



Design and writing: Alexander JL Theoharis

Scenario Goals

The scenario is complete when all enemies in it are dead and the goal treasure tile has been looted. At the end of that round, read **189.5**.

Introduction

It's been six days of marching through the snow with Gem as your guide. The too-old Orchid hasn't suggested the bitter cold has any effect on her, but the sheer weight of crystals grown on her body over a lifetime has meant the trip, which should have been two days at most, has taken the better part of a week. She finally takes a seat on a rocky outcropping and points a heavy finger at the stone doorway in front of you.

"Well, this is the part I'm paying for. Prison is just this way, I trust you'll have no trouble whatsoever. It would be a true surprise if any of the guards lasted this long!" She settles in, humming to herself.

The stone door's lock has long ago rusted away, and the chamber beyond is dark and silent—no one has disturbed this for what feels like centuries. You wonder what kind of prison this even is.

You find a sconce and light it. By some unseen mechanism, the fire jumps across the room, lighting the area in a warm glow. The prison has a high ceiling with a third-story catwalk, and illuminated before you is a massive cell door, shut tight.

Before you can deal with the door, though, you'll need to deal with the guards, which are not as long-dead as you had hoped. So much for this being an easy job.

Special Rules

Door **1** is locked.

All figures on any tile 1 treat all figures on tile 13-C as in range and line-of-sight for any ranged attack. All monsters on any tile 1 do not move off their tiles unless forced.

Section Links

The first time two characters simultaneously occupy both pressure plates **a** at the end of a turn, read **127.3**.

**Map Layout****Loot**

- ⌚ x10
- .SOCKS x2
- SHIRT x4
- PANTS x2
- SHOES x2

Scenario Key

Frozen Corpse	
Robotic Boltshooter	
Steel Automaton	
Metal Door	1
Pressure Plate	2
Trap	3
Rubble	3
Stairs	4
Ice Pillar	4
Treasure	1



Scenario Goals

The scenario is complete when all enemies in it are dead and the goal treasure tile has been looted. At the end of that round, read **T 147.1.**

Scenario Effects

Each character adds two **-1** cards to their attack modifier deck.

Introduction

If your body is here, it is limp. Warm, milky darkness washes over you in waves. You open your eyes, forcing them open with all your willpower. No, they're still closed. You open them again and again. Never re-closing them, just opening them over and over and... no, you *can* see. It's an icepick of clarity that scrapes against your spine. You can see everything, forever. It's too much. You want to cry—to shed tears at the enormity—but your eyes are still shut.

"Focus! Concentrate on what you know," Gem's voice is a harp: slow, deliberate plucks that center you. "Imagine your strength, what makes you you. The rest will come back with time." You remember. You're here to stabilize the swarm. Keep it calm. You have purpose. And the voice... the voice is a friend?

"You're reaching too far. Just concentrate on yourself. Focus on your strength. We need to build up your subconscious without waking your conscious mind." You picture your arms, your legs. Your body, just as you remember it. And as suddenly as you recall, it is here.

"Good! We'll need to reach the core of the Harrower's mind. It is pure; there is no harm here except what you bring with you. Purge your mind and—"

Harm. You remember harm. You remember your strength, striking down harm. And as soon as you recall it, it too is here. A sigh permeates your consciousness, and you hear her voice again: "Please be careful... I don't want to have to gather more mercenaries."

Special Rules

Place each character's entire pool of available ability cards (not just their hand size) into a set-aside deck next to their character mat. Each character then selects any two of these cards to form their starting hand.

Whenever any character rests or would lose a card to negate damage, instead of losing a card, they add any one set-aside card to their hand. In addition, whenever any character plays a lost action, instead of losing the card, they discard it and also add any one set-aside card to their hand. All **✓** actions still place the card in the character's lost pile as normal. All abilities that recover lost cards instead move cards from a character's discard pile to their set-aside deck.

If any character would add another set-aside card to their hand while at their maximum hand size (including cards in their hand, active area, lost pile, and discard pile), they become exhausted.

Section Links

When door **1** is opened, read **T 141.3.**



Map Layout



Scenario Key

Loot
Burrowing Blade
Earth Demon
Lurker Mindsniper
Shrike Fiend
Snow Door (2)
Large Snow Corridor (4)
Trap (6)
Rubble (2)
Bookshelf (1)
Ice Pillar (7)
Metal Cabinet (1)
Treasure (2)

**Scenario Goals**

The scenario is complete when C+4 swarms have been absorbed by Zu. At the end of that round, read **137.4**.

Introduction

You push past wrought-iron gates into what was once an ornate entrance hall, but today just barely provides a bit of shelter from the storm outside. Carvings, too intricate to have been made by human hands, adorn the broad wooden doors, coalescing into sublime patterns now worn away with time. The iron hinges are smashed in, and the door hangs lopsided—the fabled Harrower Library you were looking for is in disrepair.

"It wasss a place of reverenccee onceee." Zu, the Harrower you rescued from prison, shuffles toward the door. "But it hasss the ansssswers we sseeek."

Gem turns to you. "In any case, we'll need to collect whatever remains from the resources here at the library. Harrowers aren't like you or I—they're many smaller creatures that have agreed to work in unison. A library for them doesn't have scrolls or books, but rather deposits of themselves. A Harrower can subsume what's in these receptacles and learn all that the depositor knew. Here are the remaining memories of the Harrowers who locked Zu away and drove the rest of us to the far reaches of the continent. They will know where to find our companion."

