

**Scenario Goals**

The scenario is complete when all three traps **a** are occupied by Polar Bears and all non-Polar Bear enemies are dead. At the end of that round, read **140.2.**

**Scenario Effects**

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

**Introduction**

Entering the Whitefire Woods to meet with the Trapper, you come across a slaughtered polar bear. The white fur is muddied, the ribs stripped of flesh. The Trapper closes the bear's eyes respectfully. "Those hunters can't even skin the beasts properly," they lament, sighing over the waste.

The Trapper has already placed their snares. They lead you to a clearing where you hide behind some elderberry bushes. In front of you, a family of polar bears lumbers in from the river, fish clutched in their strong jaws. The snares are hidden beneath the scant snow. All you need to do is wait for the bears to tread on them.

But the bears sniff the air, bristling. The Trapper curses, and suddenly, the clearing is filled with little bodies dropping from the trees. The Vermling hunting party surrounds their quarry, deftly avoiding claws and snares alike. Hemmed in, the bears draw to their hind legs, roaring.

The Trapper curses. "So much for stealth!" They dash in to save the bears, spurring you to follow and prepare for battle.

**Special Rules**

All Polar Bears are enemies to both you and all other monster types. Any character can lose one card from their hand or two from their discard pile to negate one source of damage to any Polar Bear. If three Polar Bears die, the scenario is lost.

All figures, except Polar Bears, treat all traps **a** in the scenario as obstacles which cannot be destroyed or moved in any way. If any Polar Bear enters a trap **a**, it no longer performs any actions for

the rest of the scenario. Do not remove that trap from the map. A trapped bear is also immune to forced movement. All other traps function as normal.

Whenever any character damages a Polar Bear with an attack, they can reduce the damage by any amount, and suffer damage equal to the amount it was reduced by to add **♦ X** to the attack, where X is the amount the damage was reduced by.

**Section Links**

When door **1** is opened, read **168.6.**  
When door **2** is opened, read **36.3.**

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

Hound	
Polar Bear	
Vermling Priest	
Vermling Scout	
Snow Door	(2)
Large Snow Corridor	(1)
Snow Corridor	(1)
Bear Trap	(3)
Snow Rock	(3)

**Loot**

	x6
	x4
	x6
	x2
	x1
	x1



## Scenario Goals

The scenario is complete when all enemies in it are dead and all numbered tokens have been looted. At the end of that round, read **192.3.**

## Introduction

The Boneshaper leads you to a desolate stretch of coast, a place of icy drifts. You're cresting a mound of what seems like unnaturally piled snow when the Boneshaper grabs your shoulder and hisses, "There!"

Where the snow has been removed is a gaping hole, burrowing into darkness. It resembles a cursed sort of mining quarry, and indeed, the tunnel is guarded by listless figures—a hoard of the undead. Their decayed clothing is in tatters, but around their necks are amulets which glow with a dark, undulating power.

The Boneshaper seems both disturbed and exhilarated. "Those amulets must be the energy I sensed. Yet why do these mindless drones carry them?" Hands crackling with energy, the Boneshaper stands, which sends snow cascading down. Alerted to your presence, the undead begin lurching toward you. The Boneshaper cackles. "Time to find out!"

## Scenario Key

<b>Frozen Corpse</b>	
<b>Living Bones</b>	
<b>Lurker Mindsniper</b>	
<b>Lurker Soldier</b>	

<b>Cave Door</b>		(2)
<b>Rubble</b>		(5)
<b>Snow Rock</b>		(1)
<b>Stalagmites</b>		(4)

## Loot

生命力	x8
骨头	x3
碎石	x3
皮革	x3
斧头	x1
冰锥	x2

## Special Rules

Throughout the scenario, place one numbered token face-up on each newly revealed Frozen Corpse and Living Bones with an even-numbered standee (representing an amulet of reanimation) and place one lettered token face-down on each newly revealed Frozen Corpse or Living Bones with an odd-numbered standee (representing an amulet of protection). This includes the monsters currently on the map in the starting room. If any monster with a numbered or lettered token dies, these tokens are placed in the hex it occupied and can be looted like normal loot tokens. All Frozen Corpses and Living Bones do not drop loot tokens.

