

Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **168.3**.

Introduction

Responding to an alarm bell, you peer over the main gate of Frosthaven to see a group of unfamiliar figures approaching through the night's freshly deposited snow. As you watch them, it dawns upon you that this group leaves no trace of their movements – no footprints in the snow.

Aesthers. You signal the gate open and descend to meet them.

“Greetings.” Eight shimmering forms all move their mouths in unison, but a single voice appears in your mind. “We have come to ask for your assistance.”

You wonder why this group of Aesthers act and speak as one, and they explain as soon as the thought reaches your mind. “When the betrayer brought about our dissolution, we were not strong enough to bring our forms back on our own, but, through the strong bonds of our former life, we found each other in the vast emptiness and decided to meld – to become as one. Only by doing so did we bring ourselves back.

“We are not strong,” the Voice-of-Eight continues. “Not in the sense that others of our kind are, but if you help us, we will provide knowledge in return.” You decide to help, and the figures immediately lighten their expressions.

“You have our thanks. We have located an old elemental array that will assist in keeping our forms anchored to this plane. We can not recover it on our own, as lesser spirits and malevolent creatures infest the area.”

Voice-of-Eight leads you to the snow fields north of Frosthaven, where an unnatural fog rolls in, giving you the feeling that the air itself has been frozen. You continue forward, the Aesthers quiet and always a few steps ahead. Before long, ruins appear

on the edge of your limited vision—some sort of protective structure.

The cackling sound of impish creatures can be heard long before your eyes find them through the frozen fog. They throw small stones at the heads of large undead creatures, failing to get their attention. Your appearance, however, draws the attention of both.

Special Rules

All monsters add **1** to all their attacks. If the scenario level is 4 or higher, increase this to **2**.

Section Links

When door **1** is opened, read **142.2**.

Map Layout**Scenario Key****Loot**

8 x8
2 x2
2 x2
4 x4
2 x2
2 x2

