

Frosthaven

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Scenario Goals

The scenario is complete when the artificer **C** occupies any **9**. At the end of that round, read **T** 121.3.

Introduction

The tranquility of your breakfast is broken by cries of alarm echoing through town, dock workers and peddlers flee past with fear in their eyes. Abandoning your salted fish and dried fruits, you rush to the docks and find them under siege, with attackers coming from two directions at once. Approaching the mayhem, you realize the two forces are actually battling each other – and whatever gets in their way. They appear to be focusing their attacks on the harbormaster's office, from which you hear a feeble cry for help. Choked with skirmishing Abaeli and Lurkers, the waterfront avenues are all but impassable. This will force you to get creative if you want to rescue whomever is trapped in the office.

Special Rules

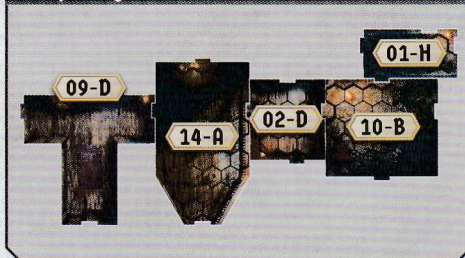
All Abael Scouts and Piranha Pigs in the scenario are allies to each other and enemies to both you and all other monster types. Use the **A** attack modifier deck for the Abael Scouts and Piranha Pigs, though they are still considered enemies to you.

If no characters have ended their turn adjacent to the artificer **C** (who does not start on the map) by the end of the twelfth round, the scenario is lost.

Section Links

When door **1** is opened, read **T** 129.2.

Map Layout



Scenario Key

Abael Scout	Dungeon Door	Barrel
Lightning Eel	Dungeon Corridor	Crate
Lurker Clawcrusher	Trap	Mast
Lurker Mindsnipper	Rubble	Supply Shelf
Lurker Wavethrower	Water	Treasure
Piranha Pig		

Loot

x8
 x4
 x4
 x4

