



## Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **13.1**.

## Scenario Effects

Each character gains **1**.

## Introduction

You've been following the trail of crystalline spikes—the Icespeakers' "conduits"—for hours, and the trail has led you around the north edge of the Whitefire Wood. As you go, you wonder what the Algox are up to. Have these icy spikes been here forever, functioning as some sort of ancestral crop? Or have the Icespeakers begun amassing them only recently, expanding these fields to some unknown purpose?

The conduits have become larger and more densely packed as you've followed the trail, and now they are so close together that you're forced to abandon your sled and move in on foot.

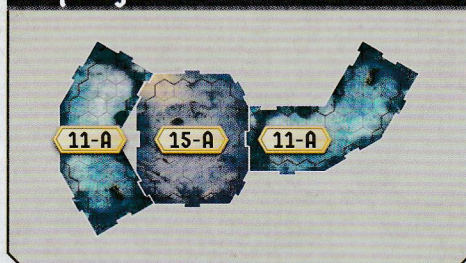
It doesn't take long to pick up a trail after that. Heavy footprints mark the way, and following them, you come to the remains of a hard-lost battle. A great number of Algox corpses are strewn about in the snow, their huge bodies showing deep cuts, some missing limbs. But something is wrong with this scene: None of the Algox you've encountered before wield blades that could cause this sort of damage.

As you crouch to inspect a corpse further, it suddenly shifts. You jump back as it rises out of the snow, a rotting mass of undeath. You sigh and shake your head. Why can't things just stay dead?

## Section Links

When door **1** is opened, read **91.2**.








## Map Layout



## Scenario Key



## Loot

 x6  
 x3  
 x2  
 x5  
 x2  
 x1  
 x1

