

The Library is crowded as it always is: Eddica has created a love of learning in the populace. Teenagers have made the Library a gathering place, and several men and women have taken a particular liking to the company of the attractive resident librarian. She shoos the assembled crowd out as you arrive with the tome you found in-hand: "Sorry, all. Business to take care of, we'll need to resume our book discussions later today." Several teens shoot you dirty looks as they make their way toward the door.

Eddica politely waits for them to shuffle out, then locks the door behind them with surprising speed. She turns to you, clapping her hands with excitement onto the moss-bound tome. “You found it!” She flips through with a speed unbefitting a volume in such worn condition, finally stopping on a page that appears as

## Conclusion

You feel the world stretch to impossible heights, and with a snap of clarity you're sitting back in the cave with Gem and Zu. Mental travel is exhausting.

Gem retracts her fingertip from Bartlet's head. "You did well. I can feel Barlet shifting... there is a peace there that did not exist before. Thank you. It's good to see mercenaries bettering the world—don't ever let anyone convince you that you aren't enough."

You find an ornate letter sealed in wax. The stamp is a royal crest you don't recognize. Upon breaking the seal and opening the letter, you find exquisite calligraphy and decorative touches flaked in gold dust. It appears to be an invitation of some sort:

*My esteemed friends,*

*This letter has found its way to you, and by that alone I know that you are fated for grand things!*

undecipherable as the rest. "Yes, it's here! The most incredible spell! I just need test subjects." She looks downright giddy. "It's blood magic. I can't wait to try it!"

She absentmindedly brushes the dust off her skirt while scanning her finger down the page. “I’ll need two volunteers—one of you will get stronger, and the other weaker. Conservation of vitality and all.”

## Section Links

If you offer two party members for the experiment, select two party members and read **162.5** now.

If you ask Eddica to join the spell as a subject as well, select one party member and read **81.4** now.

Taking a short breath to look around, you feel an odd sensation. It seems as if something is trying to draw out your anger and rage, but you quickly shake it off. It may, however, be the reason why these other creatures were drawn here.

## Section Links

When either door ② is opened, read  
**89.1.**



The old Orchid crosses her legs and sits beside her old Savvas companion. She looks up at the Harrower. "Zu, would you care to sit with me for a while?"

The Harrower shifts protectively beside her. "It turnsss out we havveee no otherrr plansss."

## Rewards

**Gain 20 ★ each.**

*alone—when the winds howl and the winter sun drags in the sky in the bleakest way.  
We shall share a toast and the warmth of a roaring fire.*

-His Grace, Emperor Ventillion

## Rewards

## New Scenario:

My Private Empire 107

You scan the debris field for signs of the block of ice. Could it have shattered or melted? Or was it taken by the Abaeli? These questions are soon pushed to the back of your mind when you see the crumpled form of Lihrey sprawled motionless inside the jolly boat. Hopefully he's still alive.

### Special Rules

Open all doors ②.

### Section Links

The first time any character ends their turn while occupying ①, read □ 134.3 at the start of the next round.



You're not even halfway through sorting the books when Eddica returns.

"What are you doing!?" She grabs a book on Vermling Psychology out of your hands. "The spines face *out*, so you can read them! And this," she grabs an object off the shelf, brandishing it angrily inches from your face, "This is a block of wood! This could someday *be* a book, but it certainly isn't yet! Where did you even find this!?"

She stops, gathering herself with a deep breath. She straightens her skirt and starts again, more calm: "Alright... Master Scrim would want me to spread knowledge, not animosity. So how about we make a deal?" She smiles mischievously.

"I teach you about all the library has to offer, and you collect a few, uh, items from the field for me." She averts her gaze, unsure how to continue. "They're just a few tomes that I'd like you to retrieve." You look at her blankly and she rolls her eyes. "Books. Tomes are old books." You nod.

"Somewhere out there are books of incredible power: The Tome of Life, the Tome of Conflict, the Tome of the Elements, and the Tome of Time. I want you to collect them for me. " The young Valrath pushes her red-rimmed glasses up the bridge of her nose.

"I'm not going to spend my time up here working on some nonsense busywork—as though I should sit around writing the complete history of Frosthaven!?! Please, this town was a sleepy fishing village until a few years ago. It'd barely fill a napkin!" It's clear this is an argument she's had in the past, and her hands are balled up in the memory of it. After a moment, she remembers you're standing in front of her. She gives a terse smile, then takes a deep breath before continuing.

"My research suggests the Tome of Life is in this region—it's the whole reason I'm up here at all. If you do happen upon it and bring it back to me I'll make sure you're rewarded. And just for keeping an eye out, I'll provide a world-class education as only a resident librarian can offer. Sound fair?"

### Rewards

Add event WR-45 to the winter road deck and event SR-47 to the summer road deck.

### Section Links

Add □ 152.3 to the calendar in two weeks.

The trees give way to a clearing where light spills down onto a crystal-clear pool fed by a babbling spring. This brief break in the trees attracts all manner of woodland creatures who drink from the pool and graze on the lush foliage that grows around it. Unfortunately, some woodland creatures are unfriendly.



## Special Rules

Remove everything on tile 7-H from the map, except door ②, connect it to the right of tile 7-F, and set it up as shown. If any character or character summon is removed in this way, place them, in initiative order, in unoccupied hexes closest to door ②.

At the start of each round, instead of spawning Living Bones, now spawn one Ruined Machine at door ①. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Each ④ is an escape hex.



Mayor Satha is wrapping up a tour of the new lumber depot for you and some VIPs from around Frosthaven. Tree trunks are being noisily shaved of their branches and prepped for the long trip south as she shouts above the whirling din of saw blades.

"It wasn't that long ago that this outpost was entirely reliant on the patronage of our benefactors from afar." She sweeps her arm across the scene behind her. "With the new lumber depot, our wood exports nearly cover our operational expenses—we're just a few upgrades away from being a totally self-sufficient enterprise!"

She points out racks of sturdy lumber drying under a canopy. "There are groves of old-growth willowburn nearby—we've even found patches of elkwood that will fetch high prices down south. This is the beginning of Frosthaven making an economic name for itself!"

### Rewards

Add events SR-39 and SR-44 to the summer road deck.

You visit Mayor Satha at her cabin, where she's shocked to hear your report.

"Tarro was a friend. The nights are cold in Frosthaven and it may have crossed into more than that once or twice, though we never shared a horn if that's what you're asking. I actually visited him the afternoon of the fire." She slumps down in an oversized chair, clearly upset.

"He had a gambling problem, sure. But he was doing pretty well—he was showing off a new gold Oak Charm he'd won in a recent game against some guards. Come to think of it, I think I saw a few guards leaving his place as I arrived that afternoon. Probably the most useless guards on the force, really: they call themselves 'The Mighty Three.' As I understand it, the fire didn't start until hours later so I thought nothing of it." Satha rubs her chin, lost in thought.

"I'd assumed it was just an unfortunate accident. But if it was murder..." She trails off. "Perhaps it would be a good idea to ask Captain Olmstead about their whereabouts. In any case, I'd prefer not to be offered up as sacrifice for a crime I didn't commit—I'll start getting the town guard ready in case you can't find the killer."

