

## 82.1 • Haunted Vault (17)

### Conclusion

It is no small feat to face down a room full of wraiths and live to tell about it, and yet here you stand, victorious. With the spirits gone, you turn your attention to the next-most pressing matter: treasure.

You pry open the chest without any trouble, and inside you find a stockpile of treasure from an age long past—gold coins and rare baubles made from silver and brass. You raise your torch and survey the mound in glittering warm light, but as you do, you notice that just behind the dais on which the chest sits stands another door. Much like the others, it's covered in a complex iron mechanism; however, unlike the other doors, this one has been decorated with an intricately carved relief.

### Rewards

Gain 2 ✓ each.

New Scenario:

**Depths of Delirium** (27)

## 82.2 • Life and Death (61)

As your strength wanes, the strength of your companion only seems to increase, as if she is unaffected by whatever malaise grips you. As if she feeds off of it. With every swing of her massive axe, she grows stronger.

### Special Rules

From now on, all monsters add +1 ⚔ to all their attacks targeting characters or character summons, and Moonshard increases her attack value to L+3. All characters and character summons still gain disadvantage on all their attacks.

### Section Links

When door 3 is opened, read 97.3.



## 82.3 • Deadly Pastimes (85)

### Special Rules

If you are occupying tile 2-L and tile 2-J is unrevealed, read 194.1 instead.

You ram the wall with your shoulder, and it easily gives way into another room beyond. You see an exit ahead of you and a pool of water to your right that could hold something.



## 82.4 • The Lurker Problem (78)

### Scenario Goal

The scenario is complete when all revealed monsters are dead. At the end of that round, read 187.2.

### Special Rules

At the start of each round until the elite Lurker Soldier is dead, spawn one Lightning Eel at b. They are normal for two characters, elite each second spawning for three characters, or elite for four characters.

Confident you're on the right track with the acquisition of the fishhook, you exit the alcove into the final cavern, a desolate space filled with ankle-deep water. As per usual, you're faced with a cast of Lurkers. They draw back at the sight of the weapon, then clatter forward, even more furious than before. With no instructions to dictate you this time, other than a simple, "Stab Lurkers with hook." You fan out to meet them.



You enter a massive courtyard and immediately notice a fantastically large statue at its center. The impressiveness of the monument's scale is matched only by its intricate, dismayed form: A gigantic, muscular figure of an Algox carved in ice stands triumphantly atop a stone pile of bodies rendered in obvious agony. Even through your shock at this artistic composition, you can't help but notice the Algox guards patrolling the area. They've certainly noticed you.

### Special Rules

Door ② is locked.

All attacks performed by a figure occupying either tile 1-A or 1-G targeting a figure occupying tile 10-D gain advantage. Conversely, attacks from tile 10-D to either tile 1-A or 1-G gain disadvantage.

Altars ① and ② cannot be damaged at this time.

### Section Links

When a character ends their turn adjacent to ice pillar ③, read 36.1.

You also spot two ridges overlooking this grim scene. You reason that either would make a great place to relocate and attack from but, of course, that's where Algox

archers are already stationed. Terrific.

Just then, you hear a shout come from the base of the statue.



Seeing no other opportunity for advancement, you close your eyes and step into the red beam. For a moment, you feel weightless, and then gently your weight returns as your feet settle into a new

floor. It was almost a pleasant experience, but then you open your eyes. You have definitely arrived somewhere new, and this place is also swarming with demons and machines.

### Special Rules

Place any figure occupying a corridor on tile 15-D in any empty corridor hex on tile 8-A. From now on, whenever any figure enters a corridor hex on tile 15-D, after applying a numbered effect, place them in any empty corridor hex on tile 8-A (if able), and apply a numbered effect for it, as well. No figure can travel from tile 8-A to tile 15-D, and there is no line-of-sight or focus between rooms. Character summons on tile 15-D focus on the nearest empty corridor hex.

### Section Links

When all revealed enemies are dead and any character occupies a corridor on tile 8-A, after applying any numbered effect, read 74.2.



## 84.1 • To Bury the Dead (95)

The old hack-and-slash may be your bread and butter, but it's a bit slow-going lugging around this coffin. Still, you press farther into the night, at least until a particular chill gives you pause. At first, you think it's your imagination, this sudden rush of wind and swirling shadows, but there hovers the ghost of Camilla, bent in agony and now fully formed before you.

"I will not go! I will not go! I will not go!" There is a pain in her voice that sends shivers down your spine. "Those worms!

Bring me back!" You may not be privy to the exact details, but she obviously won't be going without a fight.



## 84.2 • Corrupted Camp (39)

### Conclusion

To survive through the war—to make it through the battle of the ice spire and then hike all the way here—is a gauntlet in itself. But then to be attacked by possessed members of your own tribe? Surely that is enough to break anyone's spirit. And yet, the Icespeakers are resilient.

Those who survived begin repairs, albeit slowly. Their expressions are glazed over. Many of them are bloodied. Almost all of the shelters were flattened during the fight; rebuilding them before nightfall will be a daunting task. You lend a hand wherever you can, but your attention is pulled away when an elderly Icespeaker approaches.

Her fur is zigzagged by gray scars and her left eye is pinched permanently shut, the skin around it waxy and pink. But the

elder still walks with a swagger that you only see in hard veterans, those with many years of combat under their belt.

"The Snowspeakers' champions," she says, introducing herself as Putargal. Her voice is strong despite her age. "When I saw you on the ridge, I thought perhaps you were coming to help finish us off."

Some of the gathered Icespeakers grumble at this, but the elder continues.

"I remember you from the spire: how hard you fought to break our line." Her mouth cinches up at the memory. "And yet, your actions today speak differently." Her expression changes, hardens in a different way, and you feel somehow unmasked. After a long moment she nods. "But war changes us, doesn't it? And long nights

### Special Rules

Open both doors ①.

Spawn one elite Living Spirit adjacent to sarcophagus ② at an empty hex closest to a starting hex. This is the Reluctant Ghost. It has  $(H \times C)/2$  hit points (rounded up) and a base move value of 2. It focuses on moving toward and occupying the closest starting hex, then finds a focus as normal and performs any other abilities as if it had no movement. If the Reluctant Ghost enters any starting hex, the scenario is lost.

Sarcophagus ③ cannot be relocated to door ② until the Reluctant Ghost is dead.

give us time to think. So then, let us see how much it has changed you."

Putargal steps to the side and gestures to the dark edge of the Radiant Forest.

"Several of the possessed have escaped into the forest, and we cannot simply wait here for them to regroup. Aid us in rooting out this scourge. Go into the woods, find the source of their sickness, and remove it. Then, perhaps, we can reconsider our friendship."

### Rewards

**Lose 1 inspiration. Gain 2 additional loot cards each.**

New Scenario: Carrion Ridge (47)

## 85.1 • Old Coin

You feel the thrill as you pick up a gold coin with a hole clear through the middle, identical to the ones you've been searching for. Unfortunately, closer inspection reveals this gold coin wasn't minted with the hole: it's the victim of an arrow-puncture—you'll need to keep searching for the ancient coins Dinah from the tavern is looking for.

### Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

## 85.2 • Living Glacier (45)

Fish-men make terrible sounds when they die. They gurgle and flop onto the ground like choked geese, and their bodies leak water and blood in equal parts. You cleave a path through the amphibious beings, cutting them and their allies down, marching over the beach until eventually you arrive at the foot of a wall.