The unmistakable sound of angry Algox down the hall interrupts your conversation. Gem brushes off a stone bench and sits down, folding her crystal-covered arms. "Well, I'll let you fine mercenaries deal with that. Sounds like more guards stationed to thwart our plans. Best of luck and all."

Section Links

When door **①** is opened, read **126.2**.
When door **②** is opened, read **194.4**.
When door **③** is opened, read **171.3**.

Map Layout**Scenario Key**

Algox Archer	
Algox Guard	
Algox Priest	
Dungeon Door	3
Cave Corridor	1
Large Cave Corridor	2
Trap	6
Rubble	6
Ice Pillar	2
Metal Cabinet	4

Loot

	x8
	x3
	x3
	x1
	x1
	x1



Scenario Goals

The scenario is complete when the Savvas Icestorm is dead. At the end of that round, read **142.3.**

Scenario Effects

Each character adds one **-1** card to their attack modifier deck.

Introduction

You find Bartlet, the last surviving member of Gem's mercenary group, slumped in the corner of an unassuming cave, right where Zu said. The mood is more somber and less celebratory than you expected.

Gem strokes her hand over Bartlet's unconscious forehead. "A Savvas is granted all the life it will ever have the day it's born under the Copperneck Mountains. From then forward, their lives have a finite energy, and when they take their last step, they return to being just the rocks they once were." She taps her finger against Bartlet's forehead, but there's no response.

"Oh sure, they can top off some dribs and drabs by eating some rocks, but the reality is that every step they take, every spell they cast, every word they speak—it marches them closer to the end of their lives. Macabre, really. Could you imagine? Knowing you have just a hundred fifty years, give or take, and everything you do counts against it? That's why a Savvas's life is so focused, they know they have to make the most of the little time they have."

Gem stops for a moment, and when she continues speaking, there's a line of wetness under her eyes. "By that same token, if a Savvas were to just stop moving, to think no more thoughts, and just settle where it sat... well, it could live for a very long time. And I can think of no Savvas that would want more to never think again than poor Bartlet. It's a kind of torture, really. To live with just the faintest trickle of a thought, knowing

that your guilt is your only companion." Gem pauses for a long time, unsure if she should continue.

"I told you we used to adventure together. Zu, Barlet, and I. But there was a fourth... what you today call a Lurker. Ripple was the best of us. We took a job, and we chose... the wrong path. We were manipulated, and it wound up with Ripple dead and the rest of us outlaws. We couldn't show our faces anywhere. Zu was imprisoned, and I hid. Bartlet... poor, sweet Bartlet just gave up. Exiled itself. Wandered into the mountains and sat down here. I've been searching for my old friend ever since."

The Harrower, Zu, bows their head. "And what now thatt we have found our companionnn? There cannot be much life leeffft in Bartlet at all... it hasss been too long."

Gem reaches out one of her hands and extends a crystalline finger. She places it gently, delicately against the temple of the resting Savaas, and then with surprising strength pushes her long, sharp digit into the creature's skull until her finger is embedded down to the knuckle.

"What now? Now they go in and put its mind to rest. Find the Savvas in there and help it move on." She looks back at you, all business, and encourages you to hold one of the sharp crystal protrusions on her back. "What are you waiting for? Grab on." You pick one that seems stable enough—and just like that, it's done.

Map Layout



Scenario Key

Chaos Demon	
Frost Demon	
Living Spirit	
Night Demon	
Savvas Icestorm	
Wind Demon	
Large Dungeon Corridor	
Any Other Tile	
Treasure	

Loot



—Continued on next page.

Special Rules

Any character may spend 1 movement point to place one 1-hex corridor or ice tile adjacent and connected to the map such that it is within  3 of them. These tiles represent new hexes, which increase the overall map size. All tiles placed in this

way are considered corridors. As new hexes are added, consolidate existing 1-hex tiles into 2-hex tiles, if necessary. The border around the map is not considered a wall line at any time, and range can be counted across gaps in the map.

Set the numbered tokens next to the map. Use the round track to track the number of new hexes added to the map. Whenever each fifth hex is placed, reset the track and consult the appropriate chart:

