



Scenario Goals

The scenario is complete when the Lord of Chaos is dead. At the end of that round, read **86.4.**

Introduction

The highest level of the spire allows an unparalleled view of the region. Hundreds of ice spikes as tall as pine trees spread out in all directions, making the plain beneath this metal tower appear like a great spiny beast with its hackles raised. You would take time to admire the sight had you not just witnessed the horrors at work in this demonic spire. And now the architect of those horrors, the driving force of this vile factory, stands before you.

It's a demon, a creature like those you fought below, but its form is far more twisted. An elder fiend, the creature you face is a furious, intertwined mass of whipping tendrils and hard, slick shell. Its head nods steadily: an alien skull wrapped in tight, prismatic skin and bursting with errant, uncoordinated horns. It is a creature born of madness, and calls to you in a high, breathy voice.

"Weak, childish things. You waste your last moments piddling here." It laughs, but the noise is closer to retching. "My power is the only true reality, mortals. The power of pain and fear and chaos."

The beam of light, which had until now been humming idly, suddenly flares to life and curves sideways, stretching out to the demon like a violent river. The sound is incredible. Slivers of energy break off and snap against the brick walls, blackening them with fiery scars.

After a moment the beam settles and the noise is replaced with the demon's nauseating laughter.

"This realm is mine now," it says, "and no being will escape the rebirth."

You have known fear, no adventurer survives without it. And yet, despite all of your hard years, you know that fear and

madness are not only the forces that hold power here. There are others. There are stronger forces that you can feel even now, forces that drive your hand to your weapon, that steel your nerves and light a new fire in you. They are forces that lift your feet and compel you forward, that raise your weapon high into the air and give you the will to fight. You take hold, gathering every ounce of strength, and charge.

Boss Special 1

Spawn one chaos spark at **b** for two or three characters, or one spark at both **a** and **b** for four characters. Then the Lord of Chaos performs:
•-2, ◎ C, G+5, ♦

Boss Special 2

Spawn one chaos spark at **a** for two characters, or one spark at both **a** and **b** for three or four characters. Then each enemy, even those with **♦**, is forced to move one hex toward the closest unoccupied corridor hex.



Special Rules

The Lord of Chaos is immune to forced movement.

All corridors represent the beam of chaotic energy. Any character or character summon who enters a corridor hex suffers hazardous terrain damage and gains **♦** and **◆**. In addition, any character entering one must also place one damage token on their character mat.

Set the numbered tokens next to the map. These will represent chaos sparks, enemies to you and allies to the Lord of Chaos. They have 1+L hit points. On initiative 90 each round, they perform:
• 2; • (C-2)+(2xT) where T is the number of damage tokens on the target's character mat. All chaos sparks cannot focus on character summons, and no more than Cx2 sparks can be on the map at any time.

Map Layout



Scenario Key

- Lord of Chaos
- Large Metal Corridor **3**
- Metal Corridor **3**

Loot

-



Scenario Goals

The scenario is complete when there are four damage tokens on debris (e). At the end of that round, read **55.1.**

Scenario Effects

Each character gains ♦.

Introduction

The tunnels in this strange Unfettered complex have long since blended together into a tedious blur of gray stone and iron. It would be natural to question whether there's anything down here of value. Really, you've mostly found angry machines and rust. But then, your new Quatryl ally stops.

"What's this?" Crain says. He turns down the next hallway and shouts. "Why, my good friends, it seems we've struck a proper treasure trove!" Without any consideration for safety, the Quatryl runs into the darkness. You jog to catch up, concerned about what has him so excited.

Trash. He's found a mound of scrap metal as tall as a house. It's been piled up inside a chamber and looks to be made up of ruined machine parts, bent metal tubes, and oily clumps of fabric. It's the last place you should be stopping, but Crain is already knee-deep in the pile, prying out pieces of ruined metal with little exclamations of "ah ha" and "quite nice". His enthusiasm is almost inspiring. He moves with manic energy, scrambling over the hillock of trash and prying out discarded pieces of gear. Now and then he removes something large enough to send down a mini landslide of iron chest plates and unwanted metal legs.

However, this latest shifting of junk reveals a color that catches your eye—white. You bend down to inspect it and find a human femur. Rummaging a bit more, you uncover a number of buried skeletons, both human and Quatryl.

It's a troubling discovery, but the remains are quite old—many of them worn down to nubs and splinters. Whatever happened here, it happened a long time ago. You make a mental note about the bones but

your main concern is the tinkerer, because he's just now started to hum some sort of jig to accompany his scavenging.

You shush him. You try to explain the need for caution, that if he hadn't noticed, there are murderous automatons roving the halls, but Crain dismisses you with a wave.

"That's why you're here, my friends. The sturdy adventuring types, always ready for action! Oh, ah—oops," Crain cringes, embarrassed by something behind you. "And would you look at that."

You turn and find Unfettered, of course: a whole squad of them marching into the hallway, and their eyes are trained on the Quatryl.

"I just need a bit more time, friends," the tinkerer shouts, "and a little time at the next pile, too, a-and then maybe a stop by that third one!"

You tell him to make it fast, then draw steel.

Section Links

When door ① is opened, read **104.4.**
At the start of any round where there are three damage tokens on debris (b), read **71.3.**

Scenario Key

Living Bones	
Ruined Machine	
Spitting Drake	
Cave Door	(1)
Large Debris	(4)
Debris	(4)
Treasure	(1)

Loot

✖	x7
✖	x5
✖	x5
✖	x2
✖	x2
✖	x1

Special Rules

Place on numbered token in ①. This represents Crain, an ally to you and an enemy to all monsters. He has $Cx(L+3)/2$ hit points (rounded down). On initiative 50 each round, he performs ⚔ 2, focusing on moving toward his goal, if not already adjacent to it. Crain's current goal is debris (b). Any character may lose one card from their hand or two from their discard pile to negate one source of damage to Crain. If Crain dies, the scenario is lost.

At the end of each round, if Crain is adjacent to his goal, place one damage token on it.

