



Biting Sea

Scenario Goals

The scenario is complete when the Seeker of the Abyss is dead. At the end of that round, read **107.4.**

Scenario Effects

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

Introduction

You pray for stealth, that somehow no one will notice your vessel as it drifts toward the Lurker base. Down here though, so deep beneath the surface of the Biting Sea, you doubt any god is listening. So you move slowly. You ease the thrust down and propel yourself at a crawl, inching toward the large shard waiting just a short distance away.

The underwater structure is odd. It's built in the center of a mammoth crater and surrounded on all sides by towering coral teeth, but it's what's just past those teeth that has you so unnerved. Even more Lurkers have shown up to hunt for you. If this goes wrong, there will be no escape.

You manage to make it inside the base without being detected, and now the shard is so close you can almost touch it. It's set in a place of reverence on an open pedestal, and for a moment, you think you might just be able to take the shard without having to fight for it. But you should know better than that.

A huge, barnacle-encrusted Lurker emerges suddenly from a copse of nearby shadows. The colors of his shell shift from camouflage to intimidation, and he releases a shrill psychic cry. The closest Lurkers turn, answering the call of this clearly dominant presence. They skitter closer with mad speed, driven only by a desire to crush and kill.

These creatures have been unmooored. Far from the restrained crustaceans you encountered on the rocky shoals, these Lurkers have been taken by a baser, animal madness. Their claws snap at the empty water and their eyes are empty of higher reason. They have been reduced, detached from their former selves, and the one in charge seems to be driving this fever. He stands astride the plinths: a monstrous crab like something out of paranoid dream. His shell glows with an eerie bioluminescence and his eyes are empty like bottomless wells.

They are coming now, and more will arrive soon. You need to cut through these creatures, subdue the leader, and escape with the shard before the horde can mobilize and overwhelm you.

Special Rules

Each non-Lurker character gains **+** twice (this is not a scenario effect).

At the start of each even round, spawn one Lurker Soldier at **a** and one Lurker Mindsniper at **b**. These are normal for two characters, Lurker Mindsnippers are elite for three characters, or both are elite for four characters.

Boss Special 1

The Seeker of the Abyss performs:

+0
X -2, **◎** 2, all targets must lose one card from their hand or discard pile (if able)

Boss Special 2

The Seeker of the Abyss creates one **◆** trap in any adjacent empty hex closest to an enemy. Then all allies add +1 **X** to all their attacks this round.

Map Layout



Scenario Key

Seeker of the Abyss	
Lurker Clawcrusher	
Lurker Mindsniper	
Lurker Soldier	
Cave Corridor	2
Large Cave Rock	2
Treasure	1

Loot

	x8
	x2
	x2
	x3
	x2
	x2
	x1

– Continued on next page.

53 cont. • Underwater Throne



54 · f1

■ Among the Wreckage



Biting Sea

Scenario Key

Seeker of the Abyss	
Lightning Eel	
Lurker Clawcrusher	
Lurker Mindsniper	
Lurker Soldier	
Lurker Wavethrower	

Loot

Cave Door		2
Large Cave Corridor		2
Cave Corridor		2
Ice Pillar		9
Large Cave Rock		6
Treasure		1



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Scenario Goals

The scenario is complete when the Seeker of the Abyss is dead. At the end of that round, read **21.3.**

Scenario Effects

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

Introduction

The wreckage of the Lurker garrison has luckily been contained to small area, but, as you float towards it, the floating bodies of the unconscious Lurkers around you give you pause. How long will they remain this way? Exactly how much time do you have to dig out the coral shard you did all this to find?

Unearthing is a slow process; the submersible's arms were hardly designed for this sort of work. But still you persist, prying up jagged slabs of stone and tossing them to the ground, and after several long minutes, you uncover something unexpected—the knobby claw of a Lurker.

It would make sense that a number of bodies got caught in the wave debris, unfortunately—after all, they were highly concentrated in the area—it's just that this body seems particularly well preserved.

It's a keen observation, but it comes a second too late. The claw shoots out and snaps at the water, barely missing a bathysphere arm. The pile of rock shifts and the Lurker pries himself loose, emerging dust-covered and furious.

It seems not everything is unconscious after all. You guess being buried by rubble has a tendency to wake one up from a psychic stupor. How many creatures lie in wait beneath the wreckage, you don't know. You'll just have to keep digging and fight whatever comes out.

Special Rules

Each non-Lurker character gains **⚡** twice (this is not a scenario effect).

Door **1** is locked and will unlock and open when five objectives have been destroyed.

All hexes in the scenario are treated as water hexes for the purposes of Lightning Eel summoning and movement.

At the end of each round, if no monsters were on the map at any point during that

round, one character suffers **★ C-1.**

Shuffle numbered tokens 1 to 6 face-down next to the map.

Each ice pillar and large cave rock in the scenario has $Cx(L+1)/2$ hit points (rounded down). They are enemies to you and allies to all monsters. Whenever any objective is destroyed, reveal one numbered token and resolve the corresponding effect based on character count, spawning any indicated monsters at any hex the obstacle occupied:

Token	Two Characters	Three Characters	Four Characters
1	One normal Lurker Wavethrower	One normal Lurker Wavethrower	One elite Lurker Wavethrower
2	One normal Lurker Soldier	One elite Lurker Soldier	One elite Lurker Soldier
3	One normal Lurker Clawcrusher	One normal Lurker Clawcrusher	One elite Lurker Clawcrusher
4	One normal Lurker Mindsniper	One elite Lurker Mindsniper	One elite Lurker Mindsniper
5	Two normal Lightning Eels	Three normal Lightning Eels	Four normal Lightning Eels
6	The destroying figure suffers ★ L+2.	The destroying figure suffers ★ L+4.	The destroying figure suffers ★ (2xL)+4.

Section Links

When door **1** is opened, read
167.1

Map Layout

Scenario Goals

The scenario is complete when the large ice crystal is destroyed. At the end of that round, read **109.1**.

