

## Conclusion

It's too late to reverse what you've already done, but you can't see how enabling Derrick to do more harm to the Algox will be beneficial for the outpost. You stash the gems in the cave and return to Frosthaven empty-handed. There, you find Derrick sitting in The Crater with Nits and Narb, drinking the day away.

When you approach and Derrick notices your lack of containers, his mood sours. "The gems?" He asks.

You give him a tale of how the Algox were so enraged, they sent out a huge party to ambush you on your way back, and you barely made it out alive, bargaining the gems for your lives. You subtly hint that it might not be worth it to provoke the Algox like this.

Derrick looks very angry for a moment, and then his eyes well with tears. "I just can't do anything right! Even when I try to find the best mercenaries I can, I just end up with incompetents! I'll never get invited to the annual wine tasting in Vinneth!"

The noble storms off, and you join Nits and Narb for another round. Over the next few weeks, you're able to sell off the sun agates for a tidy profit, though much less than what Derrick was offering.

## Rewards

**Gain 5 collective gold for each token carried.**

Square gold coins, crescent gold coins... there are plenty of long-gone civilizations who have left their mark. Unfortunately none of these are the coins you're looking for. Should still work fine in the shops, though.

## Rewards

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

You continue forward into a larger cavern, still with a wall of ice down the middle. On both sides, you see a menacing Savvas examining the mirror.

"Cracked!" It yells at you. "Do you have any idea how long I have been trapped in this accursed place? The mirror was my only escape! You were being good little

puppets and bringing it to me, but then you clumsy fools dropped it!"

"I cannot merge my forms with a cracked mirror! I can't do anything with a cracked mirror except destroy the fools who couldn't follow simple directions!"

You're pretty sure it's talking about you.

## Special Rules

Open both doors **1**. Both doors **2** are locked.

The two Savvas Icestorms are the Shimmer. They share HxC hit points and all conditions, which are applied to them simultaneously. Whenever they have at the start of their turn, they only suffer 1.

The Shimmer performs all abilities simultaneously, making all movements (including forced movement) which are valid on both sides of the map, always occupying and targeting the same corresponding hex or hexes. However, they ignore the occupancy effects

of corresponding hexes at the end of each round. The Shimmer collectively finds one primary focus, and, for any individual attack, if there is only an enemy occupying a targeted hex on one side, that is the only enemy targeted, but if there is an enemy in the corresponding hex on the other side, both enemies are targeted. Whenever the Shimmer summons, it summons on both sides in the same corresponding hex if possible, but will otherwise summon in different hexes.

When the Shimmer dies, instead of a loot token, it drops a goal treasure tile in each hexes it occupied.

## Section Links

When either goal treasure tile is looted, read **147.2**.



## 183.1 • The Tempus Forge (106)

### Special Rules

From now on, at the end of each round until the altar in this room is destroyed, it performs ⚭ 1, Ⓛ all characters, Ⓜ 5.



## 183.3 • Visiting Trader

"Ah, my best customers! Heh." It's the old traveling merchant and his carriage full of items of suspicious origins. He invites you to poke through his inventory. "Same price as before, but even better value. No one's going to come looking for these. Heh." He doesn't elaborate, and you think better than to press the issue.

### Rewards

**Each character may buy one item from the purchasable item supply for its listed price or one material resource for 7 gold.**

## 183.5 • Alchemist Upgraded

The final stage of the alchemist's lab is complete. With its expansion, you can now brew more advanced potions. Inside, you encounter bubbling vats and worktables covered in retorts and alembics. Among the glassware toil multiple residents of Frosthaven, including, oddly, the Savvas playwright, Eros.

You never pegged Eros as an alchemist. Eros flips its long scarf across its stony

## 183.2 • Lush Grotto (113)

### Special Rules

If both tiles 4-C and 13-C have been revealed, replace the doors between them with one large snow corridor.



## 183.4 • Mail Call

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

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

shoulder and gives you an equally stony look. "I'm researching poisons for a play where two lovers scheme to kill their enemies." Eros sniffs at your incredulous expression. "It won't be real poison. I simply need the actors to appear sickly enough to convince the audience."

With a grandiose gesture, the Savvas squeezes an dropper into a vial. The potion promptly produces a puff of noxious

### Section Links

When door ③ is opened, read 154.1.  
When door ⑥ is opened, read 146.5.

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

### Rewards

**Gain "Giant Sword" [206].**

smoke. Eros reels backward, and you quickly herd everyone out. It's a good thing you told them to include ventilation in the building.

### Rewards

**Add items 1059 to 1065 to the random item blueprint deck.**

## 184.1 • The Third Year

Whereas this was once a job for some quick gold, something has changed for your party over the last two years. Members have come and gone. Friends have found their dreams and retired from the hard life of a mercenary. Who among you remains? Are you even really the same mercenary group at all?

Somehow, through all the adventures, the wins, the devastating losses... it feels like there's still some core that has remained constant. That core camaraderie doesn't just extend to your party, but flows to all the rag-tag peoples of Frosthaven toughing it out together. Perhaps it's stubbornness. Perhaps it's the drive toward what the next page in your story will bring, or the promise of just one more triumph. One thing is certain, though...

You wouldn't have it any other way.

### Rewards

Add events WO-48 to 56 to the winter outpost deck, event WR-31 to the winter road deck, and event SR-52 to the summer road deck.

Gain 3 soldiers.

## 184.4 • The Tempus Forge (106)

### Special Rules

From now on, at the end of each round until the altar in this room is destroyed, all monsters perform ♦2, self.



## 184.2 • Black Memories (121)

The suit implodes, and you approach the cracked dome to discover the Mindthief trapped inside, fatally wounded. She gazes calmly at the ceiling.

"I didn't mean," she says, "for it to happen like this. Those guards. My fellows. I just wanted them all to understand . . . what it was like. To be in a mind like mine, caught in a body unsuited to them..."

She forces herself to refocus on your face. "This power was supposed to be our protection." Arms shaking, she removes the helmet which powered the machines and helped her control the rats. "Will you give it to them? The other Vermilings. Please. My efforts must not go to waste."

