

You creak open the heavy door and peer into a surprisingly hospitable grand foyer. You hear that trilling voice rebounding inside your skull, reverberating off every inch of this place. It's coming back to you now. Gem, the old Orchid, is leading you to calm the mind of the Harrower, Zu. And this is... their mind?

"Ah! It's our old hideout in the Coppernecks." Gem's voice echoes. "Whatever you're doing is working—this is truly the spitting image of it, right down to our manservant!" A butler lumbers forward, flittering in and out of reality, like a figment in the corner of your eye.

A rumble issues forth from near its throat: "Thank you for stopping by. Brunch will be served shortly in the courtyard. I'll be forced to kill you now. Quite sorry. Any dietary restrictions?"

Gem's voice comes through less enthusiastically. "A pity, his brunch was really top-notch. Also he wasn't made of swirling ravens. Be a dear and clear that out, would you?"



## 102.2 • Fish King's Ascension (77)

The Fish King reels backward, screaming in agony as he once again discorporates. Tendrils of inky darkness pour out of the newly reformed gateway, repelled only by what little light remains in this accursed place. Though you feel the Fish King start to weaken, his power persists. Again, you must venture forth.



## Special Rules

Set the Fish King's current hit point value to half 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 Night Demon to suffer trap damage.

All characters add +1 ⚔ to all their attacks targeting Night Demons.

## Section Links

When all Night Demons are dead, read 184.5.

## 102.3 • A Grand View (94)

## Conclusion

You exit the facility and can already hear the bundled Vermling weeping with joy. He rushes out of hiding, nearly collapsing over the fallen snow as he grabs hold of each family member with balled fists. Immediately, he offers them the clothing off his back and whatever little snacks he's managed to store away.

It is a tender moment. So much so that even though Eros may be pained to hear of your search for Camilla, a great sense of accomplishment washes over you.. As you part ways, you understand: some treasures cannot be measured by the hand.

## Rewards

Gain 10 ⚔ each.

The bell chain retracts into the ceiling, and then clapping and excited laughter echoes from the brass tubes: “Behold, my Dance Hall! I trust you brought comfortable shoes? I hope you’ll forgive me if I’m a moment delayed? In the meantime, these fine fellows were hoping for a waltz. Let the ball begin!”

### Special Rules

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

### Section Links

When the third episode is overcome, read 11.5.



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 5 collective ♡ and 2 collective ⚔.

“I thank you for building my form and restoring power to my central processing core.” You are standing with the Metal Mosaic on the docks, staring out at the ocean. “I value the life—the sentience—that has been restored to me, but I still struggle to find the purpose of that sentience. You have made it clear that I am not beholden to you, but then what, or who, am I beholden to?”

You suggest that perhaps the Metal Mosaic is not beholden to anything other than themselves.



“That may be an easy answer for someone that was born, that was created through biological processes. But I was built. My original parts were forged by skilled hands for an intended purpose. My arm is meant to drill, but what exactly am I supposed to drill? And does my leg aid in that purpose, or does it have a different goal?” The Metal Mosaic begins to walk down the dock toward a large trade ship bound for the eastern continent.

“These are questions I don’t think you or I can answer. The Quatryls built me,

and they may have the answers I seek. I have heard there is a nation of Quatryls across the Misty Sea. I will sail there in hopes of finding my purpose. You wave goodbye as the hulking metal machine steps aboard the ship and sails off into the sunset.

### Section Links

Add 165.4 to the calendar in ten weeks.

## 104.1 • Job Posting

You're walking by the docks when you spot the seafaring Captain Doghogger trying to round up a crew. He approaches you with urgency.

"I just got word there's an abandoned ship full of supplies in the bay. No crew, going to be at the bottom of the sea soon." Captain Doghogger takes a sip from a metal canteen and swishes the liquid around his mouth before swallowing. He's seen some hard times in his past—much like anyone who has made their way to Frosthaven—and he isn't one to turn down the opportunity for some easy loot.

"Fishing crew told me they spotted it out there. Sounds like it's barely above the waterline, just waiting for someone to help lighten its load. Easy job, in and out and we salvage whatever we can. Probably not a thing to fear, just need a team with strong backs to grab as much treasure as we can carry. Eh? What do you say we head over and take a look?"

### Rewards

New Scenario: **Sinking Ship** (92)

## 104.3 • Tome of Elements

Eddica runs her finger down the page of the Tome of Elements. She utters something under her breath, dips her finger at the melted base of a wax candle, and traces something on your foreheads.

"That should do it—ouch!" She quickly sucks her fingertip into her mouth. She looks back at you with a shrug. "Got hot."

### 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.

## 104.2 • The Titan (123)

With the cannons wrangled and smoking behind you, you ascend the titan's legs until you reach its torso. You try prying a panel open, but with no luck.

Then a laugh bellows toward you. You look up to see an Algox's burly white form perched on the titan's shoulder, its necklace of teeth clacking below an equally toothy grin. More swoop in, and they're—flying? No, manipulating wind gusts with their staves. "Now is our chance to destroy their puny settlement," the one shouts to the others. "If we can control this creature—and stop them!"

The others angle toward you, staves cracking against the titan's metal. You notice the Algox on the shoulder stands near the base of the titan's skull, which has promising-looking hinges, like those on a door. It may be a way inside. But you'll have to defeat the Algox first.

### Special Rules

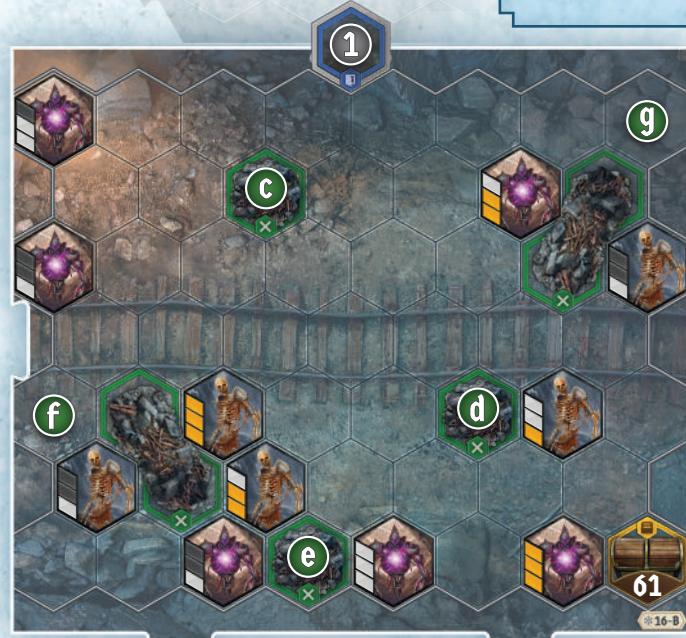
Door ④ is locked and will unlock when both pressure plates ① have been activated.



## 104.4 • Scrap Pit (35)

### Section Links

If you have already read 71.3, return to it.



## 105.1 • Life and Death (61)

You follow the Orchid through the maze of terrors, but as you make your escape, putting distance between you and the heart of this wretched place, your disposition does not improve. Something still claws at your mind, making it increasingly difficult to fight back against these threats.