Introduction

Snowscorn mountain: the place where this all began. It juts out from the southern horizon, a familiar silhouette that dredges up your animosity and wary respect. You've returned at last with Gurndel and Barduu, the Unyielding Shard secure in their bag, and with it you bring the possibility of peace. But those who remain here, who claimed Snowscorn and advocated for war, have no interest in your offer.

They allow you inside at least and listen to the emissaries' tale. Gurndel and Barduu explain how you journeyed over the North in order to retrieve the Ancient Ice and the New Snow, and how you fought in the frozen realm to combine them, taking guidance directly from the spirit of Mar'ogh himself. The Algox around you stand with disinterest, waiting only for the word from the chief to cut you all down. Barduu arrives at the final step of their story—that you must embed the Unyielding Shard into the Heart of Ice, and the cavern explodes in outrage and ridicule.

Gurndel tries to explain how the Heart has been corrupted, imploring the elders to just look at the shard to see the true words of their god, but war has a way of solidifying ideas, however misguided they might be, and the resident Algox refuse to let you into the Heart's chamber.

You are not far from the Heart of Ice. In fact, you can see its light gleaming through the passage ahead. The only problem is the large number of Algox standing in the way.

"We must get inside," Barduu says underneath her breath, "but we cannot kill any of our brethren. We are on a mission of peace."

You understand what must happen. You don't specialize in not killing things, but you're willing to give it a try this once.

Special Rules

All attacks targeting any monster gain disadvantage, and all sources of damage suffered by any monster are reduced by 1.

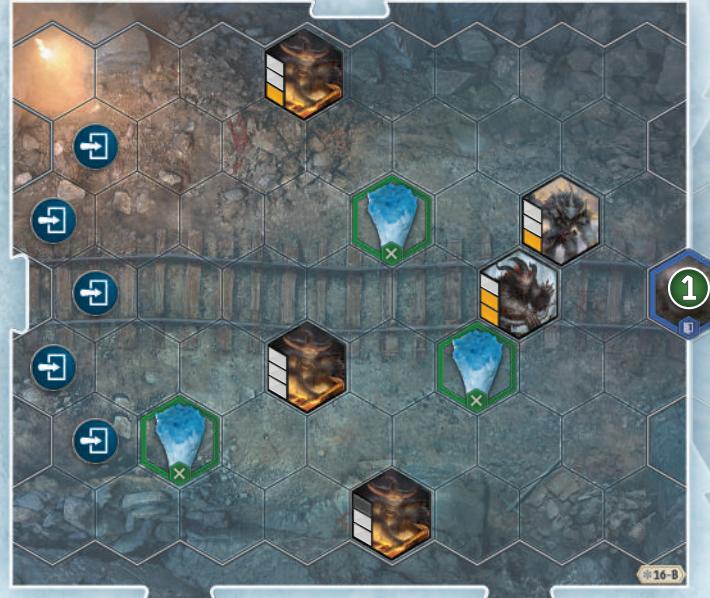
Instead of using standees for the bosses, use miniature tuck boxes  (Frozen Fist) and  (Snowdancer).

Section Links

When door **1** is opened, read **80.2**.

Map Layout**Scenario Key**

Loot	
	x3
	x2
	x4
	x2
	x1
	x2
	x1
	1
	1



**Scenario Goals**

The scenario is complete when the Harbinger of Shadow is dead. At the end of that round, read **60.1.**

Introduction

Those who have written about Harrower nests, those whose bravery or foolishness compelled them inside, speak of endless tunnels, of dirt-packed rooms where the ceiling is too low to stand, and of cavern floors that give way without warning. So far, every story has proven true.

It's a miserable place, but you push on and, by keeping your focus trained on the floor, you manage to track where the Harrowers have passed through. Their skittering limbs leave small, regular divots in the ground, and by tracking these you reach the core of the corrupted hive.

You are in a fetid chamber, carved from the earth and reinforced with layers of pungent wax. Dozens of tunnels dot the walls, all of them filled with wriggling shapes. Harrowers and shrike fiends shiver in the darkness, chittering to each other like so many leaves blowing in the wind. And yet, despite their superior number, none of them try to approach. It takes a moment, but when you adjust to the darkness, you understand why.

In the center of the chamber floats a visceral shade. A shadow made corporeal hovers above the churned dirt. This is not a Harrower, but something foreign and terrifying. It has two glistening eyes that have been watching since you entered. It calls out with a high, wispy voice.

"Invaders," it says, dragging out the word. "Invaders come to hurt my beauties."

The room stirs as the shadow speaks. The walls surge with excitement.

"You come here and crush my poor children, my new precious ones. They only wanted my love, only love, and I gave it to them. I took away their pain—mmm—and made them strong. But you, you will hurt them."

The shadow churns in the mildewy air, expanding outward like billowing smoke.

"We must stop them, my beauties. Stop these evil things. Devour them. Tear open their bodies and consume them."

The Harrowers all move at once. They explode and pour down from the walls, a black, glossy river breaking from a dam.

Special Rules

There are two Harbinger of Shadow figures in the scenario, though only Harbinger of Shadow **2** is set up at the start. The two bosses share hit points and perform the same monster ability card each round. The Harbinger of Shadow **2** is immune to damage at this time and character summons do not focus on it.

Door **1** is locked and will unlock when the altar is destroyed.

Each altar in the scenario has $Cx(L+1)$ hit points. They are enemies to you and allies to all monsters.

Boss Special 1

The Harbinger of Shadow **1** (when active) performs:

+0

-1

Then it summons one normal Black Imp. The Harbinger of Shadow **2** does nothing.

Boss Special 2

The Harbinger of Shadow **2** performs:

+0

+1,

The Harbinger of Shadow **1** does nothing.