You take the helmet, waiting quietly beside the Mindthief until she's gone. You're not sure if giving the other Vermilings the tech would be the best idea. Would they even want it? Yet it was her dying wish.

### Section Links

If you agree to pass along the technology to the Vermilings, read 166.5 now. Otherwise, read 9.2 now.

## 184.5 • Fish King's Ascension (77)

You have calmed the elemental energies of this realm. The plane collapses in on itself, spitting you back into the ritual chamber. The Fish King has rematerialized and is once again amassing chaotic energy around his bloating form. This isn't over yet.

### Special Rules

Relocate all characters on tile 4-A to any empty starting hexes, or the closest empty hexes to a starting hex, and relocate all character summons and tokens on tile 4-A to viable hexes closest to their character. Then remove everything else from tile 4-A except the glowing orb.

The Fish King can now be damaged.

## 184.3 • Rumor of Vengeance

You stop by The Crater to sample one of the new seasonal brews, and you happen to overhear some fur trappers gossiping nearby. They're sharing rabbit stew and exchanging outlandish stories. One of the stories involves a group of Vigil soldiers who were discovered slain on the road to Gloomhaven.

"What was the cause?" demands one of the trappers, eager to warm himself with a long tale of bloodshed.

The other trapper shrugs. "That was the strangest thing. There were no other tracks, not from a raiding party or highway robbers. And their wounds..."

"What about them?"

"They seemed to be self-inflicted," says the trapper.

Your mind drifts to the mind-control device you left in the hands of the Vermilings, and you take your brew and move discretely to a farther corner.

### Rewards

Gain 3 inspiration.

## 184.6 • The Collection (87)

The Collector's voice crackles in again. It seems to be coming from various metal boxes in the corners of the ceiling. "Ah, the polar bears. They showed potential—they're hardy beasts, after all—but their animal intelligence dulled my senses. And we can't have that now, can we?"



Just as you hope the onslaught will slow, more of the crafty Lurkers appear. You're

not sure how much longer you can hold this perilous position.

## Special Rules

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

Two Characters	Three Characters	Four Characters
Ⓐ and Ⓛ: One normal Lurker Wavethrower.	Ⓐ, Ⓑ, and Ⓛ: One normal Lurker Wavethrower.	Ⓐ, Ⓑ, Ⓒ, and Ⓛ: One normal Lurker Wavethrower.

## Section Links

At the start of the eighth round, read  
194.2.

The foreman of the mining camp powers down an automated drilling system to better hear you. “Yeah, Allya came by a few times throughout the night. 5:30, 6:30, and 7:30, if I remember right. Makes sense to me, it’s about a half-hour trip each way, particularly with a cart full of metal. What’s it to ya?”

Where will you go now?

## Section Links

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

If you search Barño’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.

“Mail call,” the Quatryl mail carrier appears at your doorway with a sealed letter. Ever since the Frozen Fist left, you’ve been anxiously awaiting word from them. You held significant fears that the rest of the world would not be as enthusiastic about meeting an Algox as the Algox would be about meeting the rest of the world. But now, here it is—a letter from the Frozen Fist!

“Friends,” it reads. “Sorry it has taken me some time to write. I have had quite an adventure in my travels, but it has not afforded me much time to get a letter sent

off to a remote place like Frosthaven. Where to begin...”

The note goes on to talk in great detail about the many wild adventures the Frozen Fist has gotten swept up in over the past season. They traveled to White Oak, where they inspired, and then starred in, a play about Frosthaven. They met with the Inox clans of the Great Grove and somehow ended up on the front line in their conflict with the Leysaw Logging Company. They went searching for Aesther artifacts in the Lingering Swamp, and then ended up in Gloomhaven to fight

Xain has cornered you at the Boiled Crab tavern. “Oh... Dinah is going to be so happy!” He is grinning ear-to-ear. “You don’t mind if I stick around while you tell her, do you? I just want to see her smile. Y’know, I used to be married to her. Best 14 hours of my life.” He sighs. “Truth is, that woman puts the ‘irate’ in ‘pirate’. Just wasn’t meant to be, I guess.”

You sincerely doubt that Dinah Snapclaw has ever smiled in her entire life, but you’re not one to kick Xain when he’s pining for something. Dinah steps over to your table, picking something out of her teeth. “What do you want, loaf?”

Xain smiles, weakly. “That’s her nickname for me.”

Dinah spits on the ground. “Because you’re a lazy oaf.”

Xain doesn’t acknowledge her comment, motioning at you. “Go on, show her!” You hand Dinah Snapclaw the coin you found.

“Hmph. Yeah, that’s one of the coins all right. Barty Half-Ear used to keep one just like it as a good luck charm.” She shrugs. “What? You want a pat on the back? Mercenaries get paid, not pleasantries. Get to collecting the rest of the treasure.”

bandits with a mercenary group called the “Jaws of the Lion”. The Frozen Fist says they want to travel farther south next, through the Red Desert to see the Valrath capital of Jhinda, but they fear it may be too hot for their thick fur. They’ve been having enough trouble as it is. Either way, it seems like they’re having a blast and don’t intend to return north any time soon.

## Rewards

Gain 3 collective Ⓜ.

### 186.1 • Bolt (133)

#### Special Rules

Do not set up pressure plate **C** for two or three characters.



### 186.2 • Furious Factory (109)

You burst into the room and are shocked by the row of half-finished machines neatly arranged in the center of the room.

Suddenly, the docking clamps on them detach, and the machines lurch toward you.



### 186.3 • Guardian's Temple (110)

The altar and remaining columns go suddenly silent. You pause, hesitant whether you should approach. Just as you begin to inch forward, the altar fires a magnificent bolt of lightning into a nearby wall, destroying it to reveal a room you hadn't realized existed. Inside, more dangerous creatures stir.

You are so distracted by this, you hardly have time to react when the last two columns spark back to life.

#### Special Rules

Starting next round, the remaining two ice pillars are always active.



