

Scenario Goals

The scenario is complete when at least one emissary is adjacent to the glowing orb. At the end of that round, read **57.1**.

Introduction

The path through the Whitefire Wood is a difficult one, even for the Algox emissaries, who are sturdy and adept at navigating in the wilderness. In all, the hike takes you the better part of the morning, but when you finally emerge from the trees, you are rewarded with a rare sight.

The sacred clearing is an expansive ring of ancient stones: megaliths so large even one would take dozens of humans to move, and yet, each has been placed according to an inscrutable plan, arranged around a large, Algox-sized altar. But the clearing has fallen to ruin. Moss and vine cover the clearing in a thick verdant cloak, but the most discouraging sight is the altar itself. It stands in the center of the circle, surrounded by a swirling vortex of black smoke that reeks of hot tin and dust.

“How long have we lived in this madness?” Gurndel says. “It is no surprise that the altar is clouded—corrupted—just like our factions. We must clear the darkness if we are to learn anything.”

Just then, new shapes skulk from the heavy shadows of the trees surrounding the clearing: hounds surrounded by faint wisps of black smoke.

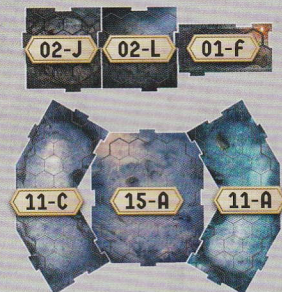
Special Rules

a and **b** represent the emissaries, allies to you and enemies to all monsters. Each has $3 \times (L+2)$ hit points. On initiative 99 each round, they perform **2**, focusing on moving toward altar **c**, if not already adjacent to it. 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 any emissary dies, the scenario is lost.

Section Links

At the start of the first round in which both emissaries are adjacent to altar **c**, read **23.1**.

Map Layout



Loot

- x8
- x5
- x3
- x1
- x2
- x1

Scenario Key

- Hound
- Polar Bear
- Sun Demon
- Cave Door 1
- Cave Corridor 1
- Large Cave Corridor 1
- Sun and Trap 4
- Log 2
- Stairs 4
- Altar 1
- Glowing Orb 1
- Snow Rock 4
- Treasure 1

