



Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

**Scenario Goals**

The scenario is complete when all enemies in it are dead. At the end of that round, read **168.3.**

**Introduction**

Responding to an alarm bell, you peer over the main gate of Frosthaven to see a group of unfamiliar figures approaching through the night's freshly deposited snow. As you watch them, it dawns upon you that this group leaves no trace of their movements – no footprints in the snow.

Aesthers. You signal the gate open and descend to meet them.

“Greetings.” Eight shimmering forms all move their mouths in unison, but a single voice appears in your mind. “We have come to ask for your assistance.”

You wonder why this group of Aesthers act and speak as one, and they explain as soon as the thought reaches your mind. “When the betrayer brought about our dissolution, we were not strong enough to bring our forms back on our own, but, through the strong bonds of our former life, we found each other in the vast emptiness and decided to meld – to become as one. Only by doing so did we bring ourselves back.

“We are not strong,” the Voice-of-Eight continues. “Not in the sense that others of our kind are, but if you help us, we will provide knowledge in return.” You decide to help, and the figures immediately lighten their expressions.

“You have our thanks. We have located an old elemental array that will assist in keeping our forms anchored to this plane. We can not recover it on our own, as lesser spirits and malevolent creatures infest the area.”

Voice-of-Eight leads you to the snow fields north of Frosthaven, where an unnatural fog rolls in, giving you the feeling that the air itself has been frozen. You continue forward, the Aesthers quiet and always a few steps ahead. Before long, ruins appear

on the edge of your limited vision—some sort of protective structure.

The cackling sound of impish creatures can be heard long before your eyes find them through the frozen fog. They throw small stones at the heads of large undead creatures, failing to get their attention. Your appearance, however, draws the attention of both.

**Special Rules**

All monsters add ♦ 1 to all their attacks. If the scenario level is 4 or higher, increase this to ♦ 2.

**Section Links**When door 1 is opened, read **142.2.****Map Layout****Scenario Key**

Frozen Corpse		Ice Spikes		10	Large Snow Rock		2
Ice Wraith		Rubble		4	Snow Rock		3
Living Bones		Ice		7	Glowing Orb		1
Snow Imp		Large Ice		4	Treasure		1
Snow Door				3			

**Loot**

- x8
- x2
- x2
- x4
- x2
- x2



## Scenario Goals

The scenario is complete when all four  have been activated. At the end of that round, read **130.2.**

## Introduction

You arrive at the outpost to find Voice-of-Eight has been busy rebuilding. They have reformed the missing parts of the walls with something that looks like ice, but with purple tints. As you stare into the material, which also comprises a dome above the array, you are convinced you can see the stars, despite it being midday.

The Aesthers continue to bustle about, most of them concerned with the array itself, but one of them sits at a table, bent over a thick, beautifully bound tome. Her translucent lips seem to be moving at an accelerated speed, silently forming the words she is reading.

"She is Nera," Voice-of-Eight says. "She studies the art of enhancement to aid in our pursuits. Though we are a merged mind, sharing all knowledge, our personalities are separate. Individuality is an important part of developing skill."

## Scenario Key

 Earth Demon	 Flame Demon	 Frost Demon	 Night Demon	 Sun Demon	 Wind Demon	 Snow Door	 Large Snow Corridor	 Snow Corridor
 Trap	 Ice Spikes	 Lava	 Ice	 Snowdrift	 Glowing Orb	 Large Cave Rock	 Large Snow Rock	 Treasure
6	6	6	4	4	1	2	3	4

## Special Rules

All six goal treasure tiles in the scenario represent elemental cores, each corresponding to the element of the door closest to it. When any elemental core is looted, place it on the looting character's mat. If they become exhausted, place the core in the hex they occupied. Whenever any character occupies any unactivated  at the

elemental cores. We can only sustain four of the six portals long enough for you to return with the cores, but that should suffice to reactivate the elemental array." With a whooshing sound, the portals open, and you feel the elemental energies flowing and intermingling with your world.

end of their turn, they may spend one elemental core to activate that hex.

Whenever any door is opened, at the start of each round until its elemental core is spent, move the corresponding element to the strong column. When four doors have been opened, the remaining two become locked.

## Section Links

- When door  is opened, read **175.4.**
- When door  is opened, read **47.5.**
- When door  is opened, read **144.4.**
- When door  is opened, read **68.2.**
- When door  is opened, read **127.2.**
- When door  is opened, read **162.4.**

## Loot

 x12
 x2
 x2
 x1
 x1
 x1
 x1
 x1

## Map Layout





Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

### Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **154.3.**

### Introduction

You rush into the central dome of the Aesthers' outpost and immediately notice something is off. The entire structure rumbles and Voice-of-Eight shifts in and out of sight.

"...unstable... need restorative energies..."

You understand what you must do: empower the elemental cores with your own energy. Otherwise, you fear Voice-of-Eight will be scattered once again across the planes.

Water drips onto your head, and you look up to see the dome beginning to melt away. Not only that, but new planar rifts tear open along the outside wall. The inhabitants of the elemental planes are set on reclaiming the cores, fueled by some new force of chaos. It's now or never.

