



Biting Sea

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## Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **138.3**.

## Scenario Effects

Each character adds two **-1** cards to their attack modifier deck.

## Introduction

Who knew Frosthaven's shores were host to a dread Pirate Queen? That's the question Captain Doghogger keeps voicing after you and Dinah enlist him to sail you out to the X marked on the map. He tries on different inflections, as if he will be recounting this story in the Boiled Crab later. Dinah looks ready to make him walk the plank. Luckily, her murderous tendencies are curbed when she spots her quarry, a seemingly unremarkable cliff face.

Given the treacherous rocks, Captain Doghogger can't sail any closer. Dinah commands him to anchor while you take a dinghy. At her imperiousness, the Captain gives her a side-eye, but she side-eyes him right back, and eventually, the battle tips in her favor. He anchors. With Dinah at the prow in the dinghy, you row to the cliff face.

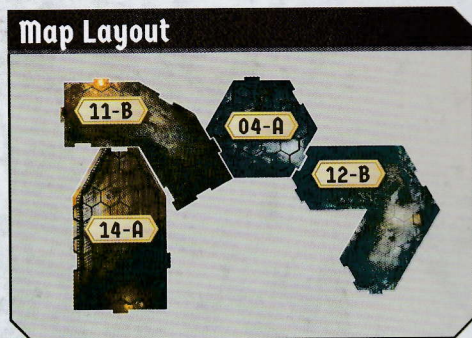
"Keep rowing," she says, eyes glittering, and nervously, you do so, until a wave slams you into the stark cliff. Or rather, it doesn't, and suddenly, you are beyond the rock. It was an illusion. You are plunged into the darkness of a hidden sea cave. Long minutes pass, the tide rolling you forward until the dinghy jolts. You've hit land.

Your torches reveal an ice-sculpted cavern. Deep in its crooked passageways, you sense flitting motions and irascible

noises, monsters disturbed by your presence. With a smile as cold as your surroundings, Dinah unsheathes her blade. "Time to prove your mettle, mercenaries."

## Section Links

When door **1** is opened, read **191.2**.



### Scenario Key

Ancient Artillery	Trap <b>5</b>
Flaming Bladespinner	Water <b>9</b>
Forest Imp	Barrel <b>2</b>
Piranha Pig	Barricade <b>2</b>
Polar Bear	Crate <b>2</b>
Robotic Boltshooter	Ice Pillar <b>2</b>
Cave Door <b>2</b>	Large Ice Crystal <b>1</b>
Dungeon Corridor <b>1</b>	Mast <b>1</b>
Ice <b>1</b>	Stalagmites <b>6</b>
Large Ice <b>4</b>	

### Loot

x12
x4
x4
x4
x1

