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Scenario Goals

The scenario is complete when the Infuser occupies **b**. At the end of that round, read **176.2**.

Introduction

The Radiant Forest lives up to its name, its vegetation shrouded in dusty gold. With a careful fingertip, the Infuser brushes some of this powder off of a leaf, collecting it into a vial. “Exquisite,” they breathe, peering into the vial, eyes refracting the glitter. “From where does it derive, do you suppose? There must be a source—”

A chorus of menacing hisses interrupts. While you were preoccupied, a spitting drake descended from the tree branches. And it’s not alone. The ground rumbles and splits open with the segmented bodies of centipede-like horrors, burrowing blades. Their bristling legs glitter with powder, as do the drakes’ long tongues. The Infuser stiffens. “They’ve been ingesting it,” they whisper. “And now seem eager for more. It must be making them less cautious.”

You translate “less cautious” as also more dangerous. You reach for your weapons and the Infuser looks back down at the contents of the vial. “Perhaps,” they say with a mischievous smile, “I can help even these odds.”

Special Rules

Place the miniature (if available) in **a** (otherwise use token **a**). They are the Infuser, an ally to you and an enemy to all monsters. They have 5+(3xL) hit points. On initiative 99 each round, they perform **2**, focusing on moving toward and opening door **1**. If the Infuser dies, the scenario is lost.

All loot tokens represent dust, which are not traded in for loot cards when looted but, instead, are placed in a shared pool which starts with four dust already in it. The Infuser and all character summons also perform end-of-turn looting, adding any dust to this pool.

Before the Infuser ends their turn each round, they may spend dust from the pool to perform one of the following abilities (as determined by you):

Spend one: **2**, controlled by you.

Spend two: **L+2**, self.

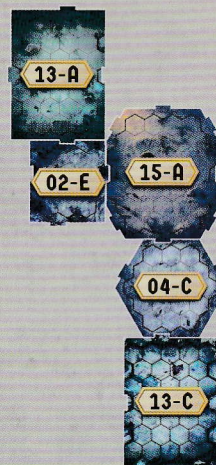
Spend five: Convert any monster within **2**. The monster is now an ally to all characters, character summons, and the Infuser and an enemy to all other monsters until it dies or another monster is converted.

You will receive more rewards at the end of the scenario for having more unspent dust.

Section Links

When door **1** is opened, read **96.2**.

Map Layout



Scenario Key

Burrowing Blade		Snow Corridor	2
Polar Bear		Large Water	4
Rending Drake		Water	4
Shrike Fiend		Ice	7
Spitting Drake		Large Ice	4
Snow Door	2	Large Snow Rock	2

Loot