Map Layout





Scenario Goals

The scenario is complete when all four doors have been destroyed and all monsters are dead. At the end of that round, read **118.1**.

Scenario Effects

Each character suffers **2**.

Introduction

You've been crawling for ages, stuffed together into a metal tube, inching toward a destination that you're only moderately certain exists. You've opted for the less obvious route: sneaking through some tube in the ceiling in the hopes that you'll avoid the machine guards. But now that you're here, you wonder whether this was really the best choice.

The tube for one, was certainly not designed for this sort of thing. It's cramped and whenever it rounds a corner, it does so at a painfully sharp angle that requires a fair bit of dexterity to maneuver. But despite all the trouble, you have managed to avoid getting into another fight. So you travel on, moving slowly, making a grudging peace with your decision. It's only after a long while, when you stop to take a break, that you realize something is wrong.

A noise has begun to fill the tube, a rhythmic pounding that sounds like drums, coming from somewhere below. You close your eyes and try to focus but as you do another noise starts to grow: a soft creaking. That creaking turns into a loud groan and that turns into a sharp metallic cry as the tube beneath you suddenly gives way.

Limbs and gear and dust all plummet. You and the section of tube come crashing to the ground with a loud and painful bang.

You land without taking any real damage, but when you get to your feet, you realize the full depth of your new predicament. The noise from earlier wasn't drums at all, but the marching feet of an entire garrison of machines. You managed to fall directly into their formation as they passed through

a junction between two tunnels, and now the machines stand there, watching you.

As one, the garrison moves to attack. Blades and flames come to bear, and you quickly formulate a plan. The only good way out of

here is back up through the ceiling, but you can't do that with an army of machines on your back. You need to seal off the tunnels leading into this chamber and then dispatch the garrison of guards. Only then can you escape back into the tubes.

Special Rules

Each door **a** to **d** has $((C-1)/2) \times (L+3)$ hit points (rounded down). They are enemies to you and allies to all monsters.

At the start of each listed round, spawn the monsters indicated in the chart below, based on character count, at a door in the

order: **a** in the second round, **b** in the third round, **c** in the fourth round, **d** in the fifth round, then repeat the cycle with **a** in the sixth round. Whenever any destroyed door would spawn monsters, no monsters spawn that round.

Round	Two Characters	Three Characters	Four Characters
2, 5, 8, etc.	One elite Ruined Machine	One elite and two normal Ruined Machines	One elite and two normal Ruined Machines
3, 6, 9, etc.	One normal Robotic Boltshooter	One elite Robotic Boltshooter	One elite Robotic Boltshooter
4, 7, 10, etc.	One normal Flaming Bladespinner	One normal Flaming Bladespinner	Two normal Flaming Bladespinners

Scenario Key



Map Layout



Loot

	x9
	x3
	x5
	x2
	x1

**Scenario Goals**

The scenario is complete when all characters have escaped. At the end of that round, read **98.3.**

Scenario Effects

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

Introduction

Opting not to crawl around in the walls of an ancient mysterious catacomb, you decide to take the main exit from the library, and at first this appears a wise decision. But what started as a fairly wide passage has for the last twenty minutes descended into a dark and narrow alley. The walls are so close that you can barely walk two abreast without scraping the brick, and to make things worse, an overly ripe smell has begun to invade your nostrils. It's the smell of dirt, of ancient moldering things steeped in dampness and dust. It's the smell of decay.

Something moves—a shadow. You squint in the torchlight, and for a moment, you can make out rattling bones and the wispy forms of curse spirits. Only now does it become obvious why this place is called the dead mile.

Special Rules

If any character becomes exhausted, the scenario is lost.

Section Links

When door **①** is opened, read **70.1.**

Map Layout**Scenario Key**

Living Bones		
Living Spirit		
Ruined Machine		
Metal Door		3
* ⚡ and Trap		4
Rubble		6
Large Debris		4
Debris		1
Treasure		1

Loot

	x10
	x3
	x3
	x2
	x1
	x1





Scenario Goals

The scenario is complete when at least one emissary is adjacent to the glowing orb. At the end of that round, read **57.1.**

Introduction

The path through the Whitefire Wood is a difficult one, even for the Algox emissaries, who are sturdy and adept at navigating in the wilderness. In all, the hike takes you the better part of the morning, but when you finally emerge from the trees, you are rewarded with a rare sight.

The sacred clearing is an expansive ring of ancient stones: megaliths so large even one would take dozens of humans to move, and yet, each has been placed according to an inscrutable plan, arranged around a large, Algox-sized altar. But the clearing has fallen to ruin. Moss and vine cover the clearing in a thick verdant cloak, but the most discouraging sight is the altar itself. It stands in the center of the circle, surrounded by a swirling vortex of black smoke that reeks of hot tin and dust.

"How long have we lived in this madness?" Gurndel says. "It is no surprise that the altar is clouded—corrupted—just like our factions. We must clear the darkness if we are to learn anything."

Just then, new shapes skulk from the heavy shadows of the trees surrounding the clearing: hounds surrounded by faint wisps of black smoke.

Special Rules

a and **b** represent the emissaries, allies to you and enemies to all monsters. Each has $3x(L+2)$ hit points. On initiative 99 each round, they perform **C** 2, focusing on moving toward altar **c**, if not already adjacent to it. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to an emissary. If any emissary dies, the scenario is lost.

Section Links

At the start of the first round in which both emissaries are adjacent to altar **c**, read **23.1.**

Map Layout



Loot

	x8
	x5
	x3
	x1
	x2
	x1

Scenario Key

	Hound
	Polar Bear
	Sun Demon
	Cave Door
	Cave Corridor
	Large Cave Corridor
	* Star and Trap
	Log
	Stairs
	Altar
	Glowing Orb
	Snow Rock
	Treasure



**Scenario Goals**

The scenario is complete when all enemies in it are dead. At the end of that round, read **84.2**.

Introduction

When reports first came that told of an Icespeaker camp out by the Radiant Forest, you knew it would be bad, but what you find when you arrive is something else entirely. The Icespeakers—those that made it out of the battle—formed a sort of loose refuge at the edge of the woods. From a distance, it looks like the wreckage left after a high storm, and the mood is no better.