Hexes	Two Characters	Three Characters	Four Characters
5	Place one numbered token in the newest hex.	Place one numbered token in the newest hex.	Place one numbered token in the newest hex.
10	Spawn one normal Night Demon at the newest hex and one elite Chaos Demon at the numbered token.	Spawn one normal Night Demon at the newest hex and one elite Chaos Demon at the numbered token.	Spawn one normal Night Demon at the newest hex.
15	Place one numbered token in the newest hex, then spawn one normal Night Demon at each numbered token.	Spawn one elite Living Spirit at the newest hex and one normal Living Spirit at the numbered token.	Spawn one normal Night Demon at the newest hex and one elite Chaos Demon at the numbered token.
20	Spawn one normal Living Spirit at the newest hex, then place one treasure tile (numbered 85) in either numbered token.	Place one numbered token in the newest hex, then spawn one elite Night Demon at either numbered token.	Spawn one elite Living Spirit at the newest hex and one normal Living Spirit at the numbered token.
25	Spawn one elite Savvas Icestorm at the newest hex and one normal Chaos Demon at either numbered token.	Spawn one normal Living Spirit at the newest hex and one normal Night Demon at either numbered token, then place one treasure tile (numbered 85) in the other numbered token.	Place one numbered token in the newest hex, then spawn one normal Night Demon at either numbered token.
30	Spawn one normal Night Demon at both numbered tokens.	Spawn one elite Savvas Icestorm at the newest hex.	Spawn one normal Chaos Demon at the newest hex and one normal Night Demon at both numbered tokens.
35	Place one treasure tile (numbered 57) in the newest hex.	Spawn one normal Chaos Demon, one elite Living Spirit, and one elite Night Demon at any starting hex.	Spawn one normal Living Spirit at the newest hex, and place one treasure tile (numbered 85) in either numbered token.
40	_____	Place one treasure tile (numbered 57) in the newest hex.	Spawn one elite Savvas Icestorm at the newest hex and one normal Chaos Demon at either numbered token.
45	_____	_____	Place one numbered token in the newest hex and spawn one normal Chaos Demon, one elite Living Spirit, and one elite Night Demon at any starting hex.
50	_____	_____	Spawn one normal Night Demon at each numbered token.
55	_____	_____	Place one treasure tile (numbered 57) in the newest hex.



Scenario Goals

The scenario is complete when C+2 ice pillars have been destroyed. At the end of that round, read **158.2**.

Introduction

Gem stands over her Savvas friend Bartlet. Zu the Harrower paces the icy cavern, casting concerned glances over their shoulder as Gem prepares to send you on another trip into the Savvas's mind.

"You're certain you saw the door? Describe it to me!" You recount having found a lead door at the bottom of a chest when you were last in the Savvas's head.

The old Orchid seems satisfied with your description. "The truth is I brought you here not to solve some terrible blight on this world, but merely to give one person a bit of comfort in their time of passing. If you've discovered a door as securely hidden as you describe, you've found where Bartlet is keeping its most painful thoughts—the demonic tormentors of its mind. You'll need to break apart the scaffolding holding those dark memories together."

Zu interrupts: "Bartlet doessssn't have mucch time lefft."

Gem nods. "Right. You'll be entering the deepest recesses of the mind: a jail cell of Bartlet's own making. It has been tormenting itself for centuries."

The Harrower exudes a nervous energy. "Sssend themmm!"

Gem takes a deep breath, then thrusts her finger into the Savvas's skull. She turns to you as the process takes hold. "Bring the whole place down. Release Bartlet from its demons... and please don't go mad in the process."

You grab a crystal on Gem's back and plunge into a creature's mind for the last time.

Special Rules

Each ice pillar has $(Lx2)+4$ hit points. They are enemies to you and allies to all monsters. Whenever any character ends their turn adjacent to any ice pillar, damages one, or suffers damage themselves, add one damage token to their character mat. This represents stress on their mind.

At the end of each round, if any ice pillars suffered damage that round, spawn the following monsters at each character's location based on the number of damage tokens on their mat:

Tokens	Spawn
0 to 5	One normal Living Spirit
6 to 8	One normal Shrike Fiend
9 to 11	One normal Living Doom
12+	One elite Living Spirit and one normal Lurker Clawcrusher

Section Links

When door **1** is opened, read **30.4**.
When door **2** is opened, read **11.7**.

Scenario Key

Living Doom	
Living Spirit	
Lurker Clawcrusher	
Shrike Fiend	
Dungeon Door	2
Large Dungeon Corridor	2
Large Metal Corridor	2
Ice Pillar	6

Loot

	x15
	x1

Map Layout





Design and writing: Ryan Schoon

Scenario Goals

The scenario is complete when one goal treasure tile has been looted. At the end of that round, read **10.2.**

Scenario Effects

Each character gains

Introduction

You show the key you found to many people within Frosthaven, but none are able to offer any insight into the strange, cracked key. That is, until you stumble upon an ordinary locksmith, who gives you your first clue. The locksmith tells you a story in hushed whispers—a story about a cult known to experiment with forging keys; a cult that fled to the frozen north to avoid others interfering with their work. He doesn't know much, but he describes a mural that the first travelers into the north made note of. It isn't far from here, and the mural may give you a lead as to how to use that key.

The mural, as it turns out, is painted on the side of a massive rock wall. The images on the stone depict the traditional symbols of spring and winter - on one side, the bountiful harvest and, on the other, desolation. Where these two warring murals meet stands a cracked outline in the shape of a door. You may have missed it completely, but for the fact it begins to glow as you approach. On cue, the key you have kept close at hand begins to glow as well, first green, then blue. The door swings open. Perhaps there are answers waiting on the other side of this door.

Special Rules

All hexes to the left of any

in the scenario are considered to be in spring, while all those to the right are considered to be in winter. Each door and

All figures in spring consider

to always be strong, while all figures in winter consider

to always be strong. If some monsters of a set are

within one season, but others are

not, only those in the corresponding

season benefit from the elemental

consumption effect.