### 186.4 • A Tall Drunken Tale (128)

Derrick, Eros, and seemingly the whole of the northern waste waits with bated breath for Nits to carry on with the tale, "And then?"

"Hold on, which one of these are mine?" He looks around at the assortment of mugs on the table, "Did I drink this already, or is it yours?" Eager to hear more, everyone seated around him starts pouring their ale in his mug until it overflows, and he's overcome with joy. "Aw... thank you," he weeps. "I love you all!"

"Just get on with it," Eros urges. "What happens next?"

"Like the tears down my cheeks, the sky cried a single, fiery streak that knocked down bits of the heavens upon the reddened snow, leaving many nearer to death."

#### Special Rules

All figures reduce their current hit point value to 1. Place three snow rocks in any empty hexes on tile 15-A (if able).

### 186.5 • Random Scenario

You hold up a shining metal key to the light, a rainbow of colors glimmering off the surface of it, from green to yellow to orange to blue. As you focus on it, a strange key hole appears in the air before you, the outline of a door hazy and shimmering around it. You peer through the floating keyhole and see the same landscape that surrounds you, but with sunlight streaming through the clouds. Flowers adorn the ground instead of snow, and you can almost feel the warmth passing through the invisible door. You press the key into the lock and twist, but it does not move. The illusion stutters, then vanishes when you try to turn it with a little more force, and a crack splits down the side of the key. The key sizzles as it hits the frozen ground, steam rising up toward the sky. You carefully collect the key and wrap it. You're not quite sure what happened, but perhaps there is some way to learn of its secrets.

#### Rewards

New Scenario:  
**Ruins of the Solstice (104)**

You return to the Hall of Revelry for your next trial, but when you approach the stone bowl, it is empty.

"Your trials are complete. Tholos has been appeased, and your gifts await!" The Valrath who first greeted you stands proudly before you, joyous at your accomplishment. "Please, be seated and meditate on your—"

With a burst of blue energy an Aesther in ornate flowing garb steps out of a portal and into the center of the ornate hall. The

Valraths look at each other in shock, but the Aesther looks at home. "Mercenaries! The strength you have shown in completing my trials... impressive!"

The Valraths around the clearing drop to their knees, bowing deeply. "Tholos! The Granter of Favors, the Balanced Aesther! You have blessed us with your presence!"

"Yes, I have elected to bestow my favor upon you in person. I love all of you with equal measure, and all who have completed my trials are esteemed in my

eyes." The Aesther looks at you with a wink. "But I am going to grant these mercenaries powers like never before, so they can spread the good word of my deeds..."

### Rewards

**Remove event SR-51 from the summer road deck.**

**Open envelope A and immediately build its contents.**

## 187.2 • The Lurker Problem (78)

### Conclusion

The fishhook served you well, and with the final instructions complete, another boulder grinds aside. The steep tunnel spits you out atop the basalt cliffs. At the edge, you glance down at the structure becoming submerged in the sea. Was it once the site of a Lurker kingdom? Lost now to the ravages of time and tide? What had they once been, you wonder, to have designed something so complex and formidable?

It seems a tragedy that they are scattered now, brutish. A nuisance for a wet wad of instructions to clear away. Since deep thoughts don't keep you fed, however, you push them aside and let yourself

feel accomplished from your success of avenging trench-coat's family. If that was really what he was after. Perhaps he wants the fishhook weapon. In which case, you anticipate what bounty he may offer in exchange.

Back at the town hall, you presume he'll be waiting to deliver your reward. You're already planning a night of festivities at the inn; of purchasing drinks for the house.

But there's only Glint. Huge feet propped on the counter, he squints open an eye and says sleepily: "Trench-coat guy? Haven't seen that sopping scoundrel since you scurried off." He growls under his breath,

"When you do see him, let him know he owes me. Took all afternoon to varnish the floor he soaked! That was precious naptime interrupted. Unforgivable!"

You wait around for trench-coat to reappear, but your enthusiasm ebbs like the smelly tide as you realize he won't. Looks like he's stiffed you of that reward. You'll have to settle for the fishhook as a prize. And the begrudging company of Glint, whom you recite the whole tale to.

### Rewards

**Gain 10 ★ each.**

## 187.3 • Burnt Shack Inquiry

The fire did a nice job obscuring anything of value—there's even a safe you force open only to find empty. The ignition point for the fire looks to be a high shelf near the ceiling, perhaps a candle that burned down to light some lamp oil. The demon prince watches you work with amusement.

"Make sure to check behind the dresser, might be some more ash back there," he says with a wicked smile. "Funny the way you're spending the last hours in this distasteful icebox."

Despite his taunting, you do a thorough sweep of the place for clues. Sure enough, you crack through the burned floorboards

to find a heavy metal chest hidden below that miraculously survived the fire. You pry it open and find a tattered gambling ledger featuring the name of some guards you recognize, most of which show Tarro losing badly time and again. The most recent entry from a week ago shows a win, though. It reads:

**25 gold and a gold Oak Charm:  
The Mighty Three**

There's a small bag of gold coins, but the Oak Charm is nowhere to be found. "Oh, how exciting!" The demon claps sarcastically. "Paperwork! Cracked the case now."

You ignore the taunting and get back to work.

### Rewards

**Gain 25 collective gold.**

### Section Links

If you ask Captain Olmstead at the barracks for information on the guards in the ledger, read **117.1** now.

If you ask around the barracks for information on the Mighty Three, read **113.2** now.

The far door swings open on its own power to reveal a well-appointed large ballroom. If you didn't remember the tiring, frostbitten journey here, you'd swear you were at an opulent reception in the warmer, richer south. A bell hangs again.

### Special Rules

Open door ②. Door ③ is locked.

### Section Links

The first time any character enters ④, read 103.1.



The handful of coins scattered on the floor will go toward a good meal at the tavern but won't get you any closer to the Pirate Queen's treasure. You'll have to keep searching.

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. Seems like you've selected the wrong individual."