### Special Rules

From now on, all characters and character summons gain disadvantage on all their attacks, and Moonshard increases her attack value to L+2.

### Section Links

When door ② is opened, read 82.2.



## 105.2 • Spire Basement (23)

### Conclusion

You do not know where spirits go after you dispatch them, but you hope it's far away. You extinguish the malevolence, releasing its grip on this chamber.

What's left is this empty room—a place made for grisly work. Without the mechanical creatures running up and down the halls, you have to guess at how the furnaces function, but it seems pretty

clear: The machines feed bodies to the stoves, which in turn fuel the beam of energy through some nefarious magic. You cannot fathom who could be responsible for such an operation, but you do know where to look for them.

In the rear of the chamber there is an elevator: a metal platform set into the floor, strung up to a system of pulleys and chains leading upward. The controls are

clear enough; you just have to get on and push the button.

### Rewards

Gain one random item blueprint.

New Scenario:  
**Top of the Spire** 34

## 105.3 • A Giant Block of Ice (72)

You remember taking a little tumble down these frost-cracked stairs on your way in. The thought of pushing the ice block back up the stairs does not bring you joy. At least you know the tomb levels off after the stairs.



### Special Rules

Replace the upper door ② with a large corridor as shown, and open the lower door ②.

Spawn one normal Living Bones at ③. In addition, spawn one normal Living Bones at ④ for three or four characters.

The current slide difficulty is 5.

Doors ③ are locked, but the ice pillar can enter them.

### Section Links

When the ice pillar enters any door ③, read 132.2.

## 105.4 • Apotheosis (76)

You feel the deep, rumbling vibrations moments before a cylinder of steel breaks through the chamber's far wall. Your heart drops as you see whirling blades and mechanical death emerge to join the melee.

"Almost there... yes... can you feel the power?" The Fish King gurgles happily, oblivious to his surroundings. You must keep him alive so he can finish casting his ritual; for his survival and yours.



## 106.1 • Corrupted Camp (39)

### Special Rules

Reduce the Algox Scout's current hit point value to  $(L+X)x2$  (if able), where X is the number of damage tokens on door ②.



## 106.3 • Old Coin

After centuries of use, soft metals like gold used in commerce lose the markings of their origination. It's a good thing people around Frosthaven accept just about anything, because the marks on the coins you've found are barely discernible—certainly not the special ones 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.

## 106.2 • The True Oak (70)

Striving to defend the Oak from the villains, you round it and find more soldiers on the north face of the trunk, including their leader, clad in radiant gold armor.

"I am the Flaming Sword of Justice," he bellows, brandishing a huge sword that is, indeed, on fire. His eyes are filled with wild fervor. "This heresy will not stand! There is but one Oak: that which bathed man in its glory when we emerged from the darkness! To claim otherwise is—raaaagh!"

This man has clearly worked himself into some sort of religious fervor and can't be reasoned with.



## 106.4 • The Face of Torment (68)

### Conclusion

The demon explodes in a shower of gloopy purple liquid. Immediately, Voice-of-Eight resumes their chant, and the rift closes. The crack in the array recedes and disappears, and the Aesthers collapse with a similar level of exhaustion you are feeling. It is finished.

An eerie silence hangs over you as you rest, interrupted only by the reassuring rustling of wind through the surrounding forest. Voice-of-Eight rises before you do and sets about repairing the damage of the chaos.

You stand to help, but they direct you to continue gathering your strength. "Rest now, revered allies... friends. We will be forever thankful of your courage and kindness in helping us restore this place that once was a symbol of research and learning. It shall once again become a beacon of hope and safety for our kind in this plane. As promised, we will provide knowledge and guidance to whomever seeks it, but especially to you."

You stay a while and learn from them, while they build various structures among the ruins. In particular, Nera provides some

### Special Rules

Open all doors ②.

The elite City Guard is the Flaming Sword of Justice. It adds +1 ⚔ and ⚔ to all its attacks. At the start of the next round and each second round after, until the Flaming Sword of Justice is dead, spawn one Hound at b. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

guidance on enhancement that may one day prove useful. Voice-of-Eight also opens a stable portal between Frosthaven and their new home, so they can more easily share their knowledge with all its residents.

### Rewards

"Aesther Outpost" quest complete.

### Section Links

Add 133.1 to the calendar in two weeks.

## Conclusion

Well. You did it. The structure by the seaside has arrived at a neutral state: silent and empty, left for no one's edification. Except, perhaps, that of the ocean's and its relentless quest for erosion. Dejected, with nothing to show for your efforts except a few new Lurker scars, you return to the town hall.

You come upon Glint, who is down on his knees, varnishing the floor before the water from your "friend" damages the wood further. When you relate the tale of your futile mission, he breaks off from his continual grumbling, sits back on his haunches, and guffaws.

"And here I thought my afternoon was ill-spent!" he chortles. You bristle, feeling sore about the whole affair, but Glint's laughter is deep-bellied and infectious. You can't help cracking a smile, too.

Maybe word will spread of your misadventure, and you'll be the laughing stock of town for a few days. Being a source of entertainment for your friends doesn't sound like too poor of a reward, considering.

Your mind trails back to the seaside structure, though. Who built it, who it might have once belonged to. Why were the Abaeli and Lurkers so incensed over such tide-ravaged territory? You may never solve this mystery.

You tell yourself that's alright. Not every mystery needs to be solved, after all. That would take away from the strange, chilling charm of this outpost and its outlying landscapes.

### Rewards

**Gain 10 ★ each.**

Eddica reviews the tome and is impressed with the technique description. "This really makes the positioning clear, I'll have to make note of this format for my own writings." She taps the page a couple times, mouthing the words, then looks up to your companion and speaks with a flick of her wrist: "*Temporalius wrinkae!*"

A haze wraps around the subject and Eddica's lips turn up in a smile. "Lovely."

## Rewards

**In the next scenario, the selected player returns any number of ability cards in their discard pile to their hand at the end of the second round.**

**Gain "Tome of Time" [217].**

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

"My clan needs me," the Snowdancer says, remorse in their eyes. "I have just received word that the elder priest has succumbed to the long winter, and the burden to lead now falls on my shoulders."

You express your condolences, but the Snowdancer shakes their head. "She lived a fulfilling life, and has now joined with Geryuu. There is nothing to be remorseful

about." They stand and stare at a small whirlwind of snow they have conjured in their palm. "And I am wrong to call leadership a burden. It is a joy, and an honor. I take it up gladly, but it does mean that you and I must now part ways. I hope our friendship has strengthened the bond between Algox and this outpost—that we have many fruitful years to come as allies."

You extend a hand in respect, and the Snowdancer envelopes it with their own, smiling warmly. "Until we meet again."

## Section Links

Add 177.4 to the calendar in the ninth week of next summer.

## Conclusion

What lured these creatures away from their former life, from the glory that you saw in your first vision, is a confounding mystery. But you hope that when this is all over, they will at least have peace.

The head Lurker, its shell cracked and its claws hanging lifeless by its side, looks up at you. The inky madness has departed and a new clarity flickers in its eyes. Its breath is erratic, but it speaks to you psychically, images and feelings echoing gently in your mind. The corpse of a giant lies on

the ocean floor, life blooming all around it as thousands of creatures thrive on the bounty. An oasis of paradise in the endless abyss... it is the Lurker's "name"—Fallen Whale.

