



# SKULLS IN THE snow

Community Campaign



# FROSTHAVEN

## SKULLS IN THE SNOW

Welcome to the first community-driven expedition for Frosthaven! Over the next 20 weeks or so, I will release ten all-new scenarios where the community dictates the story. Nothing is written out beforehand, so the community has control over where this expedition goes. Here's how you play:

This mini campaign is completely separate from the Frosthaven campaign that comes in the Gloomhaven box. This means that there will be no Frosthaven campaign progression while you play this campaign. After each scenario, you will not advance the calendar, resolve events, resolve building cards, or build/upgrade/repair any building. You also cannot make progress toward personal quests while undertaking these adventures. It is recommended that you create brand-new level 1 characters (with 30 gold to spend on items as normal) to experience this campaign. They can be any of the classes you have access to from any Gloomhaven/ Frosthaven product (though you should use Frosthaven cross-over character sheets if not using Frosthaven characters, which can be found at [cephalofair.com/frosthaven](http://cephalofair.com/frosthaven)).

Your characters will progress normally as you play through the scenarios, gaining experience, loot, and checkmarks from battle goals. They may not necessarily be interacting with the town in between scenarios, but you can still always perform any downtime activities in between each scenario, like leveling up and crafting items. You can take advantage of any building you currently have built in your Frosthaven campaign, both during these downtimes and at the start of scenarios, excluding anything that would provide campaign progression (e.g. challenges and trials).

Have fun!

**Scenario Goals**

The scenario is complete after round 10 when all enemies are dead. At the end of that round, read the conclusion on page 2.

**Introduction**

It's been more than a year since things have quieted down in Frosthaven. All the various threats that plagued this small fishing outpost—threats that seemed unrelentingly pushing toward the town's destruction—now seem decidedly less threatening, leaving not much for a mercenary to do.

Is the place pleasant these days? You wouldn't go that far. It's not like it's less freezing in the winter. And without all the attacks, you might more accurately describe Frosthaven as "boring".

The only action you see now is the occasional horde of undead knocking on the front gates, looking for soft, warm flesh to make cold and hard. Even now, you hear the bell of an attack.

Should you go? Surely the watch can handle it without you. But a fight should break up the monotony and warm you up a bit. You grab your gear and head out towards the main gate.

**Scenario Key**

	City Guard
	Frozen Corpse
	Living Bones
	Living Spirit
	Snow Corridor 1
	Stairs 4
	Barricade 4

**Special Rules**

All characters and character allies occupying any stair hex add +2 ➔ and +1 ♦ to all their attacks (including melee attacks).

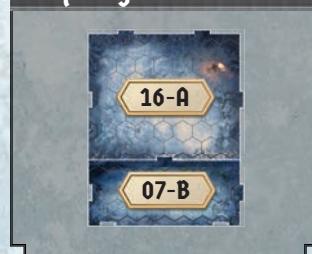
Spawn 4-C City Guards in any empty entrance hex. They are allies to you and act on initiative 50 each round, performing ➔+0: ⚔+0 controlled by you. City Guards double the bonuses for occupying stair hexes.

When any Living Spirit dies, all Living Bones and Frozen Corpses within ➔+2 suffer damage equal to the Living Spirit's maximum hit point value.

Set the round tracker to 1. At the start of rounds 2, 5, and 8, spawn one Frozen Corpse at each **a**. Both are normal for 2 characters, one is elite for 3 characters, and both are elite for 4 characters.

At the start of rounds 3, 6, and 9, spawn one Living Bones at each **b**. Both are normal for 2 characters, and one is elite for 3 or 4 characters.

At the start of rounds 4, 7, and 10, spawn one normal Living Spirit at one **c**, and one elite Living Spirit at the other **c**.

**Map Layout****Loot**

① x9
▢ x3
▢ x3
▢ x3
▢ x1
▢ x1



## Skulls at the Gates - continued

### Conclusion

With the bones and corpses now lying motionless at your feet, the slow weariness of monotony returns to you. That was fun, but what now? Head back into the gates to wait until the next attack? What if there were a different path?

