

Scenario Goals

The scenario is complete when all four goal treasure tiles have been looted. At the end of that round, read **47.4**.

Introduction

Exploring the grotto, the stirring beauty of the place compels you to lay down and rest. You resist the sensation. Sleeping in a mystical place does not typically end well.

It occurs to you that the thriving flora here could be harvested. Climbing a white tree whose fruit resembles figs, but are sapphire-hued, you pluck a few. You are so focused on your task, however, that you don't notice when the bird calls cease. At least, not at first. You turn to look out over the forest.

A dark creature roams, its head scraping the canopy. It hasn't noticed you yet. It looks wrought from roots, if roots were composed of smoke and ash. It makes a keening sound, which is answered further out. You realize the grotto is full of them, these demons. You consider the appeal of fleeing.

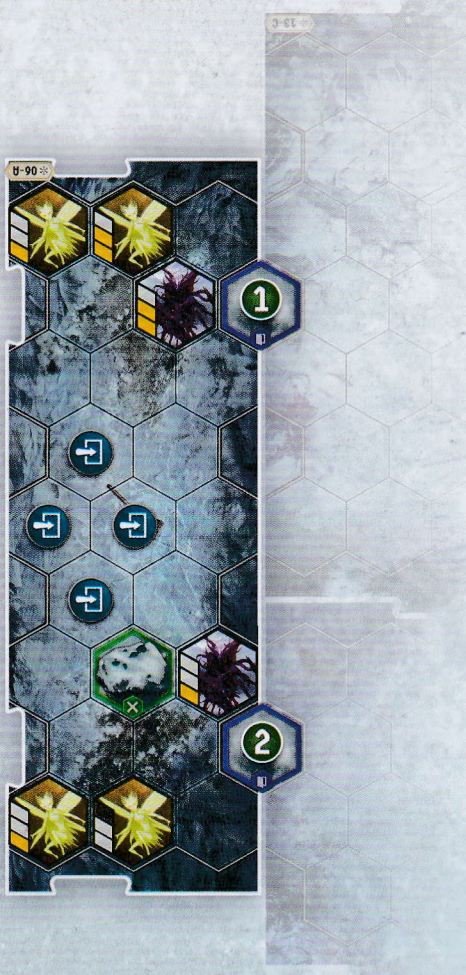
But from this vantage point, you can also see the glades and their promising offerings. Guarded by these creatures, the valuable plants will just have to be fought for. You descend quietly, and prepare to face them.

Special Rules

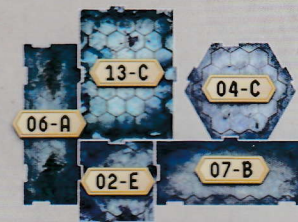
Throughout the scenario, only read a section if it has not yet been read.

Section Links

When door **1** is opened, read **154.1**.
When door **2** is opened, read **112.1**.



Map Layout



Loot

- x8
- x4
- x2
- x1
- x1
- x1
- x2
- x2

Scenario Key

- Chaos Demon
- Forest Imp
- Polar Bear
- Snow Door **6**
- Large Snow Corridor **1**
- Log **2**
- Snow Rock **6**
- Tree **2**
- Treasure **4**