

■ 162.1 • Furious Factory (109)

As alarms blare, you push into a seemingly empty room. You marvel at the brief respite, but then machines drop down from the ceiling.



■ 162.3 • The Longest Second (125)

Conclusion

You race out the front of the facility and dive down the hill as a massive firestorm rages in the space above you. You lay on the ground, breathing heavily, marveling at the fact you still retain all your limbs.

At least now you know what burning time smells like.

You stand up, and brush yourself off. You can feel that time has normalized. The

fracture is now gone and the other of the two crystals is now glowing—this time blue. The danger is now past, and you are able to concentrate on your newly restored amulet to return to Frosthaven.

Rewards

Gain “Temporal Amulet” [194].

■ 162.4 • Elemental Cores (66)

An Aesther hands you a lantern as you pass through the portal, smiling with a thankful expression. You nod and step through into utter darkness. You feel cold from your insides and skittering sounds echo through the air from all directions, making your skin crawl.



■ 162.2 • The Eternal Crave (122)

You look at the ingredients you have: the firepepper, the axenut, and the pieces of the mammoth bark. You lay them out next to the boiling cauldron and take a look at the recipe scrap.



A number XYZ points to [XYZ].

It seems needlessly complicated, but you look to Noore and get only a noncommittal shrug. You’ll have to figure this out yourself.

■ 162.5 • Tome of Life

Eddica instructs the two volunteers to stand within runes she traces onto the floor in salt. She whispers something that sounds garbled and you can feel your vitality pooling at your torso like a dull pain. She crosses her fingers and you feel something snap while your insides wrench.

Rewards

For the next scenario, select a number less than either selected character’s maximum health value. One character begins the scenario suffering that amount of damage, and the other character begins with their maximum hit point value raised by the same amount.

Gain “Tome of Life” [218].

Do not resolve an outpost event this week.

163.1 • Tome of Elements

Eddica the Librarian runs her finger down the page of the Tome of the Elements. She half-whispers something arcane, then scoops a fistful of ice out of a bowl, tracing a sigil with the melted water on your foreheads.

"Brr!" She shivers, rubbing her hands up and down her arms. "You feel that?"

Rewards

During the next scenario, the  element token does not move from the waning column to the inert column at the end of any round.

Gain "Tome of Elements" [216].

Do not resolve an outpost event this week.

163.3 • Joseph the Lion Returns

A couple of days ago, Joseph the Lion finally opened his ice-cream stand. After a modest turn out on opening day the stand was shut soon after. You figure there must be a good reason for such immediate closure and decide to pay Joseph a visit in hopes that the merchant is once again in need of assistance and willing to part with a few coins.

Rewards

New Scenario: Joseph the Lion [126]

163.5 • Portal of Pain

The portal looks unstable, but you really don't want to meet what's up above that leg. You tackle the Pain Conduit through the portal, rolling onto the ice. You've never felt so appreciative of simple ice underfoot. The Aesther stands, shouting back through the crackling portal.

"Yesss! Colossal embodiment of suffering, I am your ally! Come to me, so that I can channel your dark energy!" The Pain Conduit motions as though they were

163.2 • Infiltrating the Lair (75)

This hallway is cold but brimming with activity. Alerted to your presence, you

Special Rules

When any character ends their turn adjacent to any , the hallway is considered blocked. Any enemies occupying any  die.

see a large school of piranha pigs closing on your position. That ceiling must come down to stop their approach.

Section Links

The first time a hallway is blocked, read **167.3**.



163.4 • Gaps in the Road (74)

Conclusion

As the priest falls, so too does the constant shrill of the wind that has accompanied you since entering the peaks. You stow the last piece of the scale away in your pack and return to Frosthaven to resupply. You show the fragment to Lihrey and make clear your intent to give it to the Fish King.

"No single being should have the power," Lihrey shakes his head. "But I am in no position to stop you. Also, I understand that you must explore every avenue you can for peace, I just hope it is worth the risk."

"If only I had more time to research..." The Valrath slumps in his bed, seemingly exerting too much energy in his still weakened state. Before he falls back into a herb-induced sleep, he mutters, "I wish I could have been there to see it... Please take good notes..."

Rewards

Gain one random item blueprint.

New Scenario: Apotheosis [76]

sweeping all the contents off a tabletop, and the portal swells to tremendous size with a rush of orange air.

The monstrous creature steps through to your plane with a colossal footfall. Only then, looking up at the enormous figure, does the Pain Conduit recognize their mistake.

"No... this is not the source of pain. It is not even alive. It must have been the world itself!" They run back through the portal and it snaps shut behind them.

Which leaves you with a giant metal monster, who has turned its sights on Frosthaven in the distance. It's in your world now.

Rewards

All characters start the next scenario discarding two cards.

New Scenario: The Titan [123]
You must play this scenario now.

164.1 • Gaps in the Road (74)

You enter the building and see, on an altar at the far end of the room, the final scale fragment. Slowly rising from her seated position on the floor, this shrine's guardian stares at you with disgust. With a swift incantation, the aged Algox priest summons Wind Demons to keep you from your goal.



164.3 • Ruins of the Solstice (104)

The strange vault you find yourself in continues. You find it peculiar how the whole place is split down the middle – verdant spring on one side and desolate winter on the other. What sort of magics did the builders possess to create such a place?



164.2 • Library Built

You shelve the books according to the Damon Decimal System with ease, and even make sure to put "Gemstones" under "Orchid" per Eddica's request. When she returns she makes a thorough review, then gives a small nod.

"Well done, good to see there are some individuals in this backwater who might benefit from a library. Master Scrim will be delighted to hear it in my next letter." The edges of her lips barely curl up into a smile, but before it registers she straightens her clothes and continues, "You know, there is a matter I could use your assistance on... it might require some minor... uh, reappropriation of antiquities." You look at her blankly.

She rolls her eyes. "What, you expect me to sit around writing the complete history of Frosthaven? Please, this town was a sleepy fishing village until a few years ago. It'd barely fill a napkin."

She sits down behind her desk, shuffling a stack of paperwork out of the way.

"Listen, there are books out there, four tomes of incredible power. The Tome of Life, the Tome of Conflict, the Tome of the Elements, and the Tome of Time. I want you to collect them for me." The young Valrath pushes her red-rimmed glasses up the bridge of her nose.

"My research suggests the Tome of Life is in this region—it's the whole reason I'm up here at all. No need to go out of your way, but if you do happen upon it and bring it back to me... well, I'll make sure you're rewarded."

Rewards

Add event SO-58 to the summer outpost deck, event WR-45 to the winter road deck, and event SR-47 to the summer road deck.

164.4 • Relic (79)

Conclusion

You shiver and slide the sled outside, hoping all of this will be worth it. It's quite difficult, lugging the giant cube over the hills, but you make your way across the frozen landscape and back to the outpost.

Mayor Satha greets you, shepherding the townspeople, who repeat in unison. "The Relic! You have retrieved the Relic! Thank you!" Their voices carry through the night and follow you back to your quarters.

Out of all of the things you've seen, this might be one of the most unsettling, and it continues to follow you. For several weeks, you can hear the chanting in your dreams.

Rewards

Gain 3 morale.

