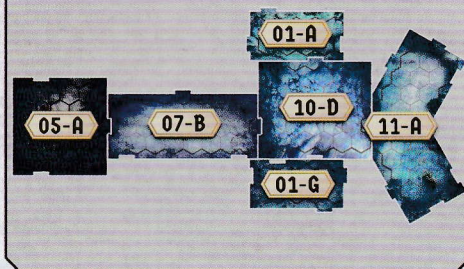
On your way to Vanjal's fortress, you encounter an old Algox on the road, struggling to carry a large parcel. You recognize her as the one who asked for your aid and approach her to help.

"Oh, our liberators! Thank goodness you are coming to our aid!" The Algox cries as she passes the load over to you. "This Vanjal is a monster. He claims to be an Icespeaker, but he took just one look at the ice, saw his own reflection, and found all the guidance he needed. Since then, his odious band of goons have made life miserable for all the neighboring clans. The gift you hold ensures my survival. If my yield is too small or too late, I'm sure to be the next one locked up or worse. I don't think we can take another season like this. We cannot pay you, but you will have our eternal gratitude."

You hand back the parcel, telling her you won't be needing it; that you have other ways of negotiating, and she should take the supplies back to her village. Then you part ways; you head farther down the road and she turns back.

You approach the courtyard outside the building and are immediately met by a contingent of Algox guards. "Where is your offering for the mighty Vanjal?" One of them asks. You show them your weapons, and they smile. Apparently, everyone has been itching for a good fight.

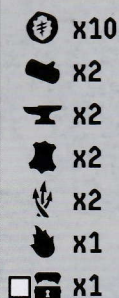
Map Layout



Scenario Key



Loot



Section Links

When door **1** is opened, read **83.1**.

