


Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **119.1**.

Scenario Effects

Each character gains  twice.

Introduction

Following the possessed Algox is hardly a challenge. The forest floor, though thick with underbrush and fallen trees, shows a clear path where the deranged creatures have flung themselves along, their awkward movements snapping branches and pulling up vines. It is a bizarre trail to follow, but then again, everything is bizarre in the Radiant Forest. Its ancient trees lock thickly overhead, and strange insects click in the underbrush, emerging now and then to ogle you with their many unblinking eyes. But the lights are perhaps the strangest part: small orbs the size of a torch bug, they flit about between the trees, each flickering with startling shades of blue and red and yellow. You would take them for insects if it weren't for the fact that they're clearly following you.

It doesn't take long to find the end of the Algox tracks. The chaotic mess suddenly gives out into a small clearing, though there is no sign where the creatures may have gone. An uneasy knot grows in your stomach. It's possible your enemy may be craftier than you thought; perhaps you should pull back. No time—a blur of wood and steel flies a hair's breadth from your face.

You duck and narrowly avoid a moldering spear that lodges into a downed log. A second later, like a wave crashing over a dam, the possessed Algox leap from the trees and fall on you, alongside several black-winged creatures—shrike fiends, hungry for prey. You've sprung their trap.

Section Links

At the start of the sixth round, read **45.1**.







Map Layout



Scenario Key

	Algox Icespeaker	
	Harrower Infester	
	Shrike Fiend	
	Large Cave Corridor	1
	Log	2
	Rubble	5
	Snow Rock	3
	Tree	1
	Treasure	1

Loot

	x7
	x5
	x2
	x2
	x2
	x2