Section Links

Add T45.2 to the calendar in three weeks.

 165.1 • Ruins of the Equinox (105)

Conclusion

At the very back of the room, once the guardians have been dealt with, you find a single bar of metal on a pedestal. Judging by the writing on the wall, it is called the elemental alloy, and it shimmers in your hands, as if begging to be melted down at a forge. The alloy could be used with a mold to forge a new key, but you know that a regular blacksmith's forge won't do the trick. There are etchings on the side of the alloy, printed there by whoever mined the substance: "The Tempus Forge." That's where you need to go next.

Rewards

Gain 2 collective

Section Links

Add 159.4 to the calendar in four weeks.

 165.3 · Old Coin

You pick up a few coins scattered across the ground in the commotion, but none feature the special markings Dinah the tavern operator described.

Rewards

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

165.5 • Lustrous Pit (108)



165.2 • Fish King's Ascension (77)

“NOOOOOOO!” The Fish King falls to his knees, gripping the fresh wound. He looks up at you, eyes filled with anger and fear. The portal opens once again and he turns insubstantial. A burst of frigid air, as if borne from the icy depths, tears at your exposed skin. The Fish King’s power is waning. You know what needs to be done.



Special Rules

Set the Fish King's current hit point value to one-quarter its maximum hit point value (rounded up). It is now immune to damage.

Any figure adjacent to the Fish King may spend 1 movement point to place their figure in any empty hex adjacent to the glowing orb.

Right now, if 🔥 is strong or waning, it can immediately be consumed to cause one Frost Demon to suffer trap damage.

All characters add +2 ⚔ to all their attacks targeting Frost Demons.

Section Links

When all Frost Demons are dead,
read **184.5.**

165.4 • Letter from

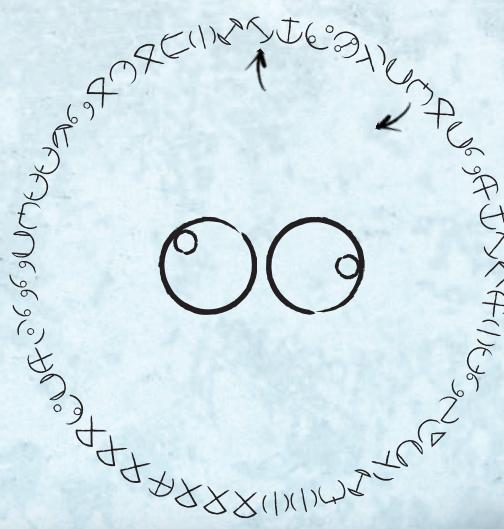
"Mail call," the exasperated Quatryl mail carrier stands at your doorway holding a weather-beaten letter. "Popular folk, ain't you? This one comes from across the Misty Sea apparently. Picked it up from a ship merchant in Gloomhaven."

You open it up to find a communication from the Metal Mosaic:

"I must apologize. What you said to me about not being beholden to anyone other than myself—apparently, it just took a long time for that to sink in, or maybe I just had to hear it from someone else. You see, I never quite made it across the ocean. I found myself on a small chain of islands out in the middle of the sea, the home of a group of Quatryls who are more closely tied to those who built my parts. They helped me see more clearly what you were trying to tell me all along. Though my creation was not biological, that does not preclude me from the same experiences and opportunities as any other sentient being. Those who created me are long dead, but even if they weren't, I am here now with my own will and my own desires, and I have the freedom to forge my own path in whatever way I would like.

"I will stay with these Quatryls for a while longer. Despite them being so small, I still feel a kinship with them. A strange familiarity.

“One last thing. They recently discovered some strange runes, and, despite their intelligence, can’t seem to make any sense out of them. I told them how you deciphered the instructions on how to build me, and so they thought maybe you could help with these too. What do you think?”



166.1 • Cecil's Room

You rush into the barracks and turn over Cecil's room looking for evidence. On the topmost shelf of his locker you find a pair of shoes with a handkerchief wedged inside. Unfolding it you find a small Oak Charm, but there isn't much else. You push past him in the doorway to head back to

Tarro's burned-out cabin and meet with the demon before sundown.

Section Links

Read [88.2](#) now.

166.3 • Furious Factory (109)

You open the door and are faced with several laser gates waiting to block off your path. In the far corner, following the cables, you spy a long-abandoned console that must have once been used to supervise. No wonder there is extra security in this room.



166.4 • Job Posting

"Take a number." Glint, the Inox records-keeper at the town hall, gestures to a dispenser. A frantic-looking woman grabs out a slip of paper as you arrive in the otherwise-empty lobby.

"Three. Alright, now what?" She asks.

Glint takes the slip of paper from her, then shows it to her as though he was explaining something to a child. "It has a three on it, so come back in three weeks." The woman's eyes widen.

"Are you mad?! My husband could be dead by then!" Red from shouting, she turns to you, pleading. "You have to help me! My husband told me if he didn't return by this

afternoon I was to find help. He could be lost or, or—dead..."

Glint, champion of relationship-building, chooses this time to interrupt. "Ma'am, you should know that the outpost of Frosthaven does not endorse or guarantee the services of third-party mercenaries. The assistance of these sell-swords is at your own risk."

Tears well in her eyes as she looks between the members of your party. "I'm begging you. Here, he always leaves a map of where he goes spelunking."

Rewards

New Scenario: **Deadly Pastimes**

166.2 • A Tall Drunken Tale (128)

New patrons wander in and gravitate toward your table, curious about the gathering around it. Narb suddenly twitches in his sleep and begins to flail about, spouting high-pitched gibberish. Then comes another loud snore, and he settles back down.

Nits doesn't miss a beat, though, "Exactly, Narb. That's when the strangest thing of all happened. Believe it or not, the Great Oak itself sprouted up amidst the chaos for a front-row viewing of history! It said, 'Blessings!'"

Nits stands and makes a big flourish with his arms, showering the front row in droplets of ale. People can't help but smile and applaud.

Special Rules

Place one tree in any three starting hexes. Remove everything in these hexes from the map except for any figures, which are instead placed in the closest empty hexes.

All characters gain and their base attack values are doubled this round.

Section Links

At the start of the eighth round, read [132.4](#).

166.5 • Black Memories (121)

Conclusion

You begin to depart the underground cavern, noticing small, pointed faces peering out from dark recesses. One of the creeping Vermlings, bolder than the others, edges toward the site of the mechanical suit. Passing by, you solemnly hold out the helmet. The Vermling squints suspiciously. But then she takes it from you. You then start on your long journey back to Frosthaven.

Section Links

Add [184.3](#) to the calendar in six weeks.

167.1 • Among the Wreckage (54)

Special Rules

Door ② is locked and will unlock and open when ten total objectives have been destroyed.

Shuffle the six numbered tokens face-down again.

Section Links

When door ② is opened, read 13.3.



167.3 • Infiltrating the Lair (75)

The blast from the first barricade reverberates throughout the halls. The element of surprise is clearly long gone, so you must work quickly. The carved doors to the inner chamber burst, but only show a transfixing, inky darkness beyond. It holds your gaze until you realize it is moving – dozens of grasping shadows reaching out toward you. The tendrils coalesce, transforming into the sinuous shapes of two Chaos Demons. Just what kind of power is the Fish King drawing upon?