A cold wind blows across your face, but for once, you don't mind it. There's adventure in the air. You can smell it through the stench of rotting flesh. Yeah, it's definitely there, and it smells good. It's time to go out looking for excitement—to write your own story.

The only question is, where will you go?

### Rewards

Gain 1 ✓, 10 experience and, 10 gold each.

### Make a Choice

- Head north on boat to explore the Biting Sea
- Head northwest into the mysterious Radiant Forest
- Head east to explore underground Unfettered ruins
- Head south through the Frozen Pass for warmer climates
- On second thought, just stay in Frosthaven

**Scenario Goals**

The scenario is complete when all Burrowing Blades, Ice Wraiths, and Shrike Fiends are dead. At the end of that round, read the conclusion on the next page.

**Introduction**

Packing up is quick, and the goodbyes are minimal. You gather your sparse belongings and exit the gates of Frosthaven, seeking adventure.

Your destination is the Radiant Forest, a densely wooded area to the northwest that is strangely unaffected by the cold weather in the north. Something within seems to warm the very ground, providing an oddly tropical environment.

And that is only one of the many mysteries hiding deep in the forest. Not much is known about the place, because its welcoming climate attracts a terrifying number of dangerous creatures to make their homes within.

And so, your journey begins. The trek to the Radiant Forest, while arduous, is fairly uneventful. A few days later, you stand at its outskirts, where the ground is still frozen, and contemplate your path through to the interior.

But your ruminations are cut short by an explosion of movement from the underbrush. Several larger shapes appear to be chasing a small, furry creature. Or perhaps it is the other way around? They are fighting, for sure, but the movements are erratic.

The small one—a Vermling—takes advantage of their small size to hit and run, shooting crossbow bolts and then retreating to safety. The Vermling's face is a visage of rage. There's a deep well of anger there that is indiscriminate in its wrath.

The other creatures—rogue agents of a subdued evil force—notice your approach and engage. Suddenly, you are part of the brawl, as well, only too eager to settle back into your old familiar patterns and fight your way into the forest.

**Section Links**

When door 1 is opened, read section 1 on the next page.

**Special Rules**

The Vermling Scout is the Frenzied Sniper. They have HxC hit points and ♦1. They act on initiative 40 each round, performing  $\text{→}+0$ ;  $\text{↗}+2$  ( $\text{G}+3$ ,  $\text{↔}+2$ ). They are an enemy to you and all other monsters.

All characters add ♦1 to all their attacks.

**Scenario Key**

	Burrowing Blade
	Ice Wraith
	Shrike Fiend
	Vermling Scout
	Light Fog
	Large Ice
	Ice
	Large Water

**Loot**

①	x7
▢	x4
━	x2
▬	x4
↑	x2
↓	x1

# Gateway to Radiance - continued

## Section 1

### Section Links

When door **2** is opened, read section 2 to the right.



## Section 2

You press deeper into the forest to find more demons and beasts. You didn't think this place would still be so infested, but you're not exactly disappointed. You'd never say no to a good fight.



## Conclusion

It was fun while it lasted. The final beast lies slain, and you've officially entered the forest. The unfrozen soil around here even seems oddly powerful. You quickly grab a handful of it, and then turn your attention to the Vermling...

### Rewards

Gain 20 experience each.

Gain "Rust Powder" (Item 065)

### Was the Vermling Killed?

- Yes
- No

**Scenario Goals**

The scenario goal is unknown at this time.

**Scenario Effects**

Each character gains ♦ and ▲.

**Introduction**

You realize that if you want to stop whatever infestation is taking this Vermiling, it is probably best not to bring them with you to find it. You take care of their wounds as best you can and then hide the Vermling in the underbrush. Then you head off deeper into the forest in search of the corruptive source, hopeful that you will be able to return with results.

The pustule growths are not hard to track. As you move deeper in, their concentration increases on all the living things around you: green, pulsing growths that get bigger and more numerous the more you travel, until you swear you are beginning to feel sick yourself.

