

## Section B

You announce that Frosthaven sides with the Algox, and Scabwit is furious. "We have been driven from our homes, and now our only place of refuge is barred from us! The Vermlings refuse to pay and will take the territory by force!" He whistles shrilly, and Vermlings jump out from their hiding places.


## Scenario Goals

The scenario is complete when at least seven rounds have passed and all enemies are dead. At the end of that round, read **192.2**.

## Special Rules

Do not set up the Algox Scouts, Archers, or Guards. All characters start on the right side of the scenario map.

The Snowspeaker is Yoglang, an ally to you and an enemy to all other monsters. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to Yoglang. If Yoglang dies, the scenario is lost.

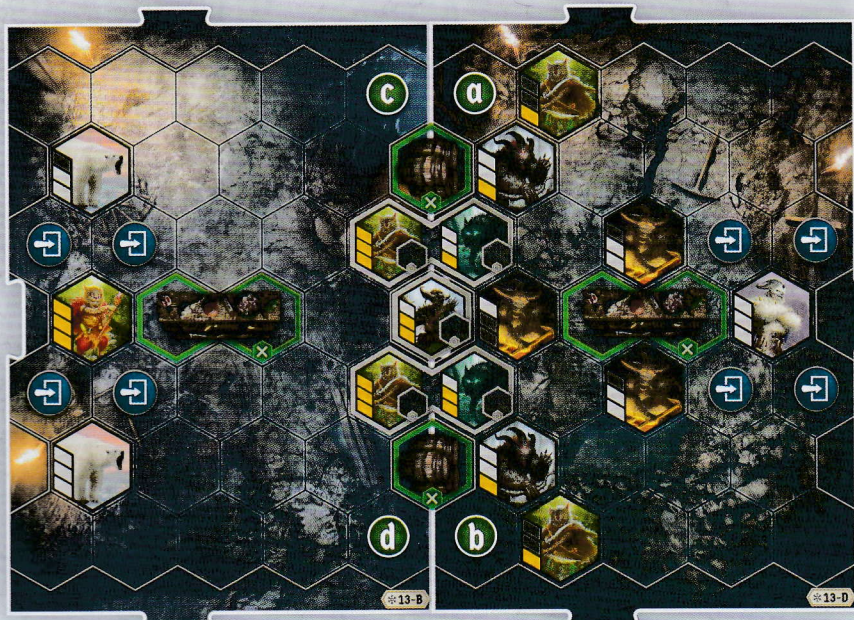
The Vermling Priest is Scabwit. He is immune to Yoglang's Retaliate and adds -1  to all his move abilities. Yoglang and Scabwit will only focus on and attack each other until one of them is dead.

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

Round	Two Characters	Three Characters	Four Characters
2, 4, 6	<b>c</b> : One normal Polar Bear	<b>c</b> : One elite Polar Bear	<b>c</b> : One elite Polar Bear
3, 5, 7	<b>d</b> : Two normal Vermling Scouts	<b>d</b> : Two normal Vermling Scouts	<b>d</b> : Two elite Vermling Scouts

## Scenario Key

Algox Archer 	Vermling Priest 
Algox Guard 	Vermling Scout 
Algox Scout 	Cave Corridor  1
Algox Snowspeaker 	Large Cave Corridor  2
Hound 	Barrel  2
Polar Bear 	Supply Shelf  2



## A Grand View

Design and writing: Mathew G. Somers

## Scenario Goals

The scenario is complete when all characters and at least C Vermling Scouts have escaped. At the end of that round, read **102.3**.

## Introduction

A cold wind waters your eyes. Being careful with your steps over the icy, rocky

terrain, you scan the blurred landscape for any signs of Camilla, the painter Eros sent you off to find. You tracked down the adventurers who gave her directions out here and got the same. This may be a fool's errand, but you must admit that you, too, are interested in catching sight of these "majestic beasts".

There has to be some sign of something nearby. You repeat these words to yourself

as the hours slip away, with you stumbling across the frozen wastes in vain.

And then, without warning, a small voice: "Excuse me, please?" Something sobs and taps at your leg. Startled, you look down to see a small Vermling, bundled in clothing, blinking up at you. The wind blows but nothing more is said. Not knowing how to proceed, you ask how you may be of service.

— Continued on next page.