Special Rules

Spawn two Chaos Demons at ④ at the start of the next round. These are normal for two characters, one is elite for three characters, or both are elite for four characters.

167.2 • Job Posting

DING. DING. DINGdingDING!

"Hello? Helloooo?" A thin man bundled up in a trench coat is adamantly ringing the desk bell at the town hall. Glint, the Inox records-keeper, is pretending to nap a few feet away. "I see you there. I need help!"

Glint shouts without opening his eyes, adjusting his chair to face away from the disruption. "I'm on break! Come back later."

The man slaps a gloved palm on the countertop, leaving behind a puddle of water. "I am running out of water, patience! Yes, I am running out of patience!" The man returns to ringing the bell with intensity, covering the countertop with moisture with each thump. Glint begrudgingly gets out of his seat to respond when he spots your group.

"Right, well, I was just waiting for the best mercenaries in town to show up. And here they are, look at that. Take it up with them. And stop sweating on my counter!" Glint drops back into his chair, done with the whole affair.

The man sizes you up, looking a bit nervous. "Yes, it's sweat! I am merely

sweating! Because of the warmth. Of this room. It is very warm, correct?" It's tough to make out the man's eyes hidden between the assorted scarves wrapped around his face. His boots look new, but much too large for someone of his stature, and the trench coat he's wearing is nearly soaked through. The man dabs at his face with a wet handkerchief, then pushes aside the scarves to take a long swig from a canteen. You can't help but notice there's another three containers hanging empty off his belt.

He taps the bottom of the canteen to extract the last few drops, then remembers you standing there. "Right... Lurkers, they killed my family, and I need you to... uh, revenge. I would explain more, but it's very important I leave right now—er, for an appointment! Here's directions," he sets a wet wad of paper into your hand. "I'll explain later! Thank you! Good bye."

With that, he waddles out the door and into the street in a panic, tripping several times and leaving a trail of water behind him.

Rewards

New Scenario:
The Lurker Problem 78

167.4 • Underground Station (96)



Special Rules

Floating platform ④ now moves toward the stairs then stops when adjacent to them.

Each ④ is an escape hex.

168.1 • Old Coin

Regardless of who minted it, a gold coin is accepted based on its weight alone. You find a few coins of questionable origin, but none featuring the special markings you're looking for.

Rewards

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

168.4 • My Private Empire (107)

The same voice from the courtyard rings out from brass tubes arranged at each corner of the room: “Welcome! I hope you aren’t too tired after your long journey? Please allow my servants to take your coats...”



168.5 • Bolt (133)

Conclusion

The idol lets out a meow of relief as you finally reach the surface back into the fresh air. Once again, you feel its voice echo inside your head: “I have seen the chaos the creatures of this land will cause with my power, and so I sealed myself away. But you have changed that fate. Those who would do harm are now buried beneath this mountain, and I am free to aid you in your adventures, though my power is diminished...”

168.2 • Blast the Lurkers

The Quatryl seems confident, and you trust his evaluation. You give him the go ahead to prepare the device as Sun in Shallows returns to the sea.

Rewards

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

New Scenario: Explosive Descent (50)

Do not resolve an outpost event this week.

Special Rules

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

Section Links

When the first episode is overcome, read 150.3.

168.3 • A Strong Foundation (65)

Conclusion

The wraith disperses into the air, and the other creatures lingering in the area take flight, leaving you in peace. Without a sound, Voice-of-Eight materializes in front of the elemental array, and they position themselves around the device, chanting words of an ancient tongue. The sound of their eight separate voices is eerie and beautiful, and it makes you wonder how much of their individualism they each gave up to sustain their existence.

A few minutes into the chant, the ice upon the array starts melting, and one of the Aesthers steps forward, dissolving into a mist that envelops the contraption, making it glow from within. A few haunting minutes later, the misty Aesther reforms and the rest fall silent.

“The anchor is the only thing still intact,” Voice-of-Eight says collectively. “We must find new elemental cores—at least four of them—and put them back into place, or this array will continue to be nothing more than a memory of ages past. We will search them out across the planes and return to you when we have devised a way to retrieve them.”

Rewards

Gain 2 collective ♀ and 2 collective ♂.

Section Links

Add 95.4 to the calendar in six weeks.

168.6 • A Waiting Game (117)



The voice falls silent, and you look down at the idol. It is clearly cracked, but has at least stopped leaking power. Also, the compulsion to hold onto it has faded, so you stow it in your pack and return to Frosthaven.

Rewards

Gain “Cracked Idol” (238).

Unlike Frosthaven's wintery landscape, the hunting lodge has entered a season of abundance, thrumming from an influx of ice fishers and fur traders. Drinks and tall tales are shared, prices for goods haggled over. You almost overlook the familiar, forlorn Vermiling sitting by the roaring fire.

Discomfited in crowds, as usual, the Trapper fidgets with their tailcoat draped in their lap. You approach, surprised at their presence. You didn't notice their fur-piled sled outside.

169.2 • Sled Built

With the sled complete, you can now safely venture farther out into the tundra. Captain Olmstead joins you for a test run on a borrowed scouting sled from the town guard, and you can't help but enjoy the taste of the crisp morning air. The Captain eyes the next hill and gives a wry smile.

"Your new sled might outmatch the design of mine, but there's no substitute for experience." He cracks his neck. "Let's make it interesting... first to that tree line over there buys the next round." Before you have a chance to agree—or even spot the tree line in question, Olmstead has egged his dogs on down the hill.

You push off in pursuit, but by the time you make it to the tree line your competition is nowhere to be seen. Then you spot him: seated on a log just inside the shelter of the snowy tree canopy is Captain Olmstead sharing a canteen of water with his panting sled dogs.

"Hah! Glad we understand there's still a thing or two you mercenaries can learn from this old-timer."

Rewards

Place "Sled" campaign sticker on the town map at location B. You may now play scenarios with the  requirement.

Gain 1 prosperity.

"The empty one is mine," the Trapper admits miserably. They have been residing in the Whitefire Wood, a region usually known for its diverse fauna. Lately, however, the population of small animals like snow foxes has been waning. This is due to a new predator: polar bears.

"When I decided to track the bears," the Trapper says, "I discovered a local Vermiling colony was overhunting them, pushing them out of their usual habitat in the barrens. I tried speaking to these other Vermlings." The Trapper removes their bush hat, revealing a lump between their

ears, likely from a slingshot. "Diplomatic lot," they say ruefully.

The Trapper wants your help relocating the bears away from the tribe. "They need the chance to repopulate in an environment more suited to them." Eager to escape town for a while, you readily agree. The Trapper provides a map for you, marking the spot where you shall meet.

Rewards

New Scenario: **A Waiting Game** 117

169.3 • Crain's Recovery

You have been lucky—luckier than most—to have never spent more than a few nights inside a gaoler's cage. Of course, there have been times when your temper's gotten the better of you, when you've indulged more than was wise, but you've never been forced to spend night after night, month after month sleeping on a stone floor with nothing to look forward to but a glimmer of morning light through iron bars. So you can't really fathom what it's like to finally be free from prison or what a person would do when they finally got out, but you doubt they would do this.

