

**Scenario Goals**

The scenario is complete when all searchable locations have been searched and all characters have escaped. At the end of that round, read **37.1**.

**Scenario Effects**

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

**Introduction**

After receiving the chilling message, you quickly gather your warmest gear and meet with Voice-of-Eight to get some insight into the situation.

"We have spoken with Cassandra, as well," they explain. "A group of exceptional individuals, heroes to our people, are undertaking an expedition to this place, but they have been lost in an unnatural snowstorm. You must venture out and find them, before the frozen demons claim the last of their strength."

One of the Aesthers touches your forehead, and your vision changes almost imperceptibly. "It will be difficult to find them in the harsh wind and snow, but we offer our own sight. It may still require some digging, but we will help pinpoint the positions of those who are lost."

With no time to lose, you set out on the rescue mission. Entering the snowstorm, you immediately feel the malevolent energies. This is no natural blizzard, and as soon as the thought crosses your mind, you are met with demonic resistance.

**Scenario Key****Special Rules**

Do not set up any corridors **a** or **b**.

At the start of each round after the first, relocate corridor **c** to the next **a** position in clockwise order, returning to **c** at the start of the seventh round and repeating the cycle. Likewise, relocate corridor **d** to the next position **b** in a clockwise order, repeating its cycle each fourth round.

Any figures occupying a corridor tile when it is relocated are placed in the closest empty hex. Any overlay tiles or tokens on the corridor tile are destroyed.

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
3, 7, etc.	<b>e</b> : One normal Frost Demon	<b>e</b> : One elite Frost Demon	<b>e</b> : One elite Frost Demon
4, 8, etc.	<b>f</b> : One normal Wind Demon	<b>f</b> : One normal Wind Demon	<b>f</b> : One elite Wind Demon
5, 9, etc.	<b>g</b> : One normal Frost Demon	<b>g</b> : One elite Frost Demon	<b>g</b> : One elite Frost Demon
6, 10, etc.	<b>h</b> : One normal Wind Demon	<b>h</b> : One normal Wind Demon	<b>h</b> : One elite Wind Demon

Place numbered tokens in each **2**, **3**, and **4** that is equal to or less than the number of characters (e.g. with two characters, only place tokens on all **2**). Place L+1 damage tokens on each placed token, which must all be searched. A character occupying or adjacent to any of these may spend any number of movement points to remove

an equal number of damage tokens from it. When all damage tokens have been removed from a location, it is considered searched.

Each starting hex is also an escape hex. If any character becomes exhausted, the scenario is lost.

**Section Links**

When all searchable locations have been searched, read **112.3**.

Loot	
	x12
	x1
	x1
	x2
	x1

**Map Layout**



## Scenario Goals

The scenario is complete when the Giant Piranha Pig and both Ancient Artilleries adjacent to the barrel are dead. At the end of that round, read **64.1**.

## Introduction

Sure, you've got nothing better to do except infuse all your garments with some horrendous stench. It's a perk of the job. The cartographer must've had a perky job too, given this desolate slice of coast. Instead of majestic cliffs or a nice sandy beach, you're greeted with precipitous hills and a ragged assortment of rocks. You find the cave, half by the cartographer's substandard directions and half by scent.

The entrance looks like a gap among broken teeth. Water flows in and out—more in than out, it appears. The tide is rising. You're loath to give up, but you'll have to hurry to make this trip worthwhile. Steering your dinghy in, you enter the cave and almost immediately sense something bumping the bow. A blood-orange fin splices the water. You shudder and shine your light further in.

There's more. A school of piranha pigs, swimming around contorted shapes. The place is littered with rusty machine parts. Those might be worth something, right? You hope you can salvage them before the tide recruits you to its watery graveyard.

Unfortunately, you have to contend with more than just the ocean. At the back of the cave, the mother of all piranha pigs, larger than your boat, waits smugly. She unhinges her jaw, displaying stacks of teeth below her deceptively cute snout. You wonder if she was once some Abael's beloved familiar. Or if she escaped slaughter for meat, and built her brood here. Either way, she's not overly fond of you two-legged folk. She lashes her tail and the water churns as her offspring dive toward you.

## Special Rules

The Piranha Pig adjacent to the barrel is the Giant Piranha Pig. It has HxC hit points, 1, and a base move value of 1.

All hexes to the left of any water tiles are also treated as water (difficult terrain). When any character starts their turn in water, they suffer hazardous terrain damage.

Set up the Boss monster ability deck and initiative token. During ordering of initiative each round until the Giant Piranha Pig is dead, reveal one Boss card, then apply any Special effects listed below on the card's initiative.

If any Ancient Artillery is ever in water, it dies. If any overlay tile other than corridors is ever in water, it is destroyed. If the barrel is destroyed, the scenario is lost.

### Boss Special 1

Move all water tiles two hexes to the right.

### Boss Special 2

Move all water tiles one hex to the right. Then the Giant Piranha Pig (if alive) summons one Piranha Pig. It is normal for two or three characters or elite for four characters.

## Map Layout



## Scenario Key

Loot
Ancient Artillery x7
Lurker x3
Mindsnipper x3
Piranha Pig x3
Cave Corridor (3)
Dungeon Corridor (3)
Large Cave Corridor (4)
Large Dungeon Corridor (4)
Water (7)
Barrel (1)
Debris (4)
Large Debris (3)

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## ■ Here There Be Oozes



Imperial Mountains

Design and writing: Mathew G. Somers

### Scenario Goals

The scenario is complete when all enemies are dead. At the end of that round, read **26.2**.

