● ● ○ Radiant Forest | Design: Isaac Childres; Writing: Chris Handley

Scenario Goals

The scenario is complete when three soil samples have been looted. At the end of that round, read 🔖 27.3.

Introduction

"More tea?" You sit in the cabin of a local botanist, a Savvas named Listeritus. It holds an iron pot with a cloth and pours out another steaming herbal draft for you. "Of course, I can't really drink it myself, but I do so love the smell."

You have asked Listeritus to help study the wood you've been bringing back from your missions for some sign of the Great Oak. On the table between you is a piece of bark. "Now that looks like oak to me," it says. "Divine? I can't tell, but definitely the same type as the Great Oak in the capital. And you say you found this far from here, near the Radiant Forest? Interesting indeed."

Liseritus sits and sniffs at its tea, savoring the hint of mint and nutmeg. "I'm confident we'll find a grove of oaks out there, but it may require a bit of legwork.

"Given how the roots of trees can grow deep and far, I have a plan. Head to the Radiant Forest and gather some soil samples from three different regions of the forest. Bring them here, and I should be able to triangulate where the oaks should be."

You finish your tea, and then stand to gather your things. "Oh, and be careful. That forest is home to all manner of dangerous creatures. Here, take some more tea with you."

Special Rules

Whenever any Earth Demon in the scenario dies, instead of a loot token, it drops one goal treasure tile. These represent soil samples.

All lettered hexes ⓐ to ⓕ represent passages to other rooms.

Whenever any character ends their turn occupying a passage, they and any of their summons or tokens within ⤞2 may be removed from the map to travel through the passage.

At the start of each round (before card selection), all traveling characters must discard two cards (if able). Then, in any order, they are placed in the lettered hex on the other side of the passage they entered or the closest empty hex. All their summons and tokens that were removed are placed in viable hexes closest to the character.

ⓐ and ⓒ are two sides of the same passage, ⓑ and ⓓ are two sides of the same passage, and ⓔ and ⓕ are two sides of the same passage.
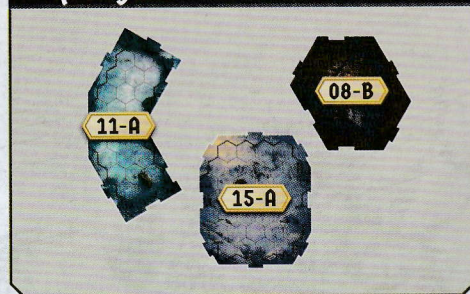
No figure can teleport or find focus between rooms.

Section Links

When any character travels from any ⓐ or ⓕ for the first time, at the start of the round read 🔖 143.3.
When any character travels from any ⓑ or ⓔ for the first time, at the start of the round read 🔖 122.1.

Map Layout

Scenario Key

Earth Demon	
Forest Imp	
Rending Drake	
✕ Snow Rock	5
✕ Tree	2
▦ Treasure	3

Loot

⊟	x8
🍂	x5
◼	x4
🐾	x2
🔥	x1