The Living Glacier, like any other valuable thing, is well-defended. Someone surrounded it with a tall labyrinth of crooked ice, which you'll have to navigate in order to claim your prize. You hear more of the fish-men barking from inside, waiting for you to enter and take a wrong turn.

### Special Rules

The ice pillar has  $2 \times Cx(L+2)$  hit points. It is an enemy to you and an ally to all monsters. When the ice pillar is destroyed, the ancient ice is retrieved.

### Section Links

When the ancient ice is retrieved, read 39.2.

## 85.3 • Relic (79)



## 85.4 • Dead Pass (46)

### Conclusion

They batter you, these undead things. They throw fists and wings and blackened bodies, unbidden by their own need for survival as they try to break you and corrupt the New Snow. But they are too slow. The white powder accumulates on the ground, and before any of the infernal creatures can touch it, you sweep it into a jar and sprint back the way you came.

The hike back is hard. The trail is no easier for having defeated so many of the creatures, but the snow gives you some solace. It's tucked safely inside your pack,

carrying with it the possibility of peace. In fact, you even begin to feel a swell of courage, and without knowing why, you've begun to smile.

"It sings to you," the Snowspeaker says. She's grinning at something in your expression. You try to play it off as a passing thought, wiping the smile off your face, but you can still feel the steady energy coming from the snow, and you know Gurndel is right. She doesn't seem to mind your aloofness. "Soon it will sing to all of us," she says, "and then our children will live without fear."

Your remaining task is clear. You must take the New Snow along with the shard of Ancient Ice back to the sacred clearing. There you can combine them and hear this song that the Algox elder speaks of.

### Rewards

Gain 1 morale. Gain 10 ⚙ each.

If Living Glacier (45) is complete:

New Scenario:  
**Fleeting Permanence (52)**

## 86.1 • Protect the Pass

The Crater is as lively as you've seen it all season. You signal for a drink as you push through the customers and make your way to a table at the back, where the Quatryl tinkerer Pinter Droman fiddles with a small spherical gadget, deep in thought. You sit down, interrupting his trance.

"OH! Hello again, thank you for coming! VERY exciting news to share!" The boisterous Quatryl tears his focus from the trinket. "We are on the next phase of our little shortcut through the mountains. A big portion of the path needs to pass under a dangerous overhanging cliff. The work crew is already installing pylons to support the cliff and hold back the rock wall, but..." he hesitates. "It seems our path inadvertently cuts too close to Algox territory, and they're not taking kindly to our construction project."

He raises his hand, cutting off the expected suggestion. "Diplomacy isn't an option, I'm afraid," the tinkerer sighs, "The Algox who are attacking belong to a group of bandits—the Horns of Ruin, they call themselves—and they are exclusively interested in destroying and looting our hard work."

"There's a big attack coming, and the project is in a very vulnerable state. I need you to go protect the pylons we've installed. If you can stop them, it might buy us enough time to get the whole structure pieced together. Once that happens, it will be nearly impossible to destroy!"

### Rewards

New Scenario: **Pylon Problems** (115)

## 86.3 • Relic Renewed (80)

### Conclusion

The Relic shatters into uncountable cogs and gears, which go bouncing off through the cave, and the helper robots all scatter.

You return to the outpost and are greeted by Mayor Satha, dressed in a haphazard assortment of warm clothing and rubbing her temples. "I'm not sure what happened, but I have a feeling it was you that ended it. Thanks for removing the voice of that cube from the back of my skull."

You confirm the Relic is destroyed and she gives you a quick, pained smile then punches you in the arm. "Okay, one more crisis averted," she mumbles as she turns to walk back to her longhouse. "I'm going back to bed."

### Rewards

**Gain 2 collective ♡, 2 collective ✕, and 2 collective ⚔. Gain 2 morale.**

## 86.4 • Top of the Spire (34)

### Conclusion

The great beam of energy flickers. It flashes yellow—blue—orange—and then goes out.

The demon lies beneath you. Its tendrils are clenched tight, knotted in pain, but still its eyes watch. Even now the creature burns with scorn. It shakes. A noise breaks from it like glass and metal rubbing together—a howl, a curse on you and this world and the power it nearly grasped.

Then the demon cracks. Its body, too brittle and ancient to dissolve into liquid, breaks apart and slowly disintegrates into the air, a cloud of sooty, prismatic smoke drifting out into the tundra.

The energy beam sputters and sinks down, and finally, the spire is quiet. Curiously, in this new calm, you notice a pink piece of material—coral perhaps—lying in the remains of the demon at about the point where the beam met its chest. You feel a strong connection to it and take it with you as you leave.

## 86.2 • Explosive Descent (50)

### Conclusion

You'll give the Lurkers credit: they've fought as hard as anyone could hope, but there was nothing that could have stopped this.

You wait until it is inevitable—until there is nothing the Lurkers can do to stop the device from reaching its target, and then you turn and slam open the throttle. Your bathysphere shakes violently, and the engine screams as you count to five and then press the detonator. Soon after, the shockwave hits.

It is a bizarre feeling, having your brain so overwhelmed with the desire to find the shards that you almost pass out. But you hold on to your consciousness and then turn around to collect what you came for.

Navigating back to the Lurker settlement, you pass the Lurkers that were chasing you, now blasted into unconsciousness. The seafloor at the epicenter swept with debris: coral structures knocked clean over; great boulders cracked and strewn about like pebbles, and you can feel the shard pulling you toward it. Underneath this carnage lies your quarry.

### Rewards

**Lose 2 inspiration. Gain 4 collective ♡ and 4 collective ✕.**

New Scenario:  
**Among the Wreckage** (54)

### Rewards

**Gain "Coral Shard" campaign sticker.**

It's impossible to know what cataclysm you prevented today, and you doubt anyone will believe the story when you tell it, but you know that the north, this windblown, spine-backed wilderness—is safer now.

## 87.1 • And Then, a Stream (130)

You are just starting to think you might survive this encounter when more monsters appear from the shadows. You'll need to quickly gather up what you still can and make a break for it.

### Special Rules

Spawn a total of C normal Lightning Eels as evenly as possible at any **b** and **c**. Then spawn C/2 normal Frozen Corpses (rounded up) at any **a** and C/2 normal Shrike Fiends (rounded down) at **e**.

## 87.3 • A Grand View (94)



## 87.4 • Puzzle Solution

Crain finally has his very own workshop. It was built entirely to his specifications: an L-shaped cabin with a high-peaked roof and courtyard paved with perfectly joined flagstones. The outside is coated in a thick layer of flame retardant of the scholar's creation. It's truly impressive, and you head inside to compliment the architect. Crain is just where you expected him: already at work, preparing the scaffolding for his next invention.

"Hero," he calls, hearing your boots clomp over the wooden floor. "Come look at the fruit of our labor."

The fruit is a wood and steel workstation suspended inside of several metal rings, set up to form a skeletal orb. Just behind it sits an energy container, glowing darkly with its shifting inky light. You complement the structure but wonder aloud if a standard workbench wouldn't be

## 87.2 • Belara's Keep (135)

Working together in both planes, you manage to work out how to open the first set of doors, but you see another set blocking your path ahead, along with many more monsters.

### Special Rules

Open both doors **1**. Hexes **d** and **e** are also convergence points.

Both doors **2** are locked.



### Section Links

The first time both pressure plates **f** are occupied by characters, read **195.1**.



more practical than one suspended inside an orb.