And that's when everything goes wrong. You stumble upon the corpse of an Algox, now covered in the sickly nodules. And it begins to stir, some malicious intent now controlling its frame. Not only that, but several of the larger growths ahead of you burst, and the green ooze left behind quivers at you as well.

It looks like whatever is behind this infestation doesn't want you going any farther.

**Section Links**

When any door 1 is opened, read section 1 on the next page.

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

Frozen Corpse	
Harrower Infester	
Ooze	
Large Corridor	(2)
Light Fog	(3)

Loot	
▢	x9
▢	x2
▢	x2
▢	x4
▢	x2
▢	x1



# Rotten Revelation - continued

## Section 1

These paths are starting to feel familiar as you press closer to the source. Another day, another group of creatures to cut through.

## Special Rules

Open all doors ① and replace some with corridors as depicted.



## Section Links

When any door ② is opened, read section 2 on the next page.

## Section 3

You reach into the densest part of the infected swarm with a bottle and collect a handful of the insects. This clearly enrages the Harrowers further.

"You dare steal the word from this sacred place?" The Harrower in front of you vibrates with fury. "Foul meddlers of the Order! You will be destroyed!"

## Special Rules

The character who looted the treasure tile gains and "Plague Vial" (Item 116).

At the end of the round, remove *Angry Bulwark* and *Spiked Mandibles* from the Harrower Infester ability deck and reshuffle the entire deck.

## Conclusion

The thrumming-buzzing of insects still pounds in your head as you flee the wretched, swarm-filled clearing. You run for a long time, but you can still feel the vibrations deep in your bones. It may take you a long time to recover from that encounter, if you recover at all.

As you contemplate what to do next, you hear a rustling nearby and a camouflaged Quatryl steps out of the trees, smiling widely.

"A run-in with the Harrowers, eh?" he asks. "Not many survive that. You must be quite a hard lot."

## Rewards

Gain 20 experience and any one herb resource each.

## Was the treasure looted?

- Yes
- No

# Rotten Revelation - continued

## Section 2



### Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read the conclusion on the previous page.

A constant and eerie thrumming pounds in your ears as you reach a bend in the path. All around you, bugs fly about, vibrating the air to create this otherworldly sound. Looking close, you see most carry the infection, little green orbs adorning their carapaces. You know without a doubt that these insects—this sound—is the cause of all of this.

You take another step forward, and suddenly, a swarm coalesces in front of you. It is a mass of the other bugs—the healthy ones.

"Another intruder has come," they hiss. "Most likely because we let the first escape. We will not make that mistake again."

All around you, more swarms take shape—Harrowers not interested in anything but ending you. You realize too late you are surrounded, and pressing forward will only end in death. If you want to live, you must flee with all haste.

### Special Rules

Open all doors 2.

All entrance hexes are escape hexes.

Spawn all monsters depicted on all tiles. All elite Harrower Infesters add +1 to all their moves. Any time a Harrower Infester is killed, spawn one elite Harrower Infester in any hex a.

### Section Links

When treasure 03 is looted, read section 3 on the previous page.



**Scenario Goals**

The scenario is complete when the Vermiling has no damage tokens. At the end of that round, read the conclusion on the next page.

**Introduction**

The Quatryl's looks you over, clearly sizing you up. "It's an incredibly bad idea to linger in this forest," he says, "but if saving this Vermiling is the only way to get you out of here, then let's see what we can do. Lead the way."

You move through the Radiant Forest, heading to where you left the Vermiling, and the Quatryl begins to talk.

"The name is Gidyen," he starts. "I'm a member of Sisithik's Order of Remembrance—caretakers of the ancient language of Harrowers, Entomolian. We've been trying to secure the word you have in your possession for centuries, but it's guardians don't trust us to not abuse its power."

Gidyen scoffs. "Trust me, if Sisithik wanted to, I'm sure they could level all of Casskia, but we're just caretakers... Not that we *don't* use the words when needed, but we *don't* abuse them."

