


Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of the round, read **53.2**.

Scenario Effects

Each character gains .

Introduction

"The conduits draw strength from Geryuu," Putargal explains as she draws a crude map in the snow. "With them, we can send a wave of power reaching clear across the Whitefire Wood that will freeze every last flake of those heretics' snow." She swipes her hand across the big area in the middle, pushing away the snow.

"They will have nowhere to go. Nowhere to attack from. It will be the end." She stands and you stand with her, looking around at the giant spikes of ice emerging from the ground around the edge of the wood.

"But their scouts have discovered our plan, and so they have no choice but to come and stop it." Behind Putargal looms the largest of the spires. She stamps her foot into the ground and the snow freezes around it. "They will attack right here. Their only hope is to destroy the main spire, which feeds all the others. But we will stop it."

The size of the spire still gives you pause. How it was made, you cannot fathom, but its strength is unquestionable. You can feel its power thrumming from deep within: a steady tide of energy being drawn inward from the forest and stored up like a geyser preparing to erupt.

A perimeter has been set. The Icespeakers stand in a wide circle around the spire, prepared to fight.

"Can you feel it?" Putargal surveys the gathering assault. She holds her chin high, her face bent in determination. "The end

of this war is near. The divine sings to us. This will be our day."

You tilt your head to the wind, listening for this song from the Algox gods, but all you hear is a steady beating rhythm. Looking out into the forest, you see the opposing army approaching. There must be hundreds of them, and they are chanting. The Snowspeakers are striking their weapons against the ground, pounding out a battle rhythm, and it's speeding up. After only a few moments, it becomes so loud that the air itself seems to shake. Then, without warning, the beat stops, and a wild, earsplitting roar fills the air. The Snowspeakers charge. A wave of white muscle and burning magic crashes down. You grip your weapon tight and prepare to meet them.

Special Rules

All Algox Icespeakers are allies to you and enemies to all other monster types.

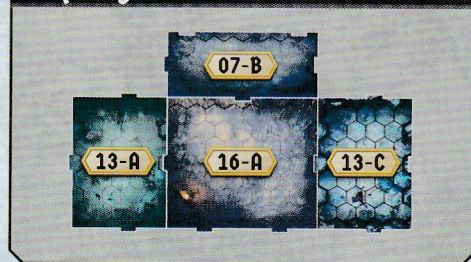
Each ice pillar and ice core has 1 hit point. They are allies to both you and all Algox Icespeakers and enemies to all other monsters. Any character may lose one card from their hand or two from

their discard pile to negate one source of damage to an ice pillar or ice core. If all three ice cores are destroyed, the scenario is lost.

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

Round	Two Characters	Three Characters	Four Characters
2, 6	a : One normal Algox Scout	a : One elite Algox Scout	a : One elite Algox Scout
3, 7	b : One normal Algox Archer	b : One normal Algox Archer	b : One elite Algox Archer
4, 8	a : One normal Algox Guard	a : One elite Algox Guard	a : One elite Algox Guard
5, 9	b : One normal Algox Snowspeaker	b : One normal Algox Snowspeaker	b : One elite Algox Snowspeaker

Map Layout



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