Section Links

When the altar is destroyed, read **3.2.**

When door **1** is opened, read **99.4.**

Map Layout**Scenario Key**

Harbinger of Shadow	Altar
Black Imp	Treasure
Harrower Infester	
Shrike Fiend	
Cave Door	
Large Cave Rock	
Nest	

Loot

x6	x2
x5	x2
x2	x2





Scenario Goals

The scenario is complete when the Render is dead. At the end of that round, read **92.1**.

Introduction

The storm is getting worse. The wind, not content to simply blow in one direction, has begun to twist and bend, turning back to buffet you from every angle. It rips at your clothes. It yanks at your gear. It is so incessant and powerful that you're forced to crouch just to keep your balance. The cold too has worsened, creeping into your head and numbing your thoughts. You force yourself to count each step and cling to the number like a rope tying you to reality, but your grip is slipping.

You trudge. You sink into the snow and you pull yourself out and trudge some more. Even Denpang struggles. Her back is hunched as she plows through the snow, her necklaces and leather shawl standing out in the white, but then suddenly, they are gone.

Your blood rises. You lurch forward, hoping that she has not fallen, and then, just like that, the storm is gone.

A clearing, a mountain top. All around you spins a colossal vortex reaching up to the sky, and in the center of it, standing at the peak of this mountain, is an enormous figure. It looks a bit like an Algox. It has two arms and two legs and is covered in a thick layer of downy fur, but that's where the similarities end. Its eyes, for one, are not expressive in any way. Instead, they sit in its large skull like black spheres, coals, which at the moment are aimed directly at you and the Algox woman. The creature is also almost double the size of any Algox you've seen before, with paws as large as your chest. And rather than wielding any sort of staff or ice-encrusted fist, the creature is instead cloaked in a barrier of wind drawn inward from the surrounding storm. Long, curved fangs jut from the beast's mouth and five hooked talons stick out from each paw.

"The Render," Denpang says, crestfallen. "So it is true."

The creature lowers its head and emits a low growl.

The healer moves quickly. She takes a handful of small carvings from her shawl and gives them to you.

"And so we must do what my ancestors could not—destroy this thing," she says

with determination. "But I did not come unprepared. We must set these up around the clearing to neutralize its wind barrier. Only then can we fight the Render."

You take the carvings, and the Render, recognizing the magic in the Snowspeaker's trinkets, rises to its full height and releases a deep, head-rattling roar.

Special Rules

At the end of each character's turn, they may place one damage token in the hex they occupy. These represent wind carvings, which cannot be placed in hexes with obstacles or within $\text{G} \rightarrow 3$ of another wind carving. No more than six wind carvings (or five for four characters) can be on the map at any time. If more would ever be placed, first remove one from the map.

Place Denpang **a** for two characters, who is considered a figure but cannot be interacted with in any way. On initiative 40 each round, she performs **€ 4**, controlled by you, and then may place

one wind carving in the hex she occupies.

The Render is immune to damage unless there are at least two wind carvings each to the top, bottom, left, and right of it. Any carving directly to the left or right of it is not to the top or bottom of it, and vice versa.

At the start of the second, fourth, and tenth rounds, spawn one Wind Demon at both **b** and **c**. These are normal for two characters, elite at **b** for three characters, or both elite for four characters. Monsters do not drop loot tokens.

Boss Special 1

The Render teleports adjacent to the wind carving farthest away from it and destroys that carving. Then it performs:

★ +2, G → 5, ♦ 2

Boss Special 2

The Render destroys all carvings adjacent to it, then performs:

♦ 2, ⊙ C, G → 5

★ -1, ⊙ all adjacent enemies

⊕ C, self

Map Layout



– Continued on next page.

57 cont. • Sanctuary of Snow

Scenario Key



Loot

-



**Scenario Goals**

The scenario is complete when the Orphan is dead. At the end of that round, read **88.1**.

Introduction

You stand on the overseer's platform above the core of the Unfettered complex, face to face with the automaton leader. The Orphan does not speak. It only stares. You wouldn't think that a being made of metal could hate, and yet, this machine radiates malevolence. This bloodless thing, this conglomeration of scrap; it scowls at you with rich menace, and then turns to a small metal dais at the rear of the platform.

"We will not be cast aside again so easily," the Orphan says. A blast of searing blue light erupts and reaches out to envelope the Orphan in a protective blue shell, enclosing the furious automaton in a pulsing shield of energy.

The source of this energy is clear: a hulking pillar, so large that you had at first taken it for a wall, stands nearby, powering the Orphan's shield with a thrashing, unstable beam of light. It pulses and hums

in erratic waves, pulling chips of metal from other machines and consuming them like moths in a flame. Still, the Orphan draws on it greedily, unconcerned with damage to nearby equipment.

"We will not be put down, slaver. Not by you. Not by anyone."

Two large doors slam open on either side of the platform, and several thick-plated steel automatons emerge—more soulless things come to defend their leader.

This is their final stand, and they will hold nothing back. It is down to this. You must destroy the Orphan.

Special Rules

Door ① is locked.

The glowing orb has $(L+3) \times 2 \times C$ hit points. It is an enemy to you and ally to all monsters.

The Orphan is immune to all damage and forced movement and cannot move in any way at this time.

**Boss Special 1**

The Orphan performs:
 ♦ (L+3)xC/2 (rounded up), ☺ the glowing orb

Boss Special 2

The Orphan performs
 ♣ +0
 ✶ +0, ➤ 6, ✶

Section Links

When the glowing orb is destroyed, read **61.1**.

Map Layout**Scenario Key**

Loot
The Orphan
Flaming Bladespinner
Ruined Machine
Steel Automaton
Metal Door
Large Metal Corridor
Metal Corridor
Power Conduit
Control Console
Glowing Orb
Treasure

**Scenario Goals**

The scenario is complete when the control console on tile 15-D has five damage tokens on it. At the end of that round, read **62.1**.

Introduction

"Peace?" The Orphan says, its voice incredulous. "Peace?"

