

SCENARIO BOOK



Welcome to Frosthaven

With your head down, you march. One foot, then the other. You try to block out the pain: the throbbing in your toes, the numbness in your face. Just keep the rhythm, you think—one, two—but the wind isn't so easily ignored. It claws at you, whipping up ice and snow like tiny hooks, making every breath difficult. Your skin is thick, you always prided yourself on that, but nothing is thick enough for this. You are walking through the Frozen Wastes, a place far to the north where only the hard and the lost dare to travel. Of course, that's probably why they hired you.

It's been ten days of plowing through snow drifts as high as your waist, and there's still no sign of the town. You're mercenaries hired as part of a support team, the first group of the season sent to check on humankind's most distant outpost—Frosthaven. It's a place forgotten by most of the world: a tiny settlement carved out of the frozen wilderness that, for half the year, is wholly cut off from the empire, isolated by towering, unbreachable drifts. But as of last week, just enough snow has melted off the Imperial Pass for a team to get through. They were hiring, and your coin purses were empty. So then, here you are.

No one really knows what awaits you in Frosthaven. Your snow-muddled mind struggles to imagine what sort of people could survive through the winter in a place like this. But whoever's there, you hope at the very least they've left a fire going.

Rewards

New Scenarios:

[Howling in the Snow](#) 0

[A Town in Flames](#) 1

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read □ 2.2.

Introduction

You were warned the journey would not be easy. That the weather would sap your strength and beat you into submission. That terrible creatures lurked in the mountains, waiting to fall upon unsuspecting travelers in a bloody frenzy. You wouldn't have expected, however, that the most mundane of threats may end up being the most dangerous.

Wolves.

The howling started last night – signals to the pack that prey was near. And now they have gathered, stalking you as you move through the mountains, looking for weaknesses.

This is no time to be passive. You know it's only a matter of time before they strike, going after the slowest, oldest members of your caravan. If you want everyone to survive, you'll need to show these animals that you are not to be messed with. That you are not prey.

Scenario Key

Hound		Snowdrift		6
Snow Door		Snow Rock		4
Large Snow Corridor		Stalagmites		4
Snow Corridor		Treasure		1
Damage Trap				3

Special Rules

Do not set up the Hound monster ability deck. Instead, each round on initiative 26, all Hounds perform 2; 2.

Each character reduces their hand until it contains only the following cards:

Drifter: *Unbreakable, Crushing Weight, Vile Assault, Deadly Shot, Violent Inheritance, Precision Aim, Bloodletting, Sustained Momentum*

Boneshaper: *Eternal Torment, Transfer of Essence, Command the Wretched, Flow of the Black River, Decaying Will, Fell Remedy, Malicious Conversion, Life in Death, Returned Servant*

Deathwalker: *Shadow Step, Fluid Night, Strength of the Abyss, Call of Doom, Call to the Abyss, Black Barrage, Eclipse, Dark Fog*

Banner Spear: *At All Costs, Tip of the Spear, Unbreakable Wall, Combined Effort, Javelin, Deflecting Maneuver, Regroup*

Blinkblade: *Blurry Jab, Twin Strike, Sap Speed, Power Leak, Drive Recharge, Hit and Run, Temporal Displacement*

Geminate: *Icebound Quills, Draining Pincers, Hornet Stingers, Changling's Boon, Drag Down, Selfless Offering, Into My Embrace, Firefly Swarm, Mind Spike, Harvest the Essence*

Section Links

For a more in-depth guide on how to play each class, read □ 197.1.

When door ① is opened, read □ 2.1.

Map Layout

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **F 9.1**.

Introduction

The sounds greet you first: muffled metallic pangs, a voice howling. It's difficult to make anything out with the wind rushing past your ears, but you'd know that tune anywhere: there's a fight up ahead.

But a fight means people, and if there are people, then the town must be close. You hear more: a scream; the crash of steel against stone; a deep, earthy growl.

You're running now. Your legs are wasted from the hike, your shoulders ache from your gear, but the sounds are close now and up ahead you see gauzy orange light blooming in the air. With one last push, you round the final bend in the trail and you see it—Frosthaven—engulfed in flame.

Great petals of fire burst from windows and crawl over roofs. People stream from the town's ruined gate, their faces bent in panic. A moment later, you see the object of their terror: a massive creature with two legs and two hulking arms covered entirely in thick white fur, three gnarled horns crowning its head.

"Algox raiders! We're doomed!" cries an elderly porter beside you. "They're stronger than anything else alive. We've come all this way for nothing!" As if to prove the point, the Algox you've been watching catches a fleeing outposter with one hand and hurls him backward as if he weighed nothing.

Ten days you've been hiking. Ten days and this is what you find. You breathe out a thick plume of foggy air and hoist your weapon high. Time to get to work.

Special Rules

All City Guards are allies to you and enemies to all other monster types. City Guards do not perform turns but instead gain an additional innate **1** (for a total of **2** at level 1) and **2**, and have an initiative of 50 for the purpose of focusing.