Whenever any character performs a loot ability, they may loot tokens normally or, instead, take one numbered or lettered token from a monster within range of the loot ability.

All monsters with a lettered token gain **♦ 3**. Whenever the Living Bones monster set comes up in the initiative order, if there are any numbered tokens on the map, spawn one normal Living Bones at each, and place those numbered tokens on the spawned Living Bones. During ordering of initiative each round, reveal one Living Bones monster ability card if any numbered token is on a monster or on the map.

## Section Links

When door **1** is opened, read **125.2.**

## Map Layout





Design: Jens Drögemüller; Writing: Shannon Campbell

### Scenario Goals

The scenario is complete when the Infuser occupies **b**. At the end of that round, read **176.2**.

### Introduction

The Radiant Forest lives up to its name, its vegetation shrouded in dusty gold. With a careful fingertip, the Infuser brushes some of this powder off of a leaf, collecting it into a vial. "Exquisite," they breathe, peering into the vial, eyes refracting the glitter. "From where does it derive, do you suppose? There must be a source—"

A chorus of menacing hisses interrupts. While you were preoccupied, a spitting drake descended from the tree branches. And it's not alone. The ground rumbles and splits open with the segmented bodies of centipede-like horrors, burrowing blades. Their bristling legs glitter with powder, as do the drakes' long tongues. The Infuser stiffens. "They've been ingesting it," they whisper. "And now seem eager for more. It must be making them less cautious."

You translate "less cautious" as also more dangerous. You reach for your weapons and the Infuser looks back down at the contents of the vial. "Perhaps," they say with a mischievous smile, "I can help even these odds."

### Special Rules

Place the miniature (if available) in **a** (otherwise use token **a**). They are the Infuser, an ally to you and an enemy to all monsters. They have  $5+(3\times L)$  hit points. On initiative 99 each round, they perform  $\mathcal{E} 2$ , focusing on moving toward and opening door **1**. If the Infuser dies, the scenario is lost.

All loot tokens represent dust, which are not traded in for loot cards when looted but, instead, are placed in a shared pool which starts with four dust already in it. The Infuser and all character summons also perform end-of-turn looting, adding any dust to this pool.

Before the Infuser ends their turn each round, they may spend dust from the pool to perform one of the following abilities (as determined by you):

**Spend one:**  $\mathcal{E} 2$ , controlled by you.

**Spend two:**  $\oplus L+2$ , self.

**Spend five:** Convert any monster within  $\mathbb{G} 2$ . The monster is now an ally to all characters, character summons, and the Infuser and an enemy to all other monsters until it dies or another monster is converted.

You will receive more rewards at the end of the scenario for having more unspent dust.

### Scenario Key



Burrowing Blade



Polar Bear



Rending Drake



Shrike Fiend



Spitting Drake



Snow Door



Snow Corridor



Large Water



Water



Ice



Large Ice



Large Snow Rock

### Loot



### Section Links

When door **1** is opened, read **96.2**.

### Map Layout



**Scenario Goals**

The scenario is complete when the glowing orb has been destroyed. At the end of that round, read **147.3**.

**Scenario Effects**

Each character gains ♀ and ⚡.

**Introduction**

Since you're not inclined to try killing yourself again, you depart from Frosthaven and head to the decrepit building. The structure appears in worse shape up close. The rafters buckle under heavy snow, and the foundation looks near collapse. Beneath the cold, the smell of dried blood permeates.

Wrenching open the door exposes a grisly scene: you have stepped right into the middle of a fight between a group of guards, who, for some reason, are trying to kill each other. Two already lay dead on the floor, one of them currently being torn apart by a hound, the companion of another guard.

Upon your arrival, however, the remaining guards forget their quarrel with each other and turn on you, shouting incoherent accusations. They advance toward you in that stilted, shuffling walk you've come to associate with beings whose mind is not entirely under their command.

You recognize these guards, having shared drinks with them. You hope you can subdue them without causing too much injury.

**Section Links**

When door **1** is opened, read **101.1**.

