



Whitefire Woods

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Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **68.4**.

Introduction

The girl provides detailed descriptions of the landmarks she remembers seeing when she escaped, and you are certain you can find the location of the Collector. The metallic structure she remembers being held in was deep within the Whitefire Woods. Gathering up your materials, you head east to find the Collector.

You eventually come upon the weathered metallic structure hidden within the woods. Entrance into the structure is easy, and you quietly make your way inside. You explore the ruins, inspecting rooms until an echo finds its way to you.

As you follow the sounds, now steadily growing larger, you finally find a large room filled with cages containing various creatures. A tall, golden Savvas hovers around the room using focused energy to hold itself upright. It must be the Collector.

Unfortunately, the Collector also has guards—a pack of Algox that are quite incensed at your sudden arrival. You are unsure what the Collector needs so many different creatures for, but with these types of situations, it's never good.

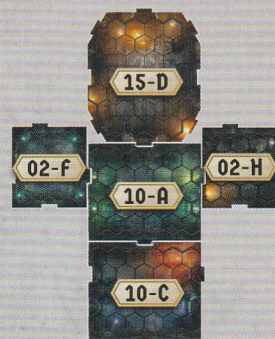
Special Rules

Set up the Boss monster ability deck, though you will not need it at this time.

Section Links

When door **1** is opened, read **31.2**.
 When door **2** is opened, read **184.6**.
 When door **3** is opened, read **77.2**.
 When door **4** is opened, read **73.1**.

Map Layout



Scenario Key



Loot

x8
 x2
 x4
 x3
 x1
 x1
 x1