The Aesther touches a scorch mark on the wall. "Cecil is the murderer, clearly—he killed Tarro after the man refused to return the Oak Charm 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. "Perhaps you were wrong, perhaps you were trying to cover

### Rewards

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

## X ⊙ all

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 ⚡.**

### Conclusion

The shade vanishes, and suddenly the music changes to a wistful aria.

"You have honored me with your presence. The ball has been magnificent, and that is everything I wished for. Please, take what's left of my wealth. I ask only one thing: when you trade stories of your grandest celebrations, remember this gala, and tell your fellows of Ventillion."

"Now, I raise my glass to you. A toast in your honor, and to the Royal Court of Ventillion's Empire. May you live well and never cease dancing!"

With that, all animation has gone out of the chamber. The lamps flicker, and you feel a biting cold wind swirling down from the outside. This place, once magnificent, has moved on, and so must you. Whatever strange sorcery this "Emperor" engaged himself in, you're just glad this ended in your favor.

But first, you see a burgundy sack in the center of the room, embroidered in gold with the letter "V".

### Rewards

**Gain any 5 collective material resources.**  
**Gain "Cup of Ventillion" 1214.**

## 189.1 • Town Hall Built

"Bureaucrats! Nothing but forms and stamps and a waste of my time!" An old man trudges out of the new town hall into the snow, leaving the wooden door wide open. You step inside to get a look around.

The interior is nicely appointed with the trappings of rural government: broad antlers are mounted high up the walls, and a tall countertop divides the room between visitor waiting area and employees. Behind the counter stands an Inox with a monocle on a chain, reviewing paperwork. "Close the door. Got enough cold outside, don't need it in here," he says, without looking up.

Eventually he sighs. "Alright, got business or just ogling? I'm Glint, the records-keeper for Frosthaven. You must be..."

the janitors?" You let him know you're mercenaries interested in work. "Eh. Slim pickin's in the North, huh?" You're not sure if he's referring to the work or your group. He sorts through some paperwork on the countertop.

"Ah, here we go. Captain Olmstead told me to find someone to test out a few things next time they're outside the walls. If you want that, you're welcome to try until something better comes in."

### Rewards

Add events SO-59 and SO-62 to the summer outpost deck and event SR-38 to the summer road deck.

## 189.2 • The Tempus Forge (106)

### Special Rules

From now on, at the end of each round until the altar in this room is destroyed, all characters gain ♦.



## 189.3 • Xain Returns

You respond to a warning call from the main gate to see the haggard figure of an Orchid stumble up to the wall. He's wearing the tattered remains of some ill-fitting Algox ceremonial garb. You wave Xain in.

"I don't know!" Xain exclaims when you ask what happened. "I had accepted my fate, and was doing my best to ingratiate myself with my new in-laws, telling them

all the various ways I could make them vast amounts of wealth. On the day of the wedding, the mother just snapped. She started roaring and swiping at me, and I was forced to flee! My poor Algox bride's heart was rent anew, and I can still hear her forlorn sobs..."

### Rewards

Gain 2 morale.

## 189.5 • Prison Break (99)

### Conclusion

Gem waddles up to the sealed box you recovered from the cell. She grabs it from your hands and nuzzles against the wood container.

"Zu! My sweet, sweet Zu. What have they done to you? Terrible!" She pops the lid and a dozen bugs try to escape. She scoops them back inside with a "tut-tut" and addresses you.

"Alright, they're a bit out of sorts after being sealed away for so long. We'll need to send you into the Harrower's hive-mind to string it back together." She cracks

the lid of the box just enough to slip one long crystalline finger inside. With a slow exhale she settles into place, breathing with measured practice.

The crystals along Gem's back glow with a dull yellow light. After a moment she squints an eye open. "Well? What're you waiting for? Get a good handful of a crystal on my back and let's get on with it."

### Rewards

Gain 10 gold each.

New Scenario: Inside the Swarm (100)

## 189.4 • The Titan (123)

### Conclusion

The energy of the core disperses in a violent blue explosion. You feel its heat at your back as you race down the stairs and out the skull, shielding yourself with a broken panel. With a jolt that nearly dislodges you, the titan halts its stride. One foot raised, it begins to topple backward.

You race over its shoulder and onto its torso as the vertical surface rapidly becomes horizontal. Your momentum keeps you upright, and you leap safely to the ground just as the massive robot descends. The machine connects with the ground in a chaotic halo of snow and dirt, and a profound crack sounds across the countryside.

You're only a few titan-strides from Frosthaven. Nearby, you spot a child fishing on a bridge over an icy creek. A splash from the robot's impact has soaked her head to foot. Her mouth is agape.

You grin sheepishly and wave. Another job well done?

### Rewards

Gain 1 morale and 1 inspiration.

## 190.1 • All Challenges Complete

Glint, the Inox records-keeper, looks strangely uncertain as you enter the town hall. He refuses to make eye contact, talking at any object in the room but you.

"Listen, uh... I know that I haven't always been pleasant to you." That's an understatement. "But no one is really at fault for that, I think we can agree, and I'm willing to put it behind us." Glint tries to give a smile, showing the golden tooth that granted his moniker. You almost appreciate him turning over a new leaf before he continues.

"Anyway, I need a favor. I may have sort of lost the records of all those challenges you did. So... I need you to do them again." He can't be serious.

"I can pay, of course, so long as you don't bring this up with Mayor Satha or Captain Olmstead or... anybody, really." He sees the shock on your faces. "And, I almost, uh, forgot. I also meant to give you..." he roots around behind the counter. "This, because of you keeping your mouths shut about this little mixup. All right?"

### Rewards

**Add all discarded challenges back into the available challenge deck. They no longer earn town guard perks, but can still be performed for experience.**

**Gain 1 prosperity, 20 collective gold, and one random item blueprint.**

## 190.3 • Library Built

In light of the recent attacks, all available capable labor has been sent to support town infrastructure. You pulled some strings to get a cushy assignment helping out at the new library. Inside you find crates piled high and an elegant, put-together Valrath stocking the shelves. She adjusts her red-rimmed glasses and eyes you with a touch of scorn.