At the end of each round, each Earth

Demon or Forest Imp in winter and

each Frost Demon or Ice Wraith in

spring suffers

Section Links

When door **1** is opened, read **164.3.**

Map Layout**Scenario Key**

Loot

	x10
	x3
	x3
	x2
	x1
	x1





Scenario Goals

The scenario is complete when all enemies in it are dead and C+2 numbered tokens have been looted. At the end of that round, read **165.1.**

Scenario Effects

Each character gains .

Introduction

The key alternates between a yellow and an orange glow as you insert it into the mysterious door at the back of the cave. You turn it, and the door swings open.

Immediately, a strong gust rushes out of the doorway, almost knocking you off your feet. And dry, dead leaves—so many leaves—swirl around you. You push your way in to find a force of guardians who don't seem happy about your presence here. You have to face them and the strong winds at the same time.

Special Rules

Place the token to the left of tile 7-E so it lines up with row **a**. At the end of each round, all characters and character summons, in right-to-left order, in the row to the right of the token are forced to move one hex to the right. The token then cycles to the next indicated row: **a** to **b**, **b** to **c**, or **c** to **a**.

All figures in this room consider to always be strong.

Section Links

When door **1** is opened, read **191.3.**

Map Layout



Scenario Key

	Earth Demon		Dungeon Corridor		4
	Flame Demon		Large Dungeon Corridor		3
	Rending Drake		★ and ? Trap		6
	Savvas Lavaflow		Lava		6
	Wind Demon		Rubble		6
	Dungeon Door		1		

Loot

	x10
	x3
	x3
	x2
	x1
	x1



**Scenario Goals**

The scenario is complete when the Blacksmith is dead. At the end of that round, read **179.4.**

Introduction

You slide the key into the mural on the rock, and the ground beneath you begins to rumble. The rock moves away from you to reveal a winding staircase spiraling down into the earth. You descend and marvel at the paintings drawn on the stone walls. They depict a wide variety of people throughout time, each of them holding up a glowing key—the same key you are looking to forge.

You can hear the forge before you see it: it is a massive construction of iron and stone surrounded by demons. At the head of the forge you see a blacksmith—a massive figure that looks vaguely human, but something is off. He growls and points at you as you enter the forge, snarling something. You can't quite make it out, but there is no mistaking his intent. These creatures don't want you here, and if you want to reach the forge, you'll have to fight your way to it.

The demons disperse and a massive iron gate slams down over the entrance to the forge. You look around and see other alcoves to explore. You can only hope they hold the key to getting inside.

Special Rules

Each altar in the scenario has $(L+2) \times C/2$ hit points (rounded down). They are enemies to you and allies to all monsters.

Door **5** is locked and will unlock when all four altars have been destroyed.

Section Links

- When door **1** is opened, read **8.1.**
- When door **2** is opened, read **184.4.**
- When door **3** is opened, read **189.2.**
- When door **4** is opened, read **183.1.**
- When door **5** is opened, read **29.2.**

Map Layout**Scenario Key**

City Guard	
Earth Demon	
Flame Demon	
Frost Demon	
Wind Demon	
Dungeon Door	5
* ⚡ and ? Trap	2
Lava	3
Snowdrift	5
Tree	1
Altar	4
Treasure	1

x7
x2
x4
x2
x2
x2
x1



Scenario Goals

The scenario may be complete only at the end of the same round when one of the five episodes is overcome. At the end of that round, you may read **177.5**. Or if all five episodes have been overcome, read **188.3**.

Introduction

The peculiar invitation was too interesting to pass up. Clearly, the only way to resolve the mystery of the letter from this “Ventillion” is to see it through and search for the fanciful estate.

At the apron of the Whitefire Woods, you follow the map’s instructions to the letter: await the fading sun, square yourself to the four cited landmarks, and then look for the shadows of the nearby peaks to converge on a supposed path through the foothills. You enter the brush, first seeing nothing other than the dead bracken you’d expect this time of year.

But then, something peculiar! It is well camouflaged by untold years of fallen branches and detritus, but a man-made path is undeniable—bricks laid out in a beckoning order, winding and twisting into the mountains. It takes many hours of hard-fought traipsing, requiring an even mix of hurdling, crawling, and the occasional axework, but the energy is not hard to find because you know you’re onto something.

In the fading light, you find yourselves at a plateau. The brick path opens into a wide, crescent-shaped courtyard on surprisingly level ground. The floor is a colored stone mosaic in the style of the Southern Kingdoms. At the center of this crescent is a towering marble block with an inset door made of bronze. It features a golden knocker shaped as the letter V. You dust yourself off, shake out the cold, and rap the knocker.

From a brass pipe just above the door echoes a tinny voice: “Welcome, my friends! I knew you’d come. I’ve waited so very long for you. My apologies that I can’t

meet you directly, but please see yourself in and the festivities will begin. I shan’t be long. Oh, and do bring your weapons.”

With that, the bronze portal unlocks and swivels open. A well-cut marble stairway leads down into the darkness. You enter, unwilling to turn back after coming so far. The air is musty and dank. Nobody has been through here in a long, long time.

Magical lamps blaze to life and you find yourself in a grand chamber with vaulted ceilings. It’s expertly hewn out of rock and bedecked with ornate fixtures, grand mosaic tiles, and sprawling crimson velvet drapery along the walls. A servant’s bell hangs from a velvet rope in the center of the room.