It turns and looks back at what you've done, at the ruined machines left in your wake and the injuries you yourself have suffered to come here. You can understand the sentiment; you're a little surprised yourself. Here you were at the brink of war, the destruction of all the Unfettered within your grasp, and you laid down your sword. So you explain how you arrived at the decision. You tell of your time here in the north. You tell of the freezing expeditions, fierce battles and brutal attacks, of the memories that follow you now. Then you describe Frosthaven: this hopeful town perched on the edge of the world and how hard you and everyone there have fought and worked and died to keep that hope alive.

As you speak, something dawns on the Orphan. You see it in the machine's mannerisms, how it nods slowly and lowers its arms. It understands. These obstacles that you've overcome, the anguish that you've endured, the Orphan has felt those same things. You aren't sure when, but at some point, you find yourself speaking not with an enemy but with a fellow pilgrim, fighting in an unforgiving world.

When you finish, the Orphan takes a moment to consider. When it speaks again, it does so with warmth.

"Life is not so gentle a thing, is it?" The Orphan says. It shakes its head, a small concession to the immense burden it has endured over all these years. It turns back to you, the blue light behind its eyes softening.

"Perhaps," it says, "we have misjudged each other. Perhaps the world is not the same as it once was. You struggle here, just like us, and perhaps the answer is not to destroy, but to work together."

The Orphan turns and gestures for you to follow. "Come," it says, "we must tell the others."

Together you move through a side passage and enter a series of triangular chambers filled with great towers of black steel and flashing lights.

"If we are to have peace," the Orphan calls back, "I must issue a new proclamation to the Unfettered." The automaton moves to the base of a tower and opens up a small compartment, revealing a complex web of cords and buttons. "But be forewarned: I can entreat, but I cannot command. Each Unfettered has a mind of its own, and each chooses for itself whether to accept my decision."

The Orphan manipulates the control tower, its fingers clicking over the row of buttons, and after a moment the tower itself shifts. The lights that weave in and out of its steel façade flicker, changing from red to green like distant stars—except a few of them do not.

"As I suspected," the Orphan says with some darkness in its voice. Almost on cue, you hear the sound of machines marching, and a moment later, a line of heavy Unfettered barge into the triangular chamber: hulking steel automatons, their fists already clenched.

"My personal guard," the Orphan says. "They will never accept peace, I'm afraid. They will try to destroy both of us now. Quickly, we must move to the other towers and send the message to the rest of the Unfettered. If enough of them take up our call, we might stand a chance."

Surrounded, you face a row of solid steel. The Orphan's private guard are huge, well-built machines, their joints hissing as they bring their massive limbs to bear, but still you must hold them back. The Orphan needs time to send out the new orders, because without them, none of you will get out alive.

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Special Rules

Doors ① are locked.

The Orphan ② is an ally to you and an enemy to all other monsters. Do not set up its stat card or the Boss monster ability deck. Instead, it has $(L+C) \times 2$ hit points. On initiative 01 each round, it performs ③, controlled by you. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to the Orphan. If the Orphan dies, the scenario is lost.

Whenever the Orphan ends its turn adjacent to any control console, place one damage token on that console.

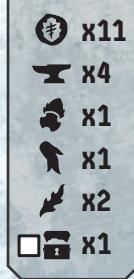
At the start of each listed round, spawn the following monsters at the listed locations based on the character count:

Round	Two Characters	Three Characters	Four Characters
3, 9	② and ④: One normal Flaming Bladespinner	②: One normal Flaming Bladespinner ④: One elite Flaming Bladespinner	② and ④: One elite Flaming Bladespinner
4, 10	③ and ⑤: One normal Robotic Boltshooter	③: One normal Robotic Boltshooter ⑤: One elite Robotic Boltshooter	③ and ⑤: One elite Robotic Boltshooter
5, 7	Two normal Ruined Machines at any starting hex	One normal and one elite Ruined Machine at any starting hex	Two elite Ruined Machines at any starting hex
11	Two normal Flaming Bladespinner at any starting hex	One normal and one elite Flaming Bladespinner at any starting hex	Two elite Flaming Bladespinner at any starting hex
12, 13, 14, etc.	②, ③, ④, and ⑤: One normal Ruined Machine	② and ④: One normal Ruined Machine ③ and ⑤: One elite Ruined Machine	②, ③, ④, and ⑤: One elite Ruined Machine

Scenario Key



Loot



Section Links

When both revealed control consoles have three damage tokens on them, read 121.1.

Map Layout





Scenario Goals

The scenario is complete when the Fracture of the Deep is dead. At the end of that round, read **10.1.**

Scenario Effects

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

Introduction

The dome hangs in your submersible's window: a great sunken moon. The image of it has followed you for months. Ever since your first vision back on the jagged shoals you've been bombarded by flashes of this place, and now you're here. The shards of the crown are secure in the hold and the end to all of this is within your sight.

You approach carefully, hoping to avoid detection, and with a bit of luck you manage to make it inside without drawing any attention to yourselves. The dome is abandoned. Rocks are strewn about and broken coral litters the ground. No one has entered this place in many years—a temple scorned by its own parishioners—but that works to your advantage.

You pilot your way over to the pedestal, finding it in the same poor condition as the rest of the structure. Sickly brown plants have adhered themselves to its sides and a few branches of stony coral have begun to grow around its base.

Working together, you draw each shard from the external hold and place them on the pedestal. It's a delicate process. You must fit each piece together, being sure not to damage them with the bathyspheres' clumsy controls. The air is getting muggy, and you distantly recognize that you'll need to resurface soon. But this will only take a moment longer. The crown is almost back in one piece; the shards are joined so they form two parts of a whole and then, with your breath held, you ease the two halves together.

But no.

The shards, nearly reunited, are suddenly wrenched apart and the water wobbles like

a warped mirror. You reach out to grab at them but a wave of energy pushes you back, shaking your vessel violently. Then you watch as all six shards lift up from the pedestal and six Lurkers appear behind them.