### Special Rules

Each elemental core **a** has  $4x(L+1)$  hit points. They are allies to you and enemies to all monsters, with an initiative of 01 for the purpose of focusing. Any character may forgo a bottom action (discarding the card instead) to perform  $\diamond L+1$ ,  $\odot$  one adjacent core. If any elemental core is destroyed, the scenario is lost.

Randomly place one demon standee, corresponding to each element noted at the end of scenario 66, next to each portal **b**, **c**, **d**, and **e**. These indicate the type of demon these portals spawn.

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, 7	<b>b</b> : One normal demon	<b>b</b> : One elite demon	<b>b</b> : One elite demon
3, 8	<b>c</b> : One normal demon	<b>c</b> : One normal demon	<b>c</b> : One elite demon
4, 9	<b>d</b> : One normal demon	<b>d</b> : One elite demon	<b>d</b> : One elite demon
5, 10	<b>e</b> : One normal demon	<b>e</b> : One normal demon	<b>e</b> : One elite demon
6, 11	Both <b>f</b> : One normal Chaos demon	Both <b>f</b> : One elite Chaos demon	Both <b>f</b> : One normal and one elite Chaos demon

### Map Layout



### Scenario Key

Chaos Demon		Night Demon		Portal		6
Earth Demon		Sun Demon		Snowdrift		6
Flame Demon		Wind Demon		Glowing Orb		1
Frost Demon		Large Snow Corridor		Ice Pillar		4

– Continued on next page.

## 67 cont. • Core Attunement

Loot
⌚ x8
⌚ x3
⌚ x3
⌚ x3
⌚ x1



68 • L3

## The Face of Torment



Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

### Scenario Goals

The scenario is complete when the Tormentor is dead. At the end of that round, read **106.4**.

### Scenario Effects

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

### Introduction

As the dreadful feedback of the failed elemental resonance subsides, purplish smoke emerges from the portal in front of you. With it comes a terrible laughter, and then... something steps forward into your plane: A seemingly haphazard assortment of limbs, tentacles, and wings, attached to a head sporting an unsettling amount of glowing eyes of all shapes and sizes.

This Chaos Demon is massive, and its booming voice reverberates in your skull, uttering words of a structure-less tongue. The only thought you can hold in your head is a drive to make it stop.

### Boss Special 1

The Tormentor performs:

**!** +0;  
**!** +C-4, **G** 4, (**!** : +1 **!**)

Create 1-hex hazardous terrain tiles in all featureless hexes adjacent to the target, and enemies in these hexes suffer **!** C-1, (**!** : +1 **!**)

### Boss Special 2

The Tormentor performs:

**!** -1  
**!** +C-5, **!**, (**!** : +1 **!**)

Create 1-hex icy terrain tiles in all featureless hexes adjacent to the targets of the attack

**!** 1, **!** all, **G** 1, (**!** : +2 **!**)  
**!**

### Map Layout



– Continued on next page.

**Special Rules**

The elite Chaos Demon is the Tormentor. It has  $HxCx3/2$  hit points (rounded down), has , and is immune to  and .

Set up the Boss monster ability deck and initiative token. During ordering of initiative each round, reveal one Boss ability card for the Tormentor in addition to its Chaos Demon ability card. It performs two turns each round, one for each card.

Randomly place one demon standee, corresponding to the two elements not noted at the end of scenario 66, next to each portal **a** and **b**. These indicate the type of demon these portals spawn.

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, 9, etc.	<b>a</b> : One normal demon	<b>a</b> : One elite demon	<b>a</b> : One elite demon
4, 10, etc.	<b>b</b> : One normal demon	<b>b</b> : One normal demon	<b>b</b> : One elite demon
5, 11, etc.	<b>c</b> : One normal Chaos Demon	<b>c</b> : One elite Chaos Demon	<b>c</b> : One elite Chaos Demon
6, 12, etc.	<b>a</b> : One normal demon	<b>a</b> : One normal demon	<b>a</b> : One elite demon
7, 13, etc.	<b>b</b> : One normal demon	<b>b</b> : One elite demon	<b>b</b> : One elite demon
8, 14, etc.	<b>c</b> : One normal Chaos Demon	<b>c</b> : One normal Chaos Demon	<b>c</b> : One elite Chaos Demon

**Scenario Key**

<b>Chaos Demon</b>			
<b>Earth Demon</b>			
<b>Flame Demon</b>			
<b>Frost Demon</b>			
<b>Night Demon</b>			
<b>Sun Demon</b>			
<b>Wind Demon</b>			

Loot
 x5
 x5
 x5
 x1





## Scenario Goals

The scenario is complete when three soil samples have been looted. At the end of that round, read **27.3.**

## Introduction

"More tea?" You sit in the cabin of a local botanist, a Savvas named Listeritus. It holds an iron pot with a cloth and pours out another steaming herbal draft for you. "Of course, I can't really drink it myself, but I do so love the smell."

You have asked Listeritus to help study the wood you've been bringing back from your missions for some sign of the Great Oak. On the table between you is a piece of bark. "Now that looks like oak to me," it says. "Divine? I can't tell, but definitely the same type as the Great Oak in the capital. And you say you found this far from here, near the Radiant Forest? Interesting indeed."