Special Rules

Door **1** is locked.

Throughout the scenario, there will be five episodes. Whenever any episode is overcome, you may choose to complete the scenario at the end of that round. If you do not, the scenario continues as normal and cannot be completed again until another episode is overcome.

If all five episodes are not overcome, whether the scenario is completed or lost, it can be attempted again after returning to Frosthaven.

Section Links

The first time any character enters **a**, read **168.4**.

Map Layout



Loot

	x10
	x3
	x3
	x1
	x1
	x1
	x1

Scenario Key

	Flaming Bladespinner
	Living Bones
	Living Doom
	Living Spirit
	Robotic Boltshooter
	Ruined Machine
	Steel Automaton
	Dungeon Door (3)
	Metal Corridor (2)
	Bookshelf (2)
	Metal Cabinet (2)
	Sarcophagus (2)





Scenario Goals

The scenario is complete when all four goal treasure tiles have been looted. At the end of that round, read **136.2**.

Introduction

Where could this primitive painting be depicting? Days go by before you find a familiar-looking valley. You compare it to the painting, and it matches fairly well. About the valley are great, curved cliffs, as if a mighty hand clasped the landscape. After a moment to rest and wash, you set about searching for signs of the people that once lived here.

It doesn't take long to find the wide mouth of a cave at the base of one of the cliffs. Immediately upon entering, you notice that the stone walls are covered with paintings similar to those on the slab. Around you are all manner of murals depicting demons, and not as warnings, but venerating them.

You jump as the wind outside howls, as if recalling the guttural tongue of the demons, and you press on deeper, looking for more clues as to the nature of this place, which seems to be encased in a thick layer of ice. But the warmth of your lantern and the heat of your flesh has attracted the chill denizens of the cave.

But this opportunity is too enticing. Here you are on the edge of something truly exciting—communications from an ancient age. You resolve to explore a bit and see if you can't find some mural fragments you could take back to Frosthaven for study.

Special Rules

All non-Flying move abilities are reduced to at most 2 movement points and ignore any bonus movement or Jump. All featureless hexes are treated as icy terrain, but they are still featureless for the purpose of placing overlay tiles on them. Movement from icy terrain will stop when entering traps or closed doors, but after a trap is sprung or a door is opened, it becomes icy terrain for subsequent movements.

Map Layout



Section Links

When either door **1** is opened, read **140.1**.

When door **2** is opened, read **165.5**.

When door **3** is opened, read **192.4**.

Scenario Key

Loot
✖ x15
✖ x2
✖ x2
✖ x2
✖ x1
✖ x1
✖ x1





Scenario Goals

The scenario is complete when the Central Processor is dead. At the end of that round, read **67.2.**

Introduction

You follow the blinking red dot to the location of the factory and enter through some sort of access tunnel leading into a mountain. At first, you determine it is abandoned, but then, you listen closer and realize there is a faint whirring coming from the walls. You explore further into the facility, and come across a large room with a giant crystal in the center.

In front of the crystal is a control panel, which you approach to inspect, but as you do so, the crystal suddenly glows red and turns toward you. A mechanical voice booms throughout the room: "INTRUDERS DETECTED. ACTIVATING DEFENSE MECHANISMS."

Great, another ancient machine center angry at you. You draw your weapons, but an energy field projects over the crystal, and alarms start to blare. You look down and see power cables snaking from the central console to four separate antechambers. Perhaps if you follow these and stop the sources of power, you'll be able to get out of here in one piece.

Special Rules

The glowing orb cannot be moved or destroyed.

Each metal cabinet **b** in the scenario has $(2+L) \times C/2$ hit points. They are enemies to you and allies to all monsters.

Set up the Boss monster deck and initiative token.

Section Links

The first time any door is opened, read **195.2.**

When tile 12-D is revealed, read **166.3.**

When tile 12-A is revealed, read **186.2.**

When tile 4-B is revealed, read **162.1.**

When tile 4-D is revealed, read **172.5.**

When all four metal cabinets have been destroyed, read **72.3.**

Map Layout



Loot

• x11
• x2
• x4
• x1
• x2

Scenario Key

Ancient Artillery	
Flaming Bladespinner	
Ruined Machine	
Steel Automaton	
Dungeon Door	
Metal Door	
Debris	
Glowing Orb	
Power Conduit	
Metal Cabinet	
Treasure	





Scenario Goals

The scenario is complete when all six ice pillars have been destroyed. At the end of that round, read **80.3.**

Scenario Effects

Each character gains **⚡** twice.

Introduction

Meditating on the directions in your head, you venture far into the Imperial Mountains and arrive at the stone face of a cliff. At first, you think this was all a fool's errand, but then you see it: a wedge-shaped hole in the rock directly in front of you. You insert the keystone, and the rock beneath it fades away, revealing an archway into the mountain with the keystone at the top.

You proceed down the tunnel, and the cave eventually opens up into a much bigger room than you expected. Giant rock columns surround a weathered altar holding a scroll. You see a few enemies, but it shouldn't be too difficult to retrieve the scroll and make an escape.

You are about to jump over a pool of water between you and the altar when the entire room suddenly sparks to life. Giant bolts of electricity begin flying out of the center of the columns, surrounding the altar in an electric force field. Your weapons don't

seem like much of a match for this new barrier or the columns, but maybe you can find another way to destroy them.