"If everything goes well," he begins ominously, "We definitely won't be blowing up half the outpost." You look at him with alarm.

"The device I'll be constructing contains an incredibly powerful core that has the power to incinerate everything in a half-mile radius. Once the core is in place, it won't be dangerous at all. But while it's being built, I'll have to hand-charge it with dark energy. If I do it incorrectly, the polarity will reverse, which will trigger a very rapid expansion."

You wonder aloud whether Mayor Satha is aware of the risk.

"Sure," he says, "in a general sense. The point is, I'll need to ensure everything is

as stable as possible. The gyroscope will help to a certain degree, but if Frosthaven comes under attack while I'm performing the charge." Crain turns and makes a bursting sound with his mouth, flowering his hands. "Not good."

You offer that Frosthaven is fairly safe these days. After all, you resolved the situations with both the Unfettered and the Algox.

"Yes, but those crabs—the Lurkers, right? Weren't they all in a frenzy over building some crown? I can't risk anything. Try to fix that fracture, and then I'll attempt the construction."

### Rewards

Turn to the next page in the puzzle book.

## Conclusion

Metal scrapes against metal. Broken glass cracks against the steel walkway. The Orphan lies ruined beneath you, its frail body opened wide. It does not breathe, though the light behind its face swells and dims in an ever-weakening pulse.

In its retreat the Orphan drew you into a new chamber behind the central room, and now that the fight is over, the sheer strangeness of it dawns on you. Blinking lights, wire, and pipes line every wall—a small forest of geometric towers loom around you. It is nothing less than a marvel. A wonder, no doubt, but for what purpose you cannot fathom.

"You will never," the Orphan cracks. Its voice is little more than a drowned whisper. "You will never rule us again. The Unfettered... I take them from you. Forever ruined." With this, the Orphan opens a panel near its broken body and enters a short code onto some sort of panel. Immediately, the thousands of lights on the towers around the chamber

begin to extinguish themselves, a shroud of darkness falling over the room as you witness the Unfettered's extinction by proxy.

Finally the only light in the room is the fading blue glow of the Orphan's mask, hanging on just long enough to make one last proclamation: "We die, but we do not..." yield."

You're not certain how long you stand there. Time seems of little importance now. The Orphan's final curse hangs in the air, taunting you for your choices. But what else could have been done? You ask yourself this question but get only silence in return.

Your exit from the Unfettered complex takes longer than you'd like. The halls are dark now. The machines that marched through them for so long now sit empty, waiting for the dust to cover them in a shroud. You step carefully, saying nothing.

When you reach the final door you give a moment of pause. You will seal the

Unfettered in here. The Orphan and all its great works will stay silent within. The immense stone doors will mark this place for what it is, a grave. The Unfettered will sleep, now and forever. Or, at least, you hope they will.

## Rewards

**Gain 1 morale.**

**Gain "Key Card" [24].**

**Gain 3 collective ♡,**

**3 collective ✖, and 3 collective**

**✖. Unlock ♣ class box. Gain**

**"Unfettered Deactivated" campaign sticker. Remove all ✖ events from all outpost event decks.**

**Add events WO-64 and WO-65 to the winter outpost deck.**

**Add one +50 card to the town guard deck.**

Locked Out Scenario:

**Automaton Uprising [59]**

## 88.2 • Time for an Answer

"Hello playthings. Welcome back. I've redecorated." The demon prince is sitting casually on a throne made of ash. Glowing sigils dot the walls of Tarro's former cabin, and a chandelier made of pure flame swings gently across the ceiling. "I thought this could make a nice base of operations for my attack on your little city. Or have you discovered Tarro's killer?"

## Section Links

If you tell the demon prince Allya did it, read **188.4** now.

If you tell the demon prince Barno did it, read **63.2** now.

If you tell the demon prince Cecil did it, read **180.2** now.

If you admit you're not sure who did it, read **111.1** now.

## 88.3 • Upper Spire (24)

## Conclusion

The final demon dies like ice thrown into a weak fire. It sizzles and pops, and then melts away, its body dissolving into a wet, oily stain on the ground. When it's gone, you are left standing in the smallest chamber yet, filled with lifeless machines and the ever-present pillar of light.

There is a way forward at least: a set of iron stairs lead up to what must be the top of this spire. But you take a few moments to rest before continuing on. All this demon fighting and teleporting is exhausting work, and you're looking forward to a nice drink on solid ground. But the spire has other plans.

In the midst of your reprieve, the red beam suddenly brightens and courses upward faster than before. It moves so fast, in fact, that it shakes the floor and lets loose splinters of stray energy. As this happens, the humming noise that you'd grown so used to rises as well, becoming a thunderous roar. You back away from the

beam, guarding your eyes. A voice calls from above.

"Silly things," it says, deriding you with an erratic, fluctuating tone. "Silly mortal things. Reveling in tiny victories, small delays, as though I haven't got time. I will see you soon, little puppets."

The beam settles down for a moment but then rises once again, swelling to such a wild intensity that the entire spire begins to shake. Whatever is up there is anything but frightened of you, but you remember the first demon's warning. You don't know how long you have, but if the thing at the top of the spire finishes its task, Frosthaven could be doomed. You had better prepare for a real fight.

## Rewards

**Gain one random item blueprint.**

New Scenario:

**Top of the Spire [34] ↗**

You finally get a glimpse of the elemental array – a mechanical construct is encased in solid ice. Next to it, a wraith-like creature feeds off its energy. When it becomes aware of your presence and

### Special Rules

Open the other door ②.

The elemental anchor ① has  $2 \times Cx(L+1)$  hit points. It is an ally to you and an enemy to all monsters. Any character may lose one card from their hand or two from their discard pile to negate

your intentions of clearing the area of its influence, it begins draining the ancient device with even more fervor. If you do not deal with it quickly, it will destroy the thing you came for.

one source of damage to the elemental anchor. If the elemental anchor is destroyed, the scenario is lost.

The Ice Wraith is the Rimeheart. It has  $3 + Hx(C/2)$  hit points (rounded down) and is immune to and .



You are wandering the streets, convinced the day will be a quiet one, when it's suddenly decidedly not: a crack rends the air, violent neon energy briefly blinding you. Once it fades, you see a familiar Aesther, the Boneshaper, in front of you. Their expression is arch, their arms unfolding out of an interdimensional travel pose.

"I do realize I bid you goodbye mere moments ago," they say. You open your mouth to refute this, since you haven't

seen the Boneshaper in several weeks, but they continue somewhat breathlessly, "Yet you recall how I am seeking energy from new planes, in order to retain my power? Well, it seems my journey has already concluded! I felt something near Frosthaven pulling me back. It is the same sensation as when a piece of chaos gets stuck in your eye, do you know it?"

When you shake your head, the Boneshaper waves a hand dismissively. "Nevermind. The salient point is this:

You walk through the crowded library past a sea of patrons from all walks of life perusing the bookshelves. Eddica the librarian has done an incredible job of educating the populace of Frosthaven. You have a suspicion there are still plenty of patrons here for a chance to see the pretty Valrath rather than a love of learning, but you can't argue with the results. She catches your eye and you follow her into the cramped back-office.

The room feels even more claustrophobic than last time. The books have spilled out off the shelves and across the floor, and the candle-wax burned down in various sconces suggests Eddica has been taking her latest research seriously. She's about to speak when she holds up a finger, making a final check against a scroll.