Crain Tallengyr, the Quatryl scholar you rescued from the Unfettered catacombs, has transformed his previously clean, albeit sparse, room into the cluttered, cramped nest of an academic. Somehow between last night and this morning, the Quatryl has gathered several books and a large stack of parchment and he's arranged everything on the floor around him like a flimsy mosaic. Behind him is a plate of half-eaten eggs and hard biscuits and several empty teacups. The bed looks unused, except the top sheet has been confiscated to sop up a large puddle of ink on the floor. His door is open and when you knock on the frame, his face lifts into a manic smile.

"My stalwart friends!" He bows without getting up. "Come to check on your rescued ward? What chivalry! And perfect timing, I might add. As you can tell, I've managed to get in a full night's work."

Crain pulls out a hefty book with an excited look. You ask if that will help you get to the center of the Unfettered facility, and the Quatryl frowns. "Oh, fine, I suppose we could talk about that first."

Crain unfolds a set of building schematics in front of you and shows you two paths from the library that will take you to the core of the facility. One is through the duct system, bypassing the bulk of the Unfettered workers by sneaking above them 36. The other is a long, narrow path deep in the facility that Crain says is an unfinished transportation system the Unfettered have abandoned 37. Both lead to the central chamber, but there's no knowing which one will yield the easier path.

"Now," Crain says pointedly, pulling out his book again, "If we could get back to this..." The Quatryl clearly wants to move on from his memories of the Unfettered facility, so you take the hint and ask what he's so excited about.

Rewards

New Scenarios: **Buried Ducts** 36, **The Dead Mile** 37

Section Links

Read **190.4** now.

 170.1 • A Tall Drunken Tale (128)

You sip your pint and notice a couple patrons seem to have their ears bent to the story. Some have even moved their chairs to hear better.

"Any wind in the mercenaries' sails was stifled, though, upon witnessing the nearby ruins get swallowed up by a cave, holding more enemies in its maw," Nits continues, his beard in his mug. "I recall the fear in their eyes – the breath departing them as panic set in."

Special Rules

Flip over tile 2-I to 2-J, connect it as shown, and open door ①. Relocate door ④ to ②. If there are any figures, tokens, or overlay tiles in ②, place them in the closest viable hex.

All characters discard one card from their hand (if able).

Section Links

At the start of the third round, read
¶ 152.2.



170.2 • Abandoned Hideout (136)

Special Rules

Boats **a** and **b** now focus on moving toward and being adjacent to **c**.

Section Links

When door 2 is opened, read
180.4.



170.4 • The Lurker Problem (78)

With the Lurkers bearing down on you, it takes too much effort to follow the elaborate kill-dance the instructions choreograph for you. You disregard them and overcome your enemies in the order you deem necessary. That seems to work just fine. Once they are defeated, the passageway to the left is unobstructed.

Special Rules

Door 3 is now unlocked.

Section Links

When door 3 is opened, read
W512

170.3 • Vermling Siege

You rummage through your packs for anything that might sate the appetites of the Vermling swarm and find some edible plants you'd been saving for other purposes. They're a small price to pay for Frosthaven's safety. You make the offering to the chieftain, hoping it's enough.

(Each character loses all herbs they are carrying.)

If the total of all herbs lost is C or greater: The Vermiling adorned in orange feathers accepts your harvest. “A true pleasure doing business with you. Perhaps we’ll meet again someday.” With that he rounds up the Vermlings and they push on, presumably to harass some other outpost. **Ignore the Section Links below.**

OTHERWISE: The Vermling adorned in orange feathers shoves you toward Frosthaven's gate. "We'll expect something heartier next week!" The other Vermlings chuckle at your humiliation as you make your way inside.

Rewards

Gain 1 morale.

Do not resolve an outpost event this week.

Section Links

Add **5.1** to the calendar in one week.

171.1 • Temple of Feline Power (132)

As the last wraith falls, you feel a burst of heat, and the far wall melts away, revealing a passage deeper into this strange place. You feel a familiar force nudging you into the next room.

Taking a step forward, you see this room is much brighter, the light of the torches gleaming from the golden walls now free of ice. In front of you is a beautiful shining pedestal, topped with... nothing. Not an empty pedestal, but swirling darkness through which you can just make out an old, crumbling, filthy statue of what once might have been a cat. You feel, at the same time, forced away from it and inexorably drawn toward it.

171.2 • Random Scenario

You look down at an ancient sheet of stone—hardly the riches and jewels you were expecting. But there on the stone, faded, yet still complete, is a painting: a landscape, as if painted using the tip of a stick or a claw. And despite the crudeness, the details look familiar to you. You could probably find the place this painting depicts if you searched long enough.

Rewards

New Scenario: **Lustrous Pit** (108)

Special Rules

Door 1 is locked.

Section Links

When any character ends their turn adjacent to altar b, read 110.2.



171.5 • And Then, a Stream (130)

Conclusion

Thankfully, the remainder of your journey is a much calmer affair, though still grueling with the weight of the gems. You return to find Derrick sitting in The Crater with Nits and Narb, and all three greet you warmly and drunkenly.

"I told you they'd do it" Narb shouts, lifting his mug.

Derrick takes stock of all the containers and tuts. "A little less than I'd hoped, but it will still do." He smiles and hands you a large sack of gold. "We're all about to get a lot richer, and my sister will have to let

171.3 • Harrower Library (101)



Section Links

Return to 126.2 to reference its special rules, if necessary.

171.4 • Mail Call

"Okay, I've had it!" A Quatryl shouts as she jumps up on a stool at The Crater, Frosthaven's premier drinking literal-hole-in-the-ground. "This town ain't that big, how can it be that hard to find someone?" The Quatryl is fuming. "I swear, when I find them I'm gonna..." she trails off, angrily glaring around before hopping down and stomping over to the closest table.

You hear her asking patrons if they know someone, but she keeps stumbling over the pronunciation of the name. It's butchered, but it sounds like it might actually be you. You raise a hand and she shuffles over, the picture of anger.

She slams a letter on the table in front of you. "That's how you pronounce this?! Oh for Oak's sake... FINALLY." As she drops her backpack on the ground and starts rooting around in it, you examine the envelope. It's from the well-respected merchant you wrote a letter to! You can't believe they took the time to write you back.

"I dragged this stupid thing all the way back from White Oak for you."

Rewards

**Lose 3 morale. Gain 1 prosperity.
Gain 10 collective gold for each token carried.**

Rewards

Gain one random item blueprint.

■ 172.1 • The Eternal Crave (122)

You take another step along the path, thinking you're through the icy danger, when the new cavern opens up to you, and you see a bridge of ice extending over some rather dangerous pits. There is no turning back now. The main chamber is on the other side of this path.



Special Rules

Door ③ is now locked.

Section Links

When door ⑥ is opened, read
■ 8.4.

■ 172.3 • Hunting Lodge Upgraded

With a fire roaring in the background, the finished hunting lodge is the perfect location to exchange tales of narrow escapes from polar bears, as well as provide hides for Frosthaven. You encounter all sorts of patrons whose rugged appearances often belie a certain gruff kindness.

