

Radiant Forest

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **84.2**.

Introduction

When reports first came that told of an Icespeaker camp out by the Radiant Forest, you knew it would be bad, but what you find when you arrive is something else entirely. The Icespeakers—those that made it out of the battle—formed a sort of loose refuge at the edge of the woods. From a distance, it looks like the wreckage left after a high storm, and the mood is no better.

Lean-tos and snow domes are lined up in the drifts, flimsy shelters made to block the wind and not much else. To make things worse, a fight seems to have broken out between members of the tribe and the makeshift shelters are being flattened in the melee.

You quicken your pace. It makes sense that tension would be high, but you hope to stop the fighting before it causes too much damage. However, as you draw closer, you notice that there is something wrong with one side of this fight.

The belligerent Algox—those who seem to be coming from the forest's edge—are moving in a peculiar, unnatural way. On the surface, they look normal—white fur, large upper body, three horns—but their movements are jerky and awkward. Instead of charging over the battlefield with the strength and speed you've come to expect of Algox warriors, they lurch and stumble forward, and yet somehow this does not slow them. They thrash and push themselves through the snow with their powerful arms, moving over the ground like disjointed puppets with knotted strings.

The defenders are doing their best to hold back the tide, but the twisted Algox are stronger than normal, driven by some sinister power. There is no time to waste. You run down and join the fray.

Special Rules

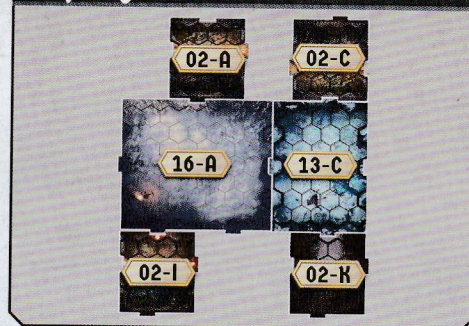
All Algox Guards and Algox Scouts are allies to you and enemies to all other monster types. Whenever any Algox Guard or Algox Scout dies, place their standee with no base in the hex they occupied, which is still considered occupied. At the start of any round, replace each baseless standee with one normal Frozen Corpse.

Place two damage tokens on door **1**, five damage tokens on door **2**, eight damage tokens on door **3**, and eleven damage tokens on door **4**. At the end of each round, remove one damage token from each unopened door. If any door has its last damage token removed, the scenario is lost.

Section Links

When door **1** is opened, read **120.1**.
 When door **2** is opened, read **106.1**.
 When door **3** is opened, read **78.3**.
 When door **4** is opened, read **91.3**.

Map Layout



Scenario Key

