

Scenario Goals

The scenario is complete when only one boss is dead and characters and character summons have collectively dealt damage to that boss equal to at least half its maximum hit point value (rounded up). At the end of that round, if the Snowdancer is dead, read **15.2**; if the Frozen Fist is dead, read **22.1**.

Scenario Effects

Each character adds two **-1** cards to their attack modifier deck.

If **Algox Offensive 3** is complete, read **Introduction A** and use the starting map below. If **Algox Scouting 2** is complete, read **Introduction B** and use the starting map on the next page.

Introduction A

The battle is near. Sounds of it echo off the tunnel's icy walls: metal crashing against stone, thunder ripping the air, the chest-shaking howls of Algox. Your breath is heavy as you follow your guide. Closer. Closer. And then you arrive.

The central chamber opens like a cavernous maw, ice and blood and bodies writhing in battle. In the center of the room hangs an enormous shard of pearlescent ice, and for a moment, you simply stare at it. The shard rotates slowly in the air, held aloft by some otherworldly means. Clearly, a great power does reign here.

But the middle of battle is no time to stand around. The Algox around you are locked in bitter combat, spells shooting out with terrible quickness and heavy fists swinging.

Your Algox companion shakes off his injuries and steps forward. From the cheers that rise from the combatants when he enters the room, you gather he must be some sort of leader to the Icespeakers. He concentrates and a thick whorl of ice collects on his fists, solidifying into jagged, brutal-looking gauntlets. His weapons ready, the chieftain tilts his head up and releases a howl so loud and terrible that it cools the blood in your veins.

Another terrifying howl tears through the air in response, and from the other side of the chamber a blistering bolt of blue energy shoots out and crashes against the wall next to you. It's the Snowspeaker chieftain, standing almost a head taller than even your enormous companion, and she's wielding the snow itself as a weapon.

The two chiefs charge and crash near the center of the room, blasting open a gap in the battle. Both are clearly more skilled than the other fighters, and each moves with a surety gained from authority. Thunder cracks around the Snowspeaker, and the Icespeaker bludgeons the air and ground with brutal strikes.

But then the sea of Algox condenses back around you, all of them looking angry and suspicious. If you want to get to the main, fight, you'll have to fight your way through these combatants first.

You move up into the main chamber to see the two chieftains locked in mortal combat around the massive crystal of ice in the center of the room. The Algox behind you no longer give chase. They are waiting to see what you do, but you can afford to wait no longer. If you're going to buy security for Frosthaven, you'll have to help finish this fight. It's time to pick a side.

Special Rules

Do not set up or connect tile 11-B.

Door **1** is locked and will unlock when all revealed enemies are dead.

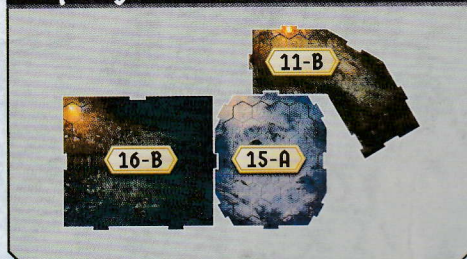
All Algox Scouts and Algox Priests are allies to each other and enemies to all other figures. Likewise, all Algox Guards and Algox Archers are allies to each other and enemies to all other figures. Use the **A** attack modifier deck for the Algox Scouts and Algox Priests, though they are still considered enemies to you.

Instead of using standees for the bosses, use miniature tuck boxes **11-B** (Frozen Fist) and **15-A** (Snowdancer).

Section Links

When door **1** is opened, read **75.1**.

Map Layout



– Continued on next page.