Listeritus sits and sniffs at its tea, savoring the hint of mint and nutmeg. "I'm confident we'll find a grove of oaks out there, but it may require a bit of legwork."

"Given how the roots of trees can grow deep and far, I have a plan. Head to the Radiant Forest and gather some soil samples from three different regions of the forest. Bring them here, and I should be able to triangulate where the oaks should be."

You finish your tea, and then stand to gather your things. "Oh, and be careful. That forest is home to all manner of dangerous creatures. Here, take some more tea with you."

## Special Rules

Whenever any Earth Demon in the scenario dies, instead of a loot token, it drops one goal treasure tile. These represent soil samples.

All lettered hexes **a** to **f** represent passages to other rooms.

Whenever any character ends their turn occupying a passage, they and any of their summons or tokens within  $\text{G} \rightarrow 2$  may be removed from the map to travel through the passage.

At the start of each round (before card selection), all traveling characters must

discard two cards (if able). Then, in any order, they are placed in the lettered hex on the other side of the passage they entered or the closest empty hex. All their summons and tokens that were removed are placed in viable hexes closest to the character.

**a** and **c** are two sides of the same passage, **b** and **d** are two sides of the same passage, and **e** and **f** are two sides of the same passage.

No figure can teleport or find focus between rooms.

## Section Links

When any character travels from any **a** or **f** for the first time, at the start of the round read **143.3.**

When any character travels from any **b** or **e** for the first time, at the start of the round read **122.1.**

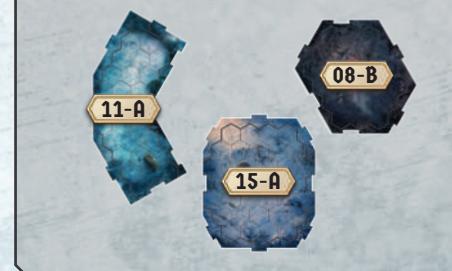
## Scenario Key

<b>Earth Demon</b>	
<b>Forest Imp</b>	
<b>Rending Drake</b>	
<b>Snow Rock</b>	5
<b>Tree</b>	2
<b>Treasure</b>	3

## Loot

	x8
	x5
	x4
	x2
	x1

## Map Layout



**Scenario Goals**

The scenario is complete when all enemies in it are dead. At the end of that round, read **35.2.**

**Scenario Effects**

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

**Introduction**

"Those damned zealots. Ignorant fools. If they find the True Oak, they will destroy it!" Liseritus' words ring in your ears as you set off in haste, seeking to catch up to this Radiant Order from White Oak. Following Listeritus' directions you are soon within the Radiant Forest once more, passing clearings and ancient menhirs.

And ahead, standing in the shadows of a massive oak grove, are the rear guard of the Radiant Order, ready to block your passage. "Come no further, heretics! The false tree, and the lies it represents, must be destroyed."

The commander points his sword at you, and the others unleash a pack of snarling hounds, which race forward, bounding over trunks and shrubs, snapping as you stand your ground.

**Special Rules**

The Great Oak has  $2 \times Cx(L+3)$  hit points and is considered to occupy each tree and border hex **a** in the scenario. It is an ally to you and an enemy to all monsters, with an initiative of 01 for the purpose of focusing. When the Great Oak is attacked, it treats all **2x** attack modifier cards as **+0**. If the Great Oak is destroyed, the scenario is lost.

**Section Links**

When any door **1** is opened, read **46.1.**

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

<b>City Guard</b>	
<b>Hound</b>	
<b>Sun Demon</b>	
<b>Snow Door</b>	6
<b>Large Snow Corridor</b>	1
<b>Snow Rock</b>	4
<b>Tree</b>	2
<b>Treasure</b>	1

	x7
	x5
	x3
	x2
	x2
	x2





### Scenario Goals

The scenario is complete when the artificer (C) occupies any (9). At the end of that round, read □ 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

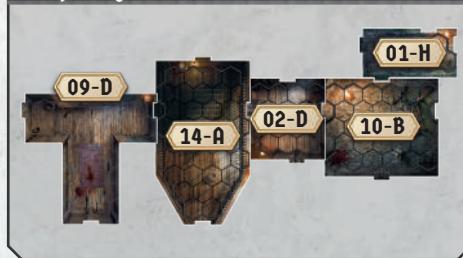
All Abael Scouts and Piranha Pigs in the scenario are allies to each other and enemies to both you and all other monster types. Use the (1) attack modifier deck for the Abael Scouts and Piranha Pigs, though they are still considered enemies to you.

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 □ 129.2.

### Map Layout



### Scenario Key

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

### Loot

• x8
• x4
• x4
• x4





## Scenario Goals

The scenario is complete when the ice pillar enters **e**. At the end of that round, read **T 79.1**.

## Introduction

Upon the Artificer's urging, you take his ship, the Cinnabar, to the base of a mountain far to the east. Trekking deep inside, you discover an ancient structure, though it is unclear if this place was a mausoleum or a jail for the damned. Using his equipment, Lihrey makes short work of the entry door. He leads you through a passageway littered with bones and discarded machinery.

"I guess my research was wrong after all," Lihrey murmurs. "If this place had defenses once, they seem to have fallen victim to time. A shame really."