### Scenario Effects

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

### Introduction

Ooze. Is there a more repugnant or despised life form? It is the bane of many a mercenary, and the populace don't take well to them either. You recall stories of

oozes devouring farmlands from Vinneth to Gloomhaven, rich and poor alike. There's even one tale of a family said to leave their own pets out as offerings, just to keep the globes of snot at bay.

You gag and feel your foot slip. Lifting your boot, you see slime stretching from the sole to the ground. This sheep-eating ooze must be close. You follow the trail into a nearby cave and are hit by a rotten stench that causes your head to spin. You light a torch, pull your shirt over your nose, and march on. It takes a lot of work to banish the many thoughts you have of fleeing, especially when a bubbling,

sloshing sort of sound begins to rise around you. But you head deeper still, until finally you come upon it.

Questioning reality, your jaw hangs at the sight of the ooze before you. More massive than in any folktale told, this monstrosity must have been growing for centuries. Whole skeletons of dead creatures churn inside as it peers at you through nascent eyes. Yeah, this thing has eyes, and they are gross.

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### Special Rules

The Elder Ooze has Shield C, but this is reduced by 1 for each normal or elite Ooze on the map at any time. No more than  $Cx2$  normal or elite Oozes can be on the map at any time.

Whenever the Elder Ooze exits a hex, place one damage token in that hex. These represent slime. In addition, whenever any normal or elite Ooze dies, place one slime in the hex it occupied. Slime cannot be placed in a hex that already has slime, and it does not alter whether a hex is empty, featureless, or unoccupied.

Whenever any character enters a hex with slime, place it on their character mat. Any character with any amount of slime treats all hexes as difficult terrain and gains disadvantage on all their attacks. If a character with slime is targeted by a heal ability, they remove one slime from their mat. Each character also removes one slime from their mat at the start of each of their turns. Whenever any monster enters a hex with slime, that slime is removed from the map, and the monster performs  $\diamond L/2$ , self (rounded up).

All normal Oozes may enter the hex occupied by the Elder Ooze, and vice versa. If this occurs, the normal Ooze dies, and the Elder Ooze performs  $\diamond X$ , self, where X is the current hit point

value of the Ooze when it died. All normal Oozes focus on moving toward and entering the hex occupied by the Elder Ooze, then find a focus as normal and perform any other abilities as if they had no movement.

Whenever the Elder Ooze dies, instead of a loot token, it drops its standee in the hex it occupied. All normal Oozes will still focus on moving toward and entering this hex. If any normal Ooze does enter it, place the Elder Ooze back into that hex with 0 hit points and perform the same steps of the normal Ooze dying and the Elder Ooze healing.

Whenever the Elder Ooze suffers damage, after any effects are resolved, spawn one normal Ooze, with a current hit point value equal to the damage suffered, at any empty hex within  $G\rightarrow 3$  of the Elder Ooze (or its standee). If spawned in a hex with slime, the Ooze heals as if it had entered the hex as normal. If the Elder Ooze would ever suffer damage greater than a normal Ooze's maximum hit point value, it suffers damage equal to this value instead. If an Ooze cannot be placed when the Elder Ooze suffers damage, then the normal Ooze with the lowest current hit point value performs  $\diamond X$ , self instead, where X is the damage suffered.

### Scenario Key

Elder Ooze	
Ooze	
Trap	5

Loot	x15
	x15
	x3
	x3
	x2
	x1



### Boss Special 1

The Elder Ooze performs:

$\diamond +1$

$\diamond -1$ , the target must lose one item for no effect (any persistent effects of the item are no longer applied)

Then all characters adjacent to the Elder Ooze gain one slime.

### Map Layout



### Boss Special 2

The Elder Ooze focuses on the farthest enemy and performs:

$\diamond +1$ ,  $G\rightarrow 8$

$\diamond 2$ ,  $\odot$  all,  $G\rightarrow 1$





### Scenario Goals

The scenario is complete when the Lady in White is dead. At the end of that round, read **174.1**.

### Introduction

It's just before sundown when you walk out of the main gates toward where the guard said he saw the specter. The sky becomes somber, the air colder, and you wrap your cloak tighter around you, moving forward, despite the growing unease inside of you.

Just before you left, you gathered more information about this Lady in White. Some say she is the lost soul of a woodsman's bride, murdered by wayward bandits on their wedding night. Some say she is a priestess, preying on the innocent unborn souls to keep herself immortal. They say that the only way to stop her is to destroy the pieces of her soul hidden in the towering balete trees in the woods.

You walk forward into the grove, but your progress is slowed by the trees' roots, tangled over giant boulders. Then you see a flash of white from the corner of your eye. You turn and catch a glimpse of her horrifying visage before she melts into the trunk of a tree. You approach it and see her outline in the gnarls and knots of the bark. But, as quickly as she dissolved, she emerges and retreats to another tree deeper in. You move to follow, but notice something is amiss; there are other creatures here, hiding in the trees, waiting for their moment to strike.

You pull your attention away from the ghost and take stock of your surroundings. You are about to be attacked, yes, but you also notice that the trees this apparition inhabits have glowing green roots, and you know instinctively that this is how you will survive. Somehow you must destroy these trees.

### Special Rules

Each tree in the scenario has  $(L+2) \times C$  hit points. They are enemies to you and allies to all monsters. Whenever any tree suffers damage but is not destroyed, it summons one normal Black Imp.

### Section Links

When door ① is opened, read **6.3**.