### Section Links

If you visit the Mighty Three to ask what they were doing at Tarro's cabin that afternoon, read 113.2 now.

If you ask Captain Olmstead about the Mighty Three, read 117.1 now.

As you enter the portal, you are greeted by strong gales, almost powerful enough to cut skin. The wind throws dust in your eyes, making it hard to see. Still, you venture forward, toward the awaiting Wind Demons and your goal.



This is it! You see a growth of mammoth bark on the other side of the cavern. You

are bound to find a few dried out pieces of it to collect.

### Special Rules

The goal treasure tile represents the mammoth bark.

#### Two Characters

- One normal Polar Bear.
- Three normal Snow Imps

#### Three Characters

- One normal Polar Bear.
- Three elite Snow Imps.

#### Four Characters

- Three normal Polar Bears.
- One elite Snow Imp.



### Section Links

When the mammoth bark is looted, read 109.3.

You peer into the depths of the stone bowl at the far end of the Hall. Steam wafts off the surface of the liquid, obscuring the contents. You're nearly ready to give up when it cracks through your mind like an electric jolt—you understand your trial. Or at least, you understand that you must *do* your trial. The why, the how... it doesn't seem to make much sense.

### Special Rules

Open the trials deck now. Do not shuffle it. Each player draws one trial and reads it secretly.

Once read by a player, a trial cannot be returned to the deck and must be completed by that player. Some trials may take several scenarios to complete, and should be kept secret by the player until completed. If and when a trial is completed by a player, that player may reveal the trial to other players for the first time, then remove it from the game and draw a new trial off the top of the trials deck.

### Rewards

Add event SR-51 to the summer road deck and event WR-40 to the winter road deck.

### Special Rules

When the character who opened door ② exits their hex, tile 7-H begins to collapse. At the end of each round after this happens, all figures occupying tile 7-H or door ② suffer ⚡ 10.

### Section Links

When door ③ is opened, read 131.3.



## 146.1 • Artificer Recovered

You enter Lihrey's cabin, and are happy to find him out of bed and walking around.

"Ugh, I'm not as young as I used to be," he says. "That shipwreck was very nearly the end for me, but you lot didn't give up on me. Thank you."

You look at him expectantly, hardly containing your curiosity. "Ah, so that's why you've made this little visit," he smiles. "Makes sense. While recovering, I was able to do some research—not much else to do after all—and I believe I've pinpointed the location of the third scale fragment. It's in the hands of an older clan of Algox, who reportedly sense its powerful energy and treat it as a holy relic. Here, let me draw you a map..."

### Rewards

New Scenario: **Gaps in the Road** (74)

## 146.4 • Random Scenario

As you look down, you hear a tiny squeak. Well, isn't this wolf cub just a little treasure? Its tail thumps happily as you reach down to pick it up, and it lunges to lick your face. The tiny, adorable pup is too young to survive on its own, and you decide to take it back to Frosthaven with you.

### Rewards

New Scenario: **Raised by Wolves** (112)

## 146.2 • Frozen Treasure (90)

### Conclusion

You smile and shake your head. The Vermling didn't do any of the work, so she doesn't deserve any of the loot. What's she going to do anyway?

And that's when you realize you can no longer move. It feels as though sharp little claws have hooked themselves into your brain. You realize, too late, that you're dealing with a Mindthief.

Rattusca slowly walks toward you and puts her hand in your bag. "I'm afraid you don't have a choice, you big dummies." She's got hold of one of the bracelets when the ship lurches and you all fall to the deck. While distracted with the Vermling, a massive storm rolled up right on top of your small ship.

"Batten down the hatches!" The captain yells. "By the Oak, this is going to be a terrible storm!"

You regain bits of your motor function right as you are about to slide overboard. Rattusca is nowhere to be found, but you've got bigger problems anyway. The storm is tossing this ship around like a plaything, and your head is ringing fiercely.

### Rewards

**Lose 5 collective gold.**  
All characters start the next scenario with ♦ and ♠.

New Scenario:  
**Shoreline Scramble** (91)

## 146.5 • Lush Grotto (113)

### Section Links

When door 5 is opened, read **112.1**.  
When door 6 is opened, read **183.2**.

## 146.3 • A Contained Fire (89)

You reach the den of the much-maligned Icespeaker, Vanjal. He looks formidable, but nothing too special to your eyes. Your newest companion had good reason to be livid. The room is positively stuffed with food and valuables. You smile as you lift your weapon. This beating is well deserved.

### Special Rules

The Icespeaker is Vanjal. He has HxC hit points and is immune to all conditions except those Faye applies.

From now on, on initiative 11 each round, Faye focuses on Vanjal and performs 3; 3+L, . Whenever she performs this attack, on initiative 99 the following round, she instead performs 2, self, before acting on initiative 11 again the following round.

Faye's maximum hit point value is still 8+(3xL).



## 147.1 • Inside the Swarm (100)

### Conclusion

With the last figment downed, the walls coalesce into crisp focus. Your mind snaps back to your real body with a crackle that leaves the lingering feeling of ash at the back of your throat. Every breath you inhale reeks of overwhelming citrus, your brain still unsure which senses mean what.

Gem opens the wooden box and dumps in a satchel of stale-looking ants, which combine with the existing bugs in a swirling mass and pour out onto the floor. The old Orchid looks delighted at the sight. "Zu! My sweet Zu, I could not be happier to see you! Here, I have a cloak for you."

The mass of Harrower responds in halted, startled words: "What? No! How could thisss bee? Gemmm... it was a life sentence."

"Sure, and it lasted all the guards' lives and then some," Gem retorts. "But you and I, we live longer than this lot. Do you want the cloak or not?"

"We have yet to pay my penancce." Zu drags out the last word, a hint of sorrow in their voice. Gem puts her hands on her hips.

"Enough moping. What we did is done, but I need your help to find Bartlet. You owe that much to the poor Savvas."

The Harrower bows their head, defeated. "Give us the cloak."

### Rewards

Gain 5 gold each and 10 ★ each.

New Scenario:  
**Harrower Library** (101)

## 147.4 • Tower of Knowledge (134)



## 147.2 • Ice Cave (111)

With some hesitation, you pick up the mirror. It must have some power still within it, so there's no point leaving it behind. When you look into it, however, your whole world shifts. You see your reflection staring back at you, but you are also the reflection, staring from the other side back at someone who is and isn't you.

You are... yep, you are in two places at once. Your mind is simultaneously processing being on both sides of the mirror wall, and it is giving you a massive headache. No wonder that Savvas was grumpy. At least with it dead, the Shimmer's power over this place is gone, and a new way forward emerges.

### Special Rules

Both doors ② are now unlocked. Remove the other goal treasure tile.

For the rest of the scenario, the character who looted the goal treasure tile gains disadvantage on all their attacks and exists on both sides of the map. Place one numbered token in their corresponding hex. If there is a figure or obstacle in this hex, move that figure or obstacle to the nearest empty hex. The numbered token represents their other figure.

