

Scenario Goals

The scenario is complete when all five wagons have either escaped or been destroyed. At the end of that round, read **141.2**.

Introduction

Pinter Droman paces excitedly. He is always a font of energy, but today his fidgeting is especially enthusiastic. “When do you think they’ll be here?”

He’s asked the same question every hour since you stomped out your campfire’s embers in the dawn light. Today is the grand opening of Droman’s Path—the first time the new shortcut through the Frozen Pass will be used by merchants bound for Frosthaven. After months of preparation, engineering, and backbreaking labor, the shortcut promising easier access—and thus, prosperity for Frosthaven—is finally ready. Satha insisted on you being here when the first wagons rolled through, and you felt honored when you first set out, but now, as you wait for the caravan to arrive, your patience with Droman’s inexhaustible excitement is starting to wear thin.

You turn to answer his question for the umpteenth time, but your response is cut off by the snap of a twig from somewhere down the path. Droman jumps to attention. “Was that them?” He runs off around a bend in the path, waving his arms in greeting. “Hello! Hello, welcome!” No sooner is he out of sight than a series of mighty roars ring out and the excitable tinkerer reappears, sprinting back toward you.

“Not them! That is NOT them!” Droman cries, running past you and cowering behind a boulder.

An Algox appears from around the bend, followed by others, all armed to the teeth. The Horns of Ruin are back. Of course; it wouldn’t be a highway if you didn’t have

highwaymen. You draw your weapon, but just then you hear the unmistakable crunch of hooves and wheels—the caravan has arrived. The Algox hear it too and split up, some turning to waylay the caravan while the others prepare to stop any rescue you might attempt. This grand opening just got more interesting.

Special Rules

All dungeon and cave corridor tiles represent the road.

At the start of each of the first five rounds, place one numbered token in **a**. These represent caravan wagons, allies to you and enemies to all monsters. Each has (Cx2)+L hit points and is immune to all conditions and forced movement.

On initiative 50 each round, all wagons, in right-to-left order, perform **3**, focusing on moving toward and occupying **b**. Wagons can only enter road hexes, but can enter occupied hexes and hexes with obstacles. If any wagon

enters an occupied hex, the figure in the hex suffers trap damage and is placed in the closest empty non-road hex. If any wagon enters a hex with an obstacle, the obstacle is destroyed, and the wagon suffers trap damage. All other overlay tiles do not affect wagons in any way.

At the end of every round, if any wagon occupies **b**, it escapes and is removed from the map. If all five wagons have been destroyed, the scenario is lost.

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
3	Each c : One normal Algox Icespeaker	Each c : One normal Algox Icespeaker Each d : One elite Algox Archer	Each c : One elite Algox Icespeaker Each d : One normal Algox Archer
6	Each c : One normal Algox Archer Each d : One normal Algox Icespeaker	Each c : One normal Algox Archer Each d : One normal Algox Icespeaker and one normal Algox Guard	Each c : One elite Algox Archer Each d : One normal Algox Icespeaker and one normal Algox Guard

Scenario Key

Algox Archer	Dungeon Corridor	Rubble
Algox Guard	Large Cave Corridor	Large Snow Rock
Algox Icespeaker	Large Dungeon Corridor	Snow Rock
Algox Scout	Large Snow Corridor	

Map Layout