One of those patrons is a Vermling Trapper, who sits nearest the fire and away from the crowd, a square hat shadowing their eyes. Sitting beside their wares of lustrous, exotic furs, they are currently absorbed in constructing an intricate snare.

When you ask them to explain their process, they warm up to you. "Much of my time is spent not in action, but in observation. It's a matter of understanding the animals, their habits. If you're truly interested, perhaps I can show you sometime?"

You readily agree, happy for the company.

Rewards

Unlock ♦ class box.

■ 172.5 • Furious Factory (109)

You knock through the door, only to be met by a blast of frigid air. This part of the facility appears to have collapsed, leaving it open to the outside. Maybe that explains the higher security here.



■ 172.2 • A Tall Drunken Tale (128)

"Um, Narb?" Derrick tries to move the large man but only manages to stir up a heavy snore.

"He's drooling," Eros laughs.

Special Rules

Any figure that did not have a turn yet this round will not have one. It is now the end of the fourth round. Do not perform any long rests and return any cards that were not played to their character's hand.

Section Links

At the start of the fifth round, read
■ 124.3.

■ 172.4 • Hunting Lodge Inquiry

"Yeah, they'd usually play cards in the back." An Inox regular in the hunting lodge is meticulously sharpening an axe against a whetstone. A small stack of finished axes sit nearby, and it seems like he has no shortage of additional hatchets to hone.

"Barno showed up around 5:30 to pick up some materials to bring to the guards on the front lines. Cecil popped in looking pretty exhausted a little before 6:30. Pretty scattered, seemed like. But he ducked out before Barno returned a few minutes later. Barno had a couple cups of something to warm him up and didn't come back until around 7:45. Why d'you ask?"

Where will you go now?

Section Links

If you search Allya's room at the barracks, read ■ 179.3 now.

If you search Barno's room at the barracks, read ■ 149.2 now.

If you search Cecil's room at the barracks, read ■ 166.1 now.

If you know who the killer is and don't need any additional investigation, read ■ 88.2 now.

173.1 • Hide Depot Built

As a final touch, an intricate woven rug is unrolled at the entrance to the hide depot. In an elegant display room heaped with goods, the fur trappers, tanners, weavers, seamsters, and their clientele all brush shoulders. You, too, now have a place to sell excess furs, and contribute to this teeming industry.

Amidst the crowd you spot Violet, the local Lurker researcher, transfixed at one booth. She's cooing over a cashmere cape trimmed with ermine and dyed her favorite color, purple. "Oh, but I just couldn't," she frets.

173.2 • And Then, a Stream (130)

You're making some progress recovering from this disaster, but the fight's not over yet. Reinforcements have arrived.

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 down) at any **a** and C/2 normal Shrike Fiends (rounded up) at **e**.

Section Links

At the start of the eighth round, read **87.1**.

The peg-legged proprietor grabs the cape out of her hands. "Well if you ain't got the coin, quit pawing the furs!" The angry woman starts to smooth out the cape to put it back on display.

Violet looks shocked. "What? No—I have the gold. White Oak provides a stipend for my research... I'm merely concerned about how fragile it seems! It would just get wet in my coastal studies."

The shopkeep immediately changes her disposition, showing a smile missing some important teeth. "Oh, a stipend?

Why didn't you say so? Maybe you'd be interested in this here waterproof—and much more expensive—purple seal-skin coat?"

Violet spends her coin with gleeful abandon, an action you expect will be more commonplace now in Frosthaven.

Rewards

Add event SO-56 to the summer outpost deck and event SR-41 to the summer road deck.

Special Rules

Do not set up pressure plate **b** for two characters.



173.4 • Fish King's Ascension (77)

Conclusion

With a pained gurgle, the Fish King finally stops thrashing. The tendrils of chaos circling him recede and reality returns to the room. His limp body, now returned to its original size, flops to the ground.

"Scale... less..." You stand over the Fish King and see only hatred in his eyes. "What have you...grrggllllggll..." At this point, his own mistreated piranha pigs descend upon him, chewing and gnawing in a frenzy. You grab whatever valuables are within reach—including the Leviathan scale and the spear—the Fish King clearly

doesn't need them anymore—and make a quick exit back to the ship. You hope the Abaeli left behind will be able to thrive without their megalomaniacal ruler and leave Frosthaven alone in the process.

Lihrey looks ecstatic when you deliver the scale to him and explain what happened. "Truly fascinating!" He marvels. You look him dead in the eye and warn him that no one should try to control the scale's powers.

"Absolutely, I agree," Lihrey nods. He carefully deconstructs the scale into its

three parts, and then releases a breath that he seems surprised he was holding. "You can rest assured that we will only study it for historical importance. And the Storm Society will keep it safe. I will journey to our headquarters to deliver it immediately. Thank you for all your help."

Rewards

"Threat from the Deep" quest complete. Gain "Wave Blade" [201]. Add event B-19 to the boat deck.

174.1 • The Lady in White (86)

Conclusion

The ghost emits a piercing wail that throws you to the ground. Instinctively, you clutch at your ears, and, thankfully, the sound slowly fades into an echo. You look up to see the remains of the Lady in White dissipating into the cold mist.

When you get back to Frosthaven, you hear the wonderful news: the guard's wife

finally gave birth to a perfectly healthy baby girl. As you walk by, people look up, nod and give you a faint smile. You nod back and trudge toward your longhouse, eager for sleep.

Rewards

Gain 2 morale.

174.3 • Ruinous Research Lab (81)

You stumble over the debris behind the door, creating a loud noise. This is immediately followed by flashing purple lights, more machines rising up to greet you, and an ancient artillery mechanism slowly turning toward you.



Special Rules

Barricade **e** has L+5 hit points. It is an enemy to you and an ally to all monsters.

The first time any character ends their turn occupying pressure plate **c**, create one **trap** in each empty **b**. Pressure plate **d** has no function at this time.

174.4 • Ice Cave (111)

Conclusion

You finally exit the cave, freeing yourself from the ice wall. Through the snow, you see yourself also emerge from another cavern. Slowly, you walk toward yourself, and you feel the mirror vibrating.

You close your eyes and focus on what dwindling power it has left, trying desperately to inform reality that you are, in fact, only one person and not two. You

get closer, and the vibrations intensify until—SNAP!

You open your eyes. Somehow, you are one again. You rub your head, and with the mirror in hand, quickly set on your journey back to the relative warmth of Frosthaven.

Rewards

Gain “Cracked Mirror” [236].

174.2 • 🔥 Returns

Walking down to the dock, you are completely surprised to see your old companion, the Pyroclast, standing at the shore, staring off into the sea.

“Who could have imagined that the Savvas would be so... boring?” The Pyroclast says as you approach. “All they want to do is accumulate power and show it off to the rest of us. They don’t actually use it for anything. Like they’re preparing for a war, but no war is coming.”

The Pyroclast stands there silently, listening to the waves lap gently against the wood of the dock. “I’m not coming back to fight with you, if that’s what you’re thinking. But I do think I need something new in my life. Maybe... yes, that’s it!”

The Pyroclast suddenly runs over to where a number of small fishing boats are tied to the dock. You follow as it burns one of the ropes to ash and jumps into the newly freed boat. “I’m going to master a new element! I will cast myself into the middle of the Biting Sea and overcome the powers of water and ice!”