Section Links

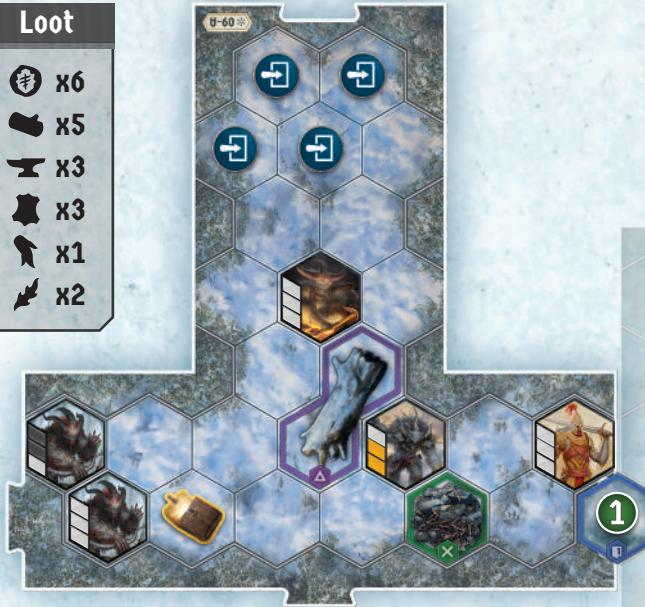
When door **1** is opened, read **F 5.3**.

Map Layout**Scenario Key**

Algox Archer	
Algox Guard	
Algox Priest	
City Guard	
Snow Door	1
Large Snow Corridor	4
Snow Corridor	3
Log	1
Rubble	6
Debris	2
Large Debris	2

Loot

x6
x5
x3
x3
x1
x2



**Scenario Goals**

The scenario is complete when all enemies in it are dead and ice sheet  has been destroyed. At the end of that round, read  77.3.

Introduction

"They'll be tired from the raid, so this is your moment." Satha had explained, pointing you toward the foothills of the Copperneck Mountains where her scout tracked the Algox attackers. "I doubt you'll be able to fight them all on your own, but maybe you can find another way to subdue them if you get close. On the other hand, they'll be worn out after this little battle, so feel free to test your luck. Just remember, even a tired Algox is strong enough to rip someone in two."

You head to the area indicated by the scout, following the Algox's trail toward a wicked-looking mountain. As you draw nearer you see that the trail splits: the main force returned to the near side of the mountain, but a smaller group peeled off to hike around to the eastern face. The scout told you he suspected there was a back door to the Algox settlement, and you follow the smaller group's trail hoping he was right.

The path narrows as you approach the steep eastern face, winding up to an overlook high above. Peering upward, you make out the faintest glimmer of light, but then a shape blots it out. A body, large and white, tumbles over the rocky ledge like a boulder, slamming against the jutting rocks. A dead Algox brawler, just like the ones who attacked Frosthaven, lies at your feet. Judging by its injuries, the rocks weren't its only problem—there's a fight up above. You scramble toward the top, hoping to make it before the battle is through. When you're halfway up, another furry shape appears over the ledge.

"More intruders," she scoffs. "You will never open the Skyhall. This place belongs to the Ice!" Your shock at the fact that an Algox just spoke your tongue is quelled as the speaker lifts a huge boulder and hurls it down at you. Time to move.

Section Links

When door  1 is opened, read  27.1.

Map Layout**Scenario Key**

	x4
	x4
	x4
	x2
	x1
	x1
	x1
	x1

Loot

**Scenario Goals**

The scenario is complete when all characters have escaped. At the end of that round, read **8.3.**

Introduction

"They'll be tired from the raid, so this is your moment." Satha had explained, pointing you toward the foothills of the Copperneck Mountains where her scout tracked the Algox attackers. "I doubt you'll be able to fight them all on your own, but maybe you can find another way to subdue them if you get close. On the other hand, they'll be worn out after this little battle, so feel free to test your luck. Just remember, even a tired Algox is strong enough to rip someone in two."

After hours of tracking, you find yourself before a cave, a wide black stain on an otherwise pristine mountainside, a crowd of Algox moving around in front of it. Getting a bit closer, you realize there are two different groups of Algox gathered at the cave mouth, and they seem to be fighting.

The defenders look like the Algox who attacked Frosthaven: huge figures with fur-covered muscle and vicious strength. They're throwing punches that could flatten a longhouse (you've seen it happen), but you can tell their strength is flagging against their assailants.

The attackers, on the other hand, wear leather robes and move their clawed hands in intricate patterns. Covered in the same white fur as the defenders, they stand their ground outside the cave, guarded by wild beasts as they hurl magical storms of snow.

You creep in close and the battle begins to shift. A flank has thinned out on one side and you can see a path into the cave ahead. It won't be easy to break through the fighting, but if you want to see what the defenders are guarding without getting your hands dirty, this is the best chance you're going to get.

Special Rules

All Algox Priests and Hounds are allies to each other and enemies to all other figures. Likewise, all Algox Guards and Algox Archers are allies to each other and enemies to all other figures. Use the **1** attack modifier deck for the Algox Priests and Hounds, though they are still considered enemies to you.

If any character becomes exhausted, the scenario is lost.

Section Links

When door **1** is opened, read **30.2.**

Map Layout**Scenario Key**

Algox Archer	x4
Algox Guard	x4
Algox Priest	x4
Hound	x2
Cave Door	x1
Large Snow Corridor	x1
Snow Corridor	x1
Stalagmites	x1
Treasure	x1





Scenario Goals

The scenario is complete when only one boss is dead and characters and character summons have collectively dealt damage to that boss equal to at least half its maximum hit point value (rounded up). At the end of that round, if the Snowdancer is dead, read **15.2**; if the Frozen Fist is dead, read **22.1**.

