



Frosthaven

Design and writing: Travis Oates

### Scenario Goals

The scenario is complete when all enemies in it are dead and one character is occupying the glowing orb. At the end of that round, read **110.1**.

### Scenario Effects

Each character gains twice.

### Introduction

You clutch the amulet given to you by yourself, and close your eyes, allowing it to pull you into the stream of time and deposit you somewhere utterly foreign and bizarre. You are in a forest of ice, giant crystalline trees sprouting up all around you, sending their roots of frost through the snowy earth. Wandering the landscape, you eventually come to one of the largest trees you have ever seen, its gnarled trunk stretching high into the heavens. At its base is an opening just large enough for you to enter, and so, with some trepidation, you step through.

In an instant, your mind feels like it has been pulled inside out. You intuitively know that somehow existence itself is being stretched out, as if time and space were a rubber band. Glancing outside, you see the trees of ice around you are noticeably smaller, and

the forest has changed considerably. You have been thrust back hundreds, maybe thousands, of years in time.

As you travel downward, deep into the frozen root system of the gargantuan tree, you see numerous skeletons on the ground, some of which have turned into naught but dust. Additionally, the roots themselves writhe and undulate, becoming longer and thicker before your eyes.

Time is being sped up. The rubber band is contracting, and time is moving accordingly. Fortunately, the magic of the amulet protects you from the accelerated time, unlike the skeletons strewn about the entrance. As even more of the crystalline roots above you start to tendrill their way downward, you realize that soon, they will take up every available space. You'd better make haste while there's still a path to your goal, or this tree will become your tomb.

### Special Rules

All ice spikes, snowdrifts, and snow rocks of any size in the scenario are unaffected by abilities and collectively represent ice clusters, which start as one hex of ice spikes.

At the end of each round, each ice cluster will grow one hex in the direction of its arrow depicted on the scenario map. Whenever any ice cluster first grows, move its ice spikes as directed and create one snowdrift in the hex the ice spikes exited. Whenever it grows subsequently, move both its ice spike and snowdrift as directed and place one snow rock in the hex the snowdrift exited, combining two snow rocks into one large snow rock when possible. Whenever any tile would move through a wall line, remove it from the map.

If an ice spike tile enters a hex occupied

by a non-flying figure, the figure suffers hazardous terrain damage. Likewise, if an obstacle is placed in a hex occupied by a non-flying figure, the figure suffers hazardous terrain damage and is forced to move to the closest empty hex.

Whenever two ice clusters grow into each other, both their tiles share the same hex. In this way, a hex can be both hazardous and difficult terrain at the same time, but when it becomes an obstacle, the obstacle overrides all other features. If any ice spikes enter any non-cluster overlay tile, they instead destroy the tile.

Throughout the scenario, if you run out of tiles as the ice clusters grow, use suitable replacements or remove those that no longer affect the scenario.

### Scenario Key

Living Bones



Living Spirit



Snow Door



Glowing Orb



Ice Spikes



Snowdrift



Large Snow Rock

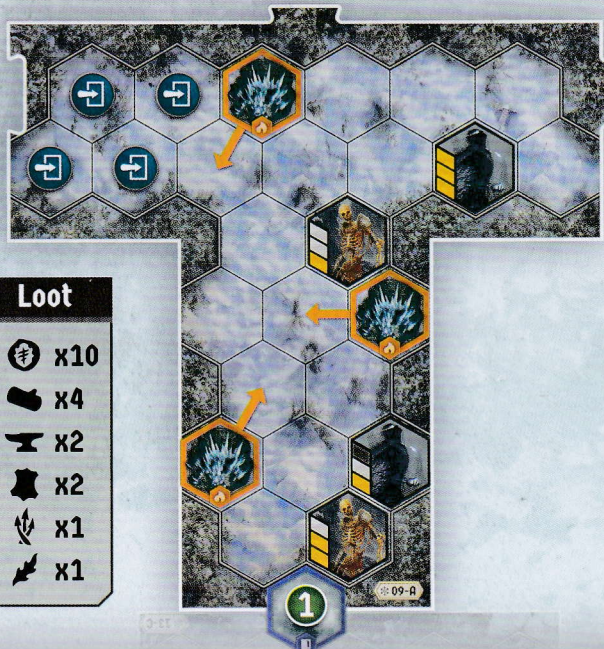


Snow Rock



### Loot

x10  
 x4  
 x2  
 x2  
 x1  
 x1



### Section Links

When door **1** is opened, read **119.4**.

### Map Layout

