


### Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **120.4**.

### Scenario Effects

Each character gains  twice.

### Introduction

"Can you hear it?" Denpang asks. She's smiling like always. "The wind of the north is speaking to us. We are close."

You nod to be polite. The wind sounds like wind, though you keep that to yourself. It's been days since you embarked on a voyage to resettle the remainder of the Snowspeakers on an island that supposedly sits far to the north in the Biting Sea.

In all honesty, you have no idea whether this fabled island—Frai'd Tog—really exists but having seen the state of the Snowspeaker camp, you're certain that helping the optimistic young Algox search for her ancestral home is a better option than leaving the Snowspeakers to their fate back on the mainland.

Suddenly, a shout rings out from the crow's nest. Far out on the horizon the fog parts, and a colossal mountain of ice and stone rises up from the water—the island is real. The young healer laughs and points excitedly, and her exuberant cry ripples throughout the Algox on the ship, echoing into a triumphant chant. "Frai'd Tog! Frai'd Tog! Frai'd Tog!"

And yet, as you get closer, the fabled island does not project the sort of welcoming aura the Algox woman had led you to expect. The island is wrapped in a forbidding vortex of snow and wind that looks strong enough to snap your ship's mast in two. The crew act quickly. They scramble for the lines and pull in the sails. It's too risky to take the entire ship any farther, so you drop anchor and take a small landing party ashore.







You arrive a half-hour later, pulling your boat onto an ancient frozen beach, buffeted constantly by the wind. Low, crumbled walls mark the coast and, following them, you discover a series of stone steps that lead up the mountain. Ages have passed since anyone visited here. Still, despite the poor condition of the island, it would seem that you are not alone.

Only a few moments after you discover the trail, you are bombarded by more wind, and a flurry of white and stone-gray demons descend from the torrent.

### Scenario Key

Abael Scout	
Frost Demon	
Wind Demon	
Snow Door	
and Trap	
Ice Spikes	
Treasure	

### Loot

	x7
	x2
	x2
	x5
	x2
	x2

### Special Rules

Reveal one Wind Demon monster ability card each round as normal, even if no Wind Demons are on the map. Then all characters, in initiative order, are forced to move one hex in the direction corresponding to the initiative of that card:

- 2: Top left
- 9: Top right
- 21: Right
- 29: Bottom right
- 37: Bottom left
- 43: Left

### Section Links

When door **1** is opened, read **130.5**.

### Map Layout

