

### Scenario Goals

The scenario is complete when sarcophagus **a** is relocated into both hexes **b** and the Reluctant Ghost is not on the map. At the end of that round, read **34.3**.

### Introduction

Life has a knack for the unexpected. You glance down and adjust your grip on the coffin you carry, tracing the walls outside Frosthaven in the moonlight. You're to inter the painter who was, by all accounts, a lovely, talented person in life, albeit mildly ill-tempered. The problem is, in death, she's become all ill-temper and nothing more.

"Burn the Oak!" Camilla's ghost blasphemes as you near the graveyard. "Back! Bring me back!" It would seem her unnatural, violent end has left her quite resistant to the idea of death.

You notice a shadowy substance rise from her sarcophagus, its swirling mass coalescing to form a spectral hand. On instinct, you strike it down, and poor Camilla wails.

And then, something wails back. As you peer into the darkness, your feet tentatively crunching through the snow, you realize it was foolish to undertake this task at night. The wind rattles the branches of nearby trees, masking the sound of the icy projectile that narrowly misses your head. Looks like more work has shown up. Luckily, this sort is right in your wheelhouse.

### Special Rules

At the start of each round after the first, if all characters are occupying or are adjacent to sarcophagus **a**, relocate it to any two unoccupied, non-obstacle hexes with at least one adjacent to a character hex. Any non-door, non-corridor overlay tiles in these hexes are destroyed.

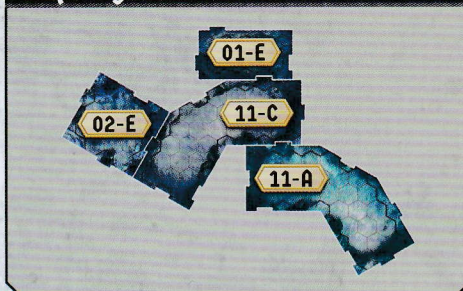
If any character becomes exhausted, the scenario is lost.

All doors **1** and **2** are locked, but sarcophagus **a** can be relocated to them.

### Section Links

When sarcophagus **a** is relocated to either door **1**, read **84.1**.  
When sarcophagus **a** is relocated to door **2**, read **149.3**.  
At the start of the eighth round, read **43.1**.

### Map Layout



### Scenario Key



### Loot