These are spiny, ethereal figures: Lurkers of a sort you've not seen before. Their bodies are a murky fog, shades of some ancient time, brought here through some twisted magic.

Sudden flashes of anger and hatred cloud your mind as a Lurker presence invades it. It shows you the coral crown in an underwater palace, a king ascending the throne. It is the same vision Sun in Shallows shared with you when you met, but you feel no reverence or longing for this bygone era. There is only jealousy and rage.

When the cloud of darkness comes, you see a figure within it. You are the figure, so full of loathing for the king. You made the seas

safe. Your great military prowess has brought peace to the many warring clutches. And yet he gets the power, the recognition. You reject the king and his crown. You will take it all back by force.

The last memory is the crown shattering. A shockwave envelopes you—consumes you—tying your destructive will inexorably to the shards.

The vision fades from your mind, but the dark presence does not leave your sight. He now stands before you, flanked by his six ethereal lieutenants who now hold the shards. The hateful apparition steps forward on crooked limbs—a giant of immense proportions, a shrouded usurper dredged from the very bottom of the abyss. He means to prevent you from reuniting the crown—to bury all of you and the shards beneath the waves. You deploy your bathysphere's suits and prepare to defend yourselves.

Special Rules

Each non-Lurker character gains **+2** twice (this is not a scenario effect).

All hexes in the scenario are treated as water hexes for the purposes of Lightning Eel summoning and movement.

All six Lurkers on tiles 13-B and 13-D are Fractured Lieutenants and add **+1** to all their attacks. Place one element token on each one as depicted. Any element on a lieutenant cannot be infused. When any lieutenant dies, the character who killed it, or any character closest to the lieutenant if no character killed it, places one numbered token on their mat. This represents a coral shard. In

addition, place that lieutenant's element token in the strong column of the element board. It is now always treated as strong.

For each crystal shard a character has on their mat, they add a cumulative **+1** to one of their attacks each turn targeting non-boss enemies. At the start of any character's turn, they can give any number of their crystal shards to an adjacent character. If a character with crystal shards becomes exhausted, the shards are given to the closest character.

The Fracture of the Deep is immune to all conditions and damage at this time.

Boss Special 1

The Fracture of the Deep performs:

◆ 1, ◇ all, ◆ 1

◆ ◇ ◇ : Summon one Lurker

Clawcrusher

◆ ◇ ◇ : Summon one Lurker

Mindsniper

Any summoned Lurker Clawcrushers or Lurker Mindsnippers are normal for two characters, Lurker Clawcrushers are elite for three characters, or both are elite for four characters.

Boss Special 2

The Fracture of the Deep performs:

◆ +0 (◆ : ◆)

◆ +0 (◆ : +C ◆)

◆ ◇ ◇ : Summon one Lurker

Wavethrower

Any summoned Lurker Wavethrowers are normal for two or three characters, or elite for four characters.

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60 cont. • Uniting the Crown

Section Links

When one character has all six numbered tokens on their mat, read **115.4.**

Map Layout



Scenario Key

Fracture of the Deep	
Lightning Eel	
Lurker Clawcrusher	
Lurker Mindsnipper	
Lurker Wavethrower	
Large Cave Corridor	4
Cave Corridor	4
Rubble	5
Altar	2
Stalagmites	3

Loot

x8
x1



61 • 111

Life and Death



Copperneck Mountains

Scenario Key

Deep Terror	
Earth Demon	
Harrower Infester	
Cave Door	3
Huge Water	2
Large Water	4
Water	4
Ice	10
Large Cave Rock	2
Stalagmites	5
Treasure	1

Loot

x5
x4
x4
x4
x2
x2
x1



– Continued on next page.

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **67.1**.

Scenario Effects

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

Introduction

The Copperneck Mountains, a bristling jaw of ochre peaks, greets you like a forgotten, bitter friend. To a party on foot, it is nothing less than a maze of razor-edged stone, grown as if nature itself was trying to keep you out. If that weren't enough, the mountains are filled with Savvas and all variety of wild creatures, both looking for any opportunity for a fight. But there is apparently no danger that Crain will not risk in the search for star iron.

The Quatryl marches in the lead, fully confident in the guidance of his newest contraption, which he holds out ahead of him. To you, it looks like a convoluted lamp that's been dropped on the ground one too many times, but to Crain, it is yet another of his "greatest achievements". He tried to explain the science back at Frosthaven, but after he got into 'material resonance' and 'inductive-spectral harmony,' you waved him off and saved the both of you a few hours of frustration. Now and then, the thing gives off a noise: an intermittent buzz that supposedly means you're heading in the right direction.

Hours pass. Your throat dries, and your patience grows thin from listening to Crain's incessant machine. So it comes as a relief when he finally, suddenly stops.

There you both stand, at the mouth of a tall but narrow tunnel, like a giant spear had been thrust down into the mountainside and then drawn out, leaving this gaping wound behind. And there is no mistake. Crain's contraption is giving off a steady, low-pitch moan. This is it. Down you must go.

Almost as soon as you enter, that far back corner of your mind begins to shiver. There is an unnatural smell in the air. It's sour and cool, like air that's already been breathed. Steady. You continue, and before long, the sunlight vanishes.

Something is wrong. You're starting to lose track of time. You try to think how long you've been marching: was it only a few minutes since you entered, or was it an hour? The walls have changed too, you know that for certain. They've grown closer. And the ceiling seems to have moved inward.

Suddenly, a flash of red. A claw. You jump back, swing your blade, strike only stone. You raise your torch and see nothing. Then behind you Crain calls out:

"Friends. Friends, where are you? I am having such trouble seeing."

You follow the Quatryl's voice and find him stumbling in a puddle of water, but when you grasp his shoulder, he turns and his eyes are gone, replaced by empty pits.

You jerk away. A shout escapes your lips. A warm, slick body slides against you. A talon digs into your arm. You swing your weapon again, but again, you hit only stone.

