

**Scenario Goals**

The scenario is complete when all characters and emissaries have escaped. At the end of that round, read **93.3**.

**Introduction**

A secret meeting has been arranged. There are elements on both sides of this Algox war that want peace, and they have sent emissaries to discuss the possibility of reconciliation.

You stand as witnesses to this apocryphal meeting, and you can't deny the wary optimism lingering in the private chamber, a long, oval-shaped cave tucked away from the eyes of either sect.

The two emissaries, Gurndel and Barduu, stand in the center of the room, muttering in the Algox tongue, and although you can't discern their words, it seems to be going well. So far, the discussion has been carried out with measured tones and much pausing for consideration. In fact, from what you've seen, you're almost surprised that the two sects haven't found peace before—almost surprised, because just as you have that thought, you hear the sounds—enraged Algox storming down the tunnels toward you.

The secret meeting has been discovered, and somehow both sides of the conflict have come to stop it. They are roaring for battle—and for the heads of the traitors who dared sue for peace.

You look outside the cavern to see the guard details each side brought being cut down with cruel efficiency. Spears and spells and fists fly in a swarm of violence. Gurndel and Barduu turn to you. It's time to leave, but both exits are well guarded.

"We must be away from this place," Barduu shouts. "Warm-bloods, aid us, or none will escape."

**Scenario Key**

Algox Archer



Algox Guard

Algox  
IcespeakerAlgox  
SnowspeakerLarge Cave  
Corridor

Ice Pillar



Treasure

**Loot**

x11

x2

x3

x1

x1

x2



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