"Right, okay. Thank you for coming. I think it's about *time* I shared my research on the final tome." She pauses, barely able to contain herself. After a moment she looks frustrated. "Oh, come on! Time? It's about time? The Tome of Time. It's a pun!" She grumbles, stamping her foot. "Nevermind."

Eddica shares a crude map of where the tome is located, and you promise to seek it out next time you're in the area.

### Rewards

Add event WR-47 to the winter road deck and event SR-49 to the summer road deck.

somewhere nearby emanates a strange energy. And it tastes deliciously necromantic." They grin wolfishly. "How would you like to join me on a little jaunt?" They grab your wrist, but at your dubious expression, heave a sigh. "Very well. We'll travel the tedious way: on foot."

### Rewards

New Scenario:  
**Lurker Necromancy**

## Conclusion

"Excellent!" The Fish King gurgles with pleasure. "Together we shall secure this final piece of the scale and once again bring balance to the oceans. Get the location from your unconscious friend there and then deliver it to me. I will be watching."

The Fish King submerges out of sight, and you return to Lihrey, rowing the boat as quickly as you can back to Frosthaven. Luckily, you get him to a healer in time, but he's in quite terrible shape. He'll need to spend some time convalescing before he can help in retrieving the final piece of the scale.

## Special Rules

The scenario is complete.

## Rewards

**Gain 3 collective ♡. Gain "Friend of the Fish King" campaign sticker.**

## Section Links

Add **146.1** to the calendar in five weeks.

## Conclusion

The ritual and the battle, you find, are one and the same. Following the elder's instructions, you dispatch the demons with speed and then arrange the dead into a wide, sprawling glyph. As soon as it's complete, the expanse around you begins to change. The wind, which had been blowing since you first entered, slows to a breeze and a soft ringing rises on the air.

The Algox elders step toward the edge of the glyph. They offer up their relics: the shard of Ancient Ice and the New Snow both rising up from their hands and drifting into the center of the circle. There, the two objects orbit each other, spinning faster and faster as the ringing rises into a piercing scream. A flash of light erupts from the center of the circle, and everything stops.

And there it is, hovering—the Unyielding Shard. It's as pure a thing as you've ever seen: a piece of ice, smooth on top and sharp on the bottom like an inverted teardrop, and suspended inside it are a number of glowing golden shapes—glyphs—linked together into a long scrawling chain. These are the true words of Geryuu meant to banish the corruption that darkens the hearts of the warring Algox.

The emissaries approach the shard with reverence and take hold of it together. Their bodies lighten as if years are being lifted away. Gurndel gasps. Barduu the Icespeaker, overtaken by the force, holds out the shard as if she's never seen ice before.

"If these are the words of the creator, what have we been listening to all this time?" She laments. "We must show this to our people. There is no other path."

The elders pray, holding the shard between them and then, after a long while, they depart the circle and look to you.

"We will return to Snowcorn," Gurndel says. "The shard has given us the power to end the war. We must embed it into the Heart of Ice to remove the darkness that engulfs our people and return them to the light of Geryuu. But they will not welcome us."

## Rewards

**Gain 1 morale and 1 inspiration.**

New Scenario: **Change of Heart** 55

Bullets ricochet off the walls. You do your best to avoid them while trying to disarm the security system, but being on an elevator isn't making it any easier. The platform continues to descend as you fight, and now a shower of pebbles and dirt has begun to fall from overhead. The rain of debris seems relegated to only one section of the lift, but you don't know for how long.

## Special Rules

Pebbles rain down at each **a**. This has no effect yet.

## Section Links

At the start of the fourth round, read **27.2**.

The beast's power is waning. You can see it plainly. The aura of shadow around it here in the physical realm is lessened by the destruction of the altars. You can almost make out its true shape, which is equal parts encouraging and terrifying. You push into the final chamber and prepare to destroy this last altar.

## Special Rules

The altar on tile 4-A cannot be reduced below 1 hit point until all characters occupy tile 4-A.

## Section Links

When the new altar is destroyed, read **69.3**.

Return to **66.3** to reference its Section Links, if necessary.



## 91.1 • The Lurker Problem (78)

The boulder-concealed entrance leads to a high-ceilinged alcove, a space dominated by the largest Lurker you've ever seen. Fortunately, this one appears to be a basalt statue, carved straight out of the cave minerals. You ponder on the difficulty of its conception and the origins of this place. More immediately relevant than art history, however, is what the statue holds in its claws: a weapon, delicately wrought, yet strong and heavy. The twist of metal appears to be a giant fishhook, covered in an anti-rust coating.

### Section Links

When door ⑥ is opened, read **82.4**.



## 91.3 • Corrupted Camp (39)

### Special Rules

Reduce the Algox Scout's current hit point value to  $(L+X)\times 2$  (if able), where X is the number of damage tokens on door ④.



## 91.2 • Crystal Fields (18)

Something moves. A shape darts between the spikes. You spin and try to track it, but the shape is fast and hard to make out: a mound of snow shifting some thirty feet away. It turns and speeds directly toward you. There is no time to think; you act on instinct and jump out of the way a fraction of a second before two wicked blades shoot up and shred the air where you were just standing. The mound zips away through the conduits and turns back for another pass—but this time it's not alone.

Now there are four of them, and they're both heading your way.

### Special Rules

Spawn two Burrowing Blades at ①. These are normal for two or three characters, or elite for four characters.

### Section Links

When door ② is opened, read **54.1**.



## 91.4 • Job Posting

A knock at your longhouse reveals a guard you recognize from the battlements, hat in hand. You invite him in to get out of the cold night air.

"I'm not sure where else to turn. My wife is expecting. But the baby hasn't arrived yet, and... and I think I know why." The guard looks fragile without his armor. With a hitch in his voice he mumbles, "Do you believe in being cursed?"

A sigh heaves through his chest. "I was at my post in the guard tower last month and I looked out into the forest. There was a woman out there... I could barely make her out against the snow. Transparent, dressed all in white, looked almost like a ghostly Aesther, if you'd believe that." He grips his hat tightly, refusing to look at you.

"She didn't have a face, just pits where her eyes could've been, and this trickle of blood ran out of them." He shudders. "She floated right up, tapped my forehead, and was gone."

"I told the other guards, but they didn't believe me. But I can feel it. She cursed me. And my wife and my child are going to pay the price." He pulls out a satchel of gold coins. "I don't have much, but I'll give you all I have to lift this curse and save my family before it's too late."

### Rewards

New Scenario:  
**The Lady in White** **86**

## Conclusion

Slowly, the wind dies to a trickle. The great walls of blustering snow dissipate into nothingness. The Render seizes once, its great muscles trying to keep it alive, but they fail, and the creature falls backward, its terrible weight crashing deep into the snow.

Finally, the battle is over. You march to the highest point of the peak and look out at what you've won—at the Snowspeakers' new home. An island spreads far into the distance: a great curve of snow-topped pine, frosted hills, towering sea-battered cliffs, and the silhouettes of yet another mountain range many miles away. It is a northern bastion, an island that would certainly inspire tales of a paradise lost.

You turn to Denpang who, despite the great trials she has faced, looks as refreshed and energetic as ever. Her smile is wide, her cheeks rising so high that her eyes pinch tight.

"We made it. We finally made it."

## 92.2 • ★ Retires

"I feel I've reached my current potential." You are sitting with the Infuser at The Crater, discussing the future. "I still feel like there is room to grow, but I'm not learning anything new by just fighting the same old monsters over and over. I think I need to return to the library."