Scenario Effects

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

If Algox Offensive **3** is complete, read Introduction A and use the starting map below. If Algox Scouting **2** is complete, read Introduction B and use the starting map on the next page.

Introduction A

The battle is near. Sounds of it echo off the tunnel's icy walls: metal crashing against stone, thunder ripping the air, the chest-shaking howls of Algox. Your breath is heavy as you follow your guide. Closer. Closer. And then you arrive.

The central chamber opens like a cavernous maw, ice and blood and bodies writhing in battle. In the center of the room hangs an enormous shard of pearlescent ice, and for a moment, you simply stare at it. The shard rotates slowly in the air, held aloft by some otherworldly means. Clearly, a great power does reign here.

But the middle of battle is no time to stand around. The Algox around you are locked in bitter combat, spells shooting out with terrible quickness and heavy fists swinging.

Your Algox companion shakes off his injuries and steps forward. From the cheers that rise from the combatants when he enters the room, you gather he must be some sort of leader to the Icespeakers. He concentrates and a thick whorl of ice collects on his fists, solidifying into jagged, brutal-looking gauntlets. His

weapons ready, the chieftain tilts his head up and releases a howl so loud and terrible that it cools the blood in your veins.

Another terrifying howl tears through the air in response, and from the other side of the chamber a blistering bolt of blue energy shoots out and crashes against the wall next to you. It's the Snowspeaker chieftain, standing almost a head taller than even your enormous companion, and she's wielding the snow itself as a weapon.

The two chiefs charge and crash near the center of the room, blasting open a gap in the battle. Both are clearly more skilled than the other fighters, and each moves with a surety gained from authority. Thunder cracks around the Snowspeaker, and the Icespeaker bludgeons the air and ground with brutal strikes.

But then the sea of Algox condenses back around you, all of them looking angry and suspicious. If you want to get to the main fight, you'll have to fight your way through these combatants first.

Special Rules

Do not set up or connect tile 11-B.

Door **1** is locked and will unlock when all revealed enemies are dead.

All Algox Scouts are allies to each other and enemies to all other figures. Likewise, all Algox Guards are allies to each other and enemies to all other figures. Use the **A** attack modifier deck for the Algox Scouts, though they are still considered enemies to you.

Instead of using standees for the bosses, use the miniatures in tuck boxes **11** (Frozen Fist) and **12** (Snowdancer).

Section Links

When door **1** is opened, read **75.1**.

Map Layout



– Continued on next page.



Introduction B

The battle is near. Sounds of it echo off the tunnel's icy walls: metal crashing against stone, thunder ripping the air, the chest-shaking howls of Algox. Your breath is heavy as you follow your guide. Closer. Closer. And then you arrive.

But the middle of battle is no time to stand around. The Algox around you are locked in bitter combat, spells shooting out with terrible quickness and heavy fists swinging. Immediately before you stands a final cluster of guards. Their faces twist in fury at the sight of your party, realizing from which direction you've just come.

"Doomed whelps," they shout, "we will destroy you for this intrusion!"

Special Rules

Do not set up or connect tile 16-B.

Door ① is locked and will unlock when all revealed enemies are dead.

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

Section Links

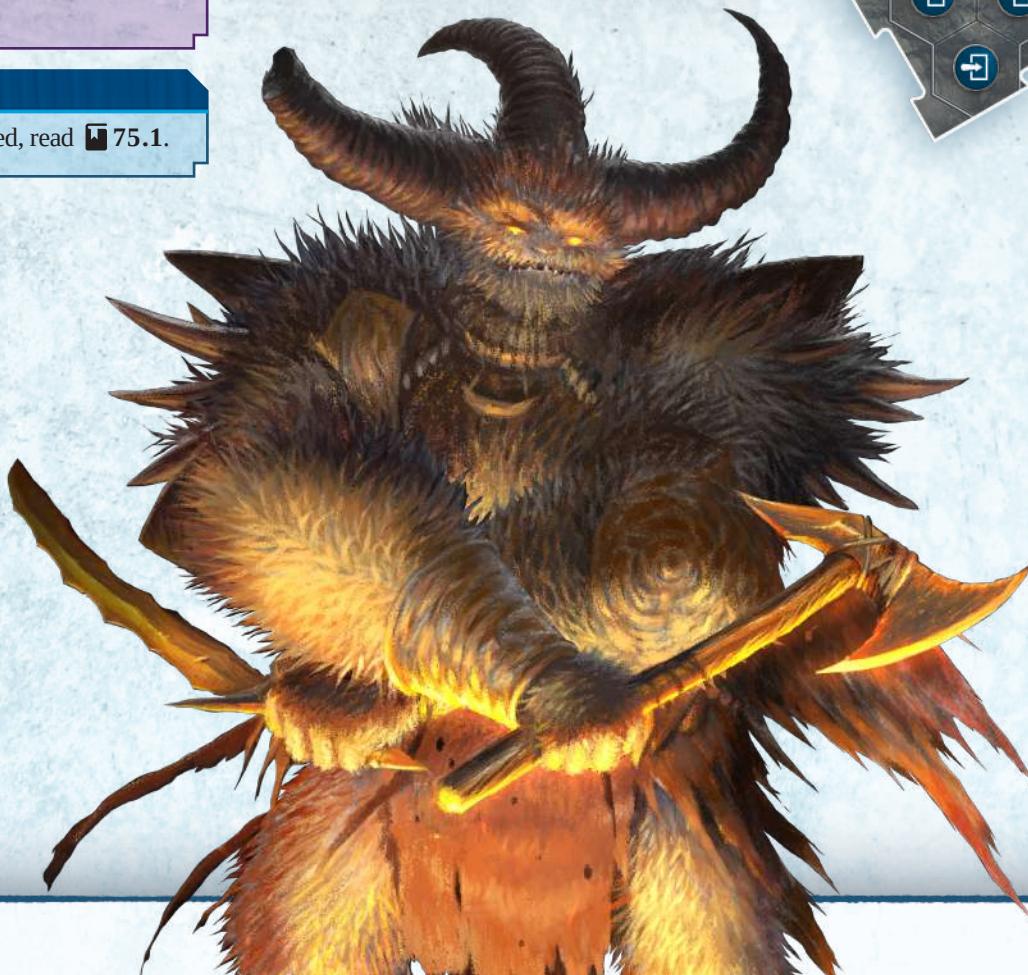
When door ① is opened, read ▶ 75.1.