### Map Layout



### Scenario Key

Black Imp	5
Earth Demon	3
Ice Wraith	1
1	3
2	1
1	

### Loot

x10
x4
x2
x2
x1
x1



**Scenario Goals**

The scenario is complete when all enemies in it are dead. At the end of that round, read **68.4.**

**Introduction**

The girl provides detailed descriptions of the landmarks she remembers seeing when she escaped, and you are certain you can find the location of the Collector. The metallic structure she remembers being held in was deep within the Whitefire Woods. Gathering up your materials, you head east to find the Collector.

You eventually come upon the weathered metallic structure hidden within the woods. Entrance into the structure is easy, and you quietly make your way inside. You explore the ruins, inspecting rooms until an echo finds its way to you.

As you follow the sounds, now steadily growing larger, you finally find a large room filled with cages containing various creatures. A tall, golden Savvas hovers around the room using focused energy to hold itself upright. It must be the Collector.

Unfortunately, the Collector also has guards—a pack of Algox that are quite incensed at your sudden arrival. You are unsure what the Collector needs so many different creatures for, but with these types of situations, it's never good.

**Special Rules**

Set up the Boss monster ability deck, though you will not need it at this time.

**Section Links**

- When door **1** is opened, read **31.2.**
- When door **2** is opened, read **184.6.**
- When door **3** is opened, read **77.2.**
- When door **4** is opened, read **73.1.**

**Map Layout****Scenario Key**

<b>Algox Archer</b>	<b>Polar Bear</b>	<b>Metal Cabinet</b>
		(2)
<b>Algox Guard</b>	<b>Steel Automaton</b>	<b>Supply Shelf</b>
		(1)
<b>Flaming Bladespinner</b>	<b>Metal Door</b>	<b>Treasure</b>
	(4)	(2)
<b>Lurker Clawcrusher</b>	<b>Trap</b>	
	(5)	

<b>Loot</b>	
	x8
	x2
	x4
	x3
	x1
	x1
	x1



**Scenario Goals**

The scenario is complete when the Collector is dead. At the end of that round, read **128.3.**

**Scenario Effects**

Each character gains **◆**.

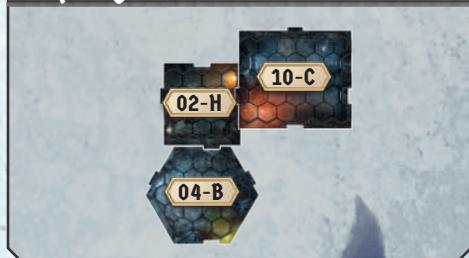
**Introduction**

"You have proven yourself to be marvelous specimens." The Collector's voice echoes through the hallways as you make your way through them. "I can almost taste your life force. I'm confident it will be exquisite."

You get to the end of the hallway and find elite Savvas guards blocking your advance. "All we need to do is subdue you..."

**Section Links**

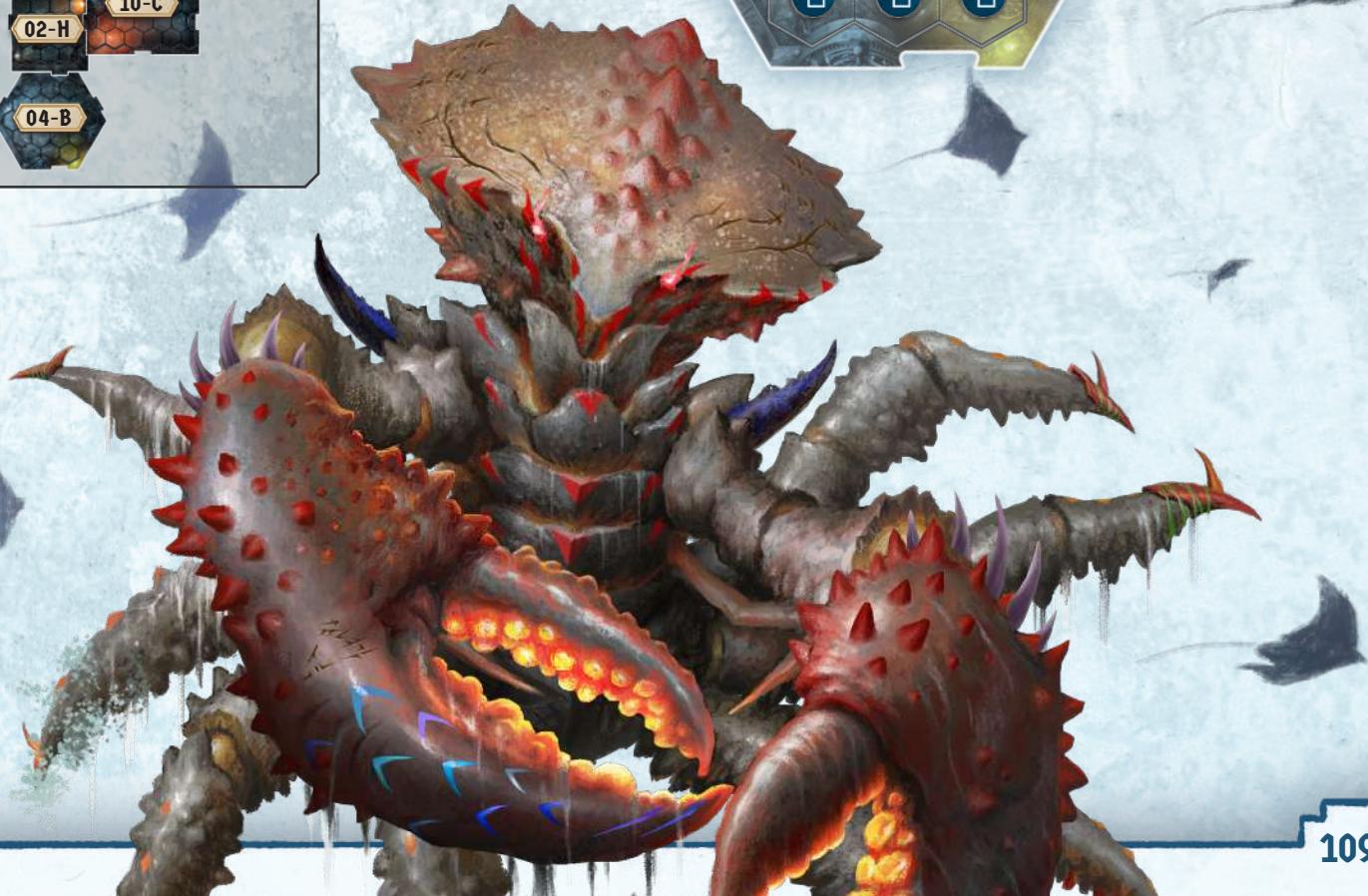
When door **①** is opened, read **79.3.**