Both character figures are treated as the character, share hit points and all conditions, and perform all abilities like the Shimmer did. They also ignore occupancy effects like the Shimmer did.

### Section Links

When either door ② is opened, read 138.2. Return to 182.2 to reference its special rules, if necessary.

## 147.5 • Infiltrating the Lair (75)

### Conclusion

With all other threats eliminated, only the Fish King, on the other side of the darkness, is left. The entire castle rumbles, as if something massive beneath your feet stirs. There is no time left. You step forward with resolve.

## 147.3 • Under the Influence (120)

### Conclusion

The machine is destroyed. After the roiling smoke dissipates, you search for evidence of where the Mindthief has gone, but she has only left behind the sad remains of her experiment: the shattered contraptions, numerous befuddled or deceased guards, and a handful of Vermlings caught up in her ambition.

This isn't over. The Mindthief might return to execute the remainder of her plan. Feeling like you've failed Captain Olmstead, you return to Frosthaven to give him your report. With one eye on his subdued guards, who are carrying back the bodies of their fellows, he gravely listens to your tale of the Mindthief and her escape.

"She needs to be brought to justice," he grunts. "I have an old friend. Someone who may help find her."

The old friend is a Valrath named Kefra. Once a renowned cartographer, she now uses her impeccable eye for detail to hire herself out as a tracker. "Got ourselves a rogue Vermling, eh?" She cracks her fingers in anticipation. "Vermlings are like any other beast, leaving wreckage in their wake. Wreckage which can be traced. I'll find her."

You're not sure this Vermling is that simple. But there's nothing to do now except wait.

### Rewards

Gain 1 morale and 2 collective ♀.

### Section Links

Add 76.3 to the calendar in ten weeks.

### Rewards

Gain 10 gold each.

New Scenario:  
**Fish King's Ascension** (77) 🔮

## Special Rules

From now on, in addition to all spawned and summoned monsters gaining , all monsters gain disadvantage on all their attacks.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
9	 One normal Earth Demon.  One normal Flame Demon.	 One normal Earth Demon.  One elite Flame Demon.	 One elite Earth Demon.  One elite Flame Demon.
10	 One normal Wind Demon.  One normal Frost Demon.	 One elite Wind Demon.  One normal Frost Demon.	 One elite Wind Demon.  One elite Frost Demon.

## Section Links

At the end of the tenth round, read

122.5.

## Conclusion

As you leap through the doors, the chamber where you once stood collapses with a low rumble, throwing up an enormous cloud of dust and smoke. When the haze clears, you see that the darkness swirling around the idol has cleared too. It is now gleaming and perfect, emanating power. From the shadows walks a grinning figure wearing a dirty cloak, applauding your efforts.

"Thank you for retrieving my idol, friends. Now hand it over". You recoil at the preposterous request, but still, you find yourself walking over to Mulbrynn, idol outstretched, unable to resist...

### Rewards

Gain 1 inspiration.

New Scenario: Bolt 

"Something's, um, going on with your robot." One of the guards has come to your longhouse, because you are needed by the well. When you arrive, you find the HIVE in quite a strange state. All of its many separate robotic parts are shifting and crawling around each other, attempting to form a cohesive whole, but apparently failing. Its head, which houses the array that aggregates the processing power of the other units, is babbling semi-incoherently.

After spending some time with it, as best as you can gather, its unique structure of decentralized processing has caused a glitch wherein the processing of the various disparate parts has become too decentralized. The parts no longer want to work in unison, and the head is doing its best to keep them together, but it is a losing battle. Eventually, it accepts that it just has to give up, and tumbles down into a chaotic heap.

And then they start walking, crawling, and hopping away in every direction, causing all the townsfolk who had gathered to watch the ruckus to run away in terror. You try to herd them back together, but there are just too many of them, and they have no interest in returning to their previous form. In a matter of minutes, they have scattered to the four winds; even the head is nowhere to be found.

### Rewards

Add event WR-48 to the winter road deck.



You're making some headway against the Algox when the rear guard of the caravan comes into view. This should be the last of them.

### Special Rules

Open door ③.

### Section Links

Return to 154.2 to reference its special rules, if necessary.



## 149.1 • Nerve Center (44)



## 149.3 • To Bury the Dead (95)

The moon tussles with the passing clouds overhead, its beams of light sporadically illuminating your way through the dark. Naturally, though, just when the resting place for this coffin comes into view, your progress is again slowed by the ghost of Camilla.

Words cannot encapsulate the jumbled mess of emotions and sounds she emits as



## 149.5 • Artificer Recovered

Lihrey, the Valrath artificer, bursts into your longhouse with a big grin on his face. He seems much recovered since the incident at the docks.

"I've discovered the location of the second piece of the Leviathan scale!" He exclaims. "It's quite a ways away in an old ruin along the coast, but we can use my

she materializes. It pains you, and before your thoughts can return to the task at hand, she is off for the outpost once more, shrieking into the night air with all that is left of her essence.

### Special Rules

Open door ②.

Spawn one elite Living Spirit adjacent to sarcophagus ① at the empty hex closest to a starting hex. This again is the Reluctant Ghost. It has  $(H \times C)/2$  hit points (rounded up) and a base move value of 3 now. It focuses on moving toward and occupying the closest starting hex, then finds a focus as normal and performs any other abilities as if it had no movement. If the Reluctant Ghost enters any starting hex, the scenario is lost.

## 149.2 • Barno's Room

You rush into the barracks and turn over Barno's room looking for evidence. You find a wooden box under his bed that appears to hold just his hairbrush, but a hidden bottom panel reveals a deck of cards with too many kings. There is not much else. You push past him in the doorway to head back to Tarro's burned-out cabin and meet with the demon before sundown.

### Section Links

Read [149.4](#) now.

## 149.4 • My Private Empire (107)

A previously locked door at the right end of the ballroom opens on its own, beckoning you forward once more. This chamber feels less welcoming than the rest. It's noticeably colder, and a stone sarcophagus looms against the opposite wall. There is yet another bell.

### Special Rules

Open door ③.

### Section Links

The first time any character enters ④, read [116.1](#)



ship to get there. Please, I implore you to assist me in securing it. We can't let the Abaeli seize this power for themselves."

### Rewards

New Scenario:  
**A Giant Block of Ice** [72](#)

## 150.1 • Jeweler Inquiry

On a hunch, you stop by the jeweler. The proprietor is more than willing to talk in the hopes they can make a sale.

"Oh yes, someone did come by right around 6:45. Tall, bald fellow—looking to sell an Oak Charm. Looked a bit worn, honestly, so I refused to buy it. Is there something I could interest you in, while you're here? I have some excellent baubles that would look perfect on you..."

Where will you go now?

### Section Links

If you search Allya's room at the barracks, read **179.3** now.

If you search Barño's room at the barracks, read **149.2** now.

If you search Cecil's room at the barracks, read **166.1** now.

If you know who the killer is and don't need any additional investigation, read **88.2** now.