"Hmph, this is who they sent me? Very well. I am Eddica, your resident librarian. I'll be managing the growing collection here, and I trust you will treat these books with the same care you treat..." she looks

over your party, then furrows her brow, "whatever it is you choose to treat well."

She points to a stack of crates along the wall. "Shelve those. Follow the Damon Decimal System." She starts walking toward the back room, and without looking back waves a finger in the air, "Except 'Gemstones'—put that under 'Orchid'."

### Rewards

**If ♦ EDUCATED, read 164.2 now. Otherwise, read 143.2 now.**

## 190.4 • Puzzle Book

Crain grins and lifts up a large decaying book, one you recognize from the catacombs. "Of all the texts I had a chance to peruse in those tunnels, this one fascinated me the most, and I understand absolutely none of it."

The book doesn't look like much. It's bound in thin, tanned leather that's so worn that the corners have begun to peek through. On the front cover are two words inscribed in faint, black ink. You raise a skeptical eyebrow.

"Yes! I'm excited as well," Crain says. "That's why I spent all night deciding on the best method to begin the translation. The numerical system, that's what I've landed on. It's quite different from any I've studied, but once I untangle it, I should be able to move on to the letters." He pauses to consider something, then nods enthusiastically, convinced of it. "And how about you, friends? Care to take your luck with the old pen and paper?"

## 190.2 • Derelict Freighter (127)

### Conclusion

With one final heave, you lug the final crate off the boat and onto the dock. You look up to see a Valrath man dressed in an ashen cloak and one bronze gauntlet with sharpened claws waiting in front of you. "Thank you for retrieving my cargo."

He turns and nods to some others behind him, who take the crates and load them onto a sled for travel. You just stand there dumbfounded, reconciling with the fact that these were not the supplies for Frosthaven you'd hoped for. You're about to ask what the crates are when the Valrath places a large sack of money into your arms.

"My suggestion is to burn the ship," he says. "It's really the only way to stop it." He then takes off into the night, leaving your many questions unanswered.

You shrug. Sometimes, not knowing is the better choice.

### Rewards

**Gain rewards based on the number of crates looted. Rewards are cumulative.**

**1: Gain 10 collective gold.**

**2: Gain 2 collective ♦.**

**3: Gain "Tri-Corner Hat" 195.**

**4: Gain 1 prosperity.**

He ruffles through the mosaic of parchment and snaps up a small leaf. On it, is a series of dots and dashes, a code if you were to guess. "It's their numerals. Or could they be ordinals? No no, definitely numerals. Anyway, how about you give it a shot. A puzzle to fill the time between slaying and whatnot."

### Rewards

**Open the puzzle book to the first page.**

Eddica requests the party group together in the center of the hardwood floor, away from the shelves, “just in case.” She does a dry-run of the casting making heavy reference to the page, then looks up to you. “Here goes! *Temporialius wrinklae!*”

She’s visibly excited and you can’t help but feel that the flourish in her hand movements isn’t strictly necessary. After a moment of stillness a haze wraps around the party—the sensation is almost as though you exist both now and a few seconds ago. She smiles and grabs a pen: “Tell me everything, how does it feel?”

### Rewards

**In the next scenario, each character returns any number of ability cards in their discard pile to their hand at the end of the first round.**

**Gain “Tome of Time”** [217].

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

The passageways twist nonsensically, but Dinah seems to have a preternatural sense of direction. Occasionally, she darts ahead to wiggle through a small space, or taps her blade against walls, or sniffs the air.

“When you’re out on the high seas,” she tells you, “you have nothing but the stars to lead you. And one other thing. This.” She raps her head with her knuckles. “The only noggin you should trust.”

Her tail lashes, her expression darkening. “Should’ve known Barty was a bad egg. One of our first excursions, he sailed us right into a maelstrom. I’d been warning him all night that the air felt wrong, shifty. Wouldn’t listen. While we bailed or clung to the rigging, he stood at the wheel and belted out a shanty. Mad as a one-eyed loon, that one. Persistent, though!”

Dinah freezes suddenly, ears tilting forward. “D’you hear that? Variable echoes, water falling.” She leaps into a side tunnel that you would’ve overlooked.

You smile, following. You may know another pirate you’d call persistent.

Distantly, you hear exultant laughter. By the time you arrive in the next cave, Dinah has thoroughly aggravated a school of piranha pigs and rangy bears.

Perhaps she’s a touch mad, too.

### Section Links

When door ② is opened, read [112.2].



You open the door, and immediately the wind stops. Your relief is short-lived, however, when you encounter the sweltering heat in the next room. Yes, pools of lava bubble up around you, but the whole area feels like the intense rays of the sun are shining down upon you as well, despite this being a cave.

### Special Rules

Place the ☀ token in the strong column of the element board, where it now can be infused and consumed as normal. 🔥 is now considered to always be strong.

From now on, at the end of each round, all characters suffer ⚔ 1.

Place one numbered token in each hazardous terrain hex. These can be looted as normal and then placed on the looting character’s mat.



"Alright, yes, I understand!" Satha, the mayor of Frosthaven, is surrounded by a group of a dozen people clamoring for her attention outside her cabin. Most unusually, they're still dressed in their nightclothes, oblivious to the weather. Satha catches your eye and waves you over. With an exasperated sigh, she asks the crowd to fill you in.

A young woman in a nightgown with bloodshot eyes speaks up. "We had a dream. A bad one, all together. Cogs, spinning... the fog of darkness mixed with the pull of fear. It's all jumbled up, but the machine is calling. It needs someone to go there, out on the ice. To free the Relic."

To carve away the cold and pull it from its bed. Retrieve the Relic."

The others speak in eerie unison: "Free the Relic. Retrieve the Relic." Satha narrows her gaze in uncharacteristic concern.

Another townsperson speaks up, a nervousness about him. "It said... it said it wouldn't let us sleep until we freed it. You have to help us. You'll help us, won't you?"