**Map Layout****Scenario Key**

<b>The Collector</b>		<b>Lurker Clawcrusher</b>		<b>Metal Door</b>	
<b>Earth Demon</b>		<b>Savvas Icestorm</b>		<b>Trap</b>	
<b>Flame Demon</b>		<b>Savvas Lavaflow</b>		<b>Metal Cabinet</b>	
<b>Frost Demon</b>		<b>Wind Demon</b>		<b>Treasure</b>	

**Loot**

x8
x3
x4
x2
x1
x1
x1



**Scenario Goals**

The scenario is complete when Vanjal is dead. At the end of that round, read **158.5.**

**Introduction**

On your way to Vanjal's fortress, you encounter an old Algox on the road, struggling to carry a large parcel. You recognize her as the one who asked for your aid and approach her to help.

"Oh, our liberators! Thank goodness you are coming to our aid!" The Algox cries as she passes the load over to you. "This Vanjal is a monster. He claims to be an Icespeaker, but he took just one look at the ice, saw his own reflection, and found all the guidance he needed. Since then, his odious band of goons have made life miserable for all the neighboring clans. The gift you hold ensures my survival. If my yield is too small or too late, I'm sure to be the next one locked up or worse. I don't think we can take another season like this. We cannot pay you, but you will have our eternal gratitude."

You hand back the parcel, telling her you won't be needing it; that you have other ways of negotiating, and she should take the supplies back to her village. Then you part ways; you head farther down the road and she turns back.

You approach the courtyard outside the building and are immediately met by a contingent of Algox guards. "Where is your offering for the mighty Vanjal?" One of them asks. You show them your weapons, and they smile. Apparently, everyone has been itching for a good fight.

**Section Links**

When door ① is opened, read **83.1.**

**Map Layout****Scenario Key**


**Loot**

	x10
	x2
	x2
	x2
	x2
	x1
	x1





## Scenario Goals

The scenario is complete when all enemies in it except any inactive Frozen Corpses are dead. You may end the scenario at the end of any round when this is the case and read **121.2.**

## Introduction

With a firm agreement in place, Rattusca leads you aboard the Lucky Lady, and the captain sets sail out to the spot where his ship struck the iceberg. There are indeed more bodies to be found; gold glints from within the ice that has become their tomb. They all seem to be wearing rotted armor; you imagine them fighting each other on a shelf of ice that split away from the mainland, unnoticed, during the ancient battle.

The captain stops the ship just long enough to have his crew row you, in one of the ship's jolly boats, to the largest chunk of ice. The crew immediately push off. You shout at them to

wait for you, but they shake their heads vehemently. "You think we want to become a bear's dinner?" One of them yells back at you.

Whirling around, you see a hungry polar bear rear up to its full, massive height. It is gaunt—probably been stuck on this ice floe for some time, and it looks hungry.

"I'll send the boat back when it's safe," the captain yells across the water at you. "When there's nothing moving on the ice but you, we'll come back and pick you up. All right?"



## Special Rules

Do not set up corridors **1** to **4**.

Shuffle numbered tokens 1 to 4 face-down next to the map. At the start of each round (including the first), reveal one and place the corresponding corridor on the map as depicted. If at the start of a round, all numbered tokens have already been revealed in prior rounds, instead remove all corridors from the map and shuffle the numbered tokens face-down again.

Whenever any corridor is removed from the map, all overlay tiles and tokens on it are destroyed and any non-character figures occupying it die (without dropping loot). Any character occupying it suffers trap damage and is placed in the closest empty hex.

All Frozen Corpses do not act until they suffer **5**. Once this happens, the Frozen Corpse heals all damage and then acts as if spawned. When a Frozen Corpse dies, instead of a loot token, it drops one numbered token. These can be looted as one treasure tile, which are each worth 10 gold at the end of the scenario if it is completed.

## Map Layout



## Scenario Key

Frozen Corpse	
Ice Wraith	
Polar Bear	
Snow Imp	
Large Snow Corridor	4

**Scenario Goals**

The scenario is complete when all characters have escaped. At the end of that round, read **122.2**.

**Scenario Effects**

Each character suffers **3**.

**Introduction**

Winds and waves batter the ship mercilessly. Try as the crew might, it is impossible to keep the ship from being blown down the coast, away from Frosthaven's safe harbor. More troubling still, this stretch of coastline features no bay in which to shelter—just looming cliffs.

And then the worst happens: the mainsail gives way, ripping apart into tattered fragments.