You reach the final room, and the Valrath gestures to a massive ice block at its center. "It is here! Help me get this ice back to the ship. The equipment I need to extract the piece of the scale is

unfortunately not transportable by hand." You shrug and put your shoulder into the block. As soon as you touch it, however,

all the defenses Lihrey thought were dormant come very much to life.

## Special Rules

The ice pillar can be targeted by characters with attacks or **◆** or **▼** abilities in an attempt to slide it. Whenever the ice pillar is attacked, compare the damage it would suffer to the current slide difficulty. If the damage meets or exceeds that difficulty, the pillar is forced to move (in any direction) two hexes for two characters or one hex for three or four characters.

Any attack with a **◆** or **▼** effect reduces the difficulty by 2 for the attempt, while non-attack **◆** or **▼**

abilities automatically succeed. In addition, while **🔥** is strong or waning, the current slide difficulty is reduced by 1, and while **❄️** is strong or waning, it is increased by 1.

The ice pillar destroys any traps in hexes it enters, but is not affected by any other overlay tile except obstacles.

The current slide difficulty is 3.

Doors **1** are locked, but the ice pillar can enter them.

## Section Links

When the ice pillar enters any door **1**, read **T 141.1**.

## Scenario Key

Frozen Corpse	
Ice Wraith	
Living Bones	
Steel Automaton	
Cave Door	4
Dungeon Door	1
Large Cave Corridor	4
Rubble	5
Stairs	1
Ice Pillar	1
Metal Cabinet	3
Sarcophagus	4
Stalagmites	4
Treasure	1

## Loot

x9
x3
x5
x2
x1

## Map Layout



73 · D3

# flotsam



Biting Sea

Design and writing: Robb Rouse and Christian Wakeman

## Scenario Goals

Unknown at this time.

## Scenario Effects

Each character suffers ⚡2 and gains ⚪.

## Introduction

You are playing cards with the deckhands of the Cinnabar, losing what little coin you have left, when a strange mist surrounds the ship, and the once tranquil waters turn violent. Enormous waves propel the ship into the jagged rocks of a shoal, brutally ripping the Cinnabar to pieces.

You and the crew are cast overboard to fend for your lives among the rocks and debris. You gasp for air as you're submerged deep into the icy water, your muscles spasming against the freezing pain. You surface moments later, hungrily gulping in fresh air. Luckily, the strange storm subsided almost as quickly as it came, and in the new calm, you look around at the carnage. The crew is nowhere to be found, and the only thing left intact is the Cinnabar's jolly boat, run aground on a small patch of rocks on the far side of the field of flotsam. The debris should provide a respite from the icy waters and ease the swim towards the jolly boat. Unfortunately, quite a large number of Abaeli and their marine minions have shown up on the scene as well. You'd rather have the warmth of a fire than the heat of battle, but it'll have to suffice until you reach the boat and can get dry.

## Special Rules

All hexes in the scenario without overlay tiles are treated as water (difficult terrain). They are still treated as empty when unoccupied and free of overlay tiles.

Any character occupying a supply shelf, bookshelf, or barrel when entering any unoccupied water hex, may move the tile they occupy with them. If they do so, the movement costs only 1 movement point. Whenever any 2-hex tile is moved in this way, the tile's other hex enters the one the character exited, along with any figures, tokens, and non-corridor overlay tiles in the same hex.

## Section Links

When any door ① is opened, read □ 28.3.

## Map Layout



## Scenario Key

Fish King	Cave Door	Large Snow Corridor
Abael Herder	Snow Door	Supply Shelf
Abael Scout	Barrel	★ Trap
Lightning Eel	Bookshelf	✗ Stalagmites
Piranha Pig	Large Cave Corridor	Treasure

## Loot

⌚	x9
🂱	x5
🂱	x3
🂱	x2
🂱	x1



**Scenario Goals**

The scenario is complete when all enemies in it are dead. At the end of that round, read **■ 163.4** if “Friend of the Fish King” is on the campaign sheet. Otherwise, read **■ 176.1**.

**If “Friend of the Fish King” is on the campaign sheet, read Introduction A. Otherwise, read Introduction B.**

**Introduction A**

You follow the directions of the convalescing Lihrey to the highlands near the Whitefire Woods. As you arrive, a small group of piranha pigs waddles up behind you. Initially on guard, they sniff you and then wag their tails. Apparently the Fish King has sent along some assistance.

You move forward and are greeted by squalling winds, howling as they disappear into the deep trenches that were long ago carved by receding glaciers. Large, ancient trees dot the landscape and offer some shelter from the snow and biting gusts. Not only do you need to discover a way across the trenches, but there is a group of menacing Algox waiting on the other side. Guardians of the scale, no doubt.

**Introduction B**

You follow the directions of the convalescing Lihrey to the highlands near the Whitefire Woods. In the snow, you note tracks of what could only be a herd of piranha pigs. Did the Fish King send them up ahead of you to retrieve the last piece of the scale? You just hope you are not too late.

You move forward and are greeted by squalling winds, howling as they disappear into the deep trenches that were long ago carved by receding glaciers. Large, ancient trees dot the landscape and offer some shelter from the snow and biting gusts. Not only do you need to discover a way across the trenches, but there is a group of menacing Algox waiting on the other side. Guardians of the scale, no doubt, but you can't depend on them to keep the Fish King at bay.