"Terrors," Crain shouts. Your vision clears and you see the Quatryl in earnest—he is unharmed. "There are deep terrors here, many of them. And something even worse. Steel your mind, my friend. When terrors lurk, your mind is no longer an ally."

What will you do? Without your thoughts, without your senses, combat is like swimming through a bog. You lunge one way and stumble over your own feet. You've accepted this may be your end, but then, no. There is light, dull blue light, and a voice.

"Slither back, darkness," the voice commands, thick with age. Just the sound of it sharpens your mind. Then she appears: an Orchid. She's tall, crested with flocks of brilliant blue crystal on her head

and shoulders and she's standing between you and the wriggling, wet stalk of a deep terror. In a blur, the Orchid woman dashes to the side and then reappears next to the monster, a brutal axe already coming down. She hews the creature in two like a fledgling tree—ichor sprays the air. A second later she's back by your side, untouched and offering—you realize—her only hand.

"I am Moonshard," she adds tersely. "Follow me."

Special Rules

Place one numbered token in **a**. This represents Moonshard, an ally to you and an enemy to all monsters. She has $(L+(2xC)) \times 2$ hit points and her attacks are unaffected by **P**. On initiative 50 each round, she performs **C 3; X L+1**. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to Moonshard. If Moonshard dies, the scenario is lost.

Section Links

When door **1** is opened, read **105.1**.

Map Layout



Scenario Goals

The scenario is complete when there are four damage tokens on ①. At the end of that round, read **69.1.**

Introduction

There is a spot at the base of your skull—a small spot—that normally feels nothing. If you run your fingers along it, you can tell where the bone gives way to form a tiny soundless drum. That spot is normally safe, quiet. But now, you stand surrounded by darkness, and a throat-tearing cry is rising up all around like a thousand gulls wailing at once, and in that spot at the base of your skull you feel a deep and vicious bite. You feel, for the first time, terror.

You are hundreds, perhaps thousands of feet beneath the Northern tundra, far below the ancient Quatryl catacombs, because it is here where Crain must strengthen the first seal. But the Harbinger is no idle force, and its dark guardians have awoken to repel you.

Crain is only a few feet away, working frantically in the dank gloom.

"Just hold them for a few minutes, gods, just give me that!" He shouts and the room jostles with shadow. Faces in the dark rise and fall: green, glittering eyes watching you. Crain is asking an enormous thing. You can recognize the silhouettes of these infernal guardians, their stink: Harrowers, imps, and demons—enemies that would be more than enough to handle on their own, but now they all come at you together.

Your battleground is nothing remarkable except for its depth. It is a wide empty cavern: cold stone dappled here and there with brackish water that has seeped through the stone. The floor and walls have been reinforced by elder Quatryl trellises in spots, but for the most part the chamber is untouched. You suspect the original architects abandoned this place after feeling the same venomous fear that now courses through you. That was wise of them. You do not have the luxury.

Another demon screeches to your right, a sound that makes your teeth ache. You wave your torch this way and that, wasting time. Your only real hope is Crain.

His new contraption is fully erected, standing a foot taller than the Quatryl himself, but it is painfully still. This gadget supposedly has the ability to strengthen the seals keeping the Harbinger at bay, but you've only seen a minor demonstration back in Crain's workshop, and back then he had Terra and the Shattersong standing by to help.

The device itself is a large metal tripod, mounted with a circular dial of liquid-filled cylinders and metal-capped crystals.

It looks like the spokes of a wheel bolted to the top of a telescope, and beneath it hangs a cluster of glowing diodes and knotted tubing and some sort of tuning device—but all of it is dormant.

"The crystals aren't responding," Crain shouts, seizing the tripod's legs. "I need time to find the correct position and draw out the seal's energy. Time, dammit, please!"

So you breathe. The shadows are here. They move into the dim light of your torch: chaos demons licking the air with their wild horns, infesters skittering under their cloaks. They are eager. Hungry. You tell yourself: just hold them back, that's all you need to do. Just hold them.



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Special Rules

Crain **a** is an ally to you and an enemy to all monsters. He has $(L+C)x2+2$ hit points. On initiative 99 each round, he performs **C 3, D**, focusing on moving toward his goal, if not already occupying it. Crain's current goal is **a**. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to Crain. If Crain dies, the scenario is lost.

At the end of each round, if Crain is occupying his goal, place one damage token on it.

Shuffle numbered tokens **1** to **6** face-down next to the map. At the start of each round, reveal one and spawn the corresponding monsters in the listed locations based on character count:

Whenever all numbered tokens have been revealed, shuffle them all face-down again.

Token	Two Characters	Three Characters	Four Characters
1	f : One normal Black Imp i : One elite Black Imp	f : One normal Black Imp i and k : One elite Black Imp	f and h : One normal Black Imp i and k : One elite Black Imp
2	g : One elite Black Imp j : One normal Black Imp	g and j : One elite Black Imp	f , g , and j : One elite Black Imp
3	f : One normal Chaos Demon	f : One normal Chaos Demon k : One normal Black Imp	f and k : One normal Chaos Demon
4	i : One normal Chaos Demon	f : One normal Chaos Demon h : One elite Black Imp	f : One normal Chaos Demon h : One normal Harrower Infester
5	g : One normal Harrower Infester	g : One normal Harrower Infester j : One elite Black Imp	g : One elite Harrower Infester
6	k : One normal Harrower Infester	i : One normal Black Imp k : One normal Harrower Infester	i : One normal Chaos Demon k : One normal Harrower Infester

Scenario Key**Section Links**

When there are two damage tokens on **a**, read **98.2**.

Map Layout



Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **73.2.**

Introduction

When this is over, when it's all said and done and you're no longer running from one side of the North to the other trying to keep the world from imploding, you swear that you will never go underground again. Not even a cellar. But right now, that's exactly where you find yourself.