Looking around the room, you see a few old malfunctioning machines have started

to emerge from a hatch behind the altar. Those little things certainly can make quite a blast when they are destroyed, so a plan begins to take shape in your mind. Perhaps you can make this work.

Special Rules

At the start of each round, two ice pillars become active in the following order: both **a**, both **b**, both **c**, repeat. All active ice pillars electrify the four water hexes and two corridor hexes closest to them.

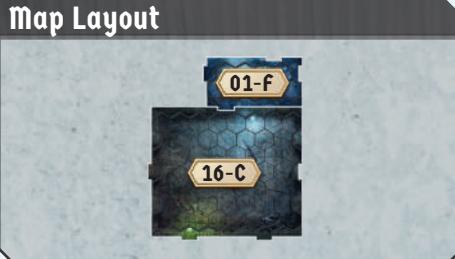
Whenever any character or character summon starts their turn occupying an electrified hex or enters one with a non-Jump, non-flying movement, they suffer hazardous terrain damage. Whenever any Ruined Machine starts their turn occupying an electrified hex or enters one, it performs **♦ 1**, self. All character

summons treat electrified hexes as negative hexes.

Whenever any Ruined Machine dies while adjacent to an ice pillar, the pillar is destroyed. All ice pillars cannot be destroyed any other way or moved. Whenever any destroyed ice pillar were to become active, nothing happens.

At the start of each round after the first, spawn one Ruined Machine at **d**. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Map Layout



Scenario Key

Living Doom		Large Snow Corridor	
Living Spirit		Large Water	
Ruined Machine		Water	
Shrike Fiend		Glowing Orb	
Cave Corridor		Ice Pillar	
	1		6
		Treasure	
			1

Loot

	x6
	x2
	x3
	x2
	x1
	x1



Section Links

When four ice pillars are destroyed, read **186.3.**



Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **174.4**.

Scenario Effects

Each character gains **?**.

Introduction

Following the mirror's guidance, you begin your journey. The expedition depicted in the reflection sends you far, far to the north, into the absolute coldest temperatures imaginable.

The weather is brutal, and you become fairly certain this mirror is sending you to your doom. But then you see an outcropping in the snow up ahead. An entrance to a cave.

You descend into a cave of pure ice, but the sight of treasure inside warms your soul. You step forward to claim it, but suddenly collide with... nothing? You reach out and feel a smooth, transparent wall of ice.

You look to the mirror for guidance, but all it reflects back to you is your face—dead, rotten, and worm-ridden. You shout with surprise, and the mirror falls from your hand, cracking when it hits the floor. You feel something crack within you as well, and everything goes black.

You awaken groggily to find yourself alive, but the mirror is gone, and with it, the treasure. The wall of ice now appears reflective, showing yourself also standing up, trying to shake off the pain.

But something is off. This reflection doesn't quite move like you. It doesn't quite look like you. No, as more of your mind awakens, you realize the reflection is your companion, trapped on the other side of the ice.

You jump forward, looking for a way out, but when your companion does not follow, you feel an intense, icy burning, and you see they feel it as well. Only when they return to your side does the pain diminish.

You must get through this together, but to add another wrinkle, the cavern fills with echoing howls as hounds and demons emerge from the depths.

Special Rules

No more than half the characters (rounded up) can start the scenario on the same side of the ice wall. Set any numbered token next to the map.

Each room or set of rooms is symmetric, such that each hex has a corresponding hex on the other side of the ice wall. Figures cannot teleport from one side of the wall to the other.

At the end of each round, all characters and monsters apply the following effects simultaneously based on the occupancy of their corresponding hex on the other side of the map:

If occupied by an enemy, suffer **⊗ 2**.
If unoccupied, suffer **⊗ 1**.
If occupied by an ally, perform **⊕ 1**, self.

If any character becomes exhausted, the scenario is lost.

Section Links

When either door **①** is opened, read **182.2**.

Map Layout



Loot

	x10
	x1
	x3
	x3
	x2
	x1

Scenario Key

	Frost Demon
	Hound
	Night Demon
	Savvas Icestorm
	Wind Demon
	Cave Door (4)
	Cave Corridor (2)
	⊗ Trap (6)
	Ice Pillar (4)
	× Large Snow Rock (2)
	Ice Wall (4)
	Large Ice Wall (4)
	Treasure (2)



**Scenario Goals**

The scenario is complete when all enemies in it are dead. At the end of that round, read **30.3.**

Introduction

You stare at your ceiling in the dead of night, the tiny howls keeping you awake. Come on, Wolfie, you think to yourself, silently pleading with the tiny pup, who remains unaffected by your misery.

The wolf cub you found hasn't stopped since coming home, chewing on everything, running around non-stop, and howling at every sound. You know Wolfie is just as miserable as you are. You finally give in and take Wolfie for a walk outside. You wander through the streets of Frosthaven, watching Wolfie sniff around before moving to the next area, running to keep up. As you get to the border of the outpost, Wolfie bolts through a gap in a nearby wall. Concerned, you follow.

The pup leads you into a nearby field, where two adult wolves are waiting. Their body language suggests they are not friendly, and they move protectively in front of Wolfie and growl. Could they be the wolf cub's parents? You put your hands up reflexively and kneel, trying to make yourself nonthreatening.