You nod and drink your ale. The Infuser's drink remains untouched. "There's just so much more knowledge out there, I know it. I'm glad I could be of some use for a while, but I've got to think about my own journey, and it is one of knowledge."

The Infuser stands and gives you an uncomfortable, slightly spiky hug. "Thanks for understanding. I'm sure I'll see you around!"

## Section Links

Add 92.2 to the calendar in six weeks

The new island is certainly rougher than the southern hills, but the Algox make quick work of settling in. Their snowy shelters go up that first night, and a day later, they discover a cave network and outfit it like the tunnels inside of Snowscorn mountain. The Algox separate to perform their individual roles. Scouts are sent out to survey the rest of the island, while hunters gather food, and Denpang, appointed as the new chieftain of the Snowspeakers, helps to organize and direct their efforts. On the final night of your stay, just as a new, gentle snow has begun to fall, the chief manages to break away from her work to join you by your fire.

"We have overcome much, my friends. But so have you." She reaches into her shawl and pulls out a small necklace of carved stone beads. "Take this. It is no great treasure but it is the greatest thing that I can give."

You take the necklace. It emits a pleasant coolness. "Our lives will not be easy. But at least now we have a home."

## 92.3 • The Lurker Problem (78)

Your quest-giver lies at your feet. This isn't typically how things go. You suppose you could leave, yet there must be something valuable here. Perhaps something the Lurkers were guarding, and which the Abaeli were after.

You find a passage which, given its difficulty to squeeze through, seems promising. Yet it deposits you in another cavern, this one glowing with hanging moss and already occupied. A scene of carnage: more Lurkers and Abaeli. The Abaeli are likely winning this one, deftly ducking claws to spear their enemies. Near where you stand one of them turns, shocked at your entrance. You have them flanked now.

Confused, some of the Abaeli reorient to attack you while the Lurkers regroup. Looks like it's your call how this plays out.

You watch Denpang's face in the fire light, and you see something new in her eyes. She is smiling, as she always is, but there is doubt hidden behind that grin, a worry that you recognize all too well. It is the doubt that all beings in the north share: the uncertainty that you'll make it through tomorrow.

For a long while, none of you speak. You simply stare into the fire, watching as thick flakes of snow fall onto the coals and sizzle.

## Rewards

**Gain 1 morale and 1 inspiration.**  
**Unlock ★ class box.** Gain "Friend of the Snowspeakers" campaign sticker.

**Add event WO-68 to the winter outpost deck.**

**Add one +50 card to the town guard deck.**

## Section Links

When door 5 is opened, read 133.5.



The cave gives way to open air, but the Imperials rise steep in all directions—no exit here. Just another set of stairs, snowdrifts, and... are those tracks nearby?

### Special Rules

Stairs **S** and **h** are linked.



### Conclusion

The sounds of battle surge as you sprint down the tunnel—bloody roars, flesh slamming against flesh, wooden staves cracking bone. The fight will be gruesome, you already know, but all you can do is run.

The Algox emissaries, though bloodied by the fight, keep pace with you, and you all manage to escape from the cave in one piece.

Only after putting a great distance between yourselves and the mountain do you stop to look back.

Gurndel speaks in a low, grave tone.

“Words alone will not end this,” she says. “We must show our people that we all have the same blood. And to do that, we seek the Oracle in the Whitefire

Wood, Mar’ogh. With it lies true wisdom. Without it, we will not see ourselves past this war. We must head for the woods and find the sacred clearing.”

Barduu agrees, though she does so reluctantly. The woods lie to the east, but the trek is a dangerous one. The elders are already worn from their escape; they can’t make the trip by themselves. Night is falling, and a deep howl echoes from the mountain. They look to you.

### Rewards

**Lose 1 morale.**

New Scenario: **The Way Forward** (38)

Locked Out Scenarios:  
**War of the Spire A** (29),  
**War of the Spire B** (30)

### Conclusion

The final switch slides shut with a thunk and the room becomes suddenly still. The breeze stops all at once and so too do the oozes. What few remained slink back to their crevices, leaving behind splashed puddles and their thin, acrid smell. For a moment nothing else moves but your heaving chest and the greenness, thrumming in the dark. Time now for the door.

Whoever made the thing certainly put a great deal of effort into the task. A large ring is affixed to the center of the door,

and this ring holds six smaller circular plates at even intervals. You reach out and touch one of the pieces and find it strangely cold compared to the warmth of the room. You press harder and a pained creaking echoes throughout the room, one of the plates giving an unwilling turn. You press harder still, and discover the entire ring spins as well. You spend a great deal of time doing this, turning the ring and the plates into different positions, but, beyond making a fair deal of noise, the door refuses to budge.

Select any six cards, in addition to your **S** and **W** cards, from the town guard deck to take with you in the rowboat. Use only the eight cards you selected in the following attack.

You pull up on the icy shore under cover of night and quickly make your way into the woods. The Vermiling extortionists have set up camp for the night and their confidence means no watch has been set—you pounce on them in a fury.



No buildings are damaged during this attack. Instead, for each target that is unsuccessfully defended, lose 1 soldier. If you fail two or more, wreck four buildings randomly by drawing from the building deck.

The deed is done. Most of the Vermiling scattered at the first signs of combat, fleeing back into whatever burrows they came from. The next morning the cleanup crew can’t locate the leader with the orange feathers among the fallen, but you rest assured they won’t consider Frosthaven such an easy target in the future.

### Rewards

**Gain 4 collective ♠.**

**Do not resolve an outpost event this week.**

You look closer and see a number of symbols etched in the wall along the circumference of the device. Starting from the top and going clockwise, you see a skull, a scarab, a triangle, a moon, a star, and an anchor. They must mean something, but, as much as it pains you to admit, without further context, you won’t be able to solve this mystery today.

### Rewards

**Gain 2 collective ♠.**

## Conclusion

By the time you reach the ship, the crew is already working at the ropes while the last of the enemies are thrown over the side. The mooring lines, however, are frozen over and, try as they might, the crew can't undo the knots. Another wave of fish-men is beginning to descend from the island and they'll soon be upon you. There is no time for this. You take control of the situation and shout for the lines to be cut. Blades come out and hack through the rope. The ship lurches violently out into the waves, and the fish-men howl at you in frustration.

Barduu secures the shard below deck while you supervise the crew. Out come the sails and the pilot turns the ship hard to the south, pointing the bow directly

into the waves. In a matter of minutes, the threat of pursuit vanishes.

A calm settles again and once things are secure, you head below deck to confer with the emissary. You find her much as you expected, sitting in her cabin with the shard in front of her, marveling at it.

"Already I can feel the strength that has been lost to us," Barduu says. There is a certain flare of optimism brightening her voice.

You consider the shard as well. It is a long, smooth sliver, bluish in color and shaped not unlike the end of a spear. In the rush of the fight and your harried escape, you didn't have much time to consider the thing, but now that you look at it,

you notice a gentle light emanating from within. It's a bit stronger than a candle, and it rises and falls in a steady rhythm. If you didn't know any better, you might think it was breathing.

Whatever the case, it's one half of your task done. All that's left now is to combine it with the New Snow and then, maybe, the Algox can live in peace.

## Rewards

**Gain 1 morale. Gain 1 ✓ each.**

**If Dead Pass (46) is complete:**

New Scenario:

**Fleeting Permanence (52)**

The passage you've chosen breaks loose and the debris falls in a slow avalanche. The monsters are furious. They lash your ships with heavy blows and scrape at the glass with claws and teeth.