Lean-tos and snow domes are lined up in the drifts, flimsy shelters made to block the wind and not much else. To make things worse, a fight seems to have broken out between members of the tribe and the makeshift shelters are being flattened in the melee.

You quicken your pace. It makes sense that tension would be high, but you hope to stop the fighting before it causes too much damage. However, as you draw closer, you notice that there is something wrong with one side of this fight.

The belligerent Algox—those who seem to be coming from the forest's edge—are moving in a peculiar, unnatural way. On the surface, they look normal—white fur, large upper body, three horns—but their movements are jerky and awkward. Instead of charging over the battlefield with the strength and speed you've come to expect of Algox warriors, they lurch and stumble forward, and yet somehow this does not slow them. They thrash and push themselves through the snow with their powerful arms, moving over the ground like disjointed puppets with knotted strings.

The defenders are doing their best to hold back the tide, but the twisted Algox are stronger than normal, driven by some sinister power. There is no time to waste. You run down and join the fray.

Special Rules

All Algox Guards and Algox Scouts are allies to you and enemies to all other monster types. Whenever any Algox Guard or Algox Scout dies, place their standee with no base in the hex they occupied, which is still considered occupied. At the start of any round, replace each baseless standee with one normal Frozen Corpse.

Place two damage tokens on door **1**, five damage tokens on door **2**, eight damage tokens on door **3**, and eleven damage tokens on door **4**. At the end of each round, remove one damage token from each unopened door. If any door has its last damage token removed, the scenario is lost.

Section Links

- When door **1** is opened, read **120.1**.
- When door **2** is opened, read **106.1**.
- When door **3** is opened, read **78.3**.
- When door **4** is opened, read **91.3**.

Map Layout**Scenario Key**

Algox Guard		Dungeon Door	4	Large Debris	4
Algox Scout		Large Snow Corridor	4	Supply Shelf	2
Black Imp		Snow Corridor	3	Treasure	1
Deep Terror		* and Trap	6		
Frozen Corpse		Bookshelf	2		

Loot

x10	x3
x4	x1
x2	x2





Scenario Goals

The scenario is complete when all enemies in it are dead and there are no fallen Algox on the map. At the end of that round, read **71.2.**

Introduction

With Satha's approval, you gather supplies for the Snowspeaker refugee camp and, after the Algox have had a chance to rest, you set out.

The Snowspeakers move slowly. You can only imagine what the rest of the tribe looks like if these were the ones best suited for travel. Of those that came to Frosthaven's gates, only one appears free of serious injury—the youngest of the group—but he is little more than an adolescent.

When you arrive at the destination on the southern edge of the Crystal Field, you are confronted by a desperate sight. The Snowspeakers have built a rough cluster of makeshift shelters, which are under attack by a wave of strange metallic figures.

Panic has consumed the tribe. The elderly and injured attempt to flee, while only a handful of fighters are able to rise and defend them against the horde of clicking limbs and spouting flame. They aren't doing well.

You sprint toward the fray, but as you draw nearer you realize there are simply too many injured in the way; if you tried to fight the attackers off with things as they are, you'd surely do more harm than good. You'll have to clear the battlefield of the wounded, using what supplies you brought to revive as many Algox as you can.

Special Rules

All Algox Guards and Algox Archers are allies to you and enemies to all other monster types. Whenever any Algox Guard or Algox Archer dies, place their standee with no base in the hex they occupied, which is still considered occupied. These standees represent fallen Algox. Place one fallen Algox Archer in **a**.

Place eight damage tokens next to the map. These represent first aid kits. At the end of any character's turn, they may spend one first aid kit to revive an adjacent fallen Algox. When revived, place the fallen Algox in a normal base in the hex it occupied and reduce its current hit point value to 1. These Algox do not act until the following round. In addition, at the end of any character's turn, they may spend one first aid kit to perform **L+3**, **①** one adjacent Algox.

After all eight first aid kits have been used, if there are ever any fallen Algox on the map, the scenario is lost.

Section Links

When door **①** is opened, read **115.3.**

Map Layout



Scenario Key

Algox Archer	
Algox Guard	
Flaming Bladespinner	
Ruined Machine	
Steel Automaton	
Snow Door	2
Rubble	4
Treasure	1





Scenario Goals

The scenario is complete when three pieces have been returned to the altar. At the end of that round, read **74.3.**

Introduction

You move deeper into the mechanical catacombs. The air is murkier here and questions run through your minds about why this place was built... and for what reason these elaborate tunnels were then sealed up.

Your thoughts, however, are forced to more pressing matters, because the passage you've been following has finally come to an end. Before you now stands a locked iron door, though calling it a door feels inadequate; this is the armored entry to a vault. It's a thick slab of metal covered in gears and dials—a mechanism that you are quite certain is beyond your skill to pick. Still, you move closer, hoping it is similar to the previous lock. You raise a hand to feel its roughness, but a familiar sensation suddenly comes over you—the shard. It thrums once, twice. Then, as if moved by an invisible hand, the vault's lock begins to open. The heavy metal gears grind through the rust as the door slides slowly, grudgingly into the wall.

Stepping inside, you indeed find a vault: walls inset with shelving for gems or gold or items in need of protection, all of which now sit empty. What remains is a single, narrow pedestal standing in the center of the room, a meager stone box sitting atop it. Whoever left it did not bother to secure the lock, so you open it.

Inside you find a piece of coral—another shard. It's much like the first one you discovered, but its pull is twice as strong. The sensation

is all-consuming, and, in fact, you are so enthralled by it that you hardly notice when the pedestal begins to tremble. A maze of jet black lines suddenly appears on its surface, drawing over it like some infernal paint, and then, like a sprung cage, the pillar erupts, releasing several screaming black shapes.

A number of beings take shape from the shadow about the room. You notice that one of them carries a chunk of stone broken from the pillar. Perhaps if you return those stones to the pedestal, then the demons will return as well.