"Abandon ship!" The captain cries, and the crew scramble to lower the jolly boats. You do likewise, and manage to get one of the small craft lowered to the water just in time. You pile into it and row furiously, heading for shore as the Lucky Lady smashes itself to pieces on the coast's jagged rocks.

Below your jolly boat, crackles of light come from the depths: the flashes of deadly lightning eels. Above the howling wind, you hear the screams of someone who was tossed into the sea; part of you hopes it was Rattusca, the Vermling whose chance meeting caused you to undertake this misadventure.

After much rowing and more than one near capsize, you manage to land the jolly boat on a narrow strip of beach—a thin ribbon of land between looming cliffs and the angry gray sea. You scramble onto shore, only to find your troubles are not yet done. On either side of you, Lurkers advance menacingly toward you. Farther down the beach, beyond the ruined remains of the Lucky Lady, the cliffs are a bit lower; if you can reach that spot, you might scramble to safety. But it's going to be a close race.

**Special Rules**

Shuffle numbered tokens 1 to 4 face-down next to the map. After setting up the starting (center) tile, reveal one numbered token and set up the left tile as depicted in the corresponding map section, then reveal another numbered token to set up the right tile. Finally, place five corridor hexes on each map tile transition so there are no walls between the map tiles.

Whenever there are no characters on the rightmost map tile (or the hex halfway on it), any character may move through the leftmost wall line to scroll the map forward. When this occurs,

immediately remove everything on the rightmost map tile from the map and connect that tile to the leftmost one, placing five corridor hexes where the map tiles now transition so there are no walls between the map tiles. Then reveal one of the remaining numbered tokens and set up the new left tile as depicted in the corresponding map section, proceeding as if it were a newly revealed room.

After the map has been scrolled twice, the three leftmost hexes become escape hexes. If any character becomes exhausted, the scenario is lost.

**Map Layout****Scenario Key**

<b>Lightning Eel</b>		<b>Large Snow Corridor</b>		<b>Ice Spikes</b>	
<b>Lurker Clawcrusher</b>		<b>Snow Corridor</b>		<b>Barrel</b>	
<b>Lurker Mindsniper</b>		<b>Log</b>		<b>Large Snow Rock</b>	
<b>Lurker Wavethrower</b>		<b>Large Water</b>		<b>Snow Rock</b>	
<b>Large Cave Corridor</b>		<b>Water</b>			

**Loot**

	<b>x10</b>
	<b>x4</b>
	<b>x4</b>
	<b>x1</b>
	<b>x1</b>



– Continued on next page.

## 91 cont. • Shoreline Scramble



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## Sinking Ship

Biting Sea

Design and writing: Calvin Wong Tze Loon

### Scenario Key

	Lightning Eel
	Lurker Clawcrusher
	Lurker Mindsniper
	Lurker Soldier
	Lurker Wavethrower
	Large Water Corridor
	Water Corridor
	Crate



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## Scenario Goals

The scenario is complete when all characters and HE-RO-IC-S have escaped. At the end of that round, read **152.4.**

## Introduction

Doghogger's seamanship proves excellent as the ship glides to a halt next to the stricken vessel. There's no sign of a struggle, but you can hear the telltale rushing of water entering the hull from below. Looking down into the cargo hold, you can see crate after crate of supplies. Easy pickings, like Doghogger said.

You're not prepared, however, for the chirpy voice popping up behind you. "GREETINGS, SANCTIONED RESCUE PARTY AND OR SCAVENGERS AND OR UNAUTHORIZED PIRATES," buzzes a small, flying automaton, its propellers whirring wildly in an attempt to keep it airborne. "I AM HELPER ROBOT IC-S. YOU MAY CALL ME HE-RO-IC-S. I WILL HELP YOU SAVE THE CARGO."

Before you can further react to the appearance of the robot, the massive crash of claws hitting the deck consumes your attention and several Lurkers clamber on board.

"Watch out!" Captain Doghogger helpfully shouts. "Lurkers!"

## Map Layout



Loot
ℳ x7
ℳ x4
ℳ x3
ℳ x2
ℳ x2
ℳ x1
ℳ x1

## Special Rules

HE-RO-IC-S (h) is an ally to you and an enemy to all monsters. It cannot be interacted with in any way, except for, at the end of each character's turn, they may grant HE-RO-IC-S either ⚔ 5 or ⚔ L+2.

Water is slowly filling the boat, submerging the map tiles. At the end of the sixth round, tile 7-G is submerged. At the end of the tenth round, tiles 2-B and 2-D are submerged. At the end of the twelfth round, tile 14-A is submerged. Whenever any map tile is submerged, remove it from the map along with everything on it. If HE-RO-IC-S or any character is removed this way, the scenario is lost. If any character becomes exhausted, the scenario is lost.

All hexes (2) are linked to all hexes (1) and (3). No figure can teleport between rooms.

All crates on tiles 2-B, 2-D, and 14-A contain four loot tokens, while the crate

on tile 7-G contains an infinite supply. Any loot ability affecting a hex with a crate loots one token from that crate. In addition, whenever any character or HE-RO-IC-S is adjacent to a crate, they may spend 3 movement points to loot one token from that crate. However, HE-RO-IC-S can only loot one token per round.

All loot tokens are not traded in for loot cards when looted but, instead, placed on the looting character's mat or next to the map for HE-RO-IC-S. No monsters drop loot tokens.

When at least 5xC loot tokens have been looted, each (a) becomes an escape hex. Each character can still command HE-RO-IC-S at the end of their final turn before escaping.