"Entomolian was a language crafted for a specific purpose—to win a war against a god. A lot of it is about destroying and reshaping matter, but creation and healing are equally important. Entomolian can plague your friend, but it also has the power to remove the infections, and luckily I have access to those words. This isn't my first run-in with these guys, after all."

You finally arrive, and the Vermiling is still there and alive. Gidyen kneels next to them, pulls out a jar of insects, and opens it, all while humming a constant, low tone. The insects begin vibrating at the same frequency, and you see the boils on the Vermiling begin to retract.

One by one, however, the bugs begin to fall to the ground, lifeless. Gidyen looks up. "I may need more insects," he says.

As if on cue, numerous agitated Harrowers burst forth into the clearing. Time to harvest some insects.

**Section Links**

At the start of the fourth round, read section 1 on the next page.

**Scenario Key**

Loot
• x7
▢ x3
■ x3
▢ x3
▢ x1
▢ x1
▢ x2

**Special Rules**

Any time a Harrower Infester dies, place a treasure tile in the hex they occupied instead of a loot token. When these tiles are looted, the looting character places them on their character mat.

Place 6 damage tokens on **a**. This represents Gidyen attempting to heal the Vermiling. Each time a character ends their turn adjacent to **a** while one or more treasure tiles are on their character mat, they may remove those treasure tiles to remove one damage token for each treasure removed. In addition, they may apply one of the following bonuses for each damage token removed:

**Create:** Create one 1-, 2-, or 3-hex obstacle in empty spaces on the map, up to the scenario key limits.

**Destroy:** Destroy an obstacle on the map, causing figures adjacent to or occupying it to suffer  $X(2+L)$  damage, where  $X$  is the number of hexes of the obstacle.

**Pacify:** Remove one normal or elite Forest Imp from the map. It does not drop a loot token.

**Recall:** Move all treasure tiles and loot tokens up to 2 hexes closer to **a**.



# The Healing Swarm - continued

## Section 1

### Special Rules

Spawn one Harrower Infester (normal for two or three characters, elite for four characters), one Forest Imp (normal for two characters, elite for three or four characters), and a number of normal Rending Drakes (one for two characters, two for three or four characters) at **b**.

### Section Links

At the start of the seventh round, read section 2 to the right.

## Section 2

### Special Rules

Spawn one Harrower Infester (normal for two characters, elite for three or four characters) and C elite Forest Imps at **c**.

### Section Links

At the start of the tenth round, read section 3 to the right.

## Section 3

### Special Rules

Spawn one Harrower Infester (normal for two or three characters, elite for four characters) and C normal Rending Drakes at **d**. Immediately apply one bonus as if the Vermiling had removed one damage token.

### Section Links

At the start of the thirteenth round, read section 4 below.

## Section 4

### Special Rules

Spawn one Harrower Infester (normal for two characters, elite for three or four characters), one Forest Imp (normal for two or three characters, elite for four characters), and a number of normal Rending Drakes (one for two or three characters, two for four characters) at **e**.

### Section Links

At the start of the sixteenth round, read section 5 below.

## Conclusion

There's now a pile of insects around the Vermiling, but the word of healing appears to have done its job. The Vermiling remains still, but their wounds have closed.

"Should be stable enough to move now," Gidyen says, breaking off from his humming. "And we definitely need to move. This lot will *never* stop coming. We gotta get out of here."

You grab the Vermiling and make a quick retreat out of the clearing. Gidyen is able to slow your pursuers with more words of power, and with enough time, you're able to leave them and the Radiant Forest behind.

## Section 5

### Special Rules

Spawn two Harrower Infesters at **f**. They are both normal for two characters, one is elite for three characters, and both are elite for four characters.

At the start of every third round from now on, repeat the spawning instructions of the sections again, starting with section 1 on round 19, section 2 on round 22, and so on.

## Rewards

Gain 1 ✓ and 25 experience each.

## Hand over the flask?

- Yes
- No