You fight them off as best you can, trying to keep calm and conserve your air supply, but there are so many of them.

You peer through the gap you've just opened. It's tight. You have no idea if it will lead you out of this place, but your options are drawing thin. You turn away from the rising swell of enemies and launch yourselves into the tunnel.

## Section Links

When any door ② is opened, read 16.3.

You swat away the flies and examine the corpse. There's not a whole lot of meat left on the bones, but horns make clear this is a Valrath, not a human.



No matter how dangerous this army, you share Sun in Shallows' feelings of despair at this outcome. You tell Droman to hold off. Maybe you can find another way through the army.

## Rewards

**Place map overlay sticker Z on the map in location Z (F2).**

New Scenario:

**Beneath Sea and Stone (49)**

**Do not resolve an outpost event this week.**

## 95.1 • Depths of Delirium (27)

### Special Rules

Do not set up altar ① for two or three characters.



## 95.3 • Invasion of the Dock (71)

### Special Rules

From now on, on initiative 99 each round, the artificer ② performs  $\mathbb{C} 2; \mathbb{D} 1$ , self, focusing on moving toward and occupying either ③.

### Section Links

Return to 111.2 to reference its special rules, if necessary.

## 95.4 • Aesther Outpost

A stellar mist flows into your longhouse, and you hear Voice-of-Eight once again in your mind.

"Most valued allies, we have succeeded in locating the elemental cores. Your aid is of great importance to us. Please meet us at the elemental array." The mist shimmers and dissipates.

You grab your pack and chuckle at the formality of the request. You can't remember the last time you heard someone used the word "please" in this Oak-forsaken place.

### Rewards

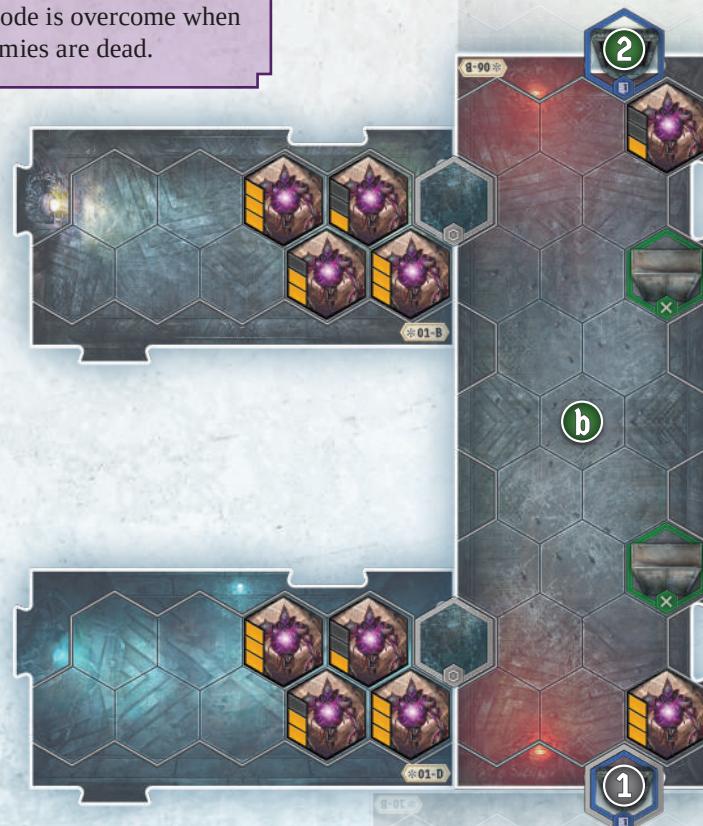
New Scenario: Elemental Cores (66)

## 95.2 • My Private Empire (107)

"Well done, well DONE! This is splendid. None would attend my dances down South. I was not of the proper lineage, they said. BAH! I am self-made royalty! House Ventillion. They should be lucky to attend

### Special Rules

The second episode is overcome when all revealed enemies are dead.



## 95.5 • Sunless Trench (42)

### Conclusion

Clearly your intuition needs some fine-tuning. After running into a number of dead ends, you've only now managed to pick the right path to your treasure. The shard lies on a small stone ledge, buried under a thick layer of rubble. The bathysphere arms aren't the best for excavation work, but you manage to pull the piece free and get it into the hold before the inhabitants of this place overwhelm you.

With that done, you turn skyward and launch yourselves back out of the void. You drop the throttle once you're clear of the trench, rising at a slower pace to avoid something Pinter excitedly referred to as "explosive decompression." The surface light blooms gradually. It's a peaceful

my events! Now, please take a moment for refreshments, courtesy of my stewards."

### Section Links

When the second episode is overcome, read 188.1.

contrast to the blackness below, and when you finally break into open air, the dim sunlight radiates through the cabin, melting away everything else. You engage the leather flotation bladders and take a long, well-earned breath.

### Rewards

Gain 2 ✓ each. Gain "Coral Shard" campaign sticker.

Add event B-16 to the boat deck.

### Section Links

Add 114.2 to calendar in three weeks.

## Conclusion

Feather and flesh coat the ivory bridge, but the fiends are gone, their wasted bodies fallen into the crashing waters below. The birds that remain caw furiously and retreat westward toward a far-distant line of trees. The air grows silent except for the steady tide, and you give yourselves a moment to think.

The northern coast is a madness unique to itself. That such strange things could exist up here at the end of the world stretches your minds to the limits of wonder. What more awaits you beyond these bone bridges, if these are only the outermost ridges of the place?

You cross the fjords and see that the coast bends to the north. You can continue following it, hoping to reach wherever the shard of coral is leading you 21. Or—you look back at the western forest—or you could make a small detour and see what oddities lie hidden in the trees 32.

## Rewards

**Gain “Dead Raven”** 1233.

New Scenarios:

**Realm of Endless Frost** 21,

**Ravens’ Roost** 32

Exploring further, you encounter a frozen creek which reflects the sun more than a sheen of ice should. The Infuser starts forward, and you don’t manage to pull them back this time. They have already alerted the monsters around the creek. Among more spitting drakes and burrowing blades, you spot some newcomers to the powder buffet: a vortex of dark birds expands and blots out the sky.

The Infuser is standing in their midst, studying the ice. “The patterns in the current,” they say excitedly, “indicate the source isn’t far upriver. We’ll go, and—what’s that? Ah yes, these adversaries.” With a wearisome glance at a charging drake, they unsheathe their claymore. You rush in to help.

## Special Rules

The Infuser now focuses on moving toward and opening door 2, ignoring the effects of all icy terrain.

## Section Links

When door 2 is opened, read

161.2.



## Conclusion

You shrug and decide to leave the Fish King to his own devices. He promised not to harm Frosthaven, and that’s all that matters to you. You gather up your reward, including the spear that he surely won’t be needing anymore, and quickly depart. One thing is certain: you don’t want to be anywhere near here when the transformation is finished and this whole place comes crashing down.

## Rewards

“Threat from the Deep” quest complete. Gain “Wave Blade” 1201. Add event B-18 to the boat deck.

## Conclusion

The last Lurker slumps to your feet and gurgles under the rising pool of seawater. Hunks of ruined hardtack and broken barrel float about your knees, blood dying everything a sickly pink. The attackers are dead, but the ship is still sinking.