Scenario Key

Frozen Fist		Cave Door	
Snowdancer		Ice Pillar	
Algox Archer		Large Ice Crystal	
Algox Guard		Treasure	
Algox Scout			

Loot

	x6
	x3
	x5
	x2
	x1
	x2
	x1





Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **7.2.**

Scenario Effects

Each character suffers **2**.

Introduction

The Whitefire Wood stands against the frozen waste like gray unflinching ramparts. The trees have grown tall and wide, bunched densely together to create a defensive line closer-knit than a phalanx of Valrath infantry. But this is where the Snowspeaker sent you, so there must be a way in.

The entrance, which you find only after an hour's search, sits like a gate in the wood. Two enormous trees guard either side of a snow-packed trail, and just past the opening is a figure covered in white fur, hunched over, eyes looking back—an Algox. You lock eyes long enough to take half a breath, and then, he turns and runs deeper in.

You give chase. The path is trod snow and rock—a road used often, which is just as well. You barrel down it, trees whipping past your periphery, your muscles recharged by the sight of your quarry. However, just as you're certain you've got the Algox cornered, you turn a corner and find the huge Algox waiting for you. It's hunched in the middle of the trail, facing you, but its fists are planted firmly in the snow, a smug grin cutting its face. Not good.

You charge forward, ready to leap, but before you can take two steps, the ground shakes violently. Large fissures erupt in the earth. The trees buck. And like summer-thinned ice, the ground beneath you breaks away.

Thankfully the fall is short, and you land without serious injury. You cough as the dust settles, and find yourself in an open pit deep enough for four Algox to stand on

each others' shoulders and not reach the top. Dirt walls rise up on every side, soft loamy soil that will make the climb back up difficult. As you stand there looking up at the white sky, a noise creeps into your ears. It's a thin, wispy howl, like the wind coming through the walls of a poorly-built house.

You turn and ethereal shapes emerge from the dark, cast in a blue whirling haze. They hover above the floor, their forms shaking in the gloom, and wherever they move a layer of frost grows thickly across the floor.

They are coming closer now, and the air is getting cold.

Section Links

When door **1** is opened, read **7.2.**

Map Layout



Scenario Key

Frozen Corpse		
Ice Wraith		
Cave Door		1
Large Cave Corridor		1
Ice Pillar		6
Altar		1
Treasure		1

Loot

	x6
	x4
	x3
	x1
	x2
	x2



**Scenario Goals**

The scenario is complete when all characters have escaped. At the end of that round, read **65.1**.

Scenario Effects

Each character gains

Introduction

You stand at the end of an Algox tunnel. Behind you stretches a winding maze of ice and rock, a long series of passages painstakingly carved through the interior of Snowscorn Mountain. Before you, a narrow trail hangs over a cliff face, leading perilously up toward the mountain's peak. A blistering storm of snow and wind howls past the mouth of the tunnel like a demon chorus.

"Follow the trail beyond the tunnel," the Icespeaker chief had told you, "Then curve around to the highest peak. There you will find the Snowspeaking wretches. Destroy them, or Snowscorn is lost." You had nodded your understanding, but you now realize that scaling a mountain is much easier for the Algox. As it is, you're barely equipped to avoid hypothermia, much less hike over slippery rock through a blizzard. But there's no way around it: Frosthaven's safety hangs in the balance.

It takes several hours of grueling hiking, but eventually the peak emerges. Its rare streaks of gray stone are half-hidden by a blustery cloak of soft, blown powder. You shield your eyes and squint into the whiteness, but it seems that, bizarrely, the peak is growing—its whiteness bulges outward, undulating, swallowing the exposed gray stone. It's getting closer, like a wave—a wave of snow. Like an avalanche.