The image-name fades in an instant and you see the shattered crown, its shards orbiting each other freely, drawing ever closer together. The vision comes with a rush of hope, then sorrow. You see the crown as it was, complete and dazzling, a flash of glory and warmth... but then the vision fades as the Lurker known as Fallen

Whale grows still. All is silent for a brief moment, then you grab the shard and flee, one step closer to reuniting the shards into the crown that was lost so long ago.

## Rewards

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

New Scenario: **Uniting the Crown** [60]

Finally, you come to the center of the factory, the repository of a massive generator. Whereas the first Temporal was emitting all kinds of fantastical light, this one is like a black hole. Streams of light—no, time—time itself is being funneled into the machine! In years past, this power plant may have fueled an empire, but at the moment, it seems to be in the midst of a catastrophe.

That ever present buzz is dwindling down to a whisper now, and on the Temporal itself, bright red, is a large, illuminated “1”.

In the back of your mind the amulet screams at you. That “1” represents



You land another blow and the Mindthief's power armor staggers back. Inside, she grows visibly angry.

“I knew you'd find me.” Her voice is high, frenzied. “I tried diplomacy. I tried altering minds with simple words! I wanted to change everyone's view of us—of me, and the other Vermlings.” She tells you how difficult it has been to be caught between two worlds. How she tried living among humans and other groups, how she would even alter the way she spoke, to fit in better.

“Now that my powers are augmented,” the Mindthief says, grimacing. “Now that

incalculable danger. The words of your time-crossed doppelganger ring in your memory. “No—I didn't get a chance to warn you about—”

Is this what you wanted to warn yourself about?

You steal yourself and head for the amulet-shaped impression on the generator's control panel.

### Section Links

When all characters occupy tile 16-D and a character ends their turn adjacent to glowing orb **a**, read **136.5**.

You ask Dinah Snapclaw, proprietor of the Boiled Crab tavern, if she has any recollection of The Mighty Three.

“Those idiots? Yeah, I remember them. They'll come by every so often with another mark to cheat at cards. They tip decent so I keep my mouth shut. Actually, last week was the first time they stiffed me. I guess Tarro finally won a few hands.” The Vermling spits into a glass and begins to polish it behind the counter. “One of them came around the night of the fire, come to think of it. Looked like hell, needed a drink. Right around 6:30.”

You ask if Dinah remembers which one of the three stopped by. She shrugs. “I don't know their names. It wasn't the lady... the bald one, I think? Tall guy.”

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.

### Special Rules

Immediately choose to focus on either destroying the automaton or disabling the mind control device.

### Scenario Goal

The scenario is complete when the Augmented Mindthief is dead. At the end of that round, if you chose to focus on destroying the automaton, read **184.2**. Otherwise, at the end of that round, read **125.4**.

## Conclusion

So many lives have been lost in this war. Tribulation and horror has fallen on either side for centuries, and now, here in this room, you stand poised to end it. A great crack runs through the center of the Heart of Ice, and you raise the Unyielding Shard as a chorus of protests break out. You defy them all and sink the shard in deep.

Light and warmth. A wave of radiant energy erupts into the room like sunlight touching the land after a century-long winter. You raise your eyes to the Heart and see the Unyielding Shard within it. The two pieces have become one, the smaller shard enveloped by the Heart of Ice around it, and they hang before you, a star brought down from the heavens, and they are singing. Their steady hum emanates throughout the room: a rich, golden tone. With it comes light. Vibrant ethereal glyphs, like those you saw embedded in the shard, unfurl outward into the room. They move quickly, threading in every direction like a thousand scrolls thrown open at once, and fill every chamber and tunnel with light.

The effect on the Algox in the chamber is immediate. All fighting and commotion immediately ceases as every Algox in sight stares dumbfounded at the spectacle, slowly comprehending the words of their god and what they mean—that some

malevolent force had corrupted their thoughts and beliefs, pitting them against their own kin. But the evil has been banished, and the reasons for fighting have disappeared. Geryuu speaks through both the ice and the snow, and if their forces are combined, it will only make the Algox stronger.

“The war is over,” the chief says, almost not believing the words coming out of her own mouth. “Geryuu calls for peace, and that is the end of it. Our two sects are joined together—made into one by the power of snow and ice.” Her chest expands and a soft bluish glow radiates from her open hands. “Let it be known that from this day forth there shall no longer be two sects in the north, speaking to the snow or the ice. From this day, until the end of days, we shall all be known as the Frostspeakers.”

A great bellowing cheer shakes the air and for the first time in ages, Snowscorn mountain is at peace.

You are given a bit of attention by a surly Algox healer, and shortly afterward, Gurndel comes to your side.

“Well then,” she says, snorting in good humor at your current state. “It would seem that you, my friends, have been changed as well.” The elder gestures

to one of your hands, and you notice for the first time that a small glyph has been tattooed into each of your bodies: a circle cut through with a series of thick, interlocking lines. It escaped your notice before but now it’s impossible not to marvel at the lines glimmering with bluish light. The elder smiles. “The Heart has marked you, warm-bloods. It means ‘Ally of the Frost.’ A very rare thing indeed.”

It is difficult to appreciate the full gravity of the gesture—you did just fight through an army of Algox—but you give thanks as best you can. The elder nods and then together you join the celebration that is already filling the chamber.

## Rewards

**Gain 2 morale and 2 prosperity.**  
**Unlock whichever class box is still locked: ⚔ or ⚛. Gain “Friend of the Frostspeakers” campaign sticker.**  
**Remove all ⚡ events from all outpost event decks.**

**Add events WO-66 and WO-67 to the winter outpost deck.**

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

## Special Rules

Place the revealing character on stairs **d**. Stairs **c** and **d** are linked.



With the bark in hand, you just have to get back to Noore at the mouth of the cave to cook the stew.

## Section Links

When the character who looted the mammoth bark ends their turn adjacent to pot **a**, read 162.2.

## Special Rules

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

Two Characters	Three Characters	Four Characters
<b>e</b> : One elite Ice Wraith. <b>f</b> : Three normal Snow Imps.	<b>e</b> : One elite Ice Wraith. <b>f</b> : Three elite Snow Imps.	<b>e</b> : Three normal Ice Wraiths. <b>f</b> : One elite Snow Imp.

## 110.1 • A Growing Problem (124)

### Conclusion

You make your way up to the whirling contraption made of wonder and impossibility. There, on its central panel, is an impression in the exact shape of your amulet. Choking back what is now the almost rancid taste of peanut butter, you slam the amulet into the indentation just as the roots of the frozen tree twist and wind their way around you, filling the room to capacity.

At first, there is a stillness so great that it must be the halting of time. Then, slowly, the roots retreat. Soon, the room clears itself, and you realize you've been holding your breath. You breathe in deeply, the air earthy and sweet, without even a hint of tainted time, or peanut butter, left in its wake.

You pick up the amulet. One of the two crystals is now glowing green. It seems that you were able to siphon off the temporal energies and heal the fracture that was growing out of the malfunctioning machine. Unfortunately, the machine looks utterly mundane now. Whatever improbable science or magic that fueled it is gone.

