



## Crystal Fields

### Scenario Goals

The scenario is complete when all monsters in it are dead. At the end of that round, read **42.4**.

### Scenario Effects

Each character discards one card.

### Introduction

With a sturdy sled now under foot, and a team of dogs at the fore, you cut through the tundra with ease. You watch the distance for signs of your target—the Icespeakers expelled from Snowscorn—as you go, squinting through the wind. For a long time, there is nothing. Small eddies kick up here and there, whorls of white crystalline powder that rise and drift about in the wind, like flickering white shadows. It's not until after several hours of steady travel that a new sight appears. Crystal spikes, hundreds of them, materialize on the horizon like a field of icy quills shot up from the snow, and even from a distance, you can tell they are huge. Many stand as tall as a full-grown pine tree, but they are far from natural. A number of Algox gather around them, their hulking bodies unmistakable in this place, and you watch as the group performs a bizarre ceremony. Ten of them encircle a large empty spot in the snow, and raise their open palms to the air. They pray, though you cannot hear the words, and then, after a moment, a brand new spike suddenly shoots from ground before them, an immense crystalline pillar conjured from the earth in an instant.

Unfortunately, there's no way to be stealthy on a sled. As you draw closer, you're met by a line of tall, well-prepared Icespeaker guards.

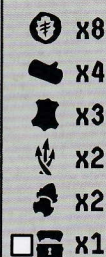
"Intruders!" One of them shouts, "Protect the conduits!"

They arrange themselves between you and the crystalline spikes. The Icespeakers seem to draw energy from the "conduits," as they call them, increasing the defenders' strength and ferocity. You came prepared to fight Algox, but you didn't expect them to have magical backup. You realize you could try destroying those conduits; it would be tough, but it might remove your enemies' advantage. Whatever you do, you have to do it soon, before the tide of this battle turns against you.

### Scenario Key



### Loot



### Special Rules

Each ice pillar has  $(2+L) \times C/2$  hit points (rounded down). They are enemies to you and allies to all monsters. Each monster in the scenario gains  $\heartsuit X$ , where X is the number of ice pillars within 4 of it.

All doors ① are locked and will unlock when all revealed monsters are dead.

### Section Links

When any door ① is opened, read **65.3**.

### Map Layout