The crew work faster than they’ve ever worked before, and together you manage to stem the flood before the ship sinks too far. When it’s done, you get rid of the bodies.

It takes several people to remove each of the dead Lurkers. Their wide, awkward bodies are difficult to maneuver, but they plunge into the icy depths with a satisfying noise. Then there’s only one

last problem to solve: the shards. You hold the things tight, but they’re still directing you downward, deep into the sea. It’s impossible; to dive into this water would be certain death. You hate to admit it, but you’ll have to return to town until you can find another way forward.

## Rewards

Lose 1 collective ♡ for each set of five hexes with water tiles on tile 7-G. Gain 15 ★ each.

## Section Links

Add 62.2 to the calendar in two weeks.

## 97.1 • Raised by Wolves (112)

You notice a section of the wall that has recently crumbled, leaving a gap you can fit through. A narrow corridor stretches before you, and you can make out the figures of several dark, winged creatures covered in tentacles.

### Section Links

When door ② is opened, read  
■ 156.2.



## 97.2 • Beneath Sea and Stone (49)

### Conclusion

More debris. More stone. The tunnel narrows as it goes. The air in your bathyspheres is sweltering and these abyssal creatures will not relent. You punch through the debris one more time, expecting more rock, but instead you see open water. You slam down the thrust and push, and all at once you are out, bursting through a rocky underwater wall.

No one would call the bottom of the Biting Sea a welcoming sight. It is a dim, shifting place filled mostly with rock and drifting sands, but right now it's the most beautiful thing you've ever seen. You're free of the cave and far above is the ocean surface,

hanging like a faded moon. You take a moment to gather your wits and reassess your situation. The plan was to surface and restock from the ship; you've been under for a long while. But just outside the cave is something you didn't expect.

You've stumbled upon the rear of a bizarre, twisted structure. It has the look of a colossal ruined flower: a single massive crater surrounded by reaching coral claws. A series of raised plinths sit near the back of this structure and, on one of them, stashed behind a sort of throne, is a large, prominent coral shard. As soon as you see it, you feel its pull with a burning intensity.

You consider the rest of the structure. Just past the coral claws, an entire horde of Lurkers scrabbles about at the entrance to the cave you entered. Out of sheer luck, you've distracted them and found a back way into exactly what you were looking for. You look at your air meter. It will be tight, but you've got to take the chance.

### Rewards

Gain 5 ★ each. Gain 1 inspiration.

New Scenario:

**Underwater Throne** (53) 🔑

## 97.3 • Life and Death (61)

"We're almost clear," Moonshard growls back at you. "Don't give up on me now." You stay close to her. She is your only hope for ever seeing sunlight again.

### Special Rules

From now on, in addition to gaining disadvantage, all characters and character summons add -1 ⚔ to all their attacks and -1 ⚓ to all their move abilities, and Moonshard increases her attack value to L+4. All monsters still add +1 ⚔ to all their attacks targeting characters or character summons.



You kick the doorway leading to the inner chamber open and you see the Maw pacing up and down the center of the place. It looks upon you, and roars with an otherworldly sound.

"Feed me! Fill my craving! I am awakened with hunger and my soul is cold!" Its eyes pierce through you, as if searching for something. "You come empty-handed. You cannot sate my damned eternal craving. I will eat you to stave off the empty pit of starvation a little while longer." This does not look like a situation you can talk yourself out of.

### Special Rules

Door ② is now locked.

The Frozen Corpse is the Hungry Maw. It has HxC hit points and is immune to  $\text{F}$ ,  $\text{D}$ ,  $\text{H}$ ,  $\text{A}$ ,  $\text{S}$ , and  $\text{L}$ . In addition, it uses the Boss monster ability deck instead of its own.



"Yes, yes, this might be it!" Crain exclaims. "I can feel the power bubbling up!" A wave of energy pulses from Crain's contraption, knocking over the foes around you. You hope for a second that this is the end of it, but that hope is short-lived. The shadows rise and renew their assault.

"Well, we're close anyway," Crain shrugs. "I'll keep searching."

### Special Rules

All monsters within  $\text{G}+3$  of Crain gain  $\text{?}$ .

Crain's current goal is now **b**.

### Section Links

When there are two damage tokens on **b**, read 18.3.

### Conclusion

The waves come and you cut them down. You run and dive over piles of dead, weaving between their cold, reaching hands, but the end of the tunnel is in sight. You dive through and slam the hatch behind you, leaving the scratching moans of the dead in your wake.

After a while, you allow yourselves to relax. Next to the undead, a bit of dull hallway isn't so bad, and before long, the passage begins to change. The walls open up and the ceiling lowers. Light starts to trickle in through a long metal grate set in the ceiling. You're just starting to enjoy the walk, and then, a storm of commotion.

Machine feet block out the light. Hundreds of them clatter just above your heads. You freeze where you are, not daring to move until they are gone. It takes several long minutes. You blood chills as you understand just how many of these

### Boss Special 1

The Hungry Maw performs:

$\text{E} +1$   
 $\text{F} +1, \text{G} 2$   
 $\text{H} 2, \text{G} \text{ all}, \text{G}+1$   
 $\text{L}$

### Boss Special 2

The Hungry Maw performs:

$\text{E} 1$   
 $\text{F} +0, (\text{F}: +2 \text{E} \text{ and suffer } \text{G} 1)$   
 $\text{H} +0$   
 $\text{L}: \text{G} 2, \text{G} \text{ all}, \text{G}+1, \text{L}$

### Section Links

The first time the Hungry Maw is reduced to at most  $\text{HxC}/2$  (rounded down) hit points, read 151.1.

automatons dwell in these tunnels, and what they could do if they broke free.

When the guards finally move away, you are allowed an unobstructed view into the chamber above. You find a great bustling place: a room filled with twisting cords and thumping arms, a chamber where all the machinations of this place come together to form an enormous heart of shivering steel. This is the central chamber. You've made it. All that's left now is to climb up and figure out how to shut it down.

### Rewards

Gain 3 collective  $\text{G}$  and 3 collective  $\text{G}$ .

New Scenario:  
**Nerve Center** 44

Locked Out Scenario:  
**Buried Ducts** 36

## 99.1 • Camilla's Funeral

"Eros mentioned it was you who found our grandmother locked in that facility and brought her remains home?" Two small women, family of the late painter Camilla, stand outside your longhouse. "Thank you, but... would you be open to another job?" one asks.

"You see, my sister and I want to hold a funeral, but we are not exactly fond of graveyards. And our grandmother, well, it seems her spirit is a bit resistant to the concept of being dead and buried. Eros suggested we might entrust you to bury her?"

### Rewards

New Scenario: **To Bury the Dead** (95)

## 99.2 • Infiltrating the Lair (75)

You enter a cavernous antechamber and see a pair of large, ornate doors to your right from which the corrupted waters flow. The doors presumably lead to the Fish King's inner sanctum; the roiling waters the magical refuse of the ritual he has already begun. You must hurry to stop him. Unfortunately, the alarm has been raised, and the Abaeli are beginning to pour into the room from each of the two adjoining hallways. To avoid being swarmed, you'll need to cut off the reinforcements. Good thing Lihrey sent you in prepared.



## 99.3 • Retires

Your mind is filled with images and thoughts conveying strong remorse. In communicating with the Deepwraith, you realize it is time for them to move on. They share with you a sense of longing, or missing something that is out of reach. When you ask for clarification, they share with you the feeling of submerging yourself in the ice-cold waters of the Biting Sea. But instead of filling you with

dread, being enveloped in the water brings a certain kind of warmth, as if returning home.