That familiar tickle returns to your consciousness. The amulet has new plans for you.

### Rewards

Gain 15 ★ each.

New Scenario:  
**The Longest Second** (125)

## 110.3 • Joseph the Lion (126)

### Conclusion

Joseph pays little attention to your numerous wounds, dislocated shoulders and torn armor. He's just glad to have his hands back on the ice-cream. Before long, he vanishes from your sight, babbling about his latest hare-brained scheme. Something about water slides?

### Rewards

Gain 10 gold each.

## 110.2 • Temple of Feline Power (132)

As you pick up the statue, you feel invigorated; strangely powerful. However, the feeling quickly fades, and you can see the power's glow leave your fingertips and join the swirling shadows.

A screeching voice that seems to come

### Special Rules

Set up all monsters as shown as if just spawned.

Place one numbered token on the mat of the character adjacent to the altar. This represents the feline idol. Any character with the idol may freely pass it to an adjacent character at any time during their turn (including during movement).

The character with the idol also places one damage token on their character mat. From now on, for three or four characters, whenever any a character is

from inside your head commands you: "PUT ME BACK!"

But you find yourself unable to. The idol grows heavier and heavier as you hold it until it is almost unbearable, but you just can't put it down...

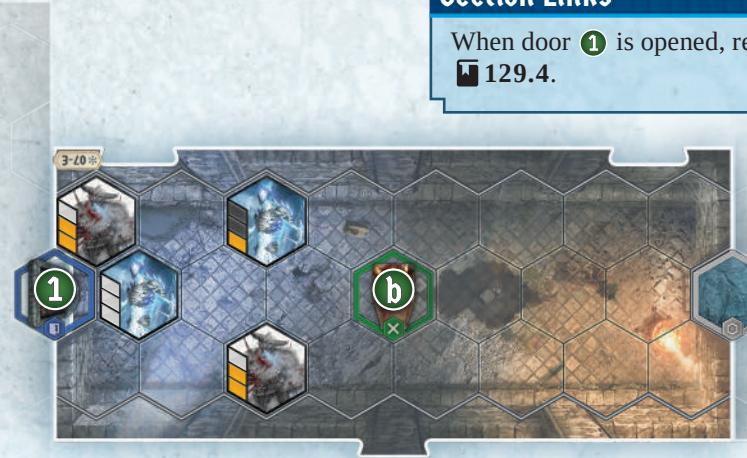
passed the idol, place one damage token on their character mat. All characters reduce the value of all their move abilities by half the number of damage tokens on their mats (rounded up).

At the end of the next round and each second round after that, the character with the idol adds one damage token to their mat and all other characters remove one (if any).

Door ① is now unlocked.

### Section Links

When door ① is opened, read  
**129.4.**



## 110.4 • Deadly Pastimes (85)

A cold breeze blows down a set of stairs leading up to an opening in the ceiling. You may have just found your exit. To your left, a group of boulders blocks your passage.



You admit you're not sure who killed Tarro, confirming the demon prince's suspicions about your competency, or as he puts it: "A lovely waste of my time."

To your surprise, a portal opens and out steps an Aesther in an unusual hat. He pulls a pipe from his mouth and speaks up, "Hello. Sorry to pop by, saw there was something of a mystery afoot. Happy to lend a trained eye."

The Aesther touches a scorch mark on the wall, then gives a small harrumph. "Cecil is the murderer, clearly—he killed Tarro after the man refused to return the Oak Charm that Cecil lost in a game of cards. Probably accidentally, wouldn't think it's in his nature. The fire was just to cover his tracks. Of course, you needn't even leave this room to determine the killer; the fire ignition point is a full head higher than either of the other two could reach. It turns out the answer is elemental, my dear demon prince."

And with that, he hops back into a portal and is gone. The demon prince looks a bit taken aback by the whole affair, but ultimately smiles. "What an odd Aesther. Is that common here? People showing up just a bit too late to gloat about mysteries? Either way, I think it's time to remind this plane about consequences." He stands from his ashen throne.

Frosthaven isn't willing to go without a fight, though:



where X is 40 if there are less than fifteen buildings built, or otherwise 70.

**Target buildings randomly by drawing from the building deck.**

You finally manage to drive the prince back. He laughs as he steps back through a portal to his home—"An enjoyable fight, but I have other matters to attend to. See you soon."

### Rewards

All characters start the next scenario with ⚡.

With a crash of shattered glass, you are through the office window, surprising both sides of the battle that still rages inside. In the corner, a rotund Valrath has barricaded himself against the ongoing onslaught, but

it doesn't look like the overturned desk is going to last much longer.

"Help me," he pleads as another chair is exploded into shrapnel by the swinging claws and gnashing teeth.

### Special Rules

Place the swinging character in any (b).

From now on, any character can spend 2 movement points to move from any hex adjacent to (a) to any empty (b).

(c) represents the artificer, an ally to you and an enemy to all monsters, with

an initiative of 99 for the purpose of focusing. He has (CXL)+2 hit points. If the artificer dies, the scenario is lost.

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

Round	Two Characters	Three Characters	Four Characters
Odd	<b>d</b> : One normal Lurker Clawcrusher <b>e</b> : One normal Lurker Wavethrower <b>f</b> : One normal Piranha Pig	<b>d</b> : One elite Lurker Clawcrusher <b>e</b> : One normal Lurker Wavethrower <b>f</b> : One normal Piranha Pig	<b>d</b> : One elite Lurker Clawcrusher <b>e</b> : One elite Lurker Wavethrower <b>f</b> : One elite Piranha Pig
Even	<b>f</b> : One normal Piranha Pig	<b>f</b> : One elite Piranha Pig	<b>f</b> : One elite Piranha Pig

### Section Links

The first time any character ends their turn adjacent to the artificer, read 95.3.



## ■ 112.1 • Lush Grotto (113)

### Section Links

When door **4** is opened, read ■ 154.1.  
When door **5** is opened, read ■ 146.5.



## ■ 112.3 • Expedition North (82)

You realize that without the call from Cassandra, these adventurers would not have stood a chance. They were already buried in the deep snow when you found them and are suffering from severe hypothermia. You apply warming poultices provided by Voice-of-Eight and wrap them in blankets on top of the sleds you brought. There is no way to stop this storm. You now must simply escape.

### Special Rules

All characters add -1 to all their move abilities.

## ■ 112.2 • Pirate Queen's Haul (137)

The air broadens out into a massive crystalline cavern with an underground lake at its center. Beneath a thundering waterfall lies the remains of a pirate ship, its once magnificent sails trailing raggedly in the water, its lumber now a haven for sightless burrowing critters. Without further ado, Dinah leaps into the lake and swims toward the ship.



## ■ 112.4 • Thawed Wood (33)

### Conclusion

Working in the north for as long as you have, you'd think snow would be the last thing you'd want to see. And yet, here you are—drenched in sweat, flame coursing around you, and all you want is a nice, three-day blizzard. But you've found it—the last stone.

You cleave through the flame demons, snatch up the final orange rock, and dash free of the cave. The fresh air is incredible.