**Special Rules**

If “Friend of the Fish King” is on the campaign sheet, spawn two elite Piranha Pigs at any empty starting hexes. They are allies to you and enemies to all other monster types.

Each small tree in the scenario has  $CxL/2$  hit points (rounded up). They are enemies to you and all Piranha Pigs and allies to all other monster types. Whenever any small tree is destroyed, place one log on any two water hexes with at least one adjacent to the hex the tree occupied.

**Section Links**

When door **1** is opened, read **■ 55.2**.

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

Algox Archer		Dungeon Door		1	Debris		2
Algox Guard		Snow Door		2	Large Debris		2
Algox Priest		Trap		5	Large Water		4
Forest Imp		Log		2	Tree		2
Piranha Pig		Rubble		2	Small Tree		2
Wind Demon		Altar		1			



Loot	
	x7
	x5
	x2
	x3
	x2
	x1



**Scenario Goals**

The scenario is complete when all enemies in it are dead and both hallways have been blocked. At the end of that round, read **147.5**.

**Introduction**

It takes some time, but with Lihrey in tow, you pinpoint the location of the Fish King: a vibrant coral castle built into the side of a small, rocky island. Thankfully, it's only partially submerged, so not too much swimming should be required to gain entrance. Lihrey insists on going with you, but you refuse in his injured state. Eventually, he relents but hands you a number of metal cylinders with fuses.

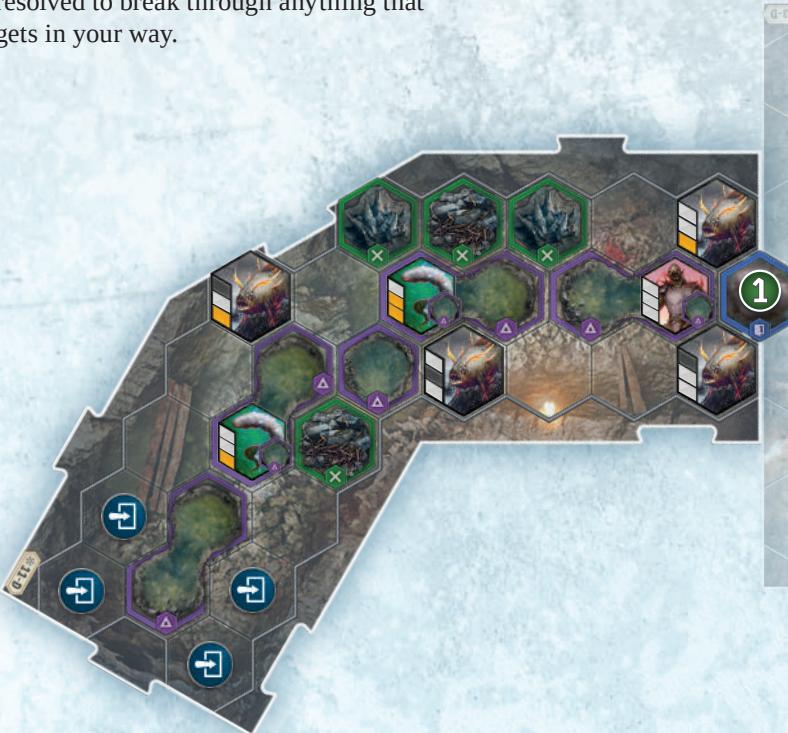
"Explosives of my own design," he says. "Just in case." You nod and dive into the freezing water. You swim toward an opening in the side of the castle and then up into an air pocket. The water at your waist seems alive, swirling with chaotic energy flowing and roiling unnaturally. A deep sense of foreboding takes hold of you. You expected Abael defenses, but this is something different. You rush forward, resolved to break through anything that gets in your way.

**Special Rules**

If any character ends their turn on any water hex in the scenario, they suffer  $\star L/2$  (rounded up).

**Section Links**

When door **1** is opened, read **99.2**.  
When door **2** is opened, read **81.2**.  
When either door **3** is opened, read **163.2**.  
When door **4** is opened, read **177.2**.

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

	x8
	x2
	x5
	x1
	x2
	x1
	1
	4
	4
	4
	5
	2
	4
	2
	3



## Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **56.2.**

## Introduction

With the final piece of the Leviathan scale in hand, you sail to the Fish King's lair: a vibrant coral castle built into the side of a small, rocky island. Overjoyed, the Abeali greedily snatches it from you and gurgles with glee.

"Well done, scaleless," the Fish King says, then turns to address his subjects. "The time is almost at hand for us to ascend to greatness and claim this sea as ours. No more war... No more death! I will become the Eternal Leviathan. I will become a God!" The Abeali roar as the Fish King joins the pieces of the scale together.

Instantly, you feel the chaotic energy beginning to build; a swirling, freezing darkness seeping along the floor, howling through the coral statuary. The Fish King's body begins to pulse and expand; his newly sinuous limbs warping into the swirling aether. The Abeali around him prostrate themselves, transfixed by their King's metamorphosis.

Suddenly, an explosion deeper within the castle rocks the foundation and you hear the din of approaching battle. You briefly see fear in the Fish King's eyes. "They are here to stop me! Go, my children! Protect me during the ritual!"