### Rewards

New Scenario: **Relic** 79

### Conclusion

When the Lurkers and undead are defeated, you help the Boneshaper gather up all the different amulets. Holding them fills your mind with sickly, syrupy energy.

"You've done well today in helping me prevent this scourge," says the Boneshaper. "If you will allow me, I can take it from here." You hand over the amulets, relieved to have them in more knowledgeable hands.

After thanking you, the Boneshaper bids you goodbye, blinking out to another plane. It is not until you're well on your way to Frosthaven that you consider how

delicately the Aesther tucked the amulets into their bag. They had implied the amulets should be destroyed, but had they said as much outright? Will the temptation to use their power prove too great?

You pass near the graveyard and eye it warily, wondering if somewhere, in another plane, the dead are growing restless.

### Rewards

Gain "Amulet of Eternal Life" 1066 blueprint. Trade all numbered and lettered tokens in for loot cards.

Even an outpost as industrious as Frosthaven needs a place of solitude. The Temple of the Great Oak has become a sanctuary for all, its sacred gardens and walkways encompassing a young oak tree which is said to distribute divine blessings—for the proper donations, of course.

You meet with the Temple's Head Keeper, a human who folds his hands in his sleeves and will occasionally break off conversation to stare contemplatively into space. After showing you the tree, he leaves you alone to rest before the boughs.

The wind rustling the leaves moves your mind from the bustle of living to a meditative plane, where your thoughts and instincts pass by without consequence.

Once you leave, you feel refreshed, ready to face the new challenges Frosthaven may present to you next.

### Rewards

Add event WO-73 to the winter outpost deck and event SR-43 to the summer road deck.

### Conclusion

Yoglang turns and hugs you all. "You are friend of Yoglang and friend of the Algox," she says. "Those vermin had no place in the north. They are too small."

"I noticed you had an eye on the food we prepared for the meeting," she continues. "I will teach you how to make our best dish, so that you can stay warm in the snow."

### Rewards

Gain "Roasted Fowl" 1079 blueprint.

Deeper still you go into the caves, and are confronted with yet more images of the demons. How could anyone create a monument to such terrors? But the tone of the murals has changed. The demons are now no longer ominous, towering figures, but are shown to have come to live in harmony with the lands, planting crops and building structures.



The enhancer projects an aura of mystery into Frosthaven's streets. A tent of indigo-hued canvas on the outside and embroidered silk tapestries on the inside, the enhancer will use gold to provide enhancements to your abilities.

In the smoky enclosure, you encounter Voice-of-Eight, the unified being composed of eight different Aesthers who come and go depending upon their needs and whims. Specifically, you see Nera, studiously in the midst of preparing spell components for customers. Nera's dark eyes sparkle with pleasure at your entrance. She seems to be settling into Frosthaven comfortably, though she and the others are certainly one of the

outpost's more unusual residents. "If you're ever in need of a little strangeness," she says, as if reading your mind, semi-transparent teeth glinting in a smile, "you know where to find me."

### Rewards

**Add event SO-63 to the summer outpost deck and event WR-44 to the winter road deck.**

### Section Links

If you have completed *Forgotten Circles*, add 118.3 to the calendar in three weeks.

### Special Rules

When any character ends their turn occupying pressure plate **a**, it is permanently activated.



The pavilion over the metal depot is complete, providing you a location to sell excess ore and minerals. Some may remain in Frosthaven to be crafted into useful building materials and goods, and some may be transported south and sold. At the depot, you run across Captain Olmstead.

Out of uniform, he's working up a sweat, hammering pieces of molten metal which a bemused blacksmith has relinquished. Seeing you, he wipes his brow on his sleeve. "I'm testing the endurance of this

scrap, which might become weapons for the guard." He says this loudly, but drops his voice and confesses, "It's also a way for me to work off some steam after I've spent all day shouting at half-wits." He offers a pair of tongs and asks if you'd like to hold some scrap while he hammers it, but you think it wise to leave him to it.

### Rewards

**Add events WO-72 and WO-74 to the winter outpost deck.**

You are called out to the main gate because "some mass of bugs is asking for you", as the messenger put it. You head out to find the Geminate shifting back and forth in agitation.

They finally settle into one form and speak. "We cannot stay. We cannot linger. We must get far away as quickly as possible."

The Geminate briefly shifts, hissing out, "They are doomed!" And what can only be described as creepy laughter. It quickly shifts back.

"Half of us is not ourselves. There is some corruptive influence in the Radiant Forest. It holds sway over our kind there. It brings back memories... terrible memories of the young earth, when our kind fought against themselves to hold back that which would devour the world."

The Geminate again begins to shift back and forth wildly. You ask for some clarification, but it can't retain a consistent form long enough to respond.

"We must flee... escape its influence... it is coming... will devour everything..." The Geminate takes flight, buzzing swiftly to the south, away from Frosthaven.

### Rewards

**Gain "Into the Forest" campaign sticker, if not already gained.**

You scoop up a handful of gold coins, but they're unfortunately not the ones you're looking for. You'll put them toward a drink at the Tavern to lighten the disappointment.

### Rewards

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

## 194.1 • Deadly Pastimes (85)

The only thing of interest here, besides the unfriendly wildlife, is the half-eaten corpse in the far corner.



## 194.2 • The Dancing Iceberg (131)

There is a rumbling, and the large Lurker you saw conducting the others climbs up onto the platform. This must be their

leader, and if you can take her out, the others will surely make a run for it.

### Special Rules

Spawn one elite Lurker Clawcrusher at **b**. This is the Lurker Conductor. It has CxH/2 hit points (rounded up), a weight of 2 (as does its body once it dies), and is immune to and , and all forced movement except the effects of the

iceberg. Its maximum level is 5, even if playing on scenario level 6 or 7.