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
2, 4	(f): One normal Lurker Wavethrower and one normal Lurker Soldier	(f): Two normal Lurker Wavethrowers and one normal Lurker Soldier	(f): Two normal Lurker Wavethrowers and one elite Lurker Soldier
3, 5	(b): One normal Lurker Soldier (g): One normal Lurker Wavethrower and one normal Lurker Soldier	(b): One elite Lurker Soldier (g): Two normal Lurker Wavethrowers and one normal Lurker Soldier	(b): One elite Lurker Soldier (g): Two normal Lurker Wavethrowers and one elite Lurker Soldier
6, 8	(c): One normal Lurker Soldier (d): One normal Lurker Mindsniper	(c): One normal Lurker Soldier (d): One elite Lurker Mindsniper	(c): One elite Lurker Soldier (d): One elite Lurker Mindsniper
7, 9	(b): One normal Lurker Clawcrusher (e): One normal Lurker Wavethrower and one normal Lurker Soldier	(b): One normal Lurker Clawcrusher (e): Two normal Lurker Wavethrowers and one elite Lurker Soldier	(b): One elite Lurker Clawcrusher (e): Two normal Lurker Wavethrowers and one elite Lurker Soldier
10+	(c): One elite Lurker Clawcrusher	(b): One normal Lurker Clawcrusher (c): One elite Lurker Clawcrusher	(b) and (c): One elite Lurker Clawcrusher



## Introduction

You head out to the meeting point Scabwit assigned, ready to provide some muscle for these peace negotiations. Vermelings and Algox don't get along too well at the best of times and with whatever dark force is pushing more Vermelings out of the Radiant Forest, the two groups have been butting heads more and more frequently.

That the Vermelings are willing to negotiate with the Algox to share the land is a good sign, at least. It means they are keen that the skirmishes should stop, although you can't help but wonder what arrangement would be acceptable to both parties. This certainly isn't going to be easy.

Upon reaching the clearing in the forest, you feel the tension in the air. On one side sits the representative of the Biteclaw Vermelings: the priest, Scabwit, looking grim-faced. On the other side, the Algox Snowspeaker, Yogl Lang, glares at you. A table heaped with food in the center of the clearing remains untouched.

"Now we are all present, we can begin," says Scabwit. "The Biteclaw clan would like it to be recognized that they will take ownership

of the northwest section of the Whitefire Woods. In return, we will no longer venture into any of the lands to the East or South."

Yogl Lang lets out a growl. "Whitefire Woods are Algox land. They always have been and always will be. You pathetic vermin come to take it, and we'll defend it with your lives."

"Verm-ling," Scabwit replies through a snarl.

Yogl Lang continues. "If vermin want land, the vermin must pay Algox gold or furs."

"Those horns must make your skull rather thick." Scabwit bristles again. "We have little gold or anything else to call our own. We have been driven out of the Radiant Forest by Harrowers and fiends. The Whitefire Woods are big enough for everyone."

Yogl Lang shrugs. "You vermin pay gold, or you vermin leave."

"I told you not to call us 'vermin', you big, dumb slab of meat!"

### Loot

coin	x9
shield	x4
axe	x2
cloak	x2
hat	x1
flame	x1
square	x1

"What can rat people do?" Laughs Yogl Lang. "Rats are small and squishy. We Algox are strong."

Scabwit leaps up on the table, brandishing his staff menacingly, "At least we have functioning brains, unlike you animals! Insult me one more time, and I'll show you what small rats can do!"

## Special Rules

Before setting up the scenario, choose which side to support, then only read the corresponding section for that side on this page or the next.

## Section Links

If you support Scabwit, read section A.  
If you support Yogl Lang, read section B.

## Map Layout



## Section A

You announce that Frosthaven sides with the Vermelings, and Yogl Lang is furious. She rises to her feet and bellows at you. "The Algox do not recognize this treaty. We are betrayed, now we will crush you!" From her side of the clearing, a number of Algox warriors step out from their hiding places.

### Scenario Goals

The scenario is complete when at least seven rounds have passed and all enemies are dead. At the end of that round, read **20.2**.

### Special Rules

Do not set up the Polar Bears, Hounds, or Vermiling Scouts. All characters start on the left side of the scenario map.

The Vermiling Priest is Scabwit, an ally to you and an enemy to all other monsters. He adds -1 to all his move abilities and is immune to Yogl Lang's . Any character can lose one card from their hand or two from their discard pile to negate one source of damage to Scabwit.

If Scabwit dies, the scenario is lost.

The Snowspeaker is Yogl Lang. Yogl Lang and Scabwit will only focus on and attack each other until one of them is dead.

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
2, 4, 6	: One normal Algox Scout	: One normal Algox Scout	: One elite Algox Scout
3, 5, 7	: One normal Algox Guard	: One elite Algox Guard	: One elite Algox Guard

– Continued on next page.

**Section B**

You announce that Frosthaven sides with the Algox, and Scabwit is furious. “We have been driven from our homes, and now our only place of refuge is barred from us! The Vermlings refuse to pay and will take the territory by force!” He whistles shrilly, and Vermlings jump out from their hiding places.

**Scenario Goals**

The scenario is complete when at least seven rounds have passed and all enemies are dead. At the end of that round, read **192.2**.

**Special Rules**

Do not set up the Algox Scouts, Archers, or Guards. All characters start on the right side of the scenario map.

The Snowspeaker is Yolong, an ally to you and an enemy to all other monsters. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to Yolong. If Yolong dies, the scenario is lost.