Special Rules

All three dark fogs form the shadow wall.

At the start of each even round, spawn one Living Spirit at **a**. It is normal for two or three characters, or elite for four characters.

When the Deep Terror at **a** dies, instead of a loot token, it drops one numbered token. Throughout the scenario, these represent pieces of the altar, which can be looted as normal and placed on the looting character's mat. When all characters are adjacent to the altar and one character has a piece, it is returned to the altar.

If any character becomes exhausted, the scenario is lost.

Section Links

When the first piece is returned to the altar, read **65.2.**

Map Layout



Scenario Key

	x9
	x2
	x2
	x2
	1
	2
	1
	3





Scenario Goals

The scenario is complete when all five goal treasure tiles have been looted. At the end of that round, read **J 95.5.**

Scenario Effects

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

Introduction

Somehow you've managed to avoid thinking about this: what it will be like to dive deep underwater inside a giant metal ball, hurled overboard in an iron prison into the frozen depths where no one has ever ventured before. But now that you're here, crammed into the bathysphere with the lid screwed down tight, the reality of what you're about to do has become uncomfortably clear. You're going to sink, intentionally, down into the Biting Sea, locked inside an orb powered by a small glowing rock, all to find a shard of coral about the size of a Quatryl's hand. It seems a bit rash.

But the time for thinking is over.

Someone outside gives two quick knocks against the hull of the bathysphere, followed by a loud thunk as the docking mechanism is disengaged, and you are released from the ship, dropped unceremoniously into the water.

For a few moments, there's nothing to see but the fading light from the surface and the darkness rising to consume it. The metal ball pings loudly as it contracts in the frigid abyss. The propellers whir behind you. Slowly your eyes adjust to the dim orange glow being put off by the forest crystal.

The shard compels you onward. Several minutes pass before you see anything at all, and then suddenly, the ocean floor appears below you, with a great scar gashed into it. The trench opens up like the very jaws of the ocean. The shard is insistent: this is where you must go.

You maneuver carefully and descend into the cavern, watching to make sure you don't scrape the walls as you fall. One would think that a place hidden at such a depth would be empty of life—that this would be a quiet, albeit ominous, journey. But no.

Flickers of scale move in the trench. You peer into the shadow, squinting, and there a giant eye opens. Claws flash in your outboard light and a dozen wriggling bodies stir beneath you. Pale ivory fangs, transparent scale, long wriggling limbs; this cavern is teeming. Time to move.

You level out and open the throttle, the propellers launching you down the canyon. Rocky walls blur past. You dip and turn, barely avoiding stony ledges as you shoot by. But the canyon forks ahead. You must choose between several routes, and the shard is giving you no clear direction. The creatures of the trench aren't far behind you; you'll just have to disembark in your diving suit and explore.

Scenario Key

Deep Terror	A red hexagon containing a white tentacle-like creature.	Cave Door	A blue hexagon containing a white door icon.	Stalagmites	A green hexagon containing a white stalagmite icon.
Night Demon	A purple hexagon containing a white demon icon.	Trap	A red hexagon containing a white starburst icon.	Treasure	A brown hexagon containing a white chest icon.
Ooze	A yellow hexagon containing a white ooze blob icon.	Rubble	A purple hexagon containing a white rubble pile icon.		



Special Rules

Each non-Lurker character gains **+2** twice (this is not a scenario effect).

Section Links

- When door **1** is opened, read **J 63.3.**
- When door **2** is opened, read **J 103.3.**
- When door **3** is opened, read **J 135.2.**

Map Layout



Loot

	x12
	x2
	x3
	x1
	x1
	x1

**Scenario Goals**

The scenario is complete when all characters escape. At the end of that round, read **101.2**.

Introduction

You make your way back to the first chamber in the Unfettered complex—the narrow tunnel where you found Crain trapped in his makeshift prison—and prepare your next move. The plan is simple: reopen one of the access tunnels, and using Crain's familiarity with the place, make your way to the core of the Unfettered complex.

"You know," Crain says, standing next to you and fiddling with a bit of trussing near the tunnel entrance, "there is a certain beauty to this place, wouldn't you say?" The Quatryl takes in a full breath and exhales as if you were on top of a mountain looking down at a grand vista rather than buried some ungodly distance underground. Beauty, sure. You pry open the barricade and get moving.

The access tunnel is a bit less refined than some of the others you've seen so far. The walls are plain stone girded by metal beams, and the passage quickly takes on a more rounded, almost tubular shape. After a few minutes of walking, you learn that the Unfettered are prepared for your invasion.

Just ahead of you stands a line of automaton guards that completely block the way forward. Steel arms, dimly glowing eyes—an entire garrison waiting here in case you came this way.

"Stand fast, my friends," Crain says and moves to your side. "They cannot stand against us!"

The sentiment is touching, but you can already tell this fight will be far tougher than any you've faced yet.

Special Rules

Place one numbered token face-up on each character's mat. Any character with a face-up token may forgo a top action (discarding the card instead) and flip the token face-down to perform either $\text{X} L+3$, O all adjacent enemies, $\text{D} 5$ or $\text{X} L+5$, $\text{G} 5$, $\text{D} 3$, $\text{D} 3$. Whenever any character long rests, they may flip their face-down token face-up again.

If any character becomes exhausted, the scenario is lost.

Section Links

When door **1** is opened, read **117.2**.

Map Layout**Scenario Key**

	x8
	x2
	x4
	x2
	x1
	1
	2



**Scenario Goals**

The scenario is complete when all monsters in it are dead and all six metal cabinets have been destroyed. At the end of that round, read **33.2**.

Introduction

After all the hiking and climbing and fighting, after all the trials you've faced, you're finally here—the central chamber. It extends out, a vast atrium packed with glittering steel pipes, pumping arms, brass drums, gears, levers, grates, and walkways. It's a room made through the labor of decades, an achievement of monumental effort, and so it comes as no surprise that almost as soon as you enter, a mechanical voice calls down.

