

### Scenario Goals

The scenario is complete when the Render is dead. At the end of that round, read **92.1**.

### Introduction

The storm is getting worse. The wind, not content to simply blow in one direction, has begun to twist and bend, turning back to buffet you from every angle. It rips at your clothes. It yanks at your gear. It is so incessant and powerful that you're forced to crouch just to keep your balance. The cold too has worsened, creeping into your head and numbing your thoughts. You force yourself to count each step and cling to the number like a rope tying you to reality, but your grip is slipping.

You trudge. You sink into the snow and you pull yourself out and trudge some more. Even Denpang struggles. Her back is hunched as she plows through the snow, her necklaces and leather shawl standing out in the white, but then suddenly, they are gone.

Your blood rises. You lurch forward, hoping that she has not fallen, and then, just like that, the storm is gone.

A clearing, a mountain top. All around you spins a colossal vortex reaching up to the sky, and in the center of it, standing at the peak of this mountain, is an enormous figure. It looks a bit like an Algox. It has two arms and two legs and is covered in a thick layer of downy fur, but that's where the similarities end. Its eyes, for one, are not expressive in any way. Instead, they sit in its large skull like black spheres, coals, which at the moment are aimed directly at you and the Algox woman. The creature is also almost double the size of any Algox you've seen before, with paws as large as your chest. And rather than wielding any sort of staff or ice-encrusted fist, the creature is instead cloaked in a barrier of wind drawn inward from the surrounding storm. Long, curved fangs jut from the beast's mouth and five hooked talons stick out from each paw.

The creature lowers its head and emits a low growl.

The healer moves quickly. She takes a handful of small carvings from her shawl and gives them to you.

"And so we must do what my ancestors could not—destroy this thing," she says

with determination. "But I did not come unprepared. We must set these up around the clearing to neutralize its wind barrier. Only then can we fight the Render."

You take the carvings, and the Render, recognizing the magic in the Snowspeaker's trinkets, rises to its full height and releases a deep, head-rattling roar.

### Special Rules

At the end of each character's turn, they may place one damage token in the hex they occupy. These represent wind carvings, which cannot be placed in hexes with obstacles or within  $\leftrightarrow$  3 of another wind carving. No more than six wind carvings (or five for four characters) can be on the map at any time. If more would ever be placed, first remove one from the map.

Place Denpang **a** for two characters, who is considered a figure but cannot be interacted with in any way. On initiative 40 each round, she performs  $\mathcal{E}$  4, controlled by you, and then may place

one wind carving in the hex she occupies.

The Render is immune to damage unless there are at least two wind carvings each to the top, bottom, left, and right of it. Any carving directly to the left or right of it is not to the top or bottom of it, and vice versa.

At the start of the second, fourth, and tenth rounds, spawn one Wind Demon at both **b** and **c**. These are normal for two characters, elite at **b** for three characters, or both elite for four characters. Monsters do not drop loot tokens.

### Boss Special 1

The Render teleports adjacent to the wind carving farthest away from it and destroys that carving. Then it performs:

$\mathcal{E}$  +2,  $\leftrightarrow$  5,  $\mathcal{E}$  2

### Boss Special 2

The Render destroys all carvings adjacent to it, then performs:

$\mathcal{E}$  2,  $\odot$  C,  $\leftrightarrow$  5  
 $\mathcal{E}$  -1,  $\odot$  all adjacent enemies  
 $\mathcal{E}$  C, self

### Map Layout



— Continued on next page.

"The Render," Denpang says, crestfallen. "So it is true."