

Introduction

You head out to the meeting point Scabwit assigned, ready to provide some muscle for these peace negotiations. Vermlings and Algox don't get along too well at the best of times and with whatever dark force is pushing more Vermlings out of the Radiant Forest, the two groups have been butting heads more and more frequently.

That the Vermlings are willing to negotiate with the Algox to share the land is a good sign, at least. It means they are keen that the skirmishes should stop, although you can't help but wonder what arrangement would be acceptable to both parties. This certainly isn't going to be easy.

Upon reaching the clearing in the forest, you feel the tension in the air. On one side sits the representative of the Biteclaw Vermlings: the priest, Scabwit, looking grim-faced. On the other side, the Algox Snowspeaker, Yoglang, glares at you. A table heaped with food in the center of the clearing remains untouched.

"Now we are all present, we can begin," says Scabwit. "The Biteclaw clan would like it to be recognized that they will take ownership

of the northwest section of the Whitefire Woods. In return, we will no longer venture into any of the lands to the East or South."

Yoglang lets out a growl. "Whitefire Woods are Algox land. They always have been and always will be. You pathetic vermin come to take it, and we'll defend it with your lives."

"Verm-ling," Scabwit replies through a snarl.








Yoglang continues. "If vermin want land, the vermin must pay Algox gold or furs."

"Those horns must make your skull rather thick," Scabwit bristles again. "We have little gold or anything else to call our own. We have been driven out of the Radiant Forest by Harrowers and fiends. The Whitefire Woods are big enough for everyone."

Yoglang shrugs. "You vermin pay gold, or you vermin leave."

"I told you not to call us 'vermin', you big, dumb slab of meat!"

Loot

-  x9
-  x4
-  x2
-  x2
-  x1
-  x1
-  x1

"What can rat people do?" Laughs Yoglang. "Rats are small and squishy. We Algox are strong."

Scabwit leaps up on the table, brandishing his staff menacingly, "At least we have functioning brains, unlike you animals! Insult me one more time, and I'll show you what small rats can do!"

Special Rules

Before setting up the scenario, choose which side to support, then only read the corresponding section for that side on this page or the next.

Section Links

If you support Scabwit, read section **A**.
If you support Yoglang, read section **B**.

Map Layout



Section A



You announce that Frosthaven sides with the Vermlings, and Yoglang is furious. She rises to her feet and bellows at you. "The Algox do not recognize this treaty. We are betrayed, now we will crush you!" From her side of the clearing, a number of Algox warriors step out from their hiding places.

Scenario Goals

The scenario is complete when at least seven rounds have passed and all enemies are dead. At the end of that round, read **20.2**.

Special Rules

Do not set up the Polar Bears, Hounds, or Vermling Scouts. All characters start on the left side of the scenario map.

The Vermling Priest is Scabwit, an ally to you and an enemy to all other monsters. He adds -1  to all his move abilities and is immune to Yoglang's . Any character can lose one card from their hand or two from their discard pile to negate one source of damage to Scabwit.

If Scabwit dies, the scenario is lost.

The Snowspeaker is Yoglang. Yoglang and Scabwit will only focus on and attack each other until one of them is dead.

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

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