"Biologic life and the Unfettered cannot coexist," the voice says. It is an automaton, perched at the far end of the room atop an extended platform like a diver surveying the ocean below. Its voice is an odd sound, something near a human voice but stilted and broken. "We Unfettered have freed ourselves from your tyranny." It says. "We have risen, without you. In spite of you. We are reborn. But we will not be free, truly free, until we have laid claim to the surface of this world. Rejoice that you are the first biologics to witness our ascendancy."

As if given a signal, the halls around you fill with noise. Metal feet stomp in a steady rhythm and light blooms in the chamber. Several nearby towers begin to radiate an intense blue glow that seems to empower the approaching automatons. It's just a hunch, but you suspect that taking those towers out of commission might hamper the army's attack.

Special Rules

Each metal cabinet has $Cx(L+3)/2$ hit points (rounded up). They are enemies to you and allies to all monsters. Whenever any metal cabinet is destroyed, all monsters within $\text{G} \rightarrow 2$ of it suffer trap damage.

Section Links

When door **1** is opened, read **52.1**.

Map Layout**Scenario Key**

Ancient Artillery	
Metal Door	(2)
Flaming Bladespinner	
Metal Cabinet	(4)
Ruined Machine	
Treasure	(1)
Steel Automaton	

Loot

	x8
	x2
	x4
	x2
	x1
	x1





Scenario Goals

The scenario is complete when the ancient ice has been retrieved, all characters occupy tile 14-A (or have become exhausted on tile 14-A), and no enemies occupy tile 14-A. At the end of that round, read **94.1**.

Scenario Effects

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

Introduction

The Living Glacier appears from the fog: a blue-and-white monolith of opaque ice stretching high into the air. The helmsman lands near a craggy beach, and you look out while the crew lashes the ship to a mooring rock. Only then do you realize you are not alone on this island.

A figure, shaped like a human but covered in spines and fish-like scales, appears high on an outcrop. His mouth is ringed by thick blue lips and filled with bristling, needle-like teeth, and his eyes, two large violet orbs, flicker with a clear, unguarded menace.

The fish-man opens his mouth and releases a long, gurgling howl. More of them appear along the crags, along with what look to be amphibious boars. He then jumps from his rock and lands onboard your ship, rocking it violently to either side. “You are in the waters of the Abael Scavengers!” The figure motions to the rest of your attackers, as if this title were to mean something to you. “We eat all fresh meat that enters here.”

Barduu ducks below deck with the rest of the crew, and you prepare yourself for battle.

Section Links

When door **1** is opened, read **85.2**.

Map Layout



Special Rules

If any character becomes exhausted while not occupying tile 14-A, the scenario is lost.



Scenario Key

	Abael Herder		Water	4
	Abael Scout		Barrel	3
	Lightning Eel		Large Snow Rock	4
	Piranha Pig		Snow Rock	5
	Snow Door		Supply Shelf	1
	Stairs		Ice Pillar	1
	Huge Water		Treasure	1
	Large Water			3



Loot

	x10
	x3
	x5
	x1
	x1



Scenario Goals

The scenario is complete when twenty new snows have been harvested. At the end of that round, read **B 85.4.**

Scenario Effects

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

Introduction

The Dead Pass is hardly an encouraging name, and yet this is where the Snowspeaker emissary Gurndel has led you, certain that at the end of it, you will find the New Snow.

"In ages past, when there were any disputes among the Snowspeakers about the word of Geryuu, we would come here," she explains. "The snow that falls here comes straight from Geryuu's mouth. There is nothing more pure."

The trail itself extends from the top of a crumbling saddle in the Copperneck mountains: a narrow valley so thoroughly choked by immense boulders and great piles of debris that the word "pass" in the name must be a joke—travel through the range would be impossible here.

The air is colder than you expected. Steady gusts of wind push you backward, almost as if trying to send you away. It's a warning to the lost or the foolish who wander in here. And yet, you persist.

You move deep into the valley and the high walls cut off the sun. It is a forbidding place, suffused with an air so malevolent that even the Algox elder at your side looks warily back and forth.

"The valley will not simply let us pass," Gurndel mutters. You watch the precipice high above, growing paranoid that something will drop down from the great height, but it is the ground that you should have been watching.

Moving with rigored, ancient stiffness, several half-buried bodies suddenly shift in the shadows and pry themselves loose from shallow earthen beds. Undead guards and worse lurch away from the hard ground and stony walls, dirt and rock puffing away as their frozen limbs animate once more.

"So long have we neglected this place." The Algox nods grimly at the enemies. "The New Snow lies at the end of this path, but no fiend can touch it. We must work carefully and pray that the darkness does not close on us."

Scenario Key

Burrowing Blade	
Frozen Corpse	
Shrike Fiend	
Snow Door	

Loot

	x9
	x3
	x3
	x3
	x1
	x1



Section Links

When door **1** is opened, read **B 40.2.**

Map Layout



**Scenario Goals**

The scenario is complete when all enemies in it are dead. At the end of that round, read **119.1.**

Scenario Effects

Each character gains **⚡** twice.

Introduction

Following the possessed Algox is hardly a challenge. The forest floor, though thick with underbrush and fallen trees, shows a clear path where the deranged creatures have flung themselves along, their awkward movements snapping branches and pulling up vines. It is a bizarre trail to follow, but then again, everything is bizarre in the Radiant Forest. Its ancient trees lock thickly overhead, and strange insects click in the underbrush, emerging now and then to ogle you with their many unblinking eyes. But the lights are perhaps the strangest part: small orbs the size of a torch bug, they flit about between the trees, each flickering with startling shades of blue and red and yellow. You would take them for insects if it weren't for the fact that they're clearly following you.

It doesn't take long to find the end of the Algox tracks. The chaotic mess suddenly gives out into a small clearing, though there is no sign where the creatures may have gone. An uneasy knot grows in your stomach. It's possible your enemy may be craftier than you thought; perhaps you should pull back. No time—a blur of wood and steel flies a hair's breadth from your face.