The demons, though fierce, do not give pursuit, and so, with your stash of heat stones now secure, you make your way gladly back to Frosthaven.

You watch her emerge at the ship's hull and shimmy deftly up a rotting rope, swinging her lithe body up over the side. Her gleeful shouts indicate she's found the treasure. The cynical Vermling seems younger suddenly, more playful and carefree. You enjoy it while it lasts. No one in the Boiled Crab will believe you.

You'll have plenty of treasure to compensate—once you defeat the robot sentries which have unleashed themselves from the hold, intent upon guarding their queen's last resting place.

### Rewards

**Gain 5 ♦ each for each unrevealed dowsing rune. Gain "Ember Energy Source" ■ 244.**

### Section Links

Add ■ 135.1 to the calendar in three weeks.

"On the sea, all we have is honor. And ale." Dinah pulls her gold chain off her neck, setting the final ancient coin on the table in front of you. "I'll get you the where, then it's up to you to bring back the Pirate Queen's treasure. We'll snap it right out from under Barty Half-Ear and he'll never see it coming, the bilge rat."

Dinah gets up from the tavern booth with a bit more spring in her step. She doesn't get more than a few feet before she turns back to you, suddenly the picture of fury. "If you wags run off with my share I will hunt you until my dying day to wring the last drop of vigor from your corpse. I'll see to it that the plants that draw life from your ashes a hundred years from now are bitter on the tongue, stained with the blight of your betrayal."

With that, she climbs onto the bar and shouts to the crowd: "Last call you mutts, I've got a good feeling my luck's about to change."

After many grumbles from the patrons, Dinah Snapclaw is soon marching you into an icy cave tucked away just a few minutes outside the protection of Frosthaven's walls. She walks with purpose, scampering over rocks and unfazed by the cold.

The short journey gives her the chance to recount the ancient history that brought you to this point. "The Pirate Queen scored more booty than any swab before or since. Pirate royalty, really—that little Quatryl earned her title. She didn't trust no one. A bit paranoid. Started swapping her crew out for robots, didn't want anyone around her with a mind of their own. But the crown is a target, and some of her crew hatched a plot. They led her into a trap, thinking they could get her to give up her haul. Turns out she was a good hair crazier than they were and she sealed herself and her mechanical crew away for all eternity. If she couldn't have it, no one could."

"The mutineers didn't live much longer than that, particularly after other crews heard about what they'd done. Pirate lives are shorter than you landlubbers'. But they at least had the good notion to mark where they'd left the Queen's forever-grave. They used the coins of the day, and if you can find the right ones they're the key to a particular device..."

The Vermling sets her torch into a sconce at the back of the cave. With a sweeping motion of her arm she brushes the frost off a stone carving set deep into the rock.

"What, you didn't think I posted up in Frosthaven because it's a good spot for a tavern, did you? You're all terrible tippers. I wanted to keep an eye on this here lock. With the coins in the right spots we'll finally know where those mutineers buried the Pirate Queen and her treasure."

## Rewards

**Gain "Ancient Coin" [245].**

**Remove event WO-79 from the winter outpost deck and event SR-50 from the summer road deck.**



## 113.2 · The Mighty Three Inquiry

You head over to the barracks and are quickly pointed over to the so-called "Mighty Three": Allya, Barro, and Cecil. They're playing cards around a table.

"Tarro? Yeah, we played cards with him a couple times a month at the hunting lodge. Heck, I owed him some money—we all did, actually. Cecil lost his precious gold Oak Charm in a game to Tarro just a week ago!" Barro stops himself, brushing his blonde hair out of his face. "We stopped by his place to turn over the last of his winnings before reporting to duty that night. Anyway, it was just a fire, right?"

Allya taps her fingers absentmindedly and chimes in, "Even if it wasn't just a fire, we were all defending against an attack when it happened. I heard, the fire was a little after six in the evening, and we were all on duty. Couldn't have been us—we were all assigned to ferry supplies between

locations around the outpost. I was shuttling resources between the barracks and the mining camp from when the attack started at five until well past eight."

Cecil rises from the table to refill his drink. He's naturally much taller than most guards and certainly towers over his companions around the table. He interjects, "And I was doing runs between the barracks and the main gate."

"Only because I refused to trade you for my detail—no way I would be going that close to the front line!" Barro laughs and plays a hand of cards happily onto the table, dragging the pot into his lap. "I was going between the barracks and the hunting lodge, cushiest spot. Makes it easy to grab a quick drink—" Barro pauses, remembering this isn't a social call. "I mean, you don't need to share that bit with the Captain, right?"

## Section Links

If you go to the mining camp, read **185.3** now.

If you go to the hunting lodge, read **172.4** now.

If you go to the main gate, read **135.5** now.

If you go to building 74 (if available), read **108.2** now.

If you go to building 39 (if available), read **150.1** now.

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

## Conclusion

You open the well-defended container to find a collection of research materials. As soon as you take hold of them, the Aesthers seem to begin losing their grip on this plane. With howls of anger, they fade from view. And, interestingly enough, the

machines also power down and become dormant. It seems they were specifically programmed to fight off agents of the Corruption.

You head back up to the surface and leaf through the collected papers. You're sure

that someone back at Frosthaven will be able to get some use out of these.

## Rewards

**Gain 1 prosperity. Gain “Aesther Robe” #070 blueprint.**

## 114.2 • Attacking the Lurkers

You sit at your regular table in The Crater, trying to enjoy your mugs of ale as the inexhaustible tinkerer Pinter Droman chatters ceaselessly. He has been at your side constantly since the bathysphere mission, peppering you with questions... which is exactly why you decided you needed a drink.

“Now, on a scale of one to ten, how many fires occurred onboard during your dive? I theorized only a small probability that the air tanks would explode, and—”

Pinter’s questions are cut short as an Orchid guard runs breathlessly up to your table. “You have a, uh... a visitor... at the dock gate...” she pants. “It’s a... Lurker. And it, uh, wants to see you, I think?”

You put your drinks down and head toward the docks, where you see a lone Lurker sitting patiently. You recognize Sun in Shallows, the Lurker who first told you about the shards and the fate of its people. Archers line the walls, plucking nervously at their bowstrings as you wave for the gate to open and go out to meet your caller.

It’s clear that Sun in Shallows has seen combat since you last met; new cracks run like spiderwebs over her shell and the Lurker leans to one side as she sits, favoring a few injured legs. The giant crustacean perks up as you approach, her psychic singsong greeting echoing in your minds. You wonder what could compel this creature to risk the wrath of the Frosthaven guards, but you realize you already know—the shards. They, and the crown they form, compel Sun in Shallows and her awakened brethren as much as they compel you.

Your suspicions are confirmed as Sun in Shallows delivers her message, a stream of images and emotions running like a tapestry through your minds:

Huge coral structures reach upward like claws from the edges of a crater in the ocean floor, creating the impression of an enormous flower in mid-bloom. You feel the presence of a shard there, but the vision is obscured by an inky swirl of fear and darkness. The swirl expands as you watch, an unnatural aura attaching to the shard, guarding it, and drawing the Lurkers in the area under its influence, turning their already clouded minds to its purpose. They swarm around the shard hundreds strong: a horde, gathering to protect and spread the ever-growing corruption.