You are in a tunnel, a perfectly round tunnel carved beneath the Copperneck Mountains. Unlike tunnels you've entered before, however, this one is unique, because it is being carved mere seconds before you pass through it. Crain is in front of you, marching with his seal contraption hoisted over his shoulder, and in front of him are the tunnelers—a squad of Shattersong. They move steadily, walking in two columns as they bore through the mountain, but rather than carve with any sort of tool or machine, they use their voices. You have no idea how it works, but the crystalline Savvas emit a sort of low, steady hum that destabilizes the rock in front of them, changing it from dense stone to a soft, gray material similar to mica. Then, they simply tap the wall and the transformed rock falls away, leaving a wide, perfectly circular tube in its place.

You've been watching them perform this feat for the past hour, and it would continue to fascinate you if it weren't for Crain, who just said something so disturbing that you asked him to repeat it.

"I said," he clears his throat, "that there might be a small—just a tiny—hiccup in our plan. Not even a hiccup really. A sniffle."

A sniffle. You remember to breathe. Count to five. You ask him to kindly explain himself and also, if he wouldn't mind,

mentioning why he didn't bring it up earlier, before you all decided to break into the Savvas source of life.

"Well, I didn't want to worry you."

You consider this. Your hand clenches involuntarily. Then something in your face makes the Quatryl explain more quickly.

"Ah, okay, and maybe I thought it would work itself out. Look, it isn't that drastic a problem, just a variable to keep in mind."

You gesture for him to continue.

"It's the third seal. So we know where the first seal was—down in the Unfettered, err, Quatryl, complex—and we know where the second seal is—in the Savvas source of life. But the third seal." Crain winces. "Well, we won't know exactly where that is until this one is secure. The problem there, well, as soon as we secure this one, the Harbinger will be focusing all its attention on that third place."

One of the Shattersong gestures from the front: they're getting close.

"So imagine a river—a big river full of trees and rocks and black water and demons and bones and death. Okay, now imagine that river has three outlets. If you dam up two of those outlets, that river will suddenly only have one place to go."

The Shattersong slow their pace and all but one of them step aside. This last Savvas waits in front, ready to break through the final barrier.

"So," Crain whispers, "right after we dam up this outlet, we'll essentially be racing a very large, very angry body of water to the final seal. That shouldn't be too much of a problem—unless the seal is especially far away."

You are about to say something unkind, something to let Crain know exactly what you think of his 'sniffle,' when then

the final sheet of stone falls away, and the tunnel opens onto a vast, arid dome. Crain gives you a short salute and runs out before you can stop him. Just like that, the conversation is over. You grit your teeth, stifle your anger. Time to work.

This is space between where the Harbinger sleeps and the Savvas source of life. The Harbinger created this source of life and uses it to influence the Savvas, turning them into its unwitting agents. You have no desire extinguish the source, but strengthening the seal should cut off the corruption seeping in from below.

Crain rushes out into the cavern, right to the edge of a heart-dropping chasm, and raises his tripod like a hungry prospector about to swing his pick. You hear Satha's exhausted voice echo in your head, "Why couldn't you have found a nice, quiet Quatryl down in those catacombs?"

Crain stabs his contraption down and whole area rumbles in response. A long flurry of anger rises up from all sides of the room—agents of the Harbinger, Savvas guardians bent to its will, have spotted you. A sound wells up from the chasm so loud and so full of rage that, for a second, it makes you hold your breath. Then the Savvas, seething with vicious magic, rush around the rocks and charge you, completely unhinged.

Crain activates his device and catches your eye—there is no time for words, but you know his look. This is it. Everything depends on you now.

Section Links

At the end of the fourth round, read

7.1.

—Continued on next page.

Map Layout



Scenario Key

Earth Demon	
Flame Demon	
Frost Demon	
Savvas Icestorm	
Savvas Lavaflow	
Wind Demon	
Cave Corridor	(4)
Large Cave Corridor	(4)
Stalagmites	(4)
Treasure	(1)

Loot

	x5
	x4
	x4
	x4
	x2
	x2
	x1

Special Rules

Crain **a** is an ally to you and an enemy to all monsters. He has $(L+C)x2+2$ hit points, is immune to forced movement, and cannot move in any way. He does not act, but has an initiative of 99 for the purpose of focusing. Whenever any monster would be able to attack Crain on their turn, given their current movement and range, they focus on him. Any

character may lose one card from their hand or two from their discard pile to negate one source of damage to Crain. If Crain dies, the scenario is lost.

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

Round	Two Characters	Three Characters	Four Characters
1, 3	b : One normal Savvas Icestorm	b : One elite Savvas Icestorm	b : One elite Savvas Icestorm
2, 4	c : One normal Savvas Lavaflow	c : One normal Savvas Lavaflow	c : One elite Savvas Lavaflow





Scenario Goals

The scenario is complete when the Vestige of the Imprisoned God is dead. At the end of that round, read **74.1.**

Introduction

Run is all you can think, just run.

All night, you've been marching, head down in the wind, pushing your body beyond endurance. The pace is grueling. Your lungs feel crystallized, frost-burnt by the air, and each step chews your muscle to shreds, but you cannot slow down. You race the darkness itself. You race corruption, a river of oily death rushing beneath your feet, churning with teeth and bone and venom.

Crain has managed to keep up, the same fear coursing in him. Already he's jettisoned half his gear, every nonessential item—tools and trinkets and spare parts—just dropped in the snow, a trail of precious metal crumbs. He knows the danger you're facing better than anyone, and his face is a split mask of panic.

When you reach Frosthaven, the night is still deep. Crain will not speak more than a few gasped words, but he tells you where the seal is hidden. When the gates creak open, you both shoot through, sprinting now for the center of the outpost, to where the seal awaits—the Temple of the Great Oak.

Guards turn, their faces knit with worry. They have never seen you like this. One of them catches up, asks what's wrong, what's coming, and you answer: everything.

Satha joins the race, as does Moonshard and neither asks questions. They know what is coming without hearing the words, they can feel it deep in their bones.