## 150.2 • A Grand View (94)

Pounding on enough keys of the central console finally does the trick, opening up the doors to the back room. Inside, you find a bunch of shivering, half-dead Vermlings in crude cages. But no Camilla. Perhaps she is in a side room, but for now, you are resolved to get these Vermlings out of here.



## 150.3 • My Private Empire (107)

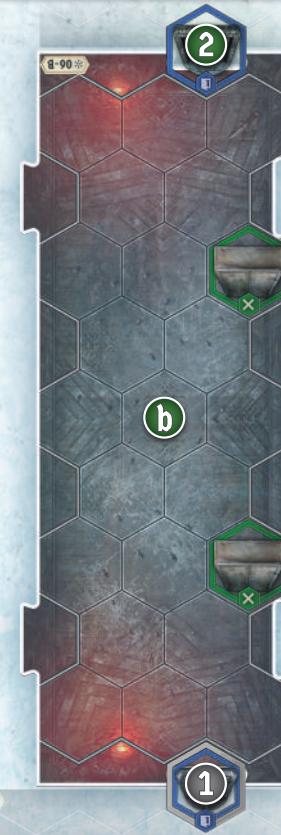
The previously locked door in front of you opens under its own power, beckoning you forward into a long hallway furnished with expensive-looking, thick, velvet curtains on each side, leading to a door at the other end. Another bell hangs in the center of the room.

### Special Rules

Open door **1**. Door **2** is locked.

### Section Links

The first time any character enters **b**, read **95.2**.



### Special Rules

Open both doors **1**. Doors **2** and **3** are now unlocked.

All Vermling Scouts are allies to you and enemies to all other monster types. Place one numbered token on each Vermling Scout. These represent cages. Caged Vermling Scouts do not act and cannot be interacted with in any way.

Whenever any character ends their turn adjacent to any caged Vermling Scout, they may free one of them by removing the their numbered token. Whenever any Vermling Scout is freed, it can then be interacted with as normal and acts as if spawned. Instead of drawing ability cards, on initiative 99 each round, all freed Vermling Scouts perform **C 3**, controlled by you.

## 150.4 • How to Lay an Ambush (129)

### Conclusion

Pools of warm blood slowly melt the snow as you scramble to pack away the sun agates. For ease of travel and protection for the gems, Derrick provided you with insulated containers to store them in on the journey back to Frosthaven. There are bodies everywhere, and admittedly, you're a bit on edge for fear more might arrive at any moment.

Many of the mercenaries are badly injured, so you put the healthier ones in charge of getting the rest back to the outpost and then set off on your own, laden down with gems.

### Rewards

**Gain 1 ✓ each. Note the amount of remaining sun agates.**

New Scenario:  
**And Then, a Stream** **130**

Just when you think you're winning the fight, the Maw shakes itself off, thumps the ground with its feet to knock you back, and then raises its head, letting out a resounding, echoing howl. You can hear distant answers from far behind you. More monsters are coming to join the fight.

### Special Rules

Open door ②.

The Hungry Maw performs  $\diamond$  LxC, self and loses all negative conditions. It is immune to damage until all revealed Snow Imps are dead.



You're polishing off a round of ale before bed when the door opens with a light creak. With near-imperceptible slowness enters the oldest orchid you've ever seen; were it not for the lumbering walk you'd take her too-large crystals to be a fallen chandelier, not a sentient being.

By the time she's made her way over to your table your party is in the midst of exchanging goodnight wishes. She settles into an open chair with a rattling thump.

"My, what fortuitous provenance! Just the merry band I was hoping to see." She speaks slowly and deliberately, a light hint of an accent you can't place dotting her speech. "I've been told you are the choice for matters outside the typical. And my, this matter is far from typical."

She pauses for dramatic effect, but her timetable is skewed much too far. By the time she resumes speaking your party is

### Section Links

Return to 98.1 to reference its special rules, if necessary.

Once the inn is complete, you can't believe what a difference it makes to Frosthaven. Having a warm location in which to rest and gossip will invite people with diverse backgrounds and abilities. Their presence will bring in much-needed labor, promoting the production of other buildings and spurring the exchange of ideas and invention. Frosthaven no longer feels like such a remote outpost.

The inn is a sturdy timber longhouse, its evergreen-fresh scent pervading the lobby. The proprietor is a gregarious Quatryl who helped design the building, insisting on the nail-less joints and the carving of the mountain range over the fireplace. "You know you'll always have a room here," she greets you warmly, her long fingers handing over a key with a numbered plate. "Especially if you bring in plenty of lively tales to share with my patrons!"

### Rewards

Add event WO-71 to the winter outpost deck and event SO-55 to the summer outpost deck.

exchanging concerned glances: did she die at the table?

"The matter, of course, touches the very core of a group like you." The ponderous crystals obscuring her mouth twist and rattle against each other. Is she... smiling?

"But we will get to that, I understand the protocol. I may be old, but I imagine my gold is still good?" She shifts and her slow hand drops a sack of gold on the table. It's clear these are not typical coinage: despite their excellent condition they're of an antiquated design. Gold is gold, though.

She takes the look on your faces as sufficient. "Wonderful! I look forward to our adventure!"

### Rewards

New Scenario: Prison Break 99

Kicking in the door, you realize to your dismay that you are too late. The altar has been destroyed, the scale fragment is missing, and the guardians are slain. All that remains is a school of piranha pigs, chewing on Algox bones, and they are none too happy to see you.



## 152.1 • The Eternal Crave (122)

You leave behind the dryness of the Maw's dwelling, searching for the mammoth bark. You descend into a dark and icy cave below the hall above. At the edge of your torches, you can see two paths: a long and treacherous path through a patch of ice frozen so clear, it could be a mirror; or a shortcut through a darker part of the cave, where the only things you can make out in the shadows are silhouettes of giant polar bears.

### Section Links

When door ③ is opened, read 179.2.  
When door ④ is opened, read 172.1.



### Special Rules

Door ① is now locked.

## 152.3 • Library Lesson

Eddica, the resident librarian, wraps up the last of her weekly lessons. "And that's why a week is just ten days long." She checks off the final item on a long checklist, then sets her red-rimmed glasses down on the table beside her. "Well, that settles my end of the bargain. If there's more to learn in this world, it certainly won't be from me."

She stands from behind her desk, straightening her skirt. "So that leaves your part. It's time you find those books of power—" she stops herself, wagging a finger, "—no, those *tomes* of power, and help me get on with my research."

### Rewards

Add event SO-58 to the summer outpost deck.

## 152.2 • A Tall Drunken Tale (128)

Eros, the Savvas playwright, moves from the corner of The Crater to pull up a chair next to you and begins jotting down notes. "Don't mind me, gentlefolk," it says, flipping back its long scarf to avoid soaking it in ale.

Narb takes a swig of your mug and picks up the tale, "I let out a war cry so terrifying, it shook the enemy to the core!" He flicks his long hair back, reenacting the moment, "RAHHH!!!!"

### Special Rules

Immediately kill any C enemies with the lowest current hit point values. This does not contribute toward embellishments.

All characters gain ♦, and the two characters with the highest and lowest current hit point values switch those values with each other, neither exceeding their maximum.

