



Frosthaven

Design: Paul Grogan; Writing: Shannon Campbell

Scenario Goals

The scenario is complete when the glowing orb has been destroyed. At the end of that round, read **147.3**.

Scenario Effects

Each character gains **?** and **?**.

Introduction

Since you're not inclined to try killing yourself again, you depart from Frosthaven and head to the decrepit building. The structure appears in worse shape up close. The rafters buckle under heavy snow, and the foundation looks near collapse. Beneath the cold, the smell of dried blood permeates.

Wrenching open the door exposes a grisly scene: you have stepped right into the middle of a fight between a group of guards, who, for some reason, are trying to kill each other. Two already lay dead on the floor, one of them currently being torn apart by a hound, the companion of another guard.

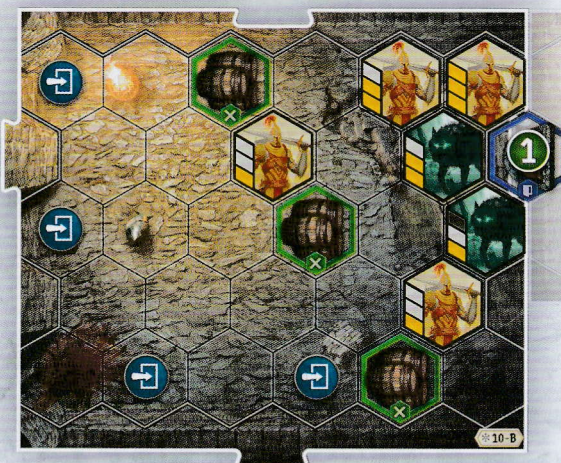
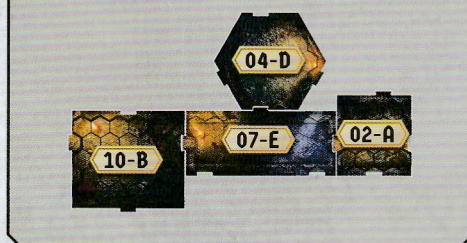
Upon your arrival, however, the remaining guards forget their quarrel with each other and turn on you, shouting incoherent accusations. They advance toward you in that stilted, shuffling walk you've come to associate with beings whose mind is not entirely under their command.

You recognize these guards, having shared drinks with them. You hope you can subdue them without causing too much injury.

Section Links

When door **1** is opened, read **101.1**.

Map Layout



Loot

? x8
? x4
? x4
? x4

Scenario Key

City Guard	
Hound	
Robotic Boltshooter	
Steel Automaton	
Vermiling Priest	
Vermiling Scout	
Dungeon Door	2
Large Dungeon Corridor	1
Barrel	3
Glowing Orb	1
Treasure	1

