

Introduction B

The battle is near. Sounds of it echo off the tunnel's icy walls: metal crashing against stone, thunder ripping the air, the chest-shaking howls of Algox. Your breath is heavy as you follow your guide. Closer. Closer. And then you arrive.



But the middle of battle is no time to stand around. The Algox around you are locked in bitter combat, spells shooting out with terrible quickness and heavy fists swinging. Immediately before you stands a final cluster of guards. Their faces twist in fury at the sight of your party, realizing from which direction you've just come.

"Doomed whelps," they shout, "we will destroy you for this intrusion!"


Special Rules

Do not set up or connect tile 16-B.










Door ① is locked and will unlock when all revealed enemies are dead.

Instead of using standees for the bosses, use miniature tuck boxes
 (Frozen Fist) and  (Snowdancer).








Section Links

When door ① is opened, read  75.1.

Scenario Key

| | |
|--|---|
| Frozen Fist  | Cave Door  ① |
| Snowdancer  | Ice Pillar  ③ |
| Algox Archer  | Large Ice Crystal  ① |
| Algox Guard  | Treasure  ① |
| Algox Scout  | |

Loot

| | |
|---|----|
|  | x6 |
|  | x3 |
|  | x5 |
|  | x2 |
|  | x1 |
|  | x2 |
|  | x1 |