The Abeali rush out to face whatever attackers have come. You move to join them in the defense, but the Fish King beckons you closer. His eyes void-dark and his voice a strained, layered echo. "Please scaleless, stay with me and shield me from my enemies. I need you only once more, and then you will have the debt of a god!" With that, his focus returns solely to the ritual and the painful changes wracking his body. You ready your weapons and are pleased to see your trusty piranha pigs at your side for one final battle.

## Special Rules

At the start of the scenario, spawn one normal Piranha Pig adjacent to each character. The Fish King and all Piranha Pigs are allies to you and enemies to all other monster types.

Divide the Fish King's maximum hit point value by 2 (rounded down). Do not set up the Boss monster ability deck or initiative token. The Fish King does not

act, cannot be targeted by heal abilities, is immune to all conditions, and has an initiative of 01 for the purpose of focusing. If the Fish King is killed, the scenario is lost.

At the start of rounds 3, 6, and 9, spawn the following monsters at the listed locations based on player count:

### Two Characters

**a**: One normal Algox Guard and one normal Algox Archer

**b**: One normal Lurker Mindsniper

### Three Characters

**a**: One normal Algox Guard and one normal Algox Archer

**b**: Two normal Lurker Mindsnippers

### Four Characters

**a**: Two normal Algox Guards and one elite Algox Archer

**b**: Two normal Lurker Mindsnippers

All spawned Lurker Mindsnappers can be placed in water.

## Section Links

At the start of the seventh round, read **105.4.**

## Map Layout



– Continued on next page.

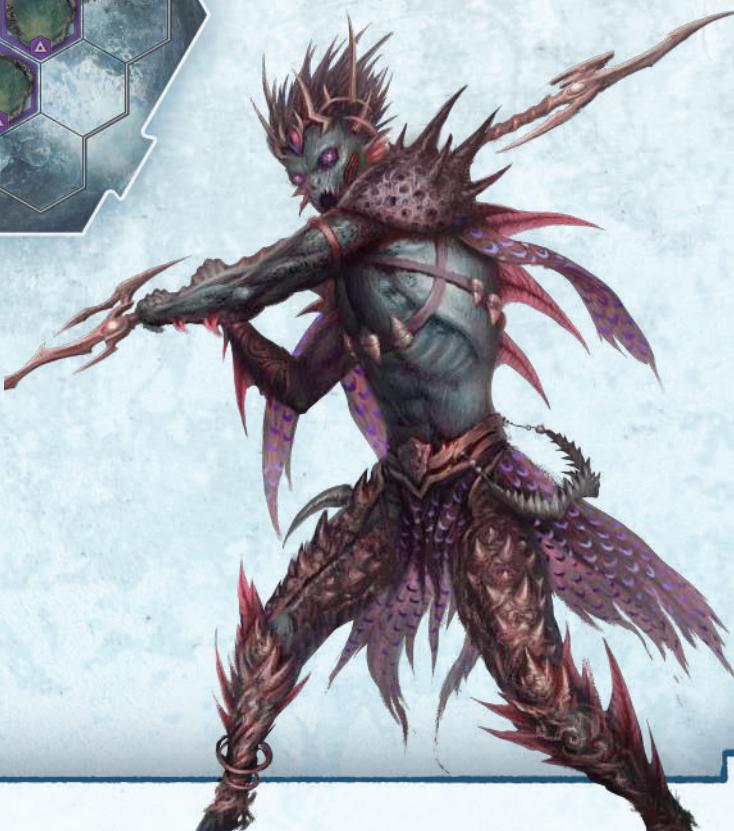
## 76 cont. • Apotheosis

### Scenario Key

	Fish King
	Algox Archer
	Algox Guard
	Flaming Bladespinner
	Lurker Mindsniper
	Piranha Pig
	Dungeon Corridor 1
	Large Cave Corridor 2
	Rubble 4
	Water 7
	Altar 3
	Barricade 4
	Ice Pillar 2
	Treasure 2

### Loot

	x9
	x2
	x5
	x1
	x2
	x1





## Scenario Goals

The scenario is complete when the Fish King is dead. At the end of that round, read **173.4.**

## Scenario Effects

Each character gains **◆**.

## Introduction

The Fish King's apotheosis is nearly complete, and you are all that remains to stop his metamorphosis into the Leviathan.

"What is this?" The Fish King bellows as you prepare to strike him down. He spasms as raw power courses through him, and you see his jaw clench in pain. "You are just a speck of sand in front of a tidal wave. You are nothing, scaleless. I will—" Whatever he was about to say is cut off with another jerk of pain. The squall is deafening as elemental wind swirls about you, quickly filling and reshaping the very reality of the room. Perhaps you can counter this chaos with some elemental power of your own.

## Special Rules

The Fish King occupies all three ice spikes. He cannot perform any move abilities and is immune to forced movement.

There is no line-of-sight between map tiles, and no figure can teleport or find a focus between them.

### Boss Special 1

The Fish King performs:

**◆+0**  
**★-1, ◇ all adjacent enemies, ◆ 2**  
 Then it summons one Piranha Pig. It is normal for two characters or elite for three or four characters.