You turn and run, and the air shakes. Legs pump, arms flail. You move, but it's not enough. Your legs are too slow and the path too steep. You turn to see how much time is left, and a blur of whiteness envelops you. The mountain roars, and you are consumed by the noise.

When the avalanche stops, you blink in darkness. You've been entombed in snow, and already the air is drawing thin. You need to find a way out, and you need to find it fast.

Special Rules

Each snowdrift and snow rock in the scenario has L+C hit points. They are enemies to you and allies to all monsters. At the end of each round, each character adjacent to at least one snowdrift or snow rock suffers hazardous terrain damage.

If any character becomes exhausted, the scenario is lost.

Section Links

When door **1** is opened, read **12.2**.

Map Layout**Scenario Key**

	Frost Demon		Snow Corridor	(2)
	Snow Imp		Snowdrift	(6)
	Snow Door		Snow Rock	(2)
	Large Snow Corridor			(2)

Loot

	x9
	x4
	x1
	x1
	x2
	x1
	x2



**Scenario Goals**

The scenario is complete when the Coral Corpse is dead. At the end of that round, read **3.3.**

Scenario Effects

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

Introduction

Following up on Satha's "crab problem," you find yourself standing at the edge of the Biting Sea, an ice-choked gauntlet whose frigid waters have granted a swift death to many an overconfident mariner. You hike west, hugging the coast while hunting for signs of the enormous crustaceans. Frosthaven is visible in the southern distance, little more than a vague outline. Seeing it, you feel isolated, like someone looking back from the very edge of the world.

Another half hour of diligent tracking later, you happen upon your first clue: a pattern of pockmarks have been hammered into the ground near the foot of a hill, indentations in the snow and dirt where the creatures have scuttled by. You follow the trail to a cave on the western side of the cliff, where you find a clutch of giant crablike figures chittering restlessly.

They're as large as you've heard from stories: tall, hard-shelled beings with long, craggy limbs, and as soon as you appear, they rise to their full height, some of them larger than an Algox. They shriek and move quickly toward you, their pincers snapping.

Section Links

When door **1** is opened, read **42.1**

Map Layout**Scenario Key**

Loot	
Frozen Corpse	
Lurker Clawcrusher	
Lurker Mindsnipper	
Lurker Soldier	
Cave Door	2
Large Snow Corridor	1
* and Trap	5
Ice Pillar	3
Treasure	1

Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **54.4.**

Scenario Effects

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

Introduction

You travel east from Frosthaven, passing over the frozen wastes and into the Whitefire Wood, hoping to sort out the mystery of the wandering mechanical beings reported by Satha's scouts. You've heard of such contraptions before, but no one in the north seems capable of building such things. There's no place for delicate machinery up here, not where the air peels your heat away and frost can lock your weapon tight in its scabbard. Surely, the scouts must have been mistaken.

But machines aside, there are other sorts of creatures that do thrive in this climate, and one of them just dashed across your trail—wild hounds. You've been so occupied by your thoughts that you didn't notice them until just now, and there's movement all around you. An entire pack is stalking you, and now they're closing in like a vice. Your position is terrible. It's too narrow in this forest for a close fight, and there is hardly enough light to see by. You need to get out of here, so you run.

The trail is thick with roots and stones and fallen trees. Still, you run, and the wolves give chase, much more adept at moving through these woods than your group. Their shadows flicker between the thick brush, and their snarls are close.

Suddenly, there's daylight. You break out of the forest and into the open, the trees giving way to ice and snow. However, this escape wasn't quite what you'd hoped for. On either side of you stand great walls of ice and rock, and behind you, the pack of beasts. It's an alley—a perfect place to funnel prey—and you just ran right into it.

Special Rules

Characters cannot escape until all Polar Bears in the scenario are dead.

If any character becomes exhausted, the scenario is lost.

Section Links

When door **1** is opened, read **21.1.**

Map Layout**Scenario Key**

	x6
	x5
	x5
	x1
	x1
	x1

	x6
	x5
	x5
	x1
	x1
	x1



**Scenario Goals**

The scenario is complete when all enemies in it are dead and both switches ① have been activated. At the end of that round, read □ 93.4.

Introduction

It's always strange, traveling deep underground, but it's made even stranger by the musty smell of undead that clings to you like grease smoke. You try to ignore it, to put the stench out of your mind, but it only seems to grow as you move deeper into the catacombs. Along with the stench, the eerie green light has grown in intensity as well. It gleams down every hall now, and you find yourself relaxing in its glow. You shake your head and try to clear the thought, knowing full well this is not the place to let your guard down, but still, the insidious soothing feeling persists.

The catacomb tunnels grow deeper. The floor and walls turn to uneven stone and the air becomes stale, the long years having petrified it into a thick fume.

You stop. Something moved just ahead. You raise a torch and see flickers of shadow shift in the passage. A body, large and wispy black, detaches from the wall and moves to block the path forward. It is made of shadow and corroded black armor, its face guarded by a jagged helm, and it has seen you. It rises slowly, its eyes burning with palpable menace, and releases a deep, hateful groan.

Section Links

When door ① is opened, read □ 78.2.

Map Layout**Scenario Key**

Loot

	x8
	x5
	x3
	x1
	x2
	x1



10 • f6

Crystal Enclosure

Crystal Fields

Scenario Goals

The scenario is complete when all monsters in it are dead. At the end of that round, read **42.4**.