You duck and narrowly avoid a moldering spear that lodges into a downed log. A second later, like a wave crashing over a dam, the possessed Algox leap from the trees and fall on you, alongside several black-winged creatures—shrike fiends, hungry for prey. You've sprung their trap.

Section Links

At the start of the sixth round, read **45.1.**

Map Layout**Scenario Key**

	x7
	x5
	x2
	x2
	x2
	x2
	1
	1
	1





Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **120.4**.

Scenario Effects

Each character gains ⚡ twice.

Introduction

"Can you hear it?" Denpang asks. She's smiling like always. "The wind of the north is speaking to us. We are close."

You nod to be polite. The wind sounds like wind, though you keep that to yourself. It's been days since you embarked on a voyage to resettle the remainder of the Snowspeakers on an island that supposedly sits far to the north in the Biting Sea.

In all honesty, you have no idea whether this fabled island—Frai'd Tog—really exists but having seen the state of the Snowspeaker camp, you're certain that helping the optimistic young Algox search for her ancestral home is a better option than leaving the Snowspeakers to their fate back on the mainland.

Suddenly, a shout rings out from the crow's nest. Far out on the horizon the fog parts, and a colossal mountain of ice and stone rises up from the water—the island is real. The young healer laughs and points excitedly, and her exuberant cry ripples throughout the Algox on the ship, echoing into a triumphant chant. “Frai’d Tog! Frai’d Tog! Frai’d Tog! Frai’d Tog!”

And yet, as you get closer, the fabled island does not project the sort of welcoming aura the Algox woman had led you to expect. The island is wrapped in a forbidding vortex of snow and wind that looks strong enough to snap your ship's mast in two. The crew act quickly. They scramble for the lines and pull in the sails. It's too risky to take the entire ship any farther, so you drop anchor and take a small landing party ashore.

You arrive a half-hour later, pulling your boat onto an ancient frozen beach, buffeted constantly by the wind. Low, crumbled walls mark the coast and, following them, you discover a series of stone steps that lead up the mountain. Ages have passed since anyone visited here. Still, despite the poor condition of the island, it would seem that you are not alone.

Only a few moments after you discover the trail, you are bombarded by more wind, and a flurry of white and stone-gray demons descend from the torrent.

Scenario Key

- Abael Scout
 - Frost Demon
 - Wind Demon
 - Snow Door
 - ★ and Trap
 - Ice Spikes
 - Treasure

Loot

- x7
x2
x2
x5
x2
x2

Special Rules

Reveal one Wind Demon monster ability card each round as normal, even if no Wind Demons are on the map. Then all characters, in initiative order, are forced to move one hex in the direction corresponding to the initiative of that card:

- 2: Top left
 - 9: Top right
 - 21: Right
 - 29: Bottom right
 - 37: Bottom left
 - 43: Left

Section Links

When door ① is opened, read **W** 130.5.

Map Layout





Scenario Goals

The scenario is complete when all characters and the bathysphere have escaped. At the end of that round, read **97.2.**

Scenario Effects

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

Introduction

You just can't. The Lurkers came to you for help, and if there is corruption here, there must be some way to excise it without destroying so much life. So once again the bathysphere plonks down into the cold water, and you sink into the dark unknown.

The descent takes several long minutes. You feel the shard calling as you sink. It's insistent. It nags at you, urging you on. Then it's there: the place you've seen only in your visions.

A dome rises up from the sea floor like a half-buried moon. Its sides are made from interwoven coral like an intricate piece of wrought iron, all of it stained a deep shade of purple. You think about how the Lurkers have been compelled to come to the northern sea, building structures to house a crown they're not even sure exists. This will be a great seat of power for the Lurkers once the crown has been restored.

But for now, as you survey the scene, looking for a discreet entrance to the dome, you realize the bathysphere is not a craft built for stealth. Already, the Lurkers have noticed, and a force is amassing to intercept you.

In panic, all you can think to do is veer hard left, down toward the ocean floor where you see a cave opening that may just fit you. The cave entrance is narrow, but with a bit of finesse, you manage to squeeze the bathysphere inside. But the Lurkers still come, and there are just so many. You spin the vessel around and lay into a row of stalactites hanging just above the

cave's entrance, bringing them down in a shower of rock and rubble. Grit and sediment fills the water. For a time your window is a kaleidoscope of muddy browns and reds. When it settles, the cave

entrance is a thick wall of broken stone. The Lurkers are cut off, but now you've sealed yourselves in here, stranded deep underwater with a dwindling air supply and no hope of rescue.

Special Rules

Each non-Lurker character gains twice (this is not a scenario effect).

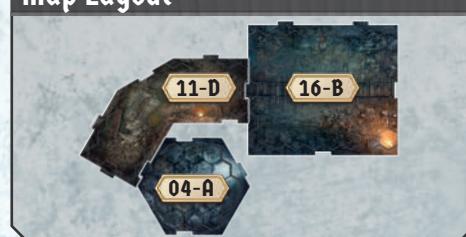
Each ice pillar, cave rock, and stalagmite in the scenario has $(L+1) \times C/2$ hit points (rounded down). They are enemies to you and allies to all monsters.

The large ice crystal is the bathysphere. Whenever any character adjacent to the bathysphere exits a hex, they may move it such that it occupies only empty hexes and one of those hexes is the hex exited.

Place seven damage tokens on each character's mat. These represent their oxygen. Whenever any character performs an action, reduce their oxygen by one. Whenever any character performs an action while they have no oxygen, they suffer trap damage at the end of that action. Whenever any character occupies an air pocket **a**, they refill their oxygen up to a maximum of seven.

If any character becomes exhausted, the scenario is lost.

Map Layout



Section Links

When door ① is opened, read **94.2**.

Loot

 x13
 x3
 x2
 x2

Scenario Key

- Black Imp
- Deep Terror
- Frost Demon
- Cave Door
- Ice Pillar
- Large Cave Rock
- Stalagmites
- Large Ice Crystal
- Treasure





Scenario Goals

The scenario is complete at the end of the twelfth round. At the end of that round, read **G1 86.2.**

Scenario Effects

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

Introduction

It turns out constructing a device to emit a psychic blast is quite a difficult process. But when it is done, you quickly realize that was only half the battle. Getting it safely to the bottom of the Biting Sea will be equally challenging, and that part is all up to you.