### Section Links

At the start of the fourth round, read 176.3.

## 152.4 • Sinking Ship (92)

### Conclusion

You throw the last bits of loot into Doghogger's waiting arms right as the deck tips over. You nearly lose your footing, holding onto the railings of your ship as you watch the stricken vessel slowly disappear beneath the waves, the silhouettes of multiple trapped Lurkers encircling the doomed hull.

"That was close," sighs Doghogger as he lays out a rope for you to climb. "Lucrative... but close. I also see you've signed up a new crewmember."

"HE-RO-IC-S IS PROGRAMMED TO BE A VALUABLE AND PRODUCTIVE MEMBER OF SOCIETY," chirps the automaton, whirring dangerously close to Doghogger's beard. "I FLY SLASH HOVER SLASH STAND READY TO RETRIEVE TREASURE, LOOT, PLUNDER, OR MISCELLANEOUS

GAINS, ILL-GOTTEN OR LAWFULLY ACQUIRED."

"A loud crewmember," grumbles Doghogger as he sets a course for home.

### Rewards

Collectively lose 5xC/2 loot tokens (rounded down), first taken from HE-RO-IC-S' pile, then taken as evenly as possible from the characters' collected loot tokens. If any loot tokens remain in the HE-RO-IC-S pile, distribute them as evenly as possible to all characters. Loot tokens are then traded in for loot cards.

### Section Links

Add 181.2 to the calendar in one week.

You get the sick feeling that the situation will only worsen if you go below deck, but you know there will also be more supplies, and so you descend. In the hold, you find the remains of the crew, blue and frozen. A dry moan rises up from one of the corpses, and they stand, eager for you to join them on their endless journey into the abyss.

### Special Rules

Place the revealing character on stairs **b**. Stairs **a** and **b** are linked.

Any character can spend 2 movement points when occupying stairs **c** to go lower below deck.

### Section Links

The first time any character goes lower below deck, read **109.2**.



The Valrath turns to the Aesther in your party, clearly in awe. “We are blessed to be in your presence. We are followers of your brother, Tholos, the Granter of Favors. He can see your desires, and he is generous to those who prove their worth through his trials.”

The Valrath finishes his tea, handing the empty cup over to another of the conclave’s members with a thankful nod. He is no longer addressing you as a group, instead enamored with the Aesther in your party. “I cannot fathom the lengths you have gone to—the force of your resolve, to gather yourself back up from the infinite planes. What did you focus on to coalesce your being? For Bastian, it was hate. I have heard stories of others—the thrill

of the hunt, the pursuit of prophecy... I have even heard of one who seeks only the enigma of mystery across time and space. Tell me, what drives you?”

There is a pleading in his eyes, but just as quickly as the words leave his lips he catches himself. “No, it is not for me to know. I have my guide now, in Tholos the Granter of Favors. And it is only through me acting as shepherd that others may see his majesty.”

He smiles, rising from his seat. “That is why you are here. To complete his trials and receive his impossible gifts.” The Valrath leads you to a small stone bowl on a raised platform at the far end of the hall. It burbles a sweet-smelling steam

despite no discernible source of heat below it. “Drink deeply and you will know your task. I know not what he will ask of you. They are unique for each of us, and their mystery is beyond the bounds of our prediction.”

You look at him with a level of concern, and he smiles warmly. “All I can say is that should you complete them all, your reward will be worthwhile. Good luck.”

### Section Links

If you are playing Frosthaven solo, read **155.4** now. Otherwise, read **145.2** now.

### Conclusion

With a thunderous crash, the steel automaton falls. The lights in its eyes blink out. The remaining machines also power down, slumping into immobility. The bolts holding the trap door snap open. It is finally possible to escape.

Stepping forward cautiously, you prod the fallen metal monster with your foot. Something clicks, and a hatch pops open

in its chest, revealing a cavity within. You reach inside, and pull out what can only be the Tome of Conflict. Perhaps this is what was powering this whole mechanical nightmare.

### Rewards

**Gain “Tome of Conflict” [219].**

You know immediately from their weight: they’re gold coins, but they don’t feature the special markings Dinah Snapclaw described in the Tavern.

### Rewards

**The looting character gains X gold, where X is how much gold one money token is worth at L+1.**

## Special Rules

If both tiles 4-C and 13-C have been revealed, replace the doors between them with one large snow corridor.

## Section Links

When door ③ is opened, read 183.2.

When door ④ is opened, read 112.1.



## Conclusion

The humming sound of the elemental resonance between the cores and the array finally settles on a soothing frequency. Voice-of-Eight materializes before you, strengthened and anchored by the ancient device. They face the demonic portals and begin to sing at the same frequency, using words of a language long forgotten. One by one, the demons blink out of your world along with the rifts they created.

Momentary relief, however, is suddenly enveloped by an overwhelming sense of dread. The humming sound splits into multiple layers, each new one overpowering the others, building up a feedback. The Aesther chant fades away

There it is—your prize. You signal to the other mercenaries and leap forward. Now is the time.

## Special Rules

Open door ②.

Place the twelve numbered tokens next to the map. These represent sun agates. Keeping more agates intact will result in a better reward.

Place token **b** on the elite Algox Priest's stat card. This represents the gem bearer, who focuses on moving toward and occupying **a**, then finds a focus as normal and performs any other abilities as if it had no movement. If the gem bearer ever occupies **a**, the scenario is lost.

If the gem bearer dies, the enemy closest to the hex the gem bearer occupied becomes the new gem bearer, represented by placing token **b** on its stat card, and follows the same rules as described above. When this happens, remove one numbered token from next to the map (unless the gem bearer was the last monster on the map). If five numbered tokens are removed, the scenario is lost.

The first round starts now.

## Section Links

At the start of the fourth round, read 148.5.



as they look at you, all with a unified expression of shock. Something must have gone very wrong.

A sharp crack rings out through the dome and your eyes dart to the array, a small fissure forming at the top of its crystalline form. A new rift suddenly rips open in front of you and you hear once again the howling winds of chaos.

## Rewards

**Gain 1 morale and 1 prosperity.**

New Scenario:

**The Face of Torment** 68

The dizziness-inducing tilting stops at last. All is silent for a moment, but then, you hear a loud rumbling coming from inside the tower. At the center of the main room, an enormous automaton descends from the ceiling, crushing the altar beneath its bulk. Its metallic fists flex and red light blooms in its eyes. Its head swivels as it searches its surroundings, and then it spots you—intruders! It lumbers forward, murder in those glowing red eyes.

## Special Rules

Replace altar **c** with an elite Steel Automaton. It has HxC/2 hit points (rounded up). When it dies, instead of a loot token, it drops a goal treasure tile.

“They mocked. They chided. They whispered endless jibes against me. My hall was empty, and they reveled in it. It was their final jest. My lovely dancers made short work of them. It took me weeks to scrub the blood. Now, my new friends, join their final pirouette!”

### Special Rules

The fourth episode is overcome when all revealed enemies are dead.

### Section Links

When the fourth episode is overcome, read 149.4.