Scenario Effects

Each character discards one card.

Introduction

With a sturdy sled now under foot, and a team of dogs at the fore, you cut through the tundra with ease. You watch the distance for signs of your target—the Icespeakers expelled from Snowscorn—as you go, squinting through the wind. For a long time, there is nothing. Small eddies kick up here and there, whorls of white crystalline powder that rise and drift about in the wind, like flickering white shadows. It's not until after several hours of steady travel that a new sight appears. Crystal spikes, hundreds of them, materialize on the horizon like a field of icy quills shot up from the snow, and even from a distance, you can tell they are huge. Many stand as tall as a full-grown pine tree, but they are far from natural. A number of Algox gather around them, their hulking bodies unmistakable in this place, and you watch as the group performs a bizarre ceremony. Ten of them encircle a large empty spot in the snow, and raise their open palms to the air. They pray, though you cannot hear the words, and then, after a moment, a brand new spike suddenly shoots from ground before them, an immense crystalline pillar conjured from the earth in an instant.

Unfortunately, there's no way to be stealthy on a sled. As you draw closer, you're met by a line of tall, well-prepared Icespeaker guards.

"Intruders!" One of them shouts, "Protect the conduits!"

They arrange themselves between you and the crystalline spikes. The Icespeakers seem to draw energy from the "conduits," as they call them, increasing the defenders' strength and ferocity. You came prepared to fight Algox, but you didn't expect them to have magical backup. You realize you could try destroying those conduits; it would be tough, but it might remove your enemies' advantage. Whatever you do, you have to do it soon, before the tide of this battle turns against you.

Scenario Key

Algox Guard	
Algox Priest	
Algox Icespeaker	
Snow Door	3
Ice Pillar	5
Treasure	1

Loot

	x8
	x4
	x3
	x2
	x2
	x1

Special Rules

Each ice pillar has $(2+L)xC/2$ hit points (rounded down). They are enemies to you and allies to all monsters. Each monster in the scenario gains $\blacktriangle X$, where X is the number of ice pillars within $\text{G}4$ of it.

All doors **1** are locked and will unlock when all revealed monsters are dead.

Section Links

When any door **1** is opened, read **65.3**.

Map Layout



**Scenario Goals**

The scenario is complete when the Algox Stormcaller is dead. At the end of that round, read **47.2.**

Scenario Effects

Each character discards one card.

Introduction

The wind never stops. It buffets you, a constant presence stealing your heat and fogging your mind, reducing your hands to frozen claws. But you cannot stop either. You carve a route toward the peak one piton at a time, hoping to reach the Snowspeakers hiding there before they cause any permanent damage.

Your limbs burning in protest, you jam your hands and feet over and over into jagged crevices. Just when you think you might have to give up, you reach for one final grip and feel snow instead—the summit.

Pulling yourselves over the ledge, you discover an island hidden in the stratosphere: a secret frozen plateau. The mountaintop rises steeply to a peak, and only a short distance away stands your welcoming party. It consists of one ancient, steel-eyed Algox and two detachments of demons, their teeth bared in the frigid wind.

“Our preparations are nearly complete, interlopers,” the elder Algox says, an indulgent smile crisscrossing her face. “This mountain will fall, and when it does, the dirt-worshiping cult of Icespeakers will be crushed.”

The elder raises her hands and a great vortex of snow swirls around her. The rock beneath you begins to shake. The air hums with menace.

“I will use this mountain’s own energy against it! Death comes—”

You let loose a cry and rush in. The time for speeches is over.

Boss Special 1

The Algox Stormcaller performs:
∅-1, ⊖ C, ⚡ 5, ⚡ 2
Then it summons one Wind Demon. It is normal for two or three characters, or elite for four characters.

Boss Special 2

The Algox Stormcaller creates one 1-hex hazardous terrain tile in the empty hex closest to the closest enemy. Then all enemies occupying or adjacent to at least one hex with a hazardous terrain tile suffer hazardous terrain damage. Then it summons one Frost Demon. It is normal for two characters, or elite for three or four characters.

Map Layout**Scenario Key**

	x6
	x4
	x3
	x2
	x1

Loot

12 · K8

■ Temple Entrance



Copperneck Mountains

Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **T 23.2.**

Introduction

Approaching the ruins on the mountain slope, you discover a copse of carved stone—vestiges of some forgotten past. A number of broken, time-battered pillars stand on the mountain slope, and following them, you arrive at a pair of large stone doors. On them, you make out an expansive mural, still quite clear despite however many years it's been buried. It depicts a history. First a village, small and wooded; then, a vast city with tall buildings and wide roads; and last, there is only flame and ruin. Above these three depictions there is another set of carvings: that of man aging in reverse. First, an old man above the town as it's being built, then an adult as the settlement flourishes, then finally a baby, cooing on its back above the flaming ruins.

Your curiosity is too much to resist. You push on the doors, and, with grinding stone and cracking rust, they give in. It's clear that this place, though well preserved under the snow and rock, is still ancient enough to have felt the passage of time. Corroded columns and scraps of metal litter the floor like an ancient junk pile. But sometimes treasure can lie hidden in unlikely places.