And that's when you get it. The Deepwraith, someone who normally lives on the bottom of the ocean, hunting in the dark, has just spent too much time on the surface in the sunlight. They desperately want to return to the deep dark of the sea.

You express understanding, and they send back something else—some other longing. No, this is something they will miss when they leave: you, their friend.

### Rewards

Add event SO-65 to the summer outpost deck.

## 99.4 • Call of the Harbinger (56)

The one who destroyed the altar just vanished into the dark. You can only guess what happened to them and if you'll ever see them again. All you do know is that

the black creature is still chasing you, grasping with shadowy tendrils, pulling you into the Void. You move forward, searching for an end to this nightmare.



### Special Rules

The altar on tile 8-B cannot be reduced below 1 hit point until all characters occupy tile 8-B.

Door 2 is locked and will unlock when the new altar is destroyed.

### Section Links

When the new altar is destroyed, read 66.3.

When door 2 is opened, read 90.4.

Return to 3.2 to reference its Section Links, if necessary.

**\*IMPORTANT\*** The player whose character entered **a** or **b** must read this section in secret.

### Special Rules

You and all your summons are mind-controlled. All other allies are now treated as enemies and vice versa. However, you still want the scenario to be successfully completed.

Your current turn is over, and you will not participate in the scenario again until **123.1** is read. Remove your figure and all your summons from the map for now, and shuffle your hand into a set-aside deck. During card selection each round after **123.1** is read, draw up to three set-aside cards and select two to play, shuffling any remaining cards back into the set-aside deck. You can no longer use items, perform basic actions, prematurely remove cards from your active area, or long rest, and you can only short rest when you have fewer

You secure yourself with rope and brace your feet against the sides of the hole, finding indentations to dig your fingers

than two cards in your set-aside deck. Whenever you rest, your discard pile is returned to your set-aside deck (after losing a card) instead of your hand. In addition, you are now immune to damage, but can still become exhausted if you run out of cards. Your summons are not immune to damage.

On your turn, you must always perform your move actions first. If both your actions are move actions or neither are, then you can perform them in either order. All your movements must follow normal monster focusing rules as if you have a melee attack, and all your other abilities must target as many figures as possible and apply all added effects they can, including elemental consumptions.

into. Partway down, however, you seize up, your eyesight going dark as if you can't control your own perceptions. The omnipresent energy, the headache you've been fighting, abruptly becomes unbearable. You are drowning in a dark pool. A tentacle around your waist is yanking you deeper, and you claw it away, this monstrous horror—

It's the rope. You're untying it from your waist. You've been taken over by the Mindthief. You plummet the final distance.

### Section Links

The next time any character enters **a** or **b**, read **123.1** together as normal.

### 100.2 • Call of the Harbinger (56)

With a sickening crunch, the creature reels back away from you, clearly wounded.

"Why do you resist?" It asks. "I cannot be destroyed, and I am coming to consume everything. Before long, you will witness my full glory, and you will bow as an offering to my endless hunger."

It flicks its claw, and you are once again sent back to the hive.

### Special Rules

Set the Harbinger of Shadow's current hit point value to one third its maximum (rounded down).

Place the character on tile 15-B in any empty hex adjacent to any other character and any of their summons and tokens in empty hexes adjacent to them. Remove all Black Imps from tile 15-B, and Harbinger of Shadow **1** is no longer active.

### 100.3 • Business Proposal

"I'm glad we were finally able to meet." You sit in The Crater across from Derrick Windmere, the noble you met with those two drunken brothers some weeks ago. "I have a business proposition. See, my family, well, they're quite influential down south, and they've always had high expectations of me—expectations that have been very difficult to live up to. I've come to the north to get away from their constant disapproval, but I think I've actually managed to stumble upon an opportunity that could change all that."

At this, Derrick unrolls a bundle of cloth, sending a beautiful yellow gem clattering across the table. "Sun agates. Very fragile, but those Oak zealots, the Radiant Order, go absolutely bonkers over them. Embed them in all their stuff, claiming they help them commune with the Great Oak to strengthen their holy powers. But that's not important. What's important is that the Radiant Order is very rich, and I just discovered a source of these gems up here in the north."

"Seems the Algox mine them for their own purposes—possibly religious too," Derrick says, shaking his head with exasperation. "But they're not too keen on negotiating, so we'll need to take their mine by force. Don't worry, though. I'm not asking you to take on that many Algox. I can get a private militia up here to do that, but before I bring this to my family, I need solid proof that it's worth the investment."

"Not one crystal," he says, pointing to the gem in your hands, "But a cartful. I've got a few men out in the field already, and they're reporting that the Algox are preparing to make another shipment of agates from the mine. So all I need you to do is ambush that shipment and bring it back to me."

### Rewards

New Scenario:  
**How to Lay an Ambush** **129**

## Scenario Effects

All characters gain ♦ and ⚡.

Beyond the door, a set of stairs leads down to a basement. As you descend, the ice-cracked walls become smooth and varnished, as if recently renovated. Intricate statues of small, crouched animals line the walls, cradling torches. You begin to get a headache, a static pressure which urges you away. Resisting intensifies the irritation, as though tiny claws scrape and skitter across your scalp. Some kind of psychic energy is assaulting you.

You hear clanking and grinding, as if from a distant machine. The noises amplify the noise in your mind. At the bottom of the stairs, you enter a hallway populated by a pack of Vermilings.

They aren't like the Vermilings you've seen in alleyways or roaming the frosty wastes. For one thing, blue-green energy sparks between their canines, flickering through their bristly hair. For another, they rush forward, brandishing their weapons with murderous intent.

Alright, maybe they are like the other Vermilings.



## Conclusion

The tunnel opening comes down in a rain of rock and rust, and for a moment you fear that you might have overdone it, but the debris soon slows to a trickle. You wipe away the grit from your eyes and find a wall of rubble between you and the enemy: a barricade thick enough to hold back even an Unfettered army. It's a small victory, but you'll take it.

This new passage is smaller than the previous one, but it's built in largely the same way. The walls and ceiling come

## Special Rules

Shuffle each character's hand into a set-aside facedown deck next to their character mat. Whenever any character rests, their discard pile is shuffled in to this set-aside deck (after losing a card) instead of their hand.

From now on, during card selection each round, each character not long resting must draw up to four of their set-aside cards and select two to play, shuffling

any remaining cards drawn back into their set-aside facedown deck. If any character has fewer than two cards in their set-aside deck, they must rest as normal or become exhausted.

Door 2 is locked and is treated as an objective with  $(L+1) \times C$  hit points. It is an enemy to you and an ally to all monsters. When door 2 would be destroyed, it opens instead.

## Section Links

When door 2 is opened, read  
157.1.

together into a wide tubular shape and are reinforced with iron and rivets, but thankfully, there are no more machines. The path extends out into pitch blackness, and the only sound you hear is the chunk of your footsteps. Crain seems a bit melancholy after your near brush with death, but he hides behind a brave face when he notices your concern.

"No worries, friends," he says. "I've been through rougher scrapes than that. And we're on our way to the core. It shouldn't be much longer now."

True to the Quatryl's words, you see a light brightening at the far end of the tunnel. You can't be sure what awaits, but you follow Crain's lead.

## Rewards

Gain 10 ★ each.

New Scenario:  
**Orphan's Halls** 51