You try to object, but the Pyroclast won’t hear it. It is already rowing away from the shore. “This is going to be great! Until we meet again!” You have to admire its confidence, though the fisherman whose boat was stolen doesn’t share your enthusiasm.

Rewards

Gain 3 inspiration.

174.5 • Old Coin

You’re lucky gold is so shiny: you never would’ve spotted it among the dirt otherwise. Unfortunately, none of the coins feature the special markings Dinah the tavern operator told you to look out for.

Rewards

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

175.1 • Job Posting

A trip to the hunting lodge to pick up some pelts is rudely interrupted by Eros, the local Savvas with a penchant for the arts. The Savvas swoops its black scarf back and addresses you with a world of concern in its voice.

"Mercenaries! I have *devastating* news!" Eros continues in a dramatic tone that would befit oration from the stage. "Camilla, the prodigy painter, has gone missing!" Eros pauses, waiting for recognition to play across your face. It does not.

"Well, surely you know Camilla! A tad hot-headed, but she has been my most capable ally in the war against these drab, unflinching walls!" The Savvas touches its scarf to its head, looking to the heavens for assistance. You do vaguely recall an old woman around town with a bucket of paint, but you assumed she was doing some maintenance work. "Oh, surely you—she painted the entryway to the mineshaft, for instance—a dark, dusty blue that is unmatched!" Eros' actions are beginning to draw a crowd.

"She got word from some mercenaries that there was a pack of rare, majestic beasts in the snow fields to the far east, and she was just absolutely determined to go paint them," Eros explains. "But now I fear the worst! You simply *must* retrieve her, or this outpost will never again experience the majesty of her palette!"

Rewards

New Scenario: **A Grand View** 94

175.2 • Low Morale

Mayor Satha's jaw clenches as she watches another group of dark figures disappear up the trail leading to the Frozen Pass. Deserters.

They won't make it over the mountains—Captain Olmstead wouldn't let them take more than the same meager rations everyone in the community has been surviving on these past weeks—but they've chosen to die elsewhere. "Better'n sittin' here, just waitin' fer some crab—thing to claw yer guts out," one deserter had muttered as he shouldered his pack and turned away from Frosthaven.

"I failed them." Satha says flatly.

Frosthaven has lost people before, of course: to sickness, or raids, or the sheer vicious cold of the North. But in Satha's expression you see that this loss, the loss of faith, hurts more than all those other tragedies combined.

The mayor allows herself another moment of self-loathing, then closes her eyes and breathes in deep. When she exhales, you see the weight drop from her shoulders once again. The true mark of a northerner: the ability to persevere through any loss.

"Well then, fewer mouths to feed, eh?" Satha chirps, putting on a tense smile and turning to a starved guard. "Gather

up what wood we can salvage from the wreckage. I want a strong bonfire tonight, bring everyone. Our circle 'round the fire will be all the tighter for being smaller."

Rewards

Gain 5 morale.

Lose 2 prosperity.

Rebuild all wrecked buildings for free.

Section Links

If your morale reaches 0 again, read this section again.

175.3 • Deadly Pastimes (85)

You notice grooves along the floor, as if this massive boulder can be moved.

Special Rules

Any character may target snow rock **b** with any ability with **◆** or **◆** solely to **◆** or **◆** it as if it were a figure, so long as it remains adjacent to the other snow rock.

Section Links

If snow rock **b** is moved such that it is no longer adjacent to the stalagmite, read **178.4**.

175.4 • Elemental Cores (66)

Searing heat crashes against your skin, making it hard to breathe for the first few moments after entering the portal. You are greeted by fire demons, a bolt of crackling embers flying close by your face.



Conclusion

The corpse of the Algox and the devastation left behind are all the signs you need to know that the Fish King has beaten you to the final piece of the scale. He has all of them now, and his threats about destroying Frosthaven echo in your mind as you return home. You give Lihrey the grim news, and he quickly arrives at the same conclusion you made: the Fish King must be stopped at all costs.

"Luckily, the instruments I made to track down the fragments in the first

place should now prove equally useful in tracking down his lair," Lihrey says. "We'll need a different boat, and there may be some swimming involved, but I've got a few contraptions that should help with that as well. Let's get to it!"

Rewards

Gain one random item blueprint.

New Scenario:

Infiltrating the Lair 75

Nits and Narb argue over minute details you couldn't name if you tried, each saying the other is clearly wrong and looking everywhere but at each other. A stranger chimes in, and that's when you notice most of The Crater seems to now be invested in this tale. You also notice Derrick staring at you, smiling.

A chair drags across the floor, and Nits gets up to relieve himself.

"Anyway," Narb continues, "like I was saying, it only got worse. Apparently, nobody noticed the Abaeli rowing up on an iceberg until it landed to the north. The fish folk came whispering ill will. You could actually see it, the words heavy and black, slithering through the air and into our mercenaries' ears."



Special Rules

Connect tile 1-A as shown. All characters gain ♦, ♪, and ▲.

Section Links

At the start of initiative 67 read

172.2.

Conclusion

With your path finally clear, you reach your destination. In the heart of a wood grows a massive pine. From its branches, like waves of sunlight, falls the powder. The Infuser circles the pine making notes in a field book, pressing needles between the pages.

"Of course! The powder is a kind of pollen," they say. "Yet I'll need to take samples of the core, study its growth pattern, track the seasonal vicissitudes..." They continue on, speaking to themselves. Once you begin to take your leave, they finally notice you again. "Apologies! My dear friend, I must thank you. As you can see, this will preoccupy me for some time. Please, accept these gifts in return for your efforts in collecting the dust. I hope they will prove as useful to you as your assistance has been for me."

You gladly take the supplies and clasp hands warmly with the Infuser in fond farewell.

Rewards

Spend any remaining dust to gain the following:

Spend seven (once only):
"Scepter of Control" 1203.

Spend one: Any 1 material resource

Spend two: Any 1 herb resource

Ever since the Deathwalker decided to improve the graveyard, they work on it tirelessly, expanding the grounds to make room for each body individually and making headstones to properly commemorate the fallen. The work slowed significantly in the winter as the ground froze solid, and now that the weather is beginning to thaw a bit, there is a lot of time to make up for.

The Deathwalker organizes a service to inter all of those who fell over the course of the winter, and you decide to attend. You

fear that the morose proceedings will just worsen the mood on an otherwise nice and sunny day. But, as the burials commence, the guards begin sharing warming anecdotes about those who passed, and the mood turns almost celebratory.

"Remember that time Deke tried to light his fire arrow and ended up setting his trousers on fire instead? That boy knew nothing when he got here, but by the time the end came for him, fighting off three Lurkers at once, he had grown into quite the admirable warrior."

And then somebody brings out the alcohol, and pretty soon the whole town is singing and crying and laughing together until the sun sets. It is quite the cathartic experience, and when people finally start shuffling home, still telling each other their favorite anecdotes, the Deathwalker still sits among the graves, smiling softly.

"They're finally at peace."

Rewards

Gain 2 morale.