You see Sun in Shallows leading a group of Lurkers on an ill-fated attack to unseat the source of the corruption and retake the shard. From the intense sorrow accompanying the vision, you don’t need to see the fight to know that Sun in Shallows was the only one to escape alive.

The Lurker’s vision fades from your mind, but you see the stakes quite clearly: the crown can never be reunited until you get that shard, but more than that, this source of evil is gathering more beneath the waves, and it will continue to attack you—to attack Frosthaven—to corrupt as many shards as it can. But what can you do against such might?

“A psychic blast.” A voice from behind startles you. You hadn’t realized Pinter Droman had followed you from The Crater, much less that he’d been privy to the Lurker’s bleak vision. The tinkerer continues, almost to himself. “Too many

to fight, even with a hundred bathyspheres. Yes, yes, but with their psychic attunement... it’s possible we could take advantage of that...stun them, perhaps...” He starts pacing, speaking more and more quickly as he gets excited about his idea. “I’d need to study this Lurker, of course; run some tests. Maybe even get a better look at one of those shards and find a way to harness its psychic energy... It’ll take some time, but I’m sure I could come up with a device to do the trick!”

Your response is cut short by a wave of sorrow washing over you. You don’t think Sun in Shallows can understand the words, but the Lurker can clearly sense the tinkerer’s intent, and her distress is palpable. The prospect of using the coral shards—her symbols of hope—to do harm to her confused brethren fills her with despair. The intensity fades quickly, though, as you feel Sun in Shallows accept that this may be the only way to reunite the crown and save her people from whatever foul thing is taking them. You feel a release, a resignation, and now a vision of the crown floats in front of you, coming to rest in your hands. Sun in Shallows leaves the decision to you.

“Just to be clear,” Pinter warns, “we’ll detonate this device right on top of where the shard is located. If I do my job right, it should knock out all the Lurkers in the area, but I can’t guarantee there won’t be some collateral damage at the epicenter.” You nod in understanding.

## Section Links

If you give Droman the order to prepare a psychic bomb, read **168.2** now. Otherwise, read **94.4** now.

## 115.1 • Mysterious Crate

Pinter Droman, Frosthaven's resident tinkerer, pulls off a pair of thick leather gloves as you enter his workshop.

"Finished looking at the crate you nabbed off that ship the other day." He gestures to a wooden, tar-covered crate you extracted from an abandoned ship at the dock. "Elkwood, good construction. Exotic stuff, probably from the Eastern Continent. The tar..." he dips a fingertip into a sample dish perched atop a warmer, "is mostly Kivak-fat. Watertight, good quality. Exactly the sort of thing you'd want to contain elemental energy." He nods, analysis complete.

You're about to press him for details when he remembers something. "Oh! And the egg. Looks cracked, nothing inside." He shrugs. "I'm really more of a mechanics guy."

### Section Links

If building 83 is built, read **28.1** now.

Otherwise, add **178.1** to the calendar in three weeks.

## 115.2 • Black Memories (121)

Entering the next room, you brace against a familiar sensation: prickling limbs, a heavy compulsion upon your mind. You want to turn back. When you fight that impulse, your thoughts turn dark, urging you to attack your fellows. You shake your head to dislodge the feeling, and realize you haven't been paying attention. Another pack of Vermlings blocks your way.

They seem as uneasy as the last group, as if they're feeling out of place. But then something strange happens. Like a nightmare that blinks from one terrible scene to the next, they begin to grow. One second, they are the size of a hound, and in the next, they're larger than an Inox. The blue-green energy threads through their fur, and their enormous tails lash like knotted ropes.

Yet their tails don't disrupt the dust on the floor. Is this an illusion implanted in your mind? They hunch toward you, baring blade-length teeth.

It doesn't matter. You'll have to fight them either way.

### Special Rules

All Vermling Scouts set up in this room use the stat card of Polar Bears instead of their own, but still use the Scout monster ability deck.

### Section Links

When door **2** is opened, read **76.2**.



## 115.3 • Relief Effort (40)

### Special Rules

Place one fallen Algox Guard in **b**.

### Section Links

When door **2** is opened, read **123.3**.



## 115.4 • Uniting the Crown (60)

A blur of darkness and a screech. Another phantom Lurker falls, black ichor bursting from his body. That makes six. The Lurkers, which had only a moment ago been vicious knots of carapace and shadow, are dead, which leaves only the would-be king.

He does not shy away, this abyssal lord. His eyes, two obsidian orbs, look down on you with bottomless hate.

### Special Rules

Any character with all six coral shards on their mat can now damage and apply conditions to the Fracture of the Deep. This includes damage from negative hexes if the character performs a forced movement ability.

## 116.1 • My Private Empire (107)

"Here, in this god-forsaken frozen north, I found the space to claim my birthright. Here, I am Emperor! I am Lord! Bend your knee! You will scream my name with your last breath! I command you—dance with ME!"

### Special Rules

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



## 116.2 • Underground Station (96)

### Special Rules

Floating platform **b** now moves toward **d**, then toward door **3**. Door **3** is locked and will unlock when the floating platform moves adjacent to it.

### Section Links

When door **3** is opened, read  
**167.4.**



## 116.3 • Library Upgraded

"Looks like my project to bring knowledge to this backwood is finally starting to get some attention!" Eddica, the resident Valrath librarian, gestures to an Orchid as you enter the library. The Orchid is clad in shimmering armor and wields a sword that seems far too massive, even for their muscular frame.

Eddica continues: "This one is also interested in the ancient lore from around these parts. Could prove useful in our search for the tomes. Speaking of, follow me." Eddica snaps at you, then turns and steps briskly toward a back room. You give a short greeting to the Orchid and then follow.

"Alright, exciting news!" Eddica begins immediately as you squeeze into the cramped space full of dusty parchments.

"I think my research has been paying off. If I've done the background research correctly—and I'm certain I have—I think I've located two of the Tomes of Power. The first is the Tome of the Elements..." she unfurls a map across the floor, handing you one corner to keep it from rolling back up. "Here." She points at an area nearby where you were already intended to go on a future adventure. "Be careful, though: accounts of the Tome of the Elements make it sound a bit more volatile than the others. I wouldn't recommend opening it in the field."

She pushes her red-rimmed glasses up the bridge of her nose, kneeling next to the map. "The second is a bit hazier in the written record. The Tome of Conflict, like the other tomes, was penned by the spellcaster Belara—that much is clear. But

something happened, and the books were scattered. If I'm reading this correctly, older maps actually reference a tower in the woods." She points an impeccably manicured fingertip toward the tundra. "But it doesn't show up on any newer surveys of the region. It's just a hunch, but I think you'll find the Tome of Conflict there. If it's not too far out of your way, could you check it out for me?"

### Rewards

Add event WR-46 to the winter road deck and event SR-48 to the summer road deck.

Unlock ★ class box.

New Scenario:  
**Tower of Knowledge** (134)

You visit the barracks and ask to speak with Captain Olmstead. He's busy, but when you mention there's a demon inside Frosthaven's walls on the verge of murdering everybody, his schedule suddenly clears.