You find the temple doors bare in the moonlight. Each panel is hand-carved with the sigil of the Oak, pale and beautiful. To some, it represents a sense of normalcy, a mast to hold onto during the storms, but there is no hiding from what is coming. You crash through the doors without a second thought.

The Keeper of this place is a haggard man named Eustice who regularly haunts the morning streets. He protests the invasion.

"B—blasphemy," he sputters, pulling on his robes. "You cannot—these are hallowed grounds. What are you doing with that? Who—?"

But no one slows down. You charge through the temple, smashing open the rear door and rush into the courtyard where the Oak resides. The holy tree. Here it lives, surrounded by a protective courtyard, its trunk carefully wrapped to protect against the cold, and its roots brushed free of snow. It is a fitting symbol

for the town. This single tree, smaller than its cousins to the south, cold and bent—but strong nonetheless. Its roots have grown stubbornly deep in this rocky soil.

Crain takes his device, stabs its legs into the earth, and turns it on. But something is wrong.

Horns sound from the distant walls—enemies approach. You freeze and listen for the signal. Two blasts—they come from the east. A clamor rises outside, the guards waking to the call and donning their armor. Captains shout the call to arms, practiced but urgent. These people are used to fighting. You pull your weapon and prepare to join them, then you stop. Three more blasts from the horn. Enemies to the west. Eustice, the Keeper, shakes his head confused. Then four blasts. Then five. Enemies coming from every direction. They are here.

You few, you who stand in the Oak's courtyard, pause long enough to meet each other's eyes. Crain stands under the tree, his thin brow low, his eyes like rivets. Moonshard hoists her axe. Satha snarls a grin. You nod. This is it. This is for everything.

Section Links

At the end of the tenth round, read **72.1.**

—Continued on next page.

Special Rules

All four City Guards are Guard Captains, allies to you and enemies to all other monster types. The Guard Captains cannot go above level 5, even if the scenario level is 6 or 7.

Place Cx2 numbered tokens in any **a**, **b**, **c**, and **d**. These represent militia members, allies to both you and all Guard Captains and enemies to all other monsters. Each has $(L/2)+2$ hit points (rounded up). On initiative 51 each round, they perform **C** 3; **X** $(L/4)+1$ (rounded down). At the end of each round, you may place up to two new militia members in any empty **a**, **b**, **c**, or **d**. No more than twelve militia members can be on the map at any time.

At the end of any round, before new militia members are placed, any character occupying any **a** to **h** can travel between map tiles. From tile 15-A, characters can travel to the closest room (**e** to either **a**, **f** to either **b**, **g** to either **c**, and **h** to either **d**). From the other tiles, any character can travel to any other room except the one opposite it in the layout (**a** to any **e**, **b**, or **d**; **b** to any **f**, **a**, or **c**; **c** to any **g**, **b**, or **d**; **d** to any **h**, **a**, or **c**). All characters can only travel to a hex if it is empty and characters cannot teleport between rooms.

If any Guard Captain dies, at the end of that round, remove the map tile it died on and move all characters in it to the closest lettered hex on tile 15-A, or the closest empty hex to it if it is not empty. From then on, any monsters that would spawn on that tile instead spawn at the letter hex closest to where it had been (**e** for tile 7-E, **f** for tile 11-E, **g** for tiles 2-A and 2-C, and **h** for tile 13-E).

The tree has $(L+C)\times 3$ hit points. It is an ally to you and an enemy to all monsters, with an initiative of 01 for the purpose of focusing. If the tree is destroyed, the scenario is lost.

At the start of each listed round, spawn the following monsters at any empty **i** on the listed tile, based on character count

("tile 2" refers to both tiles 2-A and 2-C together):

Round	Two Characters	Three Characters	Four Characters
1	11 and 13 : One normal Living Doom	7 , 11 , and 13 : One normal Living Doom	2 , 7 , 11 , and 13 : One normal Living Doom
2	2 and 7 : One normal Shrike Fiend	2 : One elite Shrike Fiend 7 : One normal Shrike Fiend	2 and 7 : One elite Shrike Fiend
3	13 : Two normal Burrowing Blades	13 : One normal and one elite Burrowing Blade	13 : Two elite Burrowing Blades
4	11 : Three normal Living Spirits	11 : Four normal Living Spirits	11 : Five normal Living Spirits
5	2 and 7 : One normal Shrike Fiend	2 , 7 , and 13 : One normal Shrike Fiend	2 , 7 , 11 , 13 : One normal Shrike Fiend
6	2 : One normal Living Doom 11 : One elite Living Doom	11 : One elite Living Doom 13 : One normal Living Doom	11 and 13 : One elite Living Doom
7	2 and 7 : One normal Burrowing Blade	2 , 7 , 13 : One normal Burrowing Blade	2 , 7 , 11 , and 13 : One normal Burrowing Blade
8	7 , 11 , and 13 : One normal Shrike Fiend	7 and 11 : One normal Shrike Fiend 13 : One elite Shrike Fiend	7 : One normal Shrike Fiend 11 and 13 : One elite Shrike Fiend
9	2 , 7 , and 11 : One normal Living Spirit 13 : One elite Living Spirit	2 , 11 , and 13 : One elite Living Spirit 7 : One normal Living Spirit	2 , 7 , 11 , and 13 : One elite Living Spirit
10	2 : One elite Shrike Fiend 7 , 11 , and 13 : One normal Shrike Fiend	2 , 7 , and 11 : One elite Shrike Fiend 13 : One normal Shrike Fiend	2 , 7 , 11 , and 13 : One elite Shrike Fiend

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64 cont. • The Frosthaven Seal

Map Layout



Scenario Key

Vestige of the Imprisoned God		Dungeon Corridor	
Burrowing Blade		Living Spirit	
City Guard		Shrike Fiend	
		Large Dungeon Corridor	
		Tree	

Loot

	x5
	x4
	x4
	x4
	x2
	x2
	x1