### Boss Special 2

The Fish King focuses on the farthest attackable enemy and performs:

**◆+0**  
**★+0, ◇ 5, ◆ 4, ◇**  
 Then it kills the closest Piranha Pig, and all enemies adjacent to the hex the Piranha Pig occupied suffer trap damage.

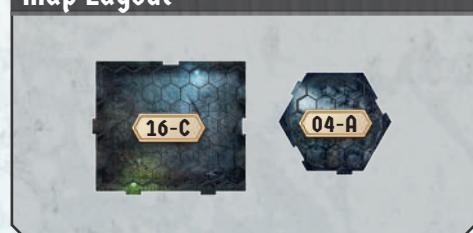
## Section Links

The first time the Fish King is reduced to at most three-quarters of its maximum hit point value (rounded up), read **131.2.**

The first time the Fish King is reduced to at most half of its maximum hit point value (rounded up), read **102.2.**

The first time the Fish King is reduced to at most one-quarter of its maximum hit point value (rounded up), read **165.2.**

## Map Layout



## Scenario Key

Fish King	
Frost Demon	
Night Demon	
Piranha Pig	
Wind Demon	

## Loot

	x4
	x2
	x2
	x2
	x2
	x1



Design: Julie Ahern; Writing: Shannon Campbell

**Scenario Goals**

Unknown at this time.

**Introduction**

You wait for the wet directions to dry out so they're legible. When they are finally intelligible, you are not surprised to discover they lead you to the northern seaside. It's not too distant a trek, but you must make a harrowing descent once you arrive. Rappelling down the basalt cliffs, you land before your destination: a stone edifice carved out of the rock, its jagged entrance tide-bitten and spangled with salt and seagull excrement.

You wind between maze-like, pockmarked limestone columns. It makes you feel absurd, all this sideways scuttling. The tide is currently low, and you wonder if that should concern you. Suddenly, the columns end, and beyond them lies a yawning cavernous space. With a torch, you examine your surroundings. An ancient, once glorious, stone hall.

And, sure enough, some crabby companions. Red-eyed and ten-limbed, the Lurkers rear up and emit a sound like a hiss, if shells could hiss. They're furious. Apparently, they're staking out this damp domain for themselves. You'd let them have it, as it smells like fish guts in here, but now you're intrigued about what they might be after.

Beyond the Lurkers, you see two driftwood doors. The instructions from the trench-coated "man" clearly exhort you to take the door on the right.

"DO NOT," it says, "UNDER ANY CIRCUMSTANCES, GO LEFT."

**Section Links**

When door 1 is opened, read **19.1**.  
When door 2 is opened, read **59.2**.

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

x6
x3
x3
x4
x2
x2
3
3
1
and Trap 3
1
3
7
2
3
1

**Scenario Goals**

The scenario is complete when the sled enters any ①. At the end of that round, read **164.4.**

**Introduction**

When you are ready to go searching for the Relic, you seek out directions. All of the townspeople turn and point toward the hills outside of town and speak again in unison, “Through the hills is a cave within the ice. You will find it marked by moonlight. Free the Relic. Retrieve the Relic.”

You bundle up and head out into the hills, the moon shining full, creating shadows stretching across the landscape. As promised by the townsfolk, the moonlight shines upon the entrance to the cave, a crystalline opening sparkling in the hillside.

Your footsteps echo throughout the cave as you investigate and, eventually, you find a large metal cube covered in gears and cogs, buried in the ice and snow. You marvel at the gears clicking and turning as you start to chip away the ice, revealing a large metallic box with gears and sliding compartments whirring as you begin to free it.

The cube is incredibly difficult to move, so you pull in your sled from outside and, with great effort, lift the cube onto that. It settles with a loud crash that echoes through the cavern, awakening other creatures deep in the cave. The skittering grows closer, and the somber echo of “Aaaaaahhhhhh” gives you a feeling of dread.

The voices move closer, and you can now see what is making them: small creatures covered in ice and specters that scream in torment. They are not happy you are here, disturbing their sleep.

**Special Rules**

Any character adjacent to sled ⑬ can forego a top or bottom action (discarding the card instead) to move the sled in any direction along a straight line of hexes until its path is blocked by a figure, obstacle, or wall. If the path is blocked by a figure, that figure suffers damage equal to the number of hexes the sled moved. The sled destroys any traps in hexes it enters.

Door ① is locked and will unlock and open when any character occupies pressure plate ⑭.

**Section Links**

When door ① is opened, read **76.1.**

**Map Layout****Loot**

- ⌚ x8
- 🍎 x3
- ☛ x5
- 🛡 x2
- ⛏ x2

**Scenario Key**

Frozen Corpse	
Ice Wraith	
Polar Bear	
Snow Imp	
Cave Door	1
Cave Corridor	3
Large Cave Corridor	1
Pressure Plate	1
Trap	2
Ice	3
Barricade	1
Ice Pillar	4
Metal Cabinet	1
Stalagmites	6
Ice Block	2
Treasure	1





## Scenario Goals

The scenario is complete when the Relic is dead. At the end of that round, read **86.3.**

## Introduction

You agree to tracking down the cube, a task that appears to be rather simple, given the unique tracks it left in the snow as it crashed through the wall of the town. “The Relic! Retrieve the Relic!” The townspeople are now frantic, crying and wailing in horrific unison.