"The Mighty Three? They're a group of guards I've been watching for some time. Never pinned anything on them, but they're always a little too close to problematic events in town. I don't think they'd stoop to murder, but I've been surprised by better people."

The captain shuts the door to his office and turns to you. "They spend a lot of time gambling. Word is they lost some decent money to Tarro a week ago." He drags a logbook off his shelf, flipping through the pages as he speaks.

"The night of the attack, the alarm bell first rang a little before five. The fire at Tarro's place was a little after six. I gave everyone orders and put 'The Mighty Three' on supply runs—at least they'd be less likely to screw that up. Allya... let's see, I assigned her to cart metal from the mining camp to the barracks. Barno, he

was gathering resources from the hunting lodge and bringing it back here, and Cecil was doing runs up from the barracks to the front lines of the main gate. Here's the consolidated logs from each check-in."

He hands you the journal to take a look. It reads:

#### CHECK-IN LOG

5:00 PM Barracks: Allya, Barno, Cecil  
 5:15 PM Main Gate: Cecil  
 5:30 PM Mining Camp: Allya  
 5:30 PM Hunting Lodge: Barno  
 5:30 PM Barracks: Cecil  
 6:00 PM Barracks: Allya, Barno  
 6:30 PM Mining Camp: Allya  
 6:30 PM Hunting Lodge: Barno  
 7:00 PM Barracks: Allya  
 7:15 PM Barracks: Barno, Cecil  
 7:30 PM Mining Camp: Allya  
 7:30 PM Main Gate: Cecil  
 7:45 PM Hunting Lodge: Barno  
 7:45 PM Barracks: Cecil  
 8:00 PM Barracks: Allya  
 8:15 PM Barracks: Barno

Captain Olmstead leaves you with the logbook. "I'm going to go prep the guard

for this demon's attack—not that I don't trust you lot to find the killer, but..." He pauses for a moment, unsure how to continue the sentence. Eventually, he just shuts the door.

The sun will set soon and you're running out of time. Where will you go?

#### Section Links

If you go to the mining camp, read [185.3](#) now.

If you go to the hunting lodge, read [172.4](#) now.

If you go to the main gate, read [135.5](#) now.

If you go to building 74 (if available), read [108.2](#) now.

If you go to building 39 (if available), read [150.1](#) now.

If you know who the killer is and don't need any additional investigation, read [88.2](#) now.

#### 117.2 • Overrun Barricade (43)

Well, you've got to hand it to the industrious little fellow—these strange devices Crain has engineered are making the impossible possible. You fight through the first wave of Unfettered, fully prepared to take on the next.

#### Section Links

When door **2** is opened, read [2.3](#).



#### 117.3 • Scrap Pit (35)

"Ah, look at this!" Crain holds up a mass of steel and wire. "A perfectly pristine charging capacitor! How marvelous!" It looks anything but pristine, but you decide to continue to trust his process as he moves toward the next pile.

#### Special Rules

Crain's current goal is now debris **d**.

At the start of each round, spawn one elite Ruined Machine for two characters, or two elite Ruined Machines for three or four characters at **f**.

#### Section Links

At the start of any round, when there are three damage tokens on debris **d**, read [126.3](#).

## Conclusion

There is good news and bad news. The good news is that, judging by the number of machines operating here, you're nearing the center of the complex. The bad news is you have to get back in the tubes.

Still, it's easier to climb knowing that the end is near. You hoist yourselves back up and continue on.

You crawl. You wriggle and scrape. Time stretches slower than you knew possible. After a while your arms begin to tire and you wish only for sunlight. Each time you turn a corner to find only more ventilation tube, your heart sinks.

You're just about ready to give up entirely when a patch of light appears up ahead. You move faster, crawling out of a massive exhaust vent that opens onto a huge, echoing hall. This has to be the heart of the complex. The chamber is immense

and filled with rows upon rows of hulking steel and iron machines: furnaces, arms, pistons, wire, and pipe. There is no doubt that this is the central chamber, and deep inside you can see its core: a raised platform overlooking the vast hall, and atop it, a single figure cloaked in shadow.

### Rewards

**Gain 3 collective ⚡ and 3 collective 🕸️**

New Scenario:  
**Nerve Center** 44 🔍

Locked Out Scenario:  
**The Dead Mile** 37



## 118.2 • Lurker Necromancy (118)

The tunnel broadens into a vast chamber, a host to a galaxy of pale fossils. Unfortunately, the Lurkers are carving away, destroying this natural phenomenon. Their efforts are uncovering pockets which encase the amulet stones.

You prepare to attack, but the Boneshaper stays your hand. "Let me speak to them." Pressing fingertips to your forehead, the Boneshaper opens a channel of communication to the Lurkers, who pause in their work, startled. The Boneshaper transmits a psychic image of the amulets, asking the Lurkers what they intend.

The largest one responds, sending a flash of coral shards, a feeling for want. They

had been digging for these shards when they discovered the amulets. The next few images are disturbing. Lurkers herding undead toward a group of Abaeli, ripping their enemies apart. Lurkers and their undead army plaguing the landscape, marching toward Frosthaven.

"Vile purposes!" the Boneshaper spits aloud. "Petty squabbles such as these taint this power. I will not allow these amulets to be abused thusly!"

Incensed, the Lurkers rear up and rush toward you.



## 118.3 • A Call for Help

You are awoken in the middle of the night by the glowing apparition of an unfamiliar Aesther woman. "This is a call for help," she says. "Several weeks ago, I sent my dearest friends your way, but I am afraid

they may now be in danger. A storm is brewing. Find them before it is too late."

In your mind, you see a location: rocky terrain somewhat west of the Frozen Pass, in the Imperial Mountains. It is the center

of a massive snowstorm, and you realize you must head there immediately.

### Rewards

New Scenario: **Expedition North** 82

## Conclusion

Cracked insect carapaces litter the ground like wet leaves after a storm. The bugs have thrown themselves at you in wild, uncoordinated waves, and now they lay silent, their bodies mixing with the picked-over bones that fill this place. How long their nest has been here, and how many of them have spawned, you'd rather not know, but now that the fighting has stopped, you notice there is more to this place than just bones.

A tunnel leads away from this pit, carved from the ground and reinforced with collected branches and roots. Normally, such a tunnel would be the last place you'd

You hold the curiously fragile bit of machinery in your hand, and it suddenly comes to life, projecting some sort of illusory, three-dimensional map in the empty space above it. You try to touch this projection with your other hand, but it just passes right through the light, blanking out anything above it. Very strange indeed.

The map itself appears to be of some sort of ancient building that constructs

want to travel, but you sense a presence deep within it. A darkness is hidden down there, emanating upward like a fever. You have no doubt that is the source of the Algox possession. Whatever your reservations, you can't stop now. You must descend into the Harrower tunnel and seek out the source of the corruption.

## Rewards

**Gain 10 gold each.**  
**Gain 2 collective**

New Scenario:  
**Call of the Harbinger**

There is a great crack, and the massive sculpture comes tumbling down, shattering as it connects with the hard earth. In the aftermath, you see Faye stand up and brush herself off. "Thank you. Now let's end this!"

You start to introduce yourself, but she's clearly on a mission. Scrambling over the wet rubble of the statue, she immediately heads for the next room.

