The Longest Second

Frosthaven | Design and writing: Travis Oates

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read 📖 **162.3**.

Scenario Effects

Each character gains ⬦ and ❓.

Introduction

Once again, you empty your mind and let the temporal amulet transport you to a foreign, unknown place. One moment you are holding the amulet in your longhouse, and the next, you find yourself in a factory, surrounded by Quatryls that appear frozen in time. They just stand there, perfectly lifelike, but completely unmoving. What's particularly unnerving, however, is the look of panic seared into each of their faces.

This place must somehow be the opposite of the last. Instead of time moving quickly around you, it is moving incredibly slowly. You cautiously move farther into the facility, clutching the amulet even closer to you.

The entry hall is dimly lit and built of an industrial metal that looks similar to brass. A sonorous buzzing fills the air, thankfully there is no taste associated with this one. Ahead of you, the hallway splits into two separate paths, but one of them seems recently collapsed—or perhaps still in the process of collapsing. At the end of the other hall is a panel with the number "1" lit up in red glowing light.
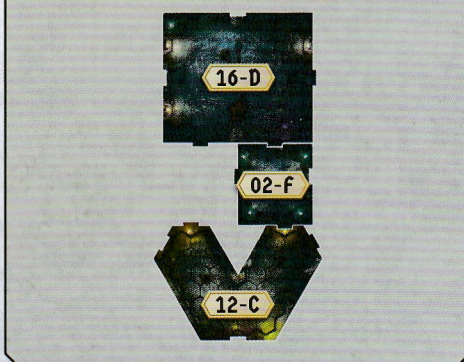
When you move toward it, however, something springs to life. Metal creatures emerge from the factory walls and draw their weapons. These things are not undead, but you still recognize them as temporal guardians, unaffected by time.

Special Rules

If any character becomes exhausted, the scenario is lost.

Section Links

When door ① is opened, read 📖 **158.4**.

Map Layout

Scenario Key

Robotic Boltshooter		
Ruined Machine		
Metal Door		2
✿ Trap		2
Barrel		2
Control Console		4
Glowing Orb		1
Treasure		1

Loot

💰	x9
🪵	x2
⚒	x4
🗯	x2
🔸	x1
🔹	x1
☐ 🧰	x1