Suddenly, Wolfie bolts out from behind both of the adult wolves toward you, leaping into your arms and licking your face. That seems to be enough to calm the larger ones down, and they walk up to you and sit. As you calm Wolfie, you notice both wolves are staring off into the distance, then looking at you, then gazing off again. It's as if they want you to follow them.

You nod and motion for them to lead so you can help. All three wolves start walking in the same direction slowly, allowing you to keep pace. They lead you to a cave, but stop outside. You peer inside the cave and the largest wolf gives a quick bark in affirmation. You head in and find it crawling with large creatures made of

stone and moss, and worm-like creatures with bladed appendages. This must be the wolves' home, now overrun with unwelcome guests. Time to clean house.

Special Rules

The two Hounds have twice their maximum hit point values. They are allies to you and enemies to all other monster types. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to a Hound. If either Hound dies, the scenario is lost.

Section Links

When door ① is opened, read **97.1.**

Map Layout**Scenario Key**

	(2)

Loot

	x8
	x1
	x3
	x5
	x1
	x2





Scenario Goals

The scenario is complete when all four goal treasure tiles have been looted. At the end of that round, read **T 47.4.**

Introduction

Exploring the grotto, the stirring beauty of the place compels you to lay down and rest. You resist the sensation. Sleeping in a mystical place does not typically end well.

It occurs to you that the thriving flora here could be harvested. Climbing a white tree whose fruit resembles figs, but are sapphire-hued, you pluck a few. You are so focused on your task, however, that you don't notice when the bird calls cease. At least, not at first. You turn to look out over the forest.

A dark creature roams, its head scraping the canopy. It hasn't noticed you yet. It looks wrought from roots, if roots were composed of smoke and ash. It makes a keening sound, which is answered further out. You realize the grotto is full of them, these demons. You consider the appeal of fleeing.

But from this vantage point, you can also see the glades and their promising offerings. Guarded by these creatures, the valuable plants will just have to be fought for. You descend quietly, and prepare to face them.

Special Rules

Throughout the scenario, only read a section if it has not yet been read.

Section Links

When door **1** is opened, read **T 154.1.**
When door **2** is opened, read **T 112.1.**

Map Layout



Loot	
✖	x8
✖	x4
✖	x2
✖	x1
✖	x1
✖	x1
✖	x2
✖	x2

Scenario Key

Chaos Demon	
Forest Imp	
Polar Bear	
Snow Door	6
Large Snow Corridor	1
Log	2
Snow Rock	6
Tree	2
Treasure	4

**Scenario Goals**

The scenario is complete when C+4 ice pillars have been destroyed. At the end of that round, read **125.3.**

Introduction

Pinter Droman's explosives are surprisingly light. You hike up the pass to the demolition site, where the enthusiastic tinkerer hopes to create a new shortcut on the road over the mountains. You head to the spot marked on the map, where you find a natural stone plateau that could indeed lend itself to wagon travel... were it not for the heap of fresh landslide rubble perched directly in the path.

You drop your packs of explosive charges and begin to loosen the straps, but a howl interrupts your work. A pack of wolves poke their heads out of hiding, and a polar bear emerges from behind a large boulder. You were warned about the aggressive wildlife in the area—this is why you were chosen for the task, after all—but as more and more animals appear, you realize there's no end in sight; you'll have to do your work while fighting off the locals.

Luckily, you figure the explosives you brought will work just as well on beasts as they do on rocks.

Scenario Key

	Hound	
	Polar Bear	
	Snow Imp	
	Snow Door	3
	Rubble	3
	Ice Pillar	6

Loot

	x10
	x3
	x4
	x1
	x2

Special Rules

Doors **1** are locked.

Each ice pillar in the scenario has $(Lx2)+2$ hit points and L/2 (rounded up). They are enemies to you and allies to all monsters.

Set the numbered tokens next to the map. These represent detonation charges. Any character occupying or adjacent to any **a** can forgo a top or bottom action (discarding the card instead) to gain one detonation charge and place it on their character mat. Each character can only carry one detonation charge at any time.

Any character can drop a detonation charge at any time during their turn (including during movement), placing it in an adjacent empty hex. Whenever any

detonation charge is dropped, it cannot be picked up again.

All hexes with dropped charges are considered negative hexes. They can be targeted by character attacks and can be affected by abilities that cause enemies to suffer damage. If a dropped charge suffers any damage or any figure enters its hex, the charge detonates, causing all figures and objectives occupying or adjacent to its hex to suffer $\star(Lx2)+4$. A carried charge will also detonate in a character's hex if the character carrying it suffers any damage from attacks.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 4, 6, etc.	c : One normal Hound	c : One elite Hound	c : One normal Polar Bear
3, 5, 7, etc.	d : One normal Snow Imp	d : One elite Snow Imp	d : One normal and one elite Snow Imp

Section Links

When both ice pillars **b** have been destroyed, read **159.1.**

Map Layout



Scenario Goals

The scenario is complete at the end of the tenth round. At the end of that round, read **33.4.**

Introduction

You're not sure what kind of desperate merchant would want to take this route, but you have to admire the beauty of the place as you hike the pristine wilderness path meant to become a shortcut through the Frozen Pass. The "road" is barely wide enough for a single wagon, but Pinter Droman's construction crew has done an admirable job of making the way passable, if still dangerous.