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

#### Two Characters

**e**: One normal Lurker Soldier.

#### Three Characters

**d**: One normal Lurker Wavethrower.  
**e**: One normal Lurker Soldier.

#### Four Characters

**d**: One normal Lurker Wavethrower.  
**e**: One elite Lurker Soldier.

## 194.3 • Job Posting

The Crater is a burned-out pit where the old tavern used to stand. The building and its proprietor met their ends in the attack that happened when your band of mercenaries first arrived in Frosthaven, and despite the resources now being available to rebuild, no one seems to be in much of a hurry. A few tarps have been strung up between the remaining studs of the building and the environment has shifted from an actual business into a gathering spot for the populace. Extra furniture, mis-matched glassware, and an expectation you bring enough drink to share has made it into a friendly place to unwind, for as long as you can stand the wind and cold.

Tonight's visit has a few people swapping stories around a metal drum full of coal,

a Quatryl unhitching barrels of thick brown liquid off a donkey, and an old man wrapped tightly in a dirty cloak scribbling furiously in a journal. As you walk by, he flips it quickly shut.

"Trade a drink for a legend?" He taps two withered fingers on the table, encouraging you to join him. Intriguing enough. You pass your canteen over to him and he takes a long pull.

"The name's Mulbrynn, but the story is about a group of explorers not unlike yourselves. Found an idol stronger than they were, something dark and powerful." A wind whips through The Crater, and he pulls his cloak up to protect his neck. "Started talking to them, telling them to

go up to the Imperial Mountains, that it would grant them their dreams and then some. Never made it, as best as I can tell."

He pauses, getting a far-off look in his eye. "But I miss them. Maybe it's the drink, or maybe it's the cold, but it's about time someone finished what they started." He tears a page out of his journal and pushes it across the table, dropping your canteen on top of it as a paperweight. "That's a map. Follow it or not, but I'm done mourning."

### Rewards

New Scenario:  
**Temple of Feline Power**

## 194.4 • Harrower Library (101)

### Section Links

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



At last, the area up ahead seems to be stable, and you are able to rejoin your companions. You discover, however, that this is also Belara's inner sanctum. The Savvas stands before you, ranting in a language you don't recognize—if it even is a language. The fire bolts it throws at your head make things perfectly clear, however. It is time to lay Belara to rest.

### Special Rules

Open both doors ②. The newly revealed room is not in either plane, and there is no longer a restriction on the number of characters present in each plane.

The Savvas Lavaflow is Belara. It has  $(H \times C)/2$  hit points (rounded down) and is immune to ♦. All Flame Demons it summons are elite for three or four characters, and all Earth Demons it summons are elite for four characters.



You enter into the final room and see an amazing machine before you consisting of hundreds of interwoven, spinning rings. A word tickles the back of your brain: Temporal. That's what this is, a Temporal. Colors that you never dreamed of play out against its surface, and a buzzing that you can actually taste fills the air. Is it... peanut butter?

But something seems off about the way the rings are spinning. The taste in your mouth caused by the sound is cloying rather than pleasant, and your skin starts to itch the closer you get to the device. Intuitively, you know that you need to get the amulet to the Temporal and shut it down. The small army of guardians that fill the room do not intend to make that easy for you.

### Special Rules

Remove all overlay tiles from tile 9-A so they can be used to grow the ice clusters on the new map tile.



### Special Rules

All power conduits ① represent laser spires. The laser spires cannot be moved or destroyed, but can be rotated around ① by targeting them with character's attacks. Whenever a laser spire is attacked, regardless of the damage, rotate it 60 degrees around ① such that its other hex is one hex farther away from the attacking character. If the hex the laser spire would rotate into is not empty, it cannot be rotated in that direction.

During ordering of initiative each round, reveal one Boss monster ability card. On its initiative, apply the corresponding effects:

**Initiative 36:** Rotate each laser spire clockwise (if able).

**Initiative 54:** Rotate each laser spire counterclockwise (if able).

### Boss Special 1

All characters and character summons adjacent to a laser spire suffer hazardous terrain damage.

### Boss Special 2

Each laser spire emits a laser, starting at ①, moving through its other hex, and continuing out in a straight line of hexes until it hits a wall. All figures occupying hexes in the path of any laser suffer hazardous terrain damage, and for the rest of the round, these hexes are treated as hazardous terrain that is not ignored by figures moving through them with Flying or Jump. If any hex is in the path of two different lasers, hazardous terrain damage is suffered twice.

"Have you met the Aesthers in your travels? Fascinating gods. They were born like you or I, but then they were torn from this world, scattered against the infinite planes. They had to gather themselves back up through sheer force of will. Can you even imagine the power of their resolve? The ones who returned were the ones who focused: those who concentrated on a single, driving aspect of themselves to coalesce their being. For Bastian, it was hate. Others it was the thrill of the hunt. I have heard of one who seeks only the enigma of mystery across all of time and space."

The Valrath has finished his tea, and he hands the empty cup over to another of his conclave's members with a thankful nod. "But we have found the greatest of the Aesthers. The one who would hear our cries and grant our dreams. Tholos, the Granter of Favors. For he can see your desires, and he is generous to those who prove their worth through his trials."

He smiles, rising from his seat. "That is why you are here. To complete his trials and receive his impossible gifts." The Valrath leads you to a small stone bowl on a raised platform at the far end of the hall. It bubbles a sweet-smelling steam despite no discernible source of heat below

it. "Drink deeply and you will know your task. I know not what he will ask of you. They are unique for each of us, and their mystery is beyond the bounds of our prediction."

You look at him with a level of concern, and he smiles warmly. "All I can say is that should you complete them all, your reward will be worthwhile. Good luck."

## Section Links

If you are playing Frosthaven solo, read 155.4 now. Otherwise read 145.2 now.

## 196.2 • Trading Post Upgraded

The trading post is an odd sight today: a massive pile of birdseed nearly blocks the entrance to the shop. Its reluctant proprietor, Xain, and the Quatryl mail carrier are arguing outside.

Despite being half Xain's height, the mail carrier has a voice that carries. "I don't know what scam you're trying to pull this time, Xain. You ordered it weeks ago—I heard it with my own ears! So I dragged it up that mountain, through the pass, and now you're gonna pay for it!" She wrests a coin purse out of Xain's arms and walks off in a huff.