### 155.2 • Xain's Gambit

When the third day passes without Xain turning up at The Crater with your investment proceeds, you know you've got a problem. You finally corner him at his home by the docks.

“Oh, right—I am so glad that you came by! I’ve been looking everywhere for you guys.” He wipes his brow nervously. “So, a little bit of a mixup with the polar bear meat. Turns out Lurkers? Really into it. But not as into paying with, uh... things of traditional value.”

### 155.4 • Hall of Revelry Built

You peer into the depths of the stone bowl at the far end of the hall. Steam wafts off the surface of the liquid, obscuring the contents. You’re nearly ready to give up when it cracks through your mind like an electric jolt—you can see the interconnectedness of all things. It has made this life more difficult for you. Fulfilling, yes, but you’ve had to work so much harder just to achieve the same goals.

The knowledge is a blanket draped over your shoulders. It is heavy, weighing you down, but it is warm and makes you feel

He hands you an ill-looking flask.

“Good news is you’re now the proud owner of... that. They assured me it’s super healthy.”

### Rewards

**Gain “Unhealthy Mixture” [1098].**

### 155.3 • Low Morale

“This is a somber hour, but we’ve seen worse.” Mayor Satha accepts a sack of food from the shopkeeper, who grumbles while handing it over. “Keep your chin up, we’ll get through this too.” He gives a nod, closing his door as she helps you load the food into the wagon. She marks a note in her ledger and wipes the effort off her brow, which has gathered despite the cold weather.

“That’s the last door we’ll need to knock on, thankfully. We’ve checked in on everyone, collected what we could, and brightened as many days as plausible.” She slams a fist into her hand in frustration. “I hate asking for handouts! If we ever get to this point again I’m just going to let the city burn.”

### Rewards

**Gain 5 morale. Gain any 6 collective material resources.**

**Lose 2 prosperity.**

### Section Links

Cross out 155.3 on the morale track and replace it with 175.2. If your morale reaches 0 again, read this new section.

"Fascinating, yes... a fascinating challenge... Oh, and an opportunity for the outpost, of course!"

A Quatryl wrapped in a thick green cloak paces the floor of Satha's cabin, lost in thought as the mayor looks on from her seat by a map-strewn table.

Satha raises a hand in greeting as you open the door, and the Quatryl whirls toward you, startled. "OH! Yes, perfect, perfect, you must be the ones Satha mentioned. Pinter Droman, tinkerer extraordinaire, at your service." He bows with a flourish.

Satha clears her throat, cutting Pinter's introduction short. "A recent landslide changed the landscape of the Frozen Pass," the mayor explains, "Between the rocks that fell out of the way and the

valleys they filled up, we think we can create a shortcut through the Coppernecks that could save days for supply teams and merchants coming across the mountains."

You recall your own recent journey over the pass, and agree you'd have appreciated a shortcut.

"That's the spirit!" Satha continues, "A shortcut means more merchants bringing goods, and more goods means more outposters survive the winter. Pinter here is in charge of the engineering."

"Yes!" Pinter jumps back in, unable to contain his excitement. "The place we're looking to build," he points to a map on the table, "is a landslide area that's almost clear of rocks. I've created explosive devices to help remove the rest, but the fauna of the area are quite aggressive, and

I can't get a team close enough to plant the charges."

"That's where you come in," Satha explains. "I told Pinter you're the only ones I trust to get those bombs where they need to be and handle yourself against the local animals. We'll have the charges packed and ready to go at dawn."

You nod and turn to go prepare your own supplies, but Pinter interjects. "And not to worry, the charges are completely safe!" he says, unprompted. "I've learned so much since my, er, unfortunate incident in Gloomhaven." Somehow his assurance does not increase your confidence.

## Rewards

New Scenario: **Work Freeze** (114)

## 156.2 • Raised by Wolves (112)

A small whine from Wolfie at your side helps to urge you forward. You move further through the corridor and finally find the nest for these demons. You draw your weapon, ready to evict some unwanted residents.



## 156.3 • Deadly Pastimes (85)

### Conclusion

Utterly exhausted, you march forward up the passage, finally emerging into daylight. You look around and see a clear path down off this mountain, causing a sigh of relief.

One other thing catches your eye, as well: a tiny wisp of smoke coming from a campfire a ways down the slope. You cautiously approach and find a human male fitting the description of the husband sitting happily by the fireside, enjoying a roasted bird.

"Oh, she sent you after me?" He asks after you demand answers. "Yeah, I decided that cave was way too dangerous and went exploring somewhere else that took a little longer to get to. Sorry, I didn't mean to cause such trouble."

You almost kill him but realize you'd then have to carry him back to Frosthaven. Instead, you just collapse next to his fire and take a nap.

### Rewards

Gain 15 ♦ and 1 ✓ each.

## 156.4 • How to Lay an Ambush (129)

With everything set in its place, you lie in wait while the front of the Algox caravan comes into view. Instead of springing the trap immediately, though, you hold back for a while, waiting for the one bearing the agates to appear.

### Special Rules

Open door ①.

All Algox Scouts, then Algox Guards, immediately perform ⚡ 9 focusing on moving toward and occupying ④.

### Section Links

After all Algox Scouts and Algox Guards have moved, read 154.2.



## Scenario Effects

All characters gain ♦ and ⚡.

In the final room, you encounter the source of the mind-altering energy: an enormous, haphazard contraption, a scavenger's collection of spare machine parts. At its base, flicking levers and muttering to herself, is another Vermling. Her hands dance across the controls and rats clamber across her shoulders like a living cape. From her eyes emanates an azure glow, a searing energy which also crackles between the antennae of her bulky metal helmet, which is attached to the machine. This must be the one responsible for the attacks on the guards—the Mindthief.

Barely acknowledging your entrance, the Mindthief adjusts dials on her helmet.

"It works! I've done it! My experiment is complete! The guards were incidental, a byproduct." She sounds shaky, as if she is reassuring herself. "Every experiment has sacrifices." You're not quite sure that's true.

As you approach, she hears you and tenses. Quickly detaching her helmet from the machine, she removes it from her head, cradling it in her arms. Shooting you a wild, defiant glance, she flees through a back exit, smashing a switch as she departs. You consider pursuing her, but the machine kicks into high gear. The psychic energy reaches a pinnacle, prickling down your spine, threatening to overwhelm you.

You have to destroy the emitter device before it makes your party turn on each other like the poor guards did.

## Special Rules

From now on, during card selection each round, all characters can only draw up to three set aside cards.

The glowing orb has  $((L \times 2) + 3) \times C$  hit points. It is an enemy to you and an ally to all monsters.



With the enhancer expanded, you visit Voice-of-Eight to see how they are liking the improved shop. Unsurprisingly, you find Nera embroiled in multiple tomes, the room aglow with spells, her hands weaving purple and black through the air. You wonder if you ought to leave her to it, but she signals you over, speaking excitedly.

"We have made contact with someone who may be trapped in the Void. They must have endured cruelties from the Corruption, but with that evil force gone, we should be able to pull them out to safety. Come, help me." This sounds dangerous at best, but that's a typical day in Frosthaven. Trusting Voice-of-Eight's judgment, you assist Nera in setting up the spell components as the rest of the Aesther collective materializes around you. They form a circle, chanting as a portal opens at the center.