You head out of town and follow the trail, fully convinced this isn’t normal. The Relic made no effort to hide its movement, and you track it to another cave. While scouting, you quickly realize it has summoned other robot helpers, who are poking and turning the cogs

and gears on the outside of the Relic, a soft glow starting to emanate from within it.

The helper robots crawl over the cube, running tubes to recharging stations placed in the corner of the cave. The small robots now take notice of you and emit a high-pitched whine. In turn, the hum from the cube grows louder, and the movement of its gears accelerates. It is growing in power, and its helpers have clearly grown hostile. Given that, and its eerie effect on the townsfolk, you decide to put an end to this Relic once and for all.

## Special Rules

Each metal cabinet **a** to **d** has  $(2+L) \times C/2$  hit points (rounded up).

They are enemies to you and allies to all monsters. The Relic receives the following bonuses until the corresponding metal cabinets are destroyed:

**a**: Add ♦ to all attacks targeting the primary focus.

**b**: Gain ♠  $1+(L/2)$  (rounded up).

**c**: Change Special 1 to the following: The Relic focuses on the farthest

attackable enemy and performs:

♣+2, ♡

✿+0, ♪ focus (if adjacent) and all enemies in or adjacent to hexes entered during the movement.

**d**: Change Special 2 to the following: The Relic summons two Ruined Machines. These are normal for two characters, one is elite for three characters, or both are elite for four characters.

## Map Layout



## Scenario Key

<b>Relic</b>	
<b>Robotic Boltshooter</b>	
<b>Ruined Machine</b>	
<b>Steel Automaton</b>	
Large Metal Corridor	2
Trap	2
Rubble	2

## Loot

<b>Relic</b>	x8
<b>Robotic Boltshooter</b>	x2
<b>Ruined Machine</b>	x3
<b>Steel Automaton</b>	x2
Large Metal Corridor	2
Trap	2
Barricade	1
Debris	5
Metal Cabinet	4
Treasure	2





## Scenario Goals

The scenario is complete when the goal treasure tile is looted. At the end of that round, read **114.1**.

## Introduction

While resting at your campfire, you take out the ancient tome that led you here. The book is bound in a stiff fabric that gives off a soft glow, shifting in color. You deciphered its contents well enough to deduce its place of origin, and, from what you have gathered, the book was written by a Quatryl researcher—a log of their work and life. It ends abruptly, but hints at several devices and techniques to better protect against the unnatural weather conditions that occurred at the time. With the prospect of uncovering ancient technology on your mind, you break camp.

As you arrive at the location within the crystal field, where the research laboratory once must have stood, you see only broken, snow-covered walls. Exploring the ruins, it seems as if there is nothing left to be found here. That is, until one of your steps produces a hollow sound. You brush away the snow to discover a hatch into an underground structure. You open it and descend, valves and gears litter the walls.

By the time your feet find solid ground, your eyes have adjusted to the dim light of the ancient Quatryl lamps. But you don't need your eyes to detect something else down here. Something almost imperceptible until you realize what it is: Aesther telepathic communication. Maybe it is due to your experience communicating with Aesthers, or maybe it is due to those communicating not taking precautions, but when you concentrate, you're able to pick up snippets of the conversation. Things like, "Hurry", "Others may know of this place", and "Will meet death." You surmise that they are a group still under the influence of the Corruption, and whatever they are looking for, you need to find it first.

Unfortunately, they are not the only threats down here. Ancient machines, awoken in the tumult, now stir and advance toward you.

## Special Rules

All Aesther Ashblades and Aesther Scouts are allies to each other and enemies to all other figures. However, they cannot be focused on or targeted in any way by other monster types. Use the **D** attack modifier deck for the Aesther Ashblades and Aesther Scouts, though they are still considered enemies to you. If any Aesther Ashblade or Aesther Scout ever enters the hex with the goal treasure tile, the scenario is lost.

At the start of the sixth, ninth, and twelfth rounds, spawn one Aesther Scout at any empty starting hex. It is normal for two characters, elite in the ninth round for three characters, or elite for four characters.

All doors **1** and **2** are locked and are treated as objectives with  $(L+1) \times 2$  hit points. They are enemies to you and all Aesther Ashblades and Aesther Scouts and allies to all other monster types, with an initiative of 20 for the purpose of focusing. When a door would be destroyed, it opens instead.

## Section Links

When door **1** is opened, read **174.3**. The first time either door **2** is opened, read **133.2**.

—Continued on next page.

## Map Layout



## Scenario Key

Aesther Ashblade	
Aesther Scout	
Ancient Artillery	
Flaming Bladespinner	
Ruined Machine	
Steel Automaton	
Metal Door	(3)
Large Metal Corridor	(2)
Pressure Plate	(2)
Trap	(6)
Rubble	(6)
Debris	(4)
Large Debris	(4)
Barricade	(1)
Barricade	(5)
Treasure	(2)

## Loot

	x9
	x2
	x5
	x2
	x1
	x1

## 81 cont. • Ruinous Research Lab



82 · p8

## ■ Expedition North



Imperial Mountains

Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits



– Continued on next page.