177.1 • Collapsing Vent (98)

Conclusion

You burst free from the exit, gulping down fresh, crisp air. The mountain gives a last rumble as it settles itself, sealing the facility under a permanent blanket of rock and snow. You're certain whatever forgotten activity they were doing down there is now never to see the light of day.

Rewards

Gain 1 prosperity.

177.3 • Old Coin

The pile you've stuck your hand in has a wet, oily feel. Best not to think about how it got that way. You wipe off a few coins you discover but none feature the special markings you're looking for.

Rewards

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

177.5 • My Private Empire (107)

Conclusion

You flee the room, scramble up the stairs and arrive, panting, back at the courtyard above.

"I see that your feet are tired," the voice rings out. "A pity. Still, I implore you—remember the name Ventillion!"

"Oh, and as thanks for attending my party, please accept this humble gift."

A stone door swivels in a carved alcove, and a burgundy velvet sack embroidered in gold thread with the letter "V" appears on the plate.

Rewards

Gain any X collective material resources, where X is the number of episodes overcome.

177.2 • Infiltrating the Lair (75)

You appear to have found the Abael treasury, which you discover is protected by Ice Demons. Why are there so many demons in the castle, and how is the Fish King controlling them? What are they protecting here?

Section Links

The first time a hallway is blocked, read 167.3.



177.4 • Care Package from *

As you enter the main gates of Frosthaven, you can't help but notice the giant pile of food sitting just outside in the snow.

"A group of Algox brought it by," a guard explains. "Said they was friends of yours, but Olmstead was suspicious. He said to wait until you got back."

You inspect the pile and find a crudely written note from the Snowdancer on a bark parchment.

"Friends," the note says. "My tribe had a bountiful harvest this year, praise Geryuu. I remembered how difficult the winters could be in Frosthaven, and so decided to share some of our crop with you. Be well, and stay safe."

Rewards

Gain 3 morale.

177.6 • Deadly Pastimes (85)

You move to investigate the sagging snow, and, well, you're not sure what you were expecting to happen, but the whole area gives way, sending you on a familiar trajectory back down into the darkness, crashing on a family of boulders. Once you gather your pride, you look around and realize your blundering may have actually had a positive impact. You destroyed some boulders that were blocking a passage that seems promising.

Special Rules

Whenever any figure enters e (including the character occupying or adjacent to it now), immediately place their figure in m or the closest empty hex to it.



178.1 • Mysterious Crate

The alarm bell rings in the middle of the night. An attack?

You rush out of your longhouse and down to the dock, strapping on weapons as you run. There, just past the craftsman's shop and butting up against the jetty, is an unknown ship with tattered sails. Two dockworkers are wrestling the lines to keep it from being pulled back into the bay.

A roar erupts from the ship—Ice Wraiths are swelling around the mast. The whole ship pulses with demonic energy.

And then you spot them: there, on the deck. Crates, sealed with thick black tar.

Rewards

New Scenario: **Derelict Freighter** (127)

You must play this scenario next.

178.2 • Hall of Revelry Built

The Hall of Revelry proudly rises two stories from the bedrock of Frosthaven. Its construction was completed nearly overnight, and the craftsmanship is superb. Blue-cloaked Valraths stream in and out at all hours and shipments of supplies arrive like clockwork to support the inhabitants. A thick, sweet-smelling fog rolls out the doorway as you approach.

"Welcome, friends. Have you come to learn of the divinity of the Aesthers?" The Valrath standing before you looks well-fed and eager to make your acquaintance. You inquire about your recently retired party member. "Oh, yes—we thank your friend for their contributions to enlightenment. Would you, too, like to embrace the divine? But oh—where are my manners? Please, come in. Come in!" He invites you into the grand hall behind him, where other Valraths are sharing a pot of tea featuring the thick scent of boiled snowthistle.

"We are worshipers of His Impermanence Tholos, the Granter of Favors, the Balanced Aester. You, too, can be granted the gifts he offers." He sits, legs crossed, on a comfortable-looking blue pillow. "It was not long ago that my brethren were worshiping the false idol of Bastian. 'The Blood God', as he called himself." He takes a long draw from his tea, then smiles, clarity washing over his face. "But now we know the truth. It was right to worship the Aesthers—all seeing, immortal, with power beyond measure. But not all Aesthers are equal, and not all deserve our reverence."

Section Links

If ♣ AESTHER, read 153.2 now.
Otherwise, read 196.1 now.

178.3 • Job Posting

The sound of the alarm bell has your group rushing to the wall in a dead sprint. You take the rickety steps up the guard tower two at a time, but the last step reveals a guard looking confused more than concerned. He points down to three Algox bundled in cloaks outside the gate. As you move to draw your weapons, one of them waves.

"We seek the assistance of your warriors!" The Algox in the center shouts up the battlements. An older female Algox touches his arm, and he bends low to make it easier for her to whisper in his ear.

After a moment he straightens up, then continues in a billowing voice: "Our clan comes in peace, and we have heard stories of your vanquishment of Algox who attack and rob their neighbors!"

If they are a threat, they're certainly a sorry one—while it looks like their furs were once beautiful examples of Algox handiwork, they're now in disrepair. The Algox themselves look malnourished at best. You agree to meet them outside the walls of Frosthaven, if only to confirm there's nothing to be concerned about.

They thump their fists to their chests in reverence as you exit the gate. "Thank you, warriors. Our people have been abused at the hands of a neighboring tribe, run by Vanjal, an Algox who has taken to celebrating his own vanity through incessant titheings. Our people risk starvation just to keep him appeased. Will you help us?"

Rewards

New Scenario: **A Contained Fire** (89)

178.4 • Deadly Pastimes (85)

You push away the boulder to reveal a small area that looks to have experienced a recent cave in. You spot a corpse half-buried in the rubble.

Special Rules

Don't change anything on the map other than adding the "Goal 3" treasure tile and (12).



179.1 • Crain's Expedition

The salvage team you sent to the Unfettered complex returns near the end of the day, hauling sleds full of metal automatons and ancient manuscripts in various states of disrepair.

Crain is disappointed to have had his materials moved from their original location and declares a good deal of the spoils unfit for study, tossing them from the sleds as mere scrap. A few minutes later, though, he finds some unexpected bauble buried among the components and is back to his exuberant self.

Rewards

Gain 5 collective .

Return one  +20 card to the town guard deck.

179.2 • The Eternal Crave (122)

You thought you could sneak past the sleeping polar bears, but a Snow Imp has other plans, flying toward you and shrieking. You're so close to the main chamber of the cavern system now, but there are so many creatures between you and the other side—and they're all excited at the prospect of dinner.



Special Rules

Door 4 is now locked.

Section Links

When door 5 is opened, read
 145.1.

179.3 • Allya's Room

You rush into the barracks and turn over Allya's room looking for evidence. Unfortunately, there's little more than some letters from back home and a pouch of snowthistle and spirit sap. You push past her in the doorway to head back to Tarro's burned-out cabin and meet with the demon before sundown.

Section Links

Read  88.2 now.