The procedure seems stable for a while as Nera scans for where the energy is strongest. "There!" She cries, and a surge of purple energy flares from the portal. A scarred hand emerges from the other side, but then the flat face of the rift cracks, and it appears the hand is stuck.

"Help!" Nera pleads, and, not knowing what else to do, you grab hold of the hand and pull. With great effort, an Aesther tumbles forth right before the portal shatters in a shower of ethereal glass.

The figure groans, shivering on the floor. "W—where is... the pain?" Their hand shoots out, grabbing a shard of the portal. You jump back in alarm, but the Aesther turns the sharp edge on themselves, carving strange symbols into the translucent flesh of their leg. You feel a strange tickling sensation on your own leg.

"Ahhhh, much better," they sigh. "Thank you for releasing me from that prison. I had been trapped there for so long, I don't think I can live without pain."

"But," the Aesther suddenly stares at you with fierce intensity. "I have also learned to redirect my pain, and I don't want any other innocents to experience anything like what I have. Point me toward evil, and I will destroy it!"

## Rewards

**Unlock** **class box.**

The Crater, the burned-out dent where a tavern used to be, has been seeing some action the past few nights. The community has taken to the limited warmth it provides, huddling around the mismatched donated furniture and sharing fermented liquids from their personal pantries. Gatherings tend to last until the small hours of the morning or until the cold settles in. While there are tarps strung to keep off falling snow, the lack of walls makes visitors easy targets for wind whipping through.

You're just about to call it for the night when a Vermling you haven't seen before steps up to the overturned dresser you're using as a table. "I'm Scabwit, nice to meet me. My people are negotiating with some Algox for a spot to call our own and it'd be best if we had some brutes like you to keep the peace." Scabwit adjusts a crystal-topped walking stick, turning it absent-mindedly. "You're the scariest-looking people here, so I'll offer a trade: come be scary for me out in the Whitefire Woods and I'll make it worth your time."

## Rewards

New Scenario: **Midwinter Brawl**

## 158.1 • The Titan (123)



### Special Rules

When any character ends their turn occupying pressure plate **a**, it is permanently activated.

## 158.3 • Xain's Gambit

Sure enough, Lurkers show extreme interest in polar bear meat. The proposition spreads by word of claw and Xain finds you on the street to deliver your gains, minus his fee.

"What did I tell you? Lurkers can't get enough of that fatty polar bear steak!" A

realization crosses the Orchid's face. "I wonder if I can get the Algox interested in bottled seawater somehow..."

### Rewards

**Gain 30 collective gold.**

## 158.4 • The Longest Second (125)

You enter a room crowded with arcane machinery that twists and twirls in ways impossible to comprehend. Gears fold in on themselves and cogs wrap around in angles that change depending on what part of the room you observe them from.

The droning buzz has begun to change tone ever so slightly, losing intensity. Again, above the opposite door is a panel lit up with a bright red number one.

Your mind boggles at what the number means. Is it part of a code? Is it a label? If every room is room number one, does the number have any meaning? What is life without time? Is time something you can hold or merely behold? The amulet must be affecting your brain, because you can't seem to stop all of these questions from spilling forth like a geyser of curiosity.

Fortunately, there are more guardians, so you have something to distract you.

### Section Links

When door **2** is opened, read  
**108.1.**



## 158.2 • The Lead Door (103)

### Conclusion

With the last pillar shattered, the dark mental prison begins to crumble. The walls melt into a black ichor, the demons screaming as they fade to nothing.

The shock of the cold cavern pinpricks its way over you as your mind returns to your body, and the feeling of madness lingers for a moment before reality sets in. Gem and Zu are standing over Bartlet's body.

You watch as a tear runs down Gem's face, following the jagged contours of the protruding crystals and falling noiselessly to the ground. She turns to Zu, her voice small. "Do you think it was enough?"

Before Zu can respond, Bartlet draws in a breath for the last time, releasing it as a long sigh. The Savvas's chest fades to dull rock before your eyes, and a reverent silence falls over the room.

Zu gently embraces Gem with their swarm. "It wasss enough."

### Rewards

**Gain 1 ✓ each, 30 ★ each, and 10 gold each.**

## 158.5 • A Contained Fire (89)

### Conclusion

Faye grabs Vanjal's lifeless body and drags it outside, tossing it into the center of the courtyard, on top of his broken statue. She roars deeply and painfully, letting all of her hatred escape her shaking body. The rest of the Algox flee in terror.

With Vanjal defeated and his army scattered, the neighboring Algox clans return to the stronghold to raid the stores, divvying up their stolen supplies. They all thank you profusely and offer you a share of what was recovered.

### Rewards

**Gain 2 collective ⚡ and 2 collective ⚡.**

Explosions echo off the hills, and the mountainside shifts under the force. A stream of rock and slag slides down into the ravine below. You're just about to congratulate yourself when the mountain's surface buckles and collapses as well, revealing a natural cavern that had been buried beneath the rock. More creatures pour from the cave, intent on making a fresh meal out of you.

### Special Rules

Open all doors ①.

From now on, all monsters that would spawn at ② instead spawn at ③, and all monsters that would spawn at ④ instead spawn at ⑤.



What appeared to be a small pool of water turns out to be quite deep, leading into an underground chamber. The flashing of two eels glints off some bubbles rising nearby and illuminates a possible opening on the other side.

### Special Rules

All hexes on tile 4-A are treated as water (difficult terrain). Water ⑦ and ⑨ are linked.

At the end of each round, any character occupying tile 4-A must discard one card (if able).



You've stared at the elemental alloy and the key mold you found for a long time now. You've asked everyone in town about the "Tempus Forge"—even the locksmith who directed you to one of the ruins—but you have gotten nowhere. It's not until you're wandering a ways out of town, on a walk to the northwest, that you begin to feel the strange sense that everything around you is... familiar. That rock in front of you, the contour of that hill, the

exact positions of the mountains in the distance—you recognize all of these shapes from what you thought were crude scratchings on the back of the alloy and the mold. You rush back to your room to grab them both and then rush back out to the spot you found. Sure enough, everything lines up.

And the rock seems to be of particular importance. Right above its depiction on

You'd almost forgotten about Mayor Satha's deal to get you past the Vermling siege and continue your work in the region. It all comes crashing back when you're greeted by the sight of a crude catapult and the sound of vicious squeals as you crest the last hill before Frosthaven.

"FOOD!"

You aren't sure whether the approaching Vermling extortionists are referring to your group or the loot you carry. You keep your weapons close by, and you see guards lined up on top of the gatehouse in case things go wrong.

A gnarly Vermling clad in bright orange feathers steps forward, scowling. "We let you go to get food. Our part of the bargain was good. YOUR part, though, is not. Where are the bears? Where are the hounds? Where is the FOOD?"

Echoes of "Food! Food!" ripple through the attending Vermlings.

The chieftain's face splits into a wicked grin. You can see where this is going.