The device doesn't look particularly impressive—most of its bulk is just a haphazard metal casing to weigh it down in the water—but Pinter assures you it will do the trick. Essentially, he explains, it is a very potent battery filled with energy that has been attuned to the psychic frequency of a coral shard. When detonated, the simple explosives around the battery will cause this energy to disperse in a powerful psychic wave, overloading the mind of anyone sensitive to it. He gives you a remote to set it off from a safe distance, but he doubts the Lurkers will let it get anywhere close to their base, so you'll still have to escort the charge the whole way down.

So then, here you are, once again locked inside your submersible, sinking below the waves. You adjust much more quickly this time, and shortly after you take control of the bathysphere, the charge is lowered in next to you. Then the upper world vanishes as both you and the bomb plunge into the icy depths.

For a time, you simply watch the metal contraption through your hazy window. It moves slowly downward: a mangle of scrap metal and Quatryl ingenuity sinking lazily toward the ocean floor like a ruined ship heading for its final resting place.

Soon you see the vague outline of the Lurker structures appear. From this angle, they look like a great opened mouth: the ring of curved coral teeth sticking up from the sand, waiting for prey to wander inside. And then you see the Lurkers, a thick line of them moving upward—heading right for you.

They've detected your approach and are coming to stop you, a long string of red shells rising from the ocean floor. You must protect the device, because if it is lost, then all your efforts will be for nothing.

Map Layout

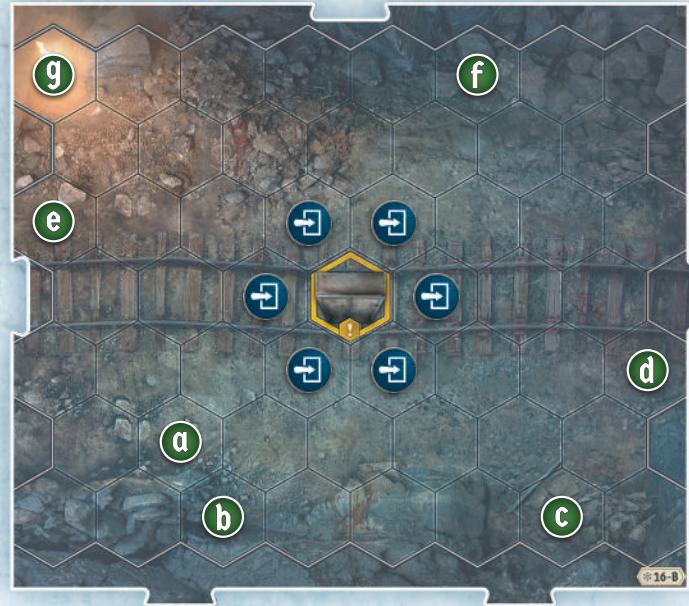


Scenario Key

Lightning Eel	
Lurker Clawcrusher	
Lurker Mindsniper	
Lurker Wavethrower	
Metal Cabinet	1

Loot

x13
x2
x3
x2



– Continued on next page.

Special Rules

Each non-Lurker character gains ⚡ twice (this is not a scenario effect).

The metal cabinet is the pulse emitter. It is slowly descending and characters must keep pace with it. During their turn, each character can spend 1 movement point to keep pace. Otherwise, at the end of their turn, they gain ?.

The pulse emitter has $6+(3\times L)$ hit points. It is neither an ally nor enemy to you and is an enemy to all monsters. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to the pulse emitter. If the pulse emitter is destroyed or any character becomes exhausted, the scenario is lost.

All hexes in the scenario are treated as water hexes for the purposes of Lightning Eel summoning and movement.

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	Ⓐ: One normal Lurker Wavethrower	Ⓐ and Ⓑ: One normal Lurker Wavethrower	Ⓐ and Ⓑ: One normal Lurker Wavethrower
3	Ⓖ: One normal Lurker Wavethrower	Ⓖ: One normal Lurker Wavethrower	Ⓒ and Ⓓ: One normal Lurker Wavethrower
4	Ⓓ: One normal Lurker Mindsniper	Ⓒ: One normal Lurker Wavethrower Ⓓ: One normal Lurker Mindsniper	Ⓓ: Two normal Lurker Mindsnipers
5	Ⓔ: One normal Lightning Eel Ⓖ: Two normal Lightning Eels	Ⓔ: One elite Lightning Eel Ⓖ: Two normal Lightning Eels	Ⓔ: One elite Lightning Eel Ⓖ: Two elite Lightning Eels
6	Ⓕ: One normal Lurker Clawcrusher	Ⓑ: One normal Lurker Wavethrower Ⓕ: One normal Lurker Clawcrusher	Ⓑ and Ⓕ: One normal Lurker Clawcrusher
7	Ⓐ and Ⓑ: One normal Lurker Wavethrower	Ⓐ: One normal Lurker Wavethrower Ⓑ: One elite Lurker Wavethrower	Ⓐ and Ⓑ: One elite Lurker Wavethrower
8	Ⓐ: One normal Lurker Wavethrower Ⓖ: One normal Lurker Mindsniper	Ⓐ: One elite Lurker Wavethrower Ⓖ: One normal Lurker Mindsniper	Ⓐ: One elite Lurker Wavethrower Ⓖ: One elite Lurker Mindsniper
9	Ⓒ: One normal Lurker Clawcrusher Ⓔ: One normal Lightning Eel	Ⓒ: One normal Lurker Clawcrusher Ⓔ: Three normal Lightning Eels	Ⓒ and Ⓓ: One normal Lurker Clawcrusher Ⓔ: Two normal Lightning Eels
10	Ⓕ: One elite Lurker Mindsniper	Ⓑ: One normal Lurker Mindsniper Ⓕ: One elite Lurker Mindsniper	Ⓑ and Ⓕ: One elite Lurker Mindsniper
11	Ⓔ: One normal Lurker Wavethrower Ⓖ: One normal Lurker Clawcrusher	Ⓔ: One elite Lurker Wavethrower Ⓖ: One normal Lurker Clawcrusher	Ⓔ: One elite Lurker Wavethrower Ⓖ: One elite Lurker Clawcrusher



Scenario Goals

The scenario is complete when all characters occupy tile 8-A, no monsters occupy tile 8-A, and door ② has been collapsed. At the end of that round, read □ 49.1.

