

Design and writing: Robb Rouse and Christian Wakeman

## Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **163.4** if “Friend of the Fish King” is on the campaign sheet. Otherwise, read **176.1**.

If “Friend of the Fish King” is on the campaign sheet, read **Introduction A**. Otherwise, read **Introduction B**.

## Introduction A

You follow the directions of the convalescing Lihrey to the highlands near the Whitefire Woods. As you arrive, a small group of piranha pigs waddles up behind you. Initially on guard, they sniff you and then wag their tails. Apparently the Fish King has sent along some assistance.

You move forward and are greeted by squalling winds, howling as they disappear into the deep trenches that were long ago carved by receding glaciers. Large, ancient trees dot the landscape and offer some shelter from the snow and biting gusts. Not only do you need to discover a way across the trenches, but there is a group of menacing Algox waiting on the other side. Guardians of the scale, no doubt.

## Introduction B

You follow the directions of the convalescing Lihrey to the highlands near the Whitefire Woods. In the snow, you note tracks of what could only be a herd of piranha pigs. Did the Fish King send them up ahead of you to retrieve the last piece of the scale? You just hope you are not too late.

You move forward and are greeted by squalling winds, howling as they disappear into the deep trenches that were long ago carved by receding glaciers. Large, ancient trees dot the landscape and offer some shelter from the snow and biting gusts. Not only do you need to discover a way across the trenches, but there is a group of menacing Algox waiting on the other side. Guardians of the scale, no doubt, but you can't depend on them to keep the Fish King at bay.

## Special Rules

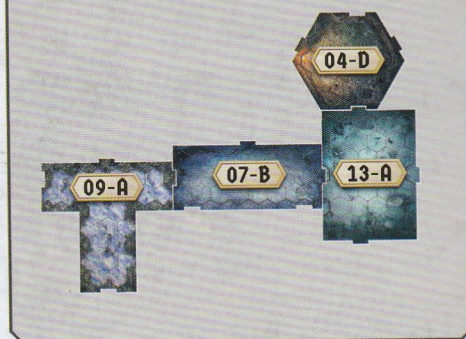
If “Friend of the Fish King” is on the campaign sheet, spawn two elite Piranha Pigs at any empty starting hexes. They are allies to you and enemies to all other monster types.

Each small tree in the scenario has CxL/2 hit points (rounded up). They are enemies to you and all Piranha Pigs and allies to all other monster types. Whenever any small tree is destroyed, place one log on any two water hexes with at least one adjacent to the hex the tree occupied.

## Section Links

When door **1** is opened, read **55.2**.

## Map Layout



## Scenario Key

Algox Archer	Dungeon Door	Debris
Algox Guard	Snow Door	Large Debris
Algox Priest	Trap	Large Water
Forest Imp	Log	Tree
Piranha Pig	Rubble	Small Tree
Wind Demon	Altar	

## Loot

- ☙ x7
- ☙ x5
- ☙ x2
- ☙ x3
- ☙ x2
- ☙ x1