You get as far as the steps, far enough for the coldness of this ruin to seep into your skin, and then the ground stirs. Those scraps of metal you took for junk lurch upward, filled suddenly with life, and a slew of dented iron barrels turn toward you—ancient automatons. They don't seem like much of a threat, these ruined things, but there are a lot of them, and there's no knowing how deep this passage goes.

Section Links

When door **①** is opened, read **T 34.1.**

Map Layout



Scenario Key

Ancient Artillery		Large Dungeon Corridor	2	Barricade	6
Night Demon		Trap	6	Debris	4
Steel Automaton		Rubble	3	Treasure	1
Dungeon Door	1				

Loot
x8
x4
x4
x1
x2
x1





Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **T 96.1.**

Introduction

Not wishing to brave the harsh, unforgiving waters of the sea, you opt to hike along the coast instead. You trace it for several long hours, eventually arriving at a series of immense fissures that cut deep through the ice cliffs—fjords, blocking the way forward. Looking over the side, you can see the sea thrashing far, far below.

Staring into the distance, you spot a line of white jutting across the gap—a bridge. You head for it and discover a series of glittering limbs branching over the fjords. At first they look to be made of ice: long, pale shapes that arch over the fissures and connect on the other side, but as you move closer, you realize they are made of bone—the ribs of a gargantuan creature that fell here long ago.

The sea writhes below as you cross—huge, ice-clogged waves crashing against the cliffs. You spare only a glance, but the sheer distance of the fall makes your knees rubbery. When you look back up, you realize that you are not alone on this bridge.

Several dozen feet ahead, at the apex of the rib, stands a tall man covered in a cloud of black, thrashing wings.

"You have left your safety far behind, mortal," he says, not with a human voice, but with the collective shrieks and caws of his many birds. "This place is not meant for your kind."

There is no time to digest the warning. In a flash, the cloud of raptors fly at you, spanning the distance and snatching at you with razor talons. You manage to keep your footing, but a few of the birds have landed on the bridge ahead and are pecking at it feverishly. Their beaks are hard, and surprisingly large chunks of ice and bone break off and fall into the ocean below.

"Turn back," they shriek. "Turn back, or your corpses will be carrion for my brood."

Special Rules

No more than half the characters (rounded up) can start the scenario in the same room.

The scenario itself has $(2+L)x2xC$ hit points. Track these next to the map. All monsters find focus and move as normal, but whenever any monster does not have a primary target for one of their attack abilities, it instead attacks the scenario (once per attack ability). If the scenario's hit point value ever reaches 0, the scenario is lost.

Section Links

The first time either door **1** is opened, read **T 44.1.**

When door **2** is opened, read **T 38.2.**

When door **3** is opened, read **T 12.6.**

Map Layout



Scenario Key

	Shrike Fiend		Snow Door		Rubble
	Snow Imp		Large Snow Corridor		Treasure
	Wind Demon		Snow Corridor		

Loot

	x7
	x5
	x3
	x2
	x1
	x1
	x1





Scenario Goals

The scenario is complete when seven damage tokens are on snow rock **a**. At the end of that round, read **4.1.**

Introduction

Out on the water, the shard's pull is stronger than ever. You let your mind ease and allow the shard to guide the way, steering your small crew farther and farther out to sea. It isn't until just before sundown that you spot your destination: a sparse group of rocky crags jutting out of the surf. The shard hums in excitement—you're close.

The deck lurches as salt sprays over the deck, but the hull is sturdy and handles the chop with ease. You anchor near the smallest of the rocks and then disembark

to wade toward where the shard directs. Suddenly a shape dashes in your peripheral vision—something coming from the water.

Fish creatures, squat things with four legs and vicious teeth, crawl from the ocean with hunger in their eyes. But your attention is drawn elsewhere as the shard draws you forward. Its pull is incredible.

You run, leaping over crags until you find a small flooded hole surrounded by jagged stones. Peering into the murky water, you

can feel, rather than see, that another shard of coral is stuck deep within. It will take some time to pry out... longer than you have. The amphibious predators have caught up, and now they close in, teeth bared.

Map Layout



Special Rules

At the end of the round, if there is at least one character adjacent to snow rock **a**, place one damage token on it.

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

Round	Two Characters	Three Characters	Four Characters
Odd	b : One normal Piranha Pig c : Two normal Lightning Eels	b : One elite Piranha Pig c : Two normal Lightning Eels	b : One elite Piranha Pig c : Two elite Lightning Eels
Even	d : One normal Piranha Pig e : Two normal Lightning Eels	d : One normal Piranha Pig e : Two elite Lightning Eels	d : One elite Piranha Pig e : Two elite Lightning Eels

Scenario Key

Abael Herder

Lightning Eel

Piranha pig

Large Snow Corridor 2

Snow Corridor 2

Huge Water 2

Large Water 4

Water 10

Large Snow Rock 4

Snow Rock 2

Treasure 1

Loot
x7
x4
x2
x5
x2





Scenario Goals

The scenario is complete when the Chaos Lieutenant is dead. At the end of that round, read **70.3.**

Introduction

The iron spire towers over the barren wastes, riveted metal covered in a thick lens of ice. The thing stands taller than even the Great Sanctuary back in White Oak, cutting through the daylight and casting a long, foreboding shadow onto the snowy plain like some nefarious sundial.