At last, you arrive at your destination. The cleared road hugs a tight curve around the base of a cliff, over which hangs a precipitous rocky ledge that threatens to collapse on any traveler foolhardy enough to pass underneath.

Droman sent you here to protect his crew's work: a half-dozen or so metal pylons that stretch up from the ground to support the ledge and make the road passable. You understand now why the tinkerer sent you; it's clear that losing any of the rickety structures could trigger a collapse that would require weeks to dig out. You're meant to repel any attack by a local group of Algox raiders, the Horns of Ruin, who have taken offense to the new highway cutting through the mountains.

You don't have to wait long. As the rest of the area comes into view, a group of Algox appear from around the cliff base, equipped for both combat and demolition. It seems their goal is to make the road impassable for the traveling merchants that Satha says are Frosthaven's lifeline in the summertime.

You draw your weapons. It's time to teach the Algox how to share the road.

Special Rules

Each ice pillar has L+3 hit points. They are enemies to both you and all monsters. All character summons cannot focus on ice pillars.

Whenever any ice pillar would be destroyed, it is instead replaced with rubble, and all figures in adjacent hexes

suffer trap damage. If all seven ice pillars have been replaced, the scenario is lost.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
5	Each a and b : One normal Algox Guard	Each a : One normal Algox Guard Each b : One elite Algox Guard	Each a and b : One elite Algox Guard
8	Each a : One normal Algox Snowspeaker Each b : Two normal Snow Imps	Each a : One elite Algox Snowspeaker Each b : Two normal Snow Imps	Each a : One elite Algox Snowspeaker Each b : Two elite Snow Imps

Map Layout



Scenario Key

Algox Guard	
Algox Snowspeaker	
Snow Imp	
Large Snow Corridor	6
Snow Corridor	2
Rubble	6
Ice Pillar	7

Loot
x8
x3
x3
x3
x1
x1
x1

– Continued on next page.



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■ Caravan Guards



Design and writing: Joe Homes



Loot	
?	x5
?	x4
?	x4
?	x4
?	x1
?	x1
?	x1

– Continued on next page.

Scenario Goals

The scenario is complete when all five wagons have either escaped or been destroyed. At the end of that round, read 141.2.

Introduction

Pinter Droman paces excitedly. He is always a font of energy, but today his fidgeting is especially enthusiastic. “When do you think they’ll be here?”

He’s asked the same question every hour since you stomped out your campfire’s embers in the dawn light. Today is the grand opening of Droman’s Path—the first time the new shortcut through the Frozen Pass will be used by merchants bound for Frosthaven. After months of preparation, engineering, and backbreaking labor, the shortcut promising easier access—and thus, prosperity for Frosthaven—is finally ready. Satha insisted on you being here when the first wagons rolled through, and you felt honored when you first set out, but now, as you wait for the caravan to arrive, your patience with Droman’s inexhaustible excitement is starting to wear thin.

You turn to answer his question for the umpteenth time, but your response is cut off by the snap of a twig from somewhere down the path. Droman jumps to attention. “Was that them?” He runs off around a bend in the path, waving his arms in greeting. “Hello! Hello, welcome!” No sooner is he out of sight than a series of mighty roars ring out and the excitable tinkerer reappears, sprinting back toward you.

“Not them! That is NOT them!” Droman cries, running past you and cowering behind a boulder.

An Algox appears from around the bend, followed by others, all armed to the teeth. The Horns of Ruin are back. Of course; it wouldn’t be a highway if you didn’t have

highwaymen. You draw your weapon, but just then you hear the unmistakable crunch of hooves and wheels—the caravan has arrived. The Algox hear it too and split up, some turning to waylay the caravan while the others prepare to stop any rescue you might attempt. This grand opening just got more interesting.

Special Rules

All dungeon and cave corridor tiles represent the road.

At the start of each of the first five rounds, place one numbered token in **a**. These represent caravan wagons, allies to you and enemies to all monsters. Each has $(Cx2)+L$ hit points and is immune to all conditions and forced movement.

On initiative 50 each round, all wagons, in right-to-left order, perform **C** 3, focusing on moving toward and occupying **b**. Wagons can only enter road hexes, but can enter occupied hexes and hexes with obstacles. If any wagon

enters an occupied hex, the figure in the hex suffers trap damage and is placed in the closest empty non-road hex. If any wagon enters a hex with an obstacle, the obstacle is destroyed, and the wagon suffers trap damage. All other overlay tiles do not affect wagons in any way.

At the end of every round, if any wagon occupies **b**, it escapes and is removed from the map. If all five wagons have been destroyed, the scenario is lost.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
3	Each c : One normal Algox Icespeaker	Each c : One normal Algox Icespeaker Each d : One elite Algox Archer	Each c : One elite Algox Icespeaker Each d : One normal Algox Archer
6	Each c : One normal Algox Archer Each d : One normal Algox Icespeaker	Each c : One normal Algox Archer Each d : One normal Algox Icespeaker and one normal Algox Guard	Each c : One elite Algox Archer Each d : One normal Algox Icespeaker and one normal Algox Guard

Scenario Key



Map Layout