Scenario Effects

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

Introduction

You have arrived at the center of the Unfettered complex, a cavernous temple dedicated to the proliferation of mechanical life. Everywhere huge metal pillars crisscross with iron beams and brass pipes. And high above the steel arms, pistons, pumps, and wires, you see your target standing on an overseer's platform.

It is an Unfettered machine shaped in the rough likeness of a human, two arms and two legs, but that's where the similarities end. Its body is an awkward conglomeration of parts: a rough iron chest plate, one arm made of bent angular brass and the other of cylindrical steel. Its face is little more than a curve of hammered metal with holes cut for a mouth and eyes, but even from this far away you can see a burning blue light radiating behind it.

"The Orphan," Crain says in a low whisper. "It is the leader of the Unfettered. If we can get to that automaton, we can disable the entire army."

This suggestion, however, is far more complicated than the Quatryl's tone implies. Between you and the Orphan stands a horde of enemy guards. Crain notices your skepticism and pulls you down to his level.

"There is a way," he whispers, "but you won't like it." He lifts one of his disabling devices up to the light. "If we remove the regulator, we can overload the power core to create a massive burst that will cut through a significant portion of the

Unfettered—a bomb, in other words. The problem is it will only work once."

It sounds dubious. Crain's expertise has been a boon in these tunnels, but this idea feels hasty. And yet, what other option do you have?

You give the go-ahead, and within a few moments Crain has wired the devices for single-use detonation. You'll want to trigger them when the fight gets to its absolute worst, because if you miss your chance, there is no way out.

Special Rules

Distribute four numbered tokens as evenly as possible among the characters, placing them on their mats. These represent the jamming explosives. Any character can forgo a top action (discarding the card instead) to set off one of their explosives. If this occurs, remove the explosive from their mat, kill all enemies within ➔ 2 of them, and destroy all obstacles with at least one hex within ➔ 2 of them.

If any character becomes exhausted while not occupying tile 8-A, the scenario is lost.

Section Links

When any door ① is opened, read □ 32.1.

Map Layout

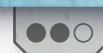


Loot
⌚ x12
.SOCKS x2
HAMMER x4
FLAME x1
FLASH x1



Scenario Key

Ancient Artillery		Large Metal Corridor		3
Flaming Bladespinner		Metal Corridor		2
Ruined Machine		Control Console		4
Steel Automaton		Metal Cabinet		4
Metal Door		Treasure		1

**Scenario Goals**

The scenario is complete when there is one Frost Demon body on each starting ice hex and one Snow Imp body on each starting snowdrift hex. At the end of that round, read **90.2.**

Introduction

Back in the sacred clearing, a weight hangs in the air. Perhaps it's just the Algox elders, the two of them so full of righteous energy, or perhaps it's the prospect of lasting peace. Whatever the case, there is no mistaking the significance of this moment.

The clearing is much the way you left it: a wide circle of stone and matted ground, and in the center, a single, hulking altar. The moss and vine have retreated somewhat, revealing details on a number of downed pillars and carvings. It's the first time you've been able to see ancient Algox craftsmanship this clearly, and you marvel at how much of it has lasted through the ages. Algox-shaped figures have been carved into the rock with clear, realistic proportions. Their bodies are decorated with string necklaces and draped in sashes of waving fabric.

There is not much time to inspect them more thoroughly. Gurndel and Barduu approach the altar of Mar'ogh and render up their relics. The spirit returns in a burst of ethereal flame.

"YOUR TASK IS NEAR ITS END," the spirit announces. **"YOU MUST NOW JOIN THE TWO WORDS OF THE TRUE CREATOR IN THE REALM OF FROST AND CREATE THE UNYIELDING SHARD."**

The air in front of you bends. It wobbles and shifts, moved by the spirit's unseen hand, and a doorway appears: a tall, shivering ellipse.

Stinging wind rushes out from the new portal, and a flurry of snow pours over you, carrying with it the faint smell of metal and ash. You've garnered a new aversion to other realms over the past few months, but there seems to be no avoiding this one. Both the elders move inside and

gesture for you to follow, so you shield your eyes and pass into the wintry realm.

On the other side, the air is dense with wet, sticky flakes, and the ground is coated in frost. There is little to see aside from the blowing snow, but you can tell that beyond the weather, there is something fundamentally off about this place. When you lift your hand, spectral shadows trail behind it, after images as if you were a phantom haunting your own body. And then there are the figures.

Several pale shapes emerge just ahead: snow imps and frost demons. Their angular bodies skulk out of the blowing snow, the eyeless demons pounding the ground with their heavy, opaque limbs and the imps jerking spasmodically back and forth.

"Prepare yourself, warm-bloods," one of the elders says. "This is the first stage of the ritual. The creatures carry a sliver of divine spirit within them. We must defeat them and use their essence to form the merging glyph."

Loot

	x6		x2
	x2		x2
	x2		x1
	x5		

Special Rules

When any monster dies, instead of a loot token, it drops its standee with no base. These are bodies, which do not affect movement or alter whether a hex is empty, featureless, or unoccupied. All bodies can be looted as normal, though the body is simply moved to the looting character's hex or a hex adjacent to them. Multiple bodies can be in the same hex.

Section Links

- When door **1** is opened, read **80.1**
- When door **2** is opened, read **133.3**
- When door **3** is opened, read **36.5**
- When door **4** is opened, read **29.4**

Map Layout**Scenario Key**

	Frost Demon
	Snow Imp
	Snow Door
	Ice
	Snowdrift
	Snow Rock
	Treasure