The Vermling Priest is Scabwit. He is immune to Yolong’s Retaliate and adds -1 to all his move abilities. Yolong and Scabwit will only focus on and attack each other until one of them is dead.

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
2, 4, 6	One normal Polar Bear	One elite Polar Bear	One elite Polar Bear
3, 5, 7	Two normal Vermling Scouts	Two normal Vermling Scouts	Two elite Vermling Scouts

**Scenario Key****94 • B6****A Grand View**

Design and writing: Mathew G. Somers

**Scenario Goals**

The scenario is complete when all characters and at least C Vermling Scouts have escaped. At the end of that round, read **102.3**.

**Introduction**

A cold wind waters your eyes. Being careful with your steps over the icy, rocky

terrain, you scan the blurred landscape for any signs of Camilla, the painter Eros sent you off to find. You tracked down the adventurers who gave her directions out here and got the same. This may be a fool’s errand, but you must admit that you, too, are interested in catching sight of these “majestic beasts”.

There has to be some sign of something nearby. You repeat these words to yourself

as the hours slip away, with you stumbling across the frozen wastes in vain.

And then, without warning, a small voice: “Excuse me, please?” Something sobs and taps at your leg. Startled, you look down to see a small Vermling, bundled in clothing, blinking up at you. The wind blows but nothing more is said. Not knowing how to proceed, you ask how you may be of service.

– Continued on next page.

"Robots," the small Vermling cries. "They come in the night and take my family. I follow them to a big building, but there are too many. I can't rescue them by myself. Please, I need help."

You ask if perhaps there was an older human woman captured by these robots as well.

"Possible," the Vermling shrugs. "The machines, they capture everything they see. Not sure why. I can show you."

The Vermling leads you to the facility. This is your only possible lead on where Camilla could have gone. "Must be careful," the Vermling warns as you stop at the entrance. "If the spinners notice you, they cry and call many others. My last friends who said they'd help did not listen. They didn't live."

## Special Rules

Do not set up the Scout or Flaming Bladespinner monster ability decks or the Flaming Bladespinner stat card.

All obstacles **a** and **b** cannot be destroyed or moved in any way.

All Flaming Bladespinner have **W** and cannot be interacted with in any way. Instead of acting as normal, at the start of each round, each one moves one hex clockwise around the adjacent obstacle **a**. If any hex a Flaming Bladespinner enters contains another figure, place that figure in the closest empty hex. If that figure is a character or Vermling Scout (not character summon), it also suffers trap damage.

At the end of each round, for each character or Vermling Scout (not character summon) adjacent to a Flaming Bladespinner, spawn one Ruined Machine

in any empty starting hex. It is normal for two or three characters or elite for four characters. In addition, at the start of each third round, spawn one Ruined Machine at any empty starting hex. It is normal for two characters, elite each second spawning (starting with the first) for three characters, or elite for four characters.

All doors **1**, **2**, and **3** are locked.

Any character adjacent to control console **b** may forgo one top or bottom action each round to discard that card instead and place damage tokens on the console equal to the left (tens) digit of the discarded card's initiative value.

All starting hexes are also escape hexes. If any character becomes exhausted or more than C Vermling Scouts die, the scenario is lost.



## Scenario Key

Ancient Artillery		Vermiling Scout		Debris	
Flaming Bladespinner		Metal Door		Large Debris	
Ruined Machine		Trap		Metal Cabinet	
Steel Automaton		Control Console		Treasure	

## Section Links

When at least 10xC damage tokens have been placed on control console **b**, read **T 150.2**.

When door **2** is opened, read **T 20.3**.  
When door **3** is opened, read **T 87.3**.

## Map Layout



## Loot

	x9
	x3
	x5
	x1
	x1
	x1



## Scenario Goals

The scenario is complete when sarcophagus **a** is relocated into both hexes **b** and the Reluctant Ghost is not on the map. At the end of that round, read **34.3.**

## Introduction

Life has a knack for the unexpected. You glance down and adjust your grip on the coffin you carry, tracing the walls outside Frosthaven in the moonlight. You're to inter the painter who was, by all accounts, a lovely, talented person in life, albeit mildly ill-tempered. The problem is, in death, she's become all ill-temper and nothing more.

"Burn the Oak!" Camilla's ghost  
blasphemes as you near the graveyard.  
"Back! Bring me back!" It would seem her  
unnatural, violent end has left her quite  
resistant to the idea of death.

You notice a shadowy substance rise from her sarcophagus, its swirling mass coalescing to form a spectral hand. On instinct, you strike it down, and poor Camilla wails.

And then, something wails back. As you peer into the darkness, your feet tentatively crunching through the snow, you realize it was foolish to undertake this task at night. The wind rattles the branches of nearby trees, masking the sound of the icy projectile that narrowly misses your head. Looks like more work has shown up. Luckily, this sort is right in your wheelhouse.

## Special Rules

At the start of each round after the first, if all characters are occupying or are adjacent to sarcophagus **a**, relocate it to any two unoccupied, non-obstacle hexes with at least one adjacent to a character hex. Any non-door, non-corridor overlay tiles in these hexes are destroyed.

If any character becomes exhausted, the scenario is lost.

All doors ① and ② are locked, but sarcophagus ③ can be relocated to them.

## Section Links

When sarcophagus ❷ is relocated to either door ❶, read ❸ 84.1.

When sarcophagus ❶ is relocated to door ❷, read ❸ 149.3.

At the start of the eighth round, read **43.1**.

## Map Layout



Scenario Key





## Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **79.2**.

