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Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 📖 122.2.

Scenario Effects

Each character suffers ⚙ 3.

Introduction

Winds and waves batter the ship mercilessly. Try as the crew might, it is impossible to keep the ship from being blown down the coast, away from Frosthaven's safe harbor. More troubling still, this stretch of coastline features no bay in which to shelter—just looming cliffs.

And then the worst happens: the mainsail gives way, ripping apart into tattered fragments.

"Abandon ship!" The captain cries, and the crew scramble to lower the jolly boats. You do likewise, and manage to get one of the small craft lowered to the water just in time. You pile into it and row furiously, heading for shore as the Lucky Lady smashes itself to pieces on the coast's jagged rocks.

Below your jolly boat, crackles of light come from the depths: the flashes of deadly lightning eels. Above the howling wind, you hear the screams of someone who was tossed into the sea; part of you hopes it was Rattusca, the Vermling whose chance meeting caused you to undertake this misadventure.

After much rowing and more than one near capsize, you manage to land the jolly boat on a narrow strip of beach—a thin ribbon of land between looming cliffs and the angry gray sea. You scramble onto shore, only to find your troubles are not yet done. On either side of you, Lurkers advance menacingly toward you. Farther down the beach, beyond the ruined remains of the Lucky Lady, the cliffs are a bit lower; if you can reach that spot, you might scramble to safety. But it's going to be a close race.
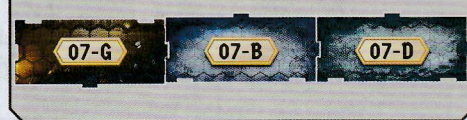
Special Rules

Shuffle numbered tokens 1 to 4 face-down next to the map. After setting up the starting (center) tile, reveal one numbered token and set up the left tile as depicted in the corresponding map section, then reveal another numbered token to set up the right tile. Finally, place five corridor hexes on each map tile transition so there are no walls between the map tiles.

Whenever there are no characters on the rightmost map tile (or the hex halfway on it), any character may move through the leftmost wall line to scroll the map forward. When this occurs, immediately remove everything on the rightmost map tile from the map and connect that tile to the leftmost one, placing five corridor hexes where the map tiles now transition so there are no walls between the map tiles. Then reveal one of the remaining numbered tokens and set up the new left tile as depicted in the corresponding map section, proceeding as if it were a newly revealed room.

After the map has been scrolled twice, the three leftmost hexes become escape hexes. If any character becomes exhausted, the scenario is lost.

Map Layout

| 07-G | 07-B | 07-D |

Scenario Key

Lightning Eel	Large Snow Corridor	4	Ice Spikes	4
Lurker Clawcrusher	Snow Corridor	2	Barrel	1
Lurker Mindsnipper	Log	3	Large Snow Rock	2
Lurker Wavethrower	Large Water	4	Snow Rock	2
Large Cave Corridor	3	Water	10	

Loot

⊕ x10
🪨 x4
🔥 x4
🍃 x1
🐾 x1