"Either you give us food," the Vermling snarls, "or you ARE food!"

"Food! Food!" The chant is becoming more insistent, and more sinister.

### Section Links

If you give up whatever food you have, read 170.3 now.  
Otherwise, read 123.2 now.

the alloy are the words "Tempus Forge". You kneel down to inspect it and, under the layers of snow, find a small mural. And hidden within the mural is a keyhole. You've found it.

### Rewards

New Scenario:  
**The Tempus Forge** 106

## 160.1 • Collapsing Vent (98)

You brace your back against the door frame; the very act of opening it to move through has destabilized the previous room. You'll need to hold it open as long as you can so your companions can escape.

### Special Rules

When the character who opened door ① exits their hex, tile 11-F begins to collapse. At the end of each round after this happens, all figures occupying tile 11-F or door ① suffer ⚫ 10.

### Section Links

When door ② is opened, read  
145.3.



## 160.2 • Tavern Built

The new tavern has already attracted a local following, but you're still as likely to find patrons at The Crater as you are at the newly opened Boiled Crab. In large part that's because the Vermiling running it has an attitude that repels people about as much as Frosthaven itself. Dinah Snapclaw, the proprietor of the tavern, is a bit of a mystery. There's no shortage of rumors about her, though.

"Y'know, she used to sail with Barty Half-Ear, the notorious pirate." Xain, the local barfly, is speaking in hushed tones. He looks around to make sure she isn't listening, then continues, "Rumor has it he forced her to walk the plank, left her as piranha-pig food. Just biding her time here until she can get her bloody revenge."

The no-nonsense Vermiling you're discussing returns to your table with a fresh drink for Xain.

She turns to you: "He telling you his stupid stories? He tell you the one about how he had to flee Gloomhaven after some bad debts came knocking?"

Xain feigns shock. "I was just telling them you might have a job for them." Dinah shoots him a look angry enough to make a man's blood run cold. "What? You need someone to find those coins. This group of mercenaries spends more time outside the wall than anybody! Unless your plan is to just keep checking the till each night?"

She picks at a scab on her face, thinking. "Fine." She pulls a gold necklace with an antique coin dangling from it out from under her ale-stained blouse. "I'm looking for some others like this one. Bring them to me." Before you can get a good look at it she shoves the necklace back down her shirt.

Xain steps in to explain: "Find them all and it's supposed to lead to a massive treasure."

Dinah looks irritated. "Just bring them to me, that's all you need to know. Now buy a drink or quit taking up the seats." She walks off to another table in the near-empty establishment without waiting for your order.

Xain turns to you, excitedly. "Wow, she must really like you guys!" He sees your faces, pushing ahead with reassurance. "She'll open up. Just keep an eye out for the coins on your adventures. If you find them... oh if you find those coins... we'll be rich!"

### Rewards

Add event WO-79 to the winter outpost deck and event SR-50 to the summer road deck.

Add loot card 1418 to every scenario loot deck in addition to the normal loot distribution. When drawn, read any one section number depicted.

## 160.3 • ⚪ Retires

The Geminate seems... smaller somehow. It may be that their swarm has lost some numbers, or maybe they're just more tightly packed.

"It is both," the Geminate hisses when you ask. You pick up a hint of dismay in their voice. "It is too cold. Our swarm, it is slowly dying, unable to reproduce fast enough. We try to pack together, to stay warm, but it is not enough. We fear we must leave this place soon."

The form of the Geminate shifts suddenly, and a different voice emanates from within. "The path is clear to us, at least, even if the other half is yet to agree. We must make our way to the Radiant Forest. It is much warmer, and we hear there are others of our kind there. It would be nice to commune with others. We grow tired of fleshy companions."

The Geminate shifts again. "We are swayed by this plan. The Radiant Forest is as good a destination as any..."

At this point, you feel you're no longer part of the conversation and take your leave. A few days later, the Geminate is gone, leaving behind only dead bugs where it made its nest.

### Section Links

Add 193.2 to the calendar in four weeks.

Despite its apparent hostility, the landscape surrounding Frosthaven calls for exploration. Now that some climbing gear has been constructed, you have the means to access new horizons high up in the mountains.

Inside the shop, you encounter the Harrower carpenter hard at work. The horde of insects which makes up their shape flits around, braiding together fibers for rope. "When we're finished," they say in their chittery voice, "this rope will be able to withstand the weight of one hundred thousand bees."

You must look nervous. Their shape flutters with humor. "Don't worry. That means it will hold you, too."

You dearly hope so, because you can't picture one hundred thousand bees scaling a mountain anytime soon.

### Rewards

**Place "Climbing Gear" campaign sticker on the town map at location C. You may now play scenarios with the ⚔ requirement.**

**Gain 1 prosperity.**

Upriver, the forest increases in density, heavy boughs shadowing you, wind shaking off periodic cascades of powder like snowfall. The Infuser seems in their element, laughing quietly and crystal skin gilt-edged. Eventually, the air is filled with cracking and rushing, as this near the heart of the wood the creek thaws, energized from the latent power source.

You hear the tell-tale sounds of more monsters too. Caws and skitterings and the agitated flapping of wings. At the next bend in the river you spot them, the usual host, and polar bears this time too, their fur blazing with gold. They will need to be defeated before you can progress further.

### Special Rules

The Infuser now focuses on moving toward and occupying **b**, ignoring the effects of all difficult and icy terrain.



The guard tower is crowded on this clear Frosthaven dawn. Every outposter able to make the climb has braved the snow-slick steps and packed each gate house to get a view of the morning's events.

"It's a waste of resources, I kept telling 'em." Captain Olmstead grumbles as yet more people pack the overlook, causing the floorboards to groan under the excited chatter. You follow his eye toward the courtyard, where a monolith stands concealed by a tarp of stitched hides.

For weeks a secretive scaffold has occupied the town square as artisans carted stone, steel, and wood behind a curtain under the supervision of a scarf-clad Savvas. Now the scaffold has been disassembled, and only the thin sheet blocks the finished monument from view.

Satha strides to center of the square and addresses the crowds with a bullhorn. "I'm not much for speeches," the mayor begins. "And I'm not usually one for, uh, sentiment, either. But this place, these people... you make me proud."

Finished, the mayor lowers her bullhorn and nods, and the Savvas signals its crew to pull the hide tarp.

A giant of stone and steel emerges: a human figure stands mid-stride on its way north, its determined gaze unflinching against the wind whipping in from the bay. Like the town of Frosthaven, the statue isn't the most beautiful thing in the world. It wouldn't be on display in any garden on the more civilized side of the Copperneck mountains. But it *isn't* south of the mountains; it's *here*, like Frosthaven, in a

place it shouldn't be able to exist, defying the cruel landscape that would spell death to anything of weaker stock.

A thundering cheer rises from the gathered outposters, echoing off the mountains and over the choppy waters of the harbor.

"Still a waste," Captain Olmstead repeats, but even the surly guard captain can't suppress a grin amid the victorious roar.

### Rewards

**Gain 2 prosperity.**

**Place "Statue" campaign sticker on the town map at location F.**