## Introduction

It looks like the tip you heard about a still-functioning Unfettered facility was correct. A hexagonal hatch easily prys up and, with a light hiss, reveals a ladder down into a ruddy metallic cavern. You push deeper into the chamber and find it remarkably well preserved, despite the occasional corridor where the ceiling has collapsed.

With each step you take, the path illuminates farther ahead, lit by an unseen force. The whole system seems to be reacting to your presence. The floor trembles, and a thin blue path of light appears, extending farther into the facility. With a gentle creak, a smooth metal platform beside you begins to impossibly rise, hovering a few inches off the rail line below. It seems sturdy enough to bear a load. Without further explanation, it trundles forward on the blue path toward a doorway blocked by a cave-in ahead.

While the system has seemed welcoming so far, not every component is eager to see you—an automated turret rises out of the ground and aims right at you.

## Scenario Key

Ancient Artillery		Large Metal Corridor	
Black Imp		Stairs	
Rending Drake		Ice Pillar	
Cave Door		Debris	
Metal Door		Large Debris	
Cave Corridor		Treasure	
Large Cave Corridor			

## Special Rules

Each debris, regardless of size, has L+10 hit points. They are enemies to you and allies to all monsters.

At the end of each round, floating platform **b** moves one hex toward door **1**, its back hex always entering the hex its front hex exits. Tiles, tokens, or figures on the floating platform move with it. Each character occupying it may increase this movement by one hex. The floating platform destroys all traps and terrain it enters, and it can open doors.

If the front hex of the floating platform enters a hex occupied by any figure, the figure suffers  $\star$  L+6 and is placed in the closest empty hex. If the floating platform would enter any debris, the debris instead suffers  $\star$  L+6 and the platform ends its movement.

Door **1** is locked and will unlock when the floating platform moves adjacent to it.

If any character becomes exhausted, the scenario is lost.

## Map Layout



## Section Links

When door **1** is opened, read **18.1**.

Loot
• x14
• x1
• x3
• x1
• x1



**Scenario Goals**

The scenario is complete when the Program Director is dead. At the end of that round, read **43.3.**

**Introduction**

"THIS IS A CLEAN ROOM PROGRAMMING FACILITY. ALL DETRITUS MUST BE REMOVED."

The spindly arm of the ceiling-mounted voice adjusts and re-adjusts its perspective on you, confirming with an array of red lights that its evaluation is sound. On cue, a robotic floor-cleaning automaton wheels over to you, bumping into your boots before coming to a stop. It pulls out a wire-bristle brush and tries to sweep away your feet to no avail. The robot turns back to the ceiling-mounted voice, giving an ineffective series of beeps before driving off to other duties.

"I AM THE PROGRAM DIRECTOR. YOU ARE A CONTAMINANT AND MUST BE REMOVED. PLEASE PLACE YOUR NECKS IN THE AUTOMATIC SEVERING DEVICE. YOUR COOPERATION IS APPRECIATED."

A quick look around the room reveals rows of machines waiting for programming, stacks of punch-cards at the ready. If you could get your hands on those cards...

"NON-COMPLIANCE DETECTED. PREPARE FOR REMOVAL." The machines whirl to life and start lumbering toward you.

**Special Rules**

Whenever any character ends their turn occupying any pressure plate **a** to **d**, reveal up to two monster ability cards from the corresponding monster ability deck listed below and add them to the character's hand.

- a**: Robotic Boltshooter
- b**: Steel Automaton
- c**: Ruined Machine
- d**: Flaming Bladespinner

At the start of each round, for each monster set on the map, any character may play one

corresponding monster ability card from their hand (placing it in the monster set's discard pile) to determine that set's actions for the round instead of revealing one card from the monster ability deck. If any monster set on the map has no ability cards in its draw deck, a character must play one for that set from their hand. Whenever any monster ability card is played by a character, all monsters of that set become allies to you and enemies to the Program Director until the end of the round. Monsters of that set are still allies to all non-boss monsters and enemies to the rest of your non-monster allies.

The Program Director suffers half the damage (rounded down) from all attacks except those performed by monsters.



Loot
⌚ x10
✖ x2
⚡ x4
▣ x1

**Scenario Key**

Program Director	
Flaming Bladespinner	
Robotic Boltshooter	
Ruined Machine	
Steel Automaton	
Large Metal Corridor	3
Metal Corridor	1
Pressure Plate	4
Trap	6
Control Console	2

– Continued on next page.

## Boss Special 1

The Program Director focuses on the farthest enemy with an adjacent empty hex, then performs:

→ to an empty hex closest to focus  
★ +0, ◎ 2

Then all characters occupying any pressure plates suffer trap damage.

## Boss Special 2

The Program Director is an ally to all monsters this round, even if a character played a monster ability card for them. It focuses on the closest enemy with an adjacent empty hex, then performs:

→ to any empty hex closest to focus  
★ -2, ◎ all adjacent enemies

## Map Layout



98 • E12

# Collapsing Vent



Copperneck Mountains

Design: Zachary Cohn; Writing: Alexander JL Theoharis

## Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **177.1**.

## Scenario Effects

Each character suffers ★ 3.

## Introduction

Security alarms flash throughout the room. An iron girder topples to the ground, crushing a matched



## Loot

- x10
- x1
- x4
- x3
- x2

## Scenario Key

Ancient Artillery	Metal Door	Rubble
Black Imp	Cave Corridor	Large Debris
Burrowing Blade	Large Cave Corridor	Stalagmites
Spitting Drake	★ Trap	Treasure

## Special Rules

If any character becomes exhausted, the scenario is lost.

## Section Links

When door 1 is opened, read **160.1**.

## Map Layout