**Map Layout****Loot**

- ⌚ x8
- ⚡ x4
- 🔨 x4
- 🛡️ x4

**Scenario Key**

<b>City Guard</b>	
<b>Hound</b>	
<b>Robotic Boltshooter</b>	
<b>Steel Automaton</b>	
<b>Vermling Priest</b>	
<b>Vermling Scout</b>	
<b>Dungeon Door</b>	2
<b>Large Dungeon Corridor</b>	1
<b>Barrel</b>	3
<b>Glowing Orb</b>	1
<b>Treasure</b>	1



**Scenario Goals**

Unknown at this time.

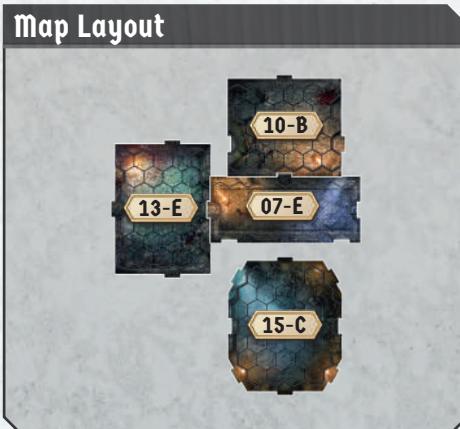
**Introduction**

The road is treacherous, heading south through the pass and then winding around the south side of the Copperneck Mountains, but you finally arrive at your destination: the Black Barrow. It stands lonesome against the dark sky, an ancient hill studded with decrepit gravestones and stunted grass. Exploring the perimeter of the mound, you discover an embedded entrance to a crypt, covered in vines and old sigils. Scuffed footprints indicate you're not the crypt's only recent visitors.

Inside, nets of cobwebs and rusted gravedigger tools greet you. At first, it seems empty, and you wonder if Kefra led you wrong. But then, out of the gloom emerge little faces: pointed noses, pointed ears. Chittering uneasily, the Vermlings scurry in and out of the shadows, hissing at your entrance. They're wary, and they won't let you pass.

**Section Links**

When door ① is opened, read **115.2.**

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

Polar Bear	
Steel Automaton	
Vermling Priest	
Vermling Scout	
Dungeon Door	(2)
Dark Pit	(2)
* ⚡ and ⚡ Trap	(2)
Large Debris	(2)
Sarcophagus	(3)





## Scenario Goals

The scenario is complete when the Hungry Maw is dead. At the end of that round, read **11.2**.

Alternately, the scenario is complete when the mammoth bark, axenut, and firepepper are combined and stirred in the pot. (Warning: this route requires solving a challenging puzzle.)

## Introduction

The Hungry Maw... The old Quatryl you met along the road has intrigued you with a tale of firepeppers and dangerous beasts, and now you find yourself following her toward an ancient cave.

"As far as I know, nobody has been to the cave of the Hungry Maw in almost a hundred years!" The Quatryl, named Noore, says. "Ever since it last woke up and demanded another plate of firepepper stew, we've been dreading this day."

"You've got the firepepper, and I've brought along an axenut, but the third ingredient—the dried mammoth bark—

can only be found within the Maw's cave, but the place has been overrun by deadly bears and strange, flying imps! And with the Maw about to wake up, we have been put in a dire situation. If the Hungry Maw is not fed and leaves its cave, it could mean destruction for the entire north!"

Noore stops just outside the mouth of a foreboding cave entrance. Stalactites hang from the ceiling like vicious teeth. "My great-grandmother was the last one to successfully cook a batch of the stew," she says, passing you a scrap of paper. "This is the recipe passed down in my family. Hope you can figure it out and complete the stew."

With determination, you head into the cave with Noore and find a black cauldron hanging above a pile of sticks. "I'll start the fire and get the water boiling," she says. "Just go and bring back the bark." Noore points toward the left passage.

