○○○ Radiant Forest   Design: Isaac Childres; Writing: Chris Handley

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read 📖 **35.2**.

Scenario Effects

Each character adds one 🔴-1 card to their attack modifier deck.

Introduction

"Those damned zealots. Ignorant fools. If they find the True Oak, they will destroy it!" Liseritus' words ring in your ears as you set off in haste, seeking to catch up to this Radiant Order from White Oak. Following Listeritus' directions you are soon within the Radiant Forest once more, passing clearings and ancient menhirs.

And ahead, standing in the shadows of a massive oak grove, are the rear guard of the Radiant Order, ready to block your passage. "Come no further, heretics! The false tree, and the lies it represents, must be destroyed."

The commander points his sword at you, and the others unleash a pack of snarling hounds, which race forward, bounding over trunks and shrubs, snapping as you stand your ground.

Special Rules

The Great Oak has $2 \times C \times (L+3)$ hit points and is considered to occupy each tree and border hex ⓐ in the scenario. It is an ally to you and an enemy to all monsters, with an initiative of 01 for the purpose of focusing. When the Great Oak is attacked, it treats all 2ₓ attack modifier cards as +0. If the Great Oak is destroyed, the scenario is lost.

Section Links

When any door ① is opened, read 📖 **46.1**.

Map Layout
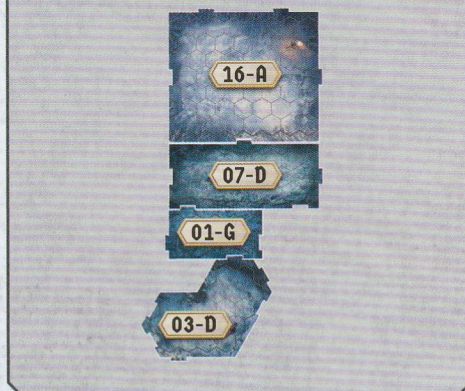
Scenario Key

City Guard	
Hound	
Sun Demon	
Snow Door	6
Large Snow Corridor	1
Snow Rock	4
Tree	2
Treasure	1

Loot

🪙	x7
🍖	x5
🔨	x3
🌿	x2
🔥	x2
📦	x2