The opening mechanism on the black iron door is wholly foreign, but with a good deal of tinkering and prying, you finally manage to force it open and are greeted by a sudden blast of arid heat. Inside is a wide, echoing chamber filled with cogs and pistons and dozens of scampering mechanical creatures. The creatures pay you no attention at all, and instead hurry about, carrying armfuls of debris down a single immense hallway.

Meeting no resistance, you make your way inside the tower and travel down the main hallway until it empties into a wide circular room, where an enormous beam of sanguine energy crackles and hums, shooting up from the chamber's floor and piercing the ceiling. It's as if a small sun was harnessed and imprisoned inside this tower.

This main chamber is filled with even more mechanical creatures. They still pay you no attention, but as some of them pass by, you manage to get a closer look at

what they're carrying, and the sight of it cools your blood. Body parts—arms and legs and torsos, cut from all manner of animals, but you notice some Algox parts as well—are being carried about as if they were coal in a furnace room. The scale of the slaughter is staggering as you consider the number of automatons scurrying through the chamber, carrying their loads down a stairwell on the other side.

Just then a ghastly looking creature made of swirling prismatic smoke and a hard, gnarled shell moves out from behind a row

of metal boxes and catches sight of you, releasing a high, visceral screech.

"Mortal scum," it yells. "You dare intrude here with your filthy blood? I will take pleasure in using your limbs to complete the cycle!"

The demon rakes a hand over a nearby panel of lights and, responding as one, the entire horde of automatons all cease moving. Their gruesome cargo drops to the floor and then, slowly, they advance toward you.

Special Rules

The Chaos Demon is the Chaos Lieutenant. It is immune to and . At the end of each round, in addition to its normal turn in initiative order, it performs ΔX , self, where X is $(R \times L)/2$ (rounded down), and R is the number of Ruined Machines currently on the map.

At the start of each even round, spawn C-1 normal Ruined Machines at **c**.

All hexes on tile 15-D are treated as in range of any ranged abilities performed on tiles 1-B and 6-B, regardless of the

actual range or line-of-sight. In addition, all hexes on tile 15-D are considered the same distance away from tiles 1-B and 6-B for the purpose of focusing with ranged attacks.

Any character can spend 2 movement points to move from any hex **a** to **b**, but they cannot move from **b** to either **a**. When any character enters tile 1-B, 2-H, or 6-B, all characters can no longer teleport from tile 15-D to any other tile or move from **a** to **b**.

Map Layout



– Continued on next page.

15 cont. · Ancient Spire

Scenario Key

	Chaos Demon
	Robotic Boltshooter
	Ruined Machine
○ Large Metal Corridor	1
○ Metal Corridor	2
△ Rubble	3
✗ Control Console	1
✗ Metal Cabinet	4
■ Treasure	1



Loot

	x8
	x4
	x5
	x2
	x1
	x1
	x1





Scenario Goals

The scenario is complete when at least twelve rounds have passed and all enemies are dead. At the end of that round, read **48.2**.

Introduction

Tall, evil-looking spires are one thing, but you're more curious about the squat structure that sits all alone in this forest of icy obelisks. The structure has been coated, like everything else in this part of the world, in a thick, rock-hard layer of ice. Beneath that however, the walls appear to be made of some kind of dark metal, though there's no way to be certain without breaking through. So, not having any better option, you get to work on the door.

Your equipment takes a beating, but the door takes one worse, and its icy seal finally pops open, revealing a huge, lightless chamber. Inside, long rows of bizarre, ruined machines stand amid heaps of soot and broken glass. Moving further, you discover a suspended platform hanging in the center of the chamber. It's an elevator: a circular metal disk, waiting above a deep, not-at-all-ominous shaft, and next to it you find a panel lined with long-unused buttons and levers.

You press a couple of the buttons, expecting no response, but to your surprise, a string of strange yellow lamps illuminate the shaft below and the platform shudders. You don't want to miss a free ride, so you jump aboard just as the metal disk starts to descend.

You feel good, all things considered. You've conquered this with your muscle and wit, and you take a moment to bask in your own ingenuity. The strangeness of this place was no match for you, and yet, somehow, it keeps getting stranger. Strange, like how the lights in the shaft seem to all be turning red. And strange too, how an alarm seems to be howling from somewhere below. And far stranger still is the way several panels in the walls around you are opening up to reveal large, rather unpleasant-looking firearms that seem to be pointing directly at you. Very strange indeed.

Special Rules

Tile 1-B is a fixed platform that tile 15-D is descending past. Place two damage tokens to the right of tile 1-B to indicate it is currently two floors below tile 15-D. At the end of each round, tile 15-D descends one floor, meaning you remove one damage token from the right of tile 1-B, or, if there are none there, place one to its left to indicate the number of floors it is then above tile 15-D. If, at the end of any round, a third damage token would be placed to the left of tile 1-B, the tile is then removed from the map. Any character on it suffers trap damage and is placed in the closest empty hex on tile 15-D. All other figures on it die.

The walls between the two tiles do not block line-of-sight and can be moved through, though figures cannot end their movement on them.

Section Links

At the start of the second round, read **90.3**.

Map Layout



Scenario Key

Loot
Ancient Artillery
Flaming Bladespinner
Ruined Machine
Debris
Treasure