179.4 • The Tempus Forge (106)

Conclusion

With the blacksmith dead, you can only hope that you are able to operate the forge correctly. You first melt down the alloy into a shimmering liquid that seems to reflect light in a rainbow of colors. The alloy looks cold, like a mirror, even as it melts in the heat. Once done, you lock the mold into place and let the forge's mechanisms do their work, slowly pouring the melted alloy into the mold before lowering it down into a pool of cold water.

Unfortunately, you lack any method of opening the mold, so you're forced to pry it open, cracking the entire apparatus as you do. But you are able to retrieve your key. It shimmers with power as you hold it.

You seal the forge up tight with your new key when you depart, leaving it to rest in peace.

Rewards

Gain "Key of Seasons" .

179.5 • Metal Shipment

A stern knock on your longhouse door reveals a man with skin as thick as leather. He tips his hat, then asks you to sign for a delivery as two men unload his wagon.

"Told you I'd come back around with those materials you ordered. The pass is brutal, but the gains are sweet."

Rewards

Gain 2 collective  and 5 collective .

179.6 • Retires

You find the Pain Conduit in your longhouse, tracing strange shapes in the air with their fingers and muttering to themselves. "The pain, yes, I feel it... It is coming into focus." They suddenly convulse in agony and the air in front of them flashes with a dark energy. Before long, they are laughing with a wild look in their eyes.

"Bwahaha, yes! There it is! I have never felt something so... INTENSE!" The Pain

Conduit gathers a dark energy into a ball between their outstretched, clawed fingers, and then the ball engulfs their body. "I must go to it! It calls to me!" The dark energy around them flashes again, and then, suddenly, the Pain Conduit is nowhere to be found.

Rewards

Add event WR-32 to the winter road deck.

Frosthaven is bubbling over with excitement. The streets are cleared, the feast prepared, and the citizenry has shown up in their best clothes to meet the Great Dallum, the most powerful seer the world has ever known.

He arrives right on time, stepping through the gate with a small entourage at his side, to cheering, music, and fanfare. The crowd bunches up around him and it's some time before you can even get a

look at anything more than his bald head. People offer numerous gifts: painted hides, fine woods, and, of course, gold. Each is graciously accepted then spirited away by the Great Dallum's handlers into a wagon for transport.

When it's finally your turn he sets a soft hand on your shoulder and looks at you with piercing green eyes. "What's your name, mercenary?" His booming voice carries and he speaks at a quick clip,

as though he's rushing to get through his duties. Before you have a chance to answer, he asks if there's a donation you'd like to make for his blessing of sight.

Section Links

If you make a donation to the Great Dallum, read 122.4 now.
Otherwise, read 120.5 now.

A portal opens beside the prince and he yanks Cecil through it into the room: "Did you kill Tarro?"

A terrified Cecil nods in fear. "Sorry, I was just trying to get back my Oak Charm and our winnings, but he put up a fight..."

The demon prince gives a malicious smile. "And I take it the fire was just to cover your tracks?" Cecil nods, trying to be as helpful as possible under the circumstances.

The prince nods sympathetically, then turns to you. "It seems you've assisted me,

which necessitates compensation—I know all too well the consequences of leaving an open-ended favor." He plucks a blood-red gem off his scepter and hands it to you. Flecks of light swirl inside, and it feels too heavy for its size.

"I trust that will be sufficient. Our work here concludes. Enjoy your silly town." And with that, he drags Cecil through a portal back to his home plane.

Rewards

Gain 1 prosperity.
Gain "Demon's Gem" 1240.

The damp, swollen door opens with a loud, rusty creak to reveal a dank pirate's den. Under a layer of cobwebs, you see shelves filled with gold and other valuables, but you see movement in the shadows as well. The old pirate crew might be dead, but they're still determined to protect their treasures.



Glint, the Inox records-keeper at the town hall, is leaning back in his chair and throwing a rubber ball against the wall. He sees you and rises with all of the speed of a bureaucrat who knows no one else would be willing to take this job in the middle of the frozen north. He flips open a ledger.

"Name?" He knows your names, he's just difficult. You comply, which does little more than get a raised eyebrow. "Really? Huh, could've sworn you were taller. Unless you're shrinking." Glint licks a finger, revealing a golden tooth as he turns the page.

He shuffles some papers, further wasting your time. After what feels like an unacceptable wait, he passes a bounty across the table. "Three reports of oozes." You reach to grab the paper, but he holds it down with his thumb, looking you in the eye. "Unreliable. Don't get your hopes up. The report says it ate a sheep, probably just a lazy farmer who miscounted." Glint releases the page and goes back to his rubber ball, settling into his chair with a thump.

As you take the bounty details you steal a glance at the original report—it doesn't say the ooze ate "a sheep", it says it ate "a herd of sheep". This might be more than you bargained for.

Rewards

New Scenario:
Here There Be Oozes 84

You walk into the crowded library carrying the book with a metal cover and an embedded hourglass you found in a far-off cave. The eager resident librarian Eddica locks eyes with you, then looks to it, then back to you. She uncontrollably blurts, “EVERYBODY OUT! Magic time!” The patrons look startled and confused.

Eddica looks surprised at her own outburst and straightens her skirt nervously. She pushes her red-rimmed glasses up her

face and starts again, much more calmly: “Ahem. Sorry... what I meant to say is that the library is closing a bit early today as I have some research work to do.” She assists a few final citizens with checking out books and hurries them out the door.

With the metal-clad book in hand she dives right in: “A time manipulation spell. Ingenious... it hitches you to an earlier point in time, allowing the benefits of the past without being winded!” Sure, whatever

that means. “Looks like it has finite power, how would you like me to cast it?”

Section Links

If you ask her to cast all of the spell’s power on a single party member, choose the character and read **107.2** now.

If you ask her to cast it on the entire party, read **191.1** now.

181.2 • HE-RO-IC-S

HE-RO-IC-S is eager to get started once you sail into port. It wouldn’t stop talking the entire trip back.

“THIS IS TO BE MY NEW HOME!”
It hovers out over the town, vibrating with excitement. “I WILL SCAN FOR A SUITABLE HOUSING UNIT...”

Section Links

If building 88 is built, read **135.4** now. Otherwise, read **33.1** now.

181.3 • Deadly Pastimes (85)

Another weak wall, another passage created by brute force. And, yes, another corpse, half-buried under a pile of rubble.



181.4 • The Lady in White (86)

The last tree crashes to the ground, and, with nowhere else to flee to, the Lady in White emerges. The guard’s description is horribly accurate: bloody sockets where her eyes should be, and clad all in white. She lets out a soul-wrenching scream that makes you want to run and hide under your bed, but you gather your courage and attack.

Special Rules

Spawn one elite Ice Wraith at any empty hex the last destroyed tree occupied. This is the Lady in White. It has HxC hit points.

181.5 • The Dancing Iceberg (131)

They just won’t stop coming! A group of Lurkers clamber up the iceberg, but this time, they are smart enough to attack from

the same direction. You might need to throw some bodies off of this rock to help balance things out.

Special Rules

Spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
d : One normal Lurker Soldier. e : One elite Lurker Mindsniper.	d : One elite Lurker Soldier. e : One elite Lurker Mindsniper.	d : One elite Lurker Soldier. e : One elite Lurker Mindsniper. c : One normal Lurker Soldier.

Section Links

At the start of the seventh round, read **185.1**.