

Special Rules

Place one numbered token in each **a**. These represent the emissaries, allies to you and enemies to all monsters. Each has $2x(L+2)$ hit points. On initiative 99 each round, they perform **4**, controlled by you. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to an emissary. If either emissary dies or any character becomes exhausted, the scenario is lost.

All Algox Guards and Algox Snowspeakers are allies to each other and enemies to all other figures. Likewise, all Algox Archers and Algox Icespeakers are allies to each other and enemies to all other figures.

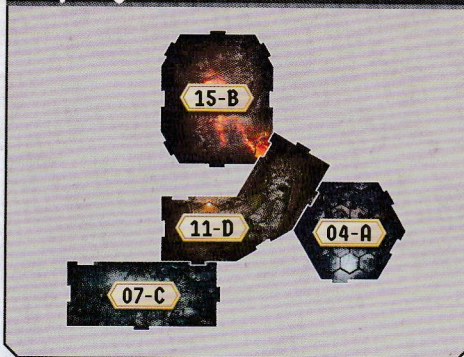
Use the **a** attack modifier deck for the Algox Archers and Algox Icespeakers, though they are still considered enemies to you.

At the start of each even round, spawn one Algox Guard at **d** and one Algox Archer at **e**. These are normal for two characters, elite each second spawning for three characters, or all elite for four characters.

When all Algox Snowspeakers are dead, each **b** and **d** becomes an escape hex.

When all Algox Icespeakers are dead, each **c** and **e** becomes an escape hex.

Map Layout



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War of the Spire A



Crystal Fields

Scenario Goals

The scenario is complete when all three ice cores have been destroyed. At the end of that round, read **50.3**.

Scenario Effects

Each character gains .

Introduction

With a detachment of Snowspeaker scouts able to survey the path ahead, it doesn't take long before you find the enemy horde. They have gathered, hundreds of them, for war. They are positioned in the center of the eastern fields, formed into a defensive perimeter around an enormous spire made entirely of ice. From a hundred yards away it looks like some monument to a demanding god: a pillar of gnarled glass as tall as a giant cedar, and from it, you sense an immense constrained power.

"This is it," says Denpang, the young leader of the Snowspeakers. She stands to your side, surveying the battlefield. "We will distract the main forces. You must get to the spire and destroy its core."

You ask what will happen if the spire is activated. The question brings a shadow over her face.

"Utter defeat." She looks at you and the gathered fighters and nods with absolute certainty. "The very snow itself would be perverted by the Icespeakers' devilry, and we would be defenseless against them. We would be crippled under their fists... but we will not let that happen."

As she says this, a low beat rises in the air. You turn, expecting drums to have suddenly appeared on the attacking line, but it is the sound of the Algox slamming their staves and feet into the ground. The effect is awesome: a deep rhythm reverberating off the trees and out over the plain.

The beat quickens. Staves and feet and fists pound, building into a great thrum of war. Then all at once, it ceases, and a terrible roar goes out that shakes the air in your lungs. Together, you and the Algox charge.

Special Rules

Spawn 6-C normal Algox Guards or Algox Archers at any empty starting hex. They are allies to you and enemies to all other monster types.

Each ice pillar and ice core has $Cx(L+2)/2$ hit points (rounded down), and can only be damaged if there are three or fewer ice pillars and/or ice cores adjacent to it. They are enemies to both you and all Algox Guards and Algox Archers and allies to all other monsters.

Whenever any ice pillar is destroyed, spawn one Algox Priest at **a**. It is normal for two characters or elite for three or four characters. Whenever any ice core is destroyed, spawn one Algox Icespeaker at **b**. It is normal for two or three characters or elite for four characters.

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