Xain shouts after her. "I never ordered

this! It's ridiculous! I've got a lot of friends, you know. Friends in high places!"

Squabbles, perched in the rafters of the tent, speaks up in a pitch-perfect rendition of Xain's voice: "BWAK! Crates of birdseed. So many crates! Fill your cart, I can pay! BWAK!"

Realization crosses Xain's face and he narrows his eyes at the rainbow parrot. "You did this. I'm going to—he... wait a second..."

With a snap of his fingers an idea has formed and he turns to you with his suave

demeanor. "Say, you don't happen to know any Shrike Fiends who understand currency, do you? This could be an amazing opportunity to make a Shrike FRIEND..."

## Rewards

Add items 147 to 155 to the available item supply.

In addition, add any of the following items you have unlocked from *Gloomhaven*: 17, 35, 47, 51, 62, 74, 77 to 82, 117 to 119, 127, 129, and 131.

## 196.3 • A Tall Drunken Tale (128)

### Conclusion

Nits suddenly goes silent, and then his eyes widen, as if remembering something. "Holy Oak, that's the end! I mean, it may have been dire straits, but the foes came to realize there are levels to combat, and they just weren't up to par with our heroic mercenaries."

Nits laughs heartily, "You should have seen them tuck tail and run, tumbling over each other!"

The ground shakes as the entire Crater guffaws and applauds. You feel

hands grabbing and shaking you with admiration, and you can't help but take pride in all you did.

You call for another round of ale, and Eros stands, a tear in its eye. "That was truly the most marvelous story I have ever heard."

Dirk, err... Derrick slaps you on the back and laughs. "We can talk about that job later. For now, let's just enjoy the night, my amazing fellows!"

Yeah, that's very true. You are pretty amazing.

## Rewards

Completed seven or less embellishments: Gain 1 morale.

Completed eight to fifteen embellishments: Gain 2 morale.

Completed sixteen or more embellishments: Gain 3 morale and "Befuddling Mug" 1215.

## Section Links

Add 100.3 to the calendar in three weeks.

**Drifter:** You are all about playing cards that stick around for a certain number of uses before becoming lost, and then squeezing extra uses out of them. Try playing *Crushing Weight* early to get an extra +2 ⚔ on your melee attacks, then jump into the fray and alternate between your more traditional melee attacks and melee attacks like *Sustained Momentum* or *Bloodletting* that will let you move the token on *Crushing Weight* back one slot. That means you get to keep that +2 ⚔ bonus for even more attacks. If you start to get too close to the final space, play cards like *Relentless* or *Unbreakable* to buy yourself even more uses.

You can create different builds for the Drifter based on which persistent cards you choose to play. After getting the hang of *Crushing Weight*, explore your other persistent abilities. You can even try using multiple ones at the same time.

**Boneshaper:** You are a ranged support class that makes extensive use of summons. You'll eventually have many summons, and the more of them you play, the stronger cards like *Ritual Dagger* and *Command the Wretched* become. Planning ahead to make sure your summons are positioned in the right places is key.

One of your core summons is the Shambling Skeleton. Unlike a lot of summons, Shambling Skeletons go to your discard pile when they die, not your lost pile. Once one is in your discard pile, you can recover it during a short or long rest, or you can use actions like the top of *Malicious Conversion* to re-summon the skeleton card straight from your discard pile. But be careful—you take damage each time you summon a Shambling Skeleton.

**Deathwalker:** You use special types of tokens called Shadows. After you place Shadows, your ability cards will let you move them around the map, attack enemies adjacent to them (even if you're far away), or even teleport between them. Once you have a lot of Shadow tokens on the map, you are a powerful and flexible class. But be careful—it takes some time to build up, and you may not be as strong early on.

The top of *Call to the Abyss* is a good long-term card for getting Shadows out throughout a scenario, but if you don't expect to move very far, try combining the bottom of *Call to the Abyss* with the top of *Eclipse* on your first turn. An instant four shadows to work with will help you make short work of the first room. Then you can move some of those Shadows to the next room with cards like *Restless Souls* or *Black Barrage*. Some of your cards will let you remove Shadows for powerful effects—just be sure not to remove too many.

**Banner Spear:** You are a melee class that can make big attacks, assuming you have an ally in the correct position. Teamwork, good communication, and a clear strategy are all very important when playing your cards. You may often find yourself choosing later initiatives so you can more easily position yourself around your allies, or pairing your attacks with actions like the bottom of *Regroup* to let your allies get into position. Then you can unleash actions like the top of *Unbreakable Wall*.

Your allies aren't the only help you get, though. You also have a number of summons you can use to pull off your attacks. Pay special attention to the bottom of *At All Costs*. It is a summon whose movement you can always control. It takes its turn just before you, so put it in the perfect position to set yourself up for big attacks. And if it dies, you can just bring it back after you rest.

**Blinkblade:** You are a melee attacker with the unique decision of going fast or slow at the start of each round. Each of your cards have fast and slow initiative values, as well as a host of modifiers to your abilities, depending on whether you are going fast or slow. Understanding what each action does when going fast or slow, and knowing when to go fast and when to go slow, is the key to success.

Try setting up combos: go slow one round to be last in initiative order, then go fast in the next round to be first. One example is pairing the top of *Sap Speed* and the bottom of *Temporal Displacement* while slow, then follow up with another big round of attacks by using the top of *Power Leak* and the bottom of *Twin Strike*.

**Geminate:** You have two different forms, and some of your cards will force you to switch between them. Your first form focuses primarily on multi-target melee attacks use area of effect patterns. Your other form focuses on more traditional ranged attacks, except your enemies have to be at least a certain distance away. Try setting up combos across the different forms. Pair *Into my Embrace* with a slower initiative card to go late, pull an enemy close, switch forms, and then go early next round to hit them with *Icebound Quills*.

While you have a lot of powerful lost actions, it is important to make your two hands stay similarly sized. If you switch forms, and that form doesn't have enough cards to play, you will be forced to waste that turn long resting and switching back.