## Special Rules

Door **2** is now unlocked.

Place one numbered token in an empty hex adjacent to **C** or the closest empty hex to it. This represents Faye, an ally to you and an enemy to all monsters. She has  $8+(3\times L)$  hit points but immediately reduces her current hit point value to  $3+L$ . On initiative 11 each round, she performs 2; L, focusing on moving toward and opening the closest closed door, then finding a focus and attacking an adjacent enemy if there is one.

## Section Links

When door **2** is opened, read  
**131.5.**

As you barely make your way through the narrowing passage, the sound of the ice closing off your exit fills the air. You can hardly catch your breath when more of the former guardians of this place make their presence known.

It seems that some unknown civilization left guards to protect this area, and even death did not release them from their cause. Being dead, they also appear to be unaffected by the rapid acceleration of time.

Is the cause of the temporal fracture a machine of some sort? Why is it now

malfuncting after thousands of years? What was the purpose of this machine? Did its creators travel freely throughout time, and if so, where are they now? When are they now?

You'd love to ask these burning questions of the guardians that stand before you, but they seem rather intent on killing you instead.

## Section Links

When door **2** is opened, read  
**195.3.**



## ■ 120.1 • Corrupted Camp (39)

### Special Rules

Reduce the Algox Guard's current hit point value to  $(L+X)x2$  (if able), where X is the number of damage tokens on door ①.



## ■ 120.2 • The Dancing Iceberg (131)

It looks like there are more Lurkers on their way. Unfortunately, they seem to have noticed just how precarious a position

this wobbly plateau puts you in. They might try toppling the iceberg instead of attacking you directly!

### Special Rules

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

#### Two Characters

Ⓐ and ⓒ: One normal Lurker Wavethrower.

#### Three Characters

Ⓐ, Ⓝ, and ⓔ: One normal Lurker Wavethrower.

#### Four Characters

Ⓐ, Ⓛ, Ⓞ, and Ⓟ: One normal Lurker Wavethrower

### Section Links

At the start of the fifth round, read

■ 181.5.

## ■ 120.3 • 🏆 Retires

"My life was so small before I met you." You walk with the Frozen Fist toward the main gate, all of their belongings packed up in a bag slung over their shoulder. "All I knew was just Algox and the frozen wilderness. We fought each other, squabbling over our tiny little corner of the world.

"But then there was all of you! So many different peoples come together to work toward a common goal. And I traveled on

a boat, and met metal creations that move of their own free will!" The Frozen Fist shifts their pack, unable to contain their excitement.

"And now you tell me that if I head south through the Frozen Pass, there's an entirely different world waiting for me to explore, full of deserts and rivers and swamps and cities! Now that I know what's out there—what's possible—I simply don't have a choice but to go

experience it!" You arrive at the main gate, and the Frozen Fist gives you a soft, enveloping hug.

"Thank you, friend! Stay safe up here, and don't worry—I'll be sure to write!"

### Section Links

Add ■ 185.4 to the calendar in ten weeks.

## ■ 120.4 • Blizzard Island (48)

### Conclusion

The blizzard will not relent. It pushes you in every direction, and the cold claws at your lungs. There is no graceful way to fight in a torrent, but you will not be stopped. You plant your feet and cut down the last enemy, its body bursting into frozen dust.

"It is near!" Denpang shouts. You can barely hear her over the wailing storm. "Look there!" She points up ahead and you catch brief glimpses of switchbacks that lead farther up the mountain. "This storm is not natural. If we follow the path, we will find its source." You quietly note her avoidance of the word "Render".

There's little time to consider another option, and there is really no need. You set out with this Algox only days ago, but already she has proven herself. The trek will be rough, the mountain only grows more steep, so you dig deep and push up through the freezing wind.

### Rewards

**Gain 10 ★ each.**

**Gain 2 collective ✅.**

New Scenario:

**Sanctuary of Snow** (57)

## ■ 120.5 • Great Dallum

Something is off here. This description of the Great Dallum, even accounting for mistaken observations, isn't even close. This is an impostor! You raise the alarm and soon others in the crowd take notice. The impostor's handlers start exchanging nervous glances, and it doesn't take long before the crowd turns into a mob, grabbing back the offerings and driving the charlatans out of town.

### Rewards

**Gain 2 morale.**

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

The waves come and you strike them down. You heave yourselves up, muscles drawn and wasted, pulling at the very dregs of your being, and you swing, dropping more and more machines. But still they come.



## 121.3 • Invasion of the Dock (71)

**Conclusion**

You get the spectacled stranger to safety, but he seems more agitated than grateful. “They have taken it! All this precaution and planning for nothing. The sea vomits up a couple fish to take it like a lowly bunch of sand pirates. Doesn’t this frozen ice chunk of a town have a guard?”

He straightens his finely woven tunic and attempts to calm himself. “I’m... I’m sorry. Yes, yes, thank you for your help, I would have surely met my end if it were not for you. My name is Lihrey, an artificer of the Storm Society, and I am appreciative of your assistance.”

Lihrey extends his hand in greeting and you take it, noticing the Valrath is adorned with various contraptions, and his pockets are overflowing with strange instruments and trinkets. “In all fairness, I believe I may have attracted this aquatic aggression. You see, my research led me

The doors to the final tower fall open. Just a little longer.

**Special Rules**

Open all doors ①.

The last monster falls. You stand on the ice, your breath steaming in the frigid air. You’ve had enough of your adventure on the ice floes—time to head back to Frosthaven for a warm meal and a stiff drink.

The jolly boat returns, picking you up from the ice. You reach the ship, and climb gratefully aboard, your treasure clinking in a sack.

Rattusca appears from below decks, eyeing your haul. “Looks like things went well out there,” she laughs. “Time to split up the loot.”

**Rewards**

Gain 1 ✓ each. Each character gains 10 gold for each numbered token they looted.

**Section Links**

If you give Rattusca her share, read 132.3 now.  
Otherwise, read 146.2 now.

to this area and to a piece of an artifact that I believe holds the power of an ancient sea... umm, creature. Well, the Abaeli would call it a god, the Leviathan, but I prefer to use more scientific terms. It was a gargantuan creature at the apex of the ocean ecosystem.”

Lihrey adjusts his glasses. “Anyway, the limited history I have been able to uncover hints that the pieces of one of its scales—three in total—have been separated and hidden away in this area. I found one of the pieces out on an island in the Biting Sea, but I, well, I may have stirred something up in the Abaeli when I did. They are now very keen on recovering the power of their Leviathan, and are very angry that someone else would be messing with it. Add to that the fact the Lurkers are keen on not letting the Abaeli get a hold of the power, and well, this is the end result.” He gestures around at the trashed office.

“Now that the Abaeli have one piece, I fear they may now go after the others, and let me tell you: you don’t want them to get a hold of the Leviathan’s power either. This whole outpost would be...” Lihrey pantomimes a huge snake emerging from the ocean and crashing down on Frosthaven, complete with sound effects. “I’m close to the location of the second piece, but it will take some time to pinpoint it and organize an expedition.”

**Rewards**

Damage any one even building between 71 and 89. Gain 10 ★ each.

**Section Links**

Add 149.5 to the calendar in five weeks.