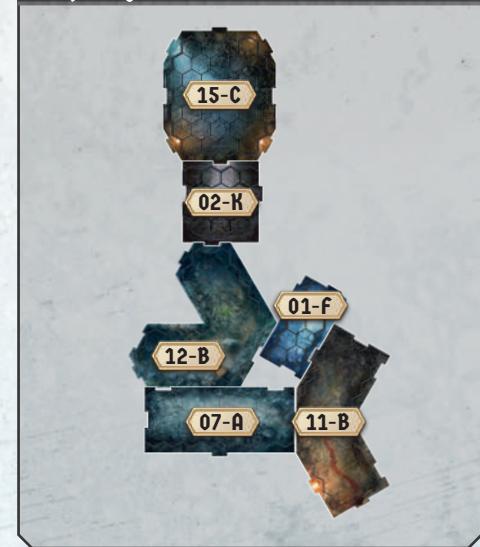
"Or, if you want to try putting the Maw to rest with steel," she says, pointing to an ornate door to the right, "Go that way, but I can't imagine it ending well."

## Section Links

When door **1** is opened (fighting the Hungry Maw), read **98.1**.

When door **2** is opened (solving the puzzle), read **152.1**.

## Map Layout



## Scenario Key

Frozen Corpse			Ice Spikes		9
Ice Wraith			Rubble		4
Polar Bear			Ice		8
Snow Imp			Large Ice		4
Cave Door		4	Alter		1
Dungeon Door		2	Ice Pillar		6
Large Cave Corridor		1	Cave Wall		3
Trap		6	Treasure		2

## Loot

	x6
	x3
	x3
	x4
	x1
	x2
	x1



**Scenario Goals**

The scenario is complete when the Power Core is dead. At the end of that round, read **189.4.**

**Scenario Effects**

Each character gains .

**Introduction**

Every instinct urges you to flee from this colossus. You could do so, as its attention seems directed elsewhere. Yet the enormous titan is taking thundering footfalls toward familiar rooftops and ramparts in the distance: Frosthaven.

You can't let the titan reach the outpost. Scrambling after it, you launch off a hillock, landing onto the titan's leg, where you cling to a metallic spur protruding from its boot. The entire creature seems constructed of metal, and in between each curving plate you manage to find handholds and footholds.

Trying not to look down, you climb, looking for a way past the robot's defenses to disable it. Unfortunately, those defenses include an automated system, which has sensed you. Whirring, panels on the robot's legs slide back, unleashing copper cannons. They pivot to target you.

**Special Rules**

Any hex in the scenario is considered stable if at least one hex directly below it is a wall or obstacle. If both hexes directly below it are walls or obstacles, then it is also considered safe.

At the end of each round, if any non-flying figure is not occupying a stable hex, they fall. All falling figures, in initiative order, are forced to move down one hex at a time until they occupy a safe hex, moving through allies, if necessary, but not enemies. They then suffer  L. If any falling figure is unable to occupy a safe hex due to figures blocking both of its paths, they stop falling, and all figures occupying the two hexes directly below them suffer  L, as well.

All monsters treat all non-stable hexes as negative hexes when ending their movement. All Ancient Artillery are immune to forced movement, including falling.

**Section Links**

When door **1** is opened, read **104.2.**

When door **2** is opened, read **158.1.**

When door **3** is opened, read **193.3.**

When door **4** is opened, read **128.4.**

**Loot**

 x9
 x2
 x6
 x1
 x1
 x1
 x1

**Scenario Key**

 Algox Snowspeaker	 Control Console (3)
 Ancient Artillery	 Power Conduit (6)
 Ice Wraith	 Rubble (5)
 Metal Door (4)	 Treasure (1)
 Pressure Plate (2)	





### Scenario Goals

The scenario is complete when all enemies in it are dead and one character is occupying the glowing orb. At the end of that round, read **110.1**.

### Scenario Effects

Each character gains **1** twice.

### Introduction

You clutch the amulet given to you by yourself, and close your eyes, allowing it to pull you into the stream of time and deposit you somewhere utterly foreign and bizarre. You are in a forest of ice, giant crystalline trees sprouting up all around you, sending their roots of frost through the snowy earth. Wandering the landscape, you eventually come to one of the largest trees you have ever seen, its gnarled trunk stretching high into the heavens. At its base is an opening just large enough for you to enter, and so, with some trepidation, you step through.

In an instant, your mind feels like it has been pulled inside out. You intuitively know that somehow existence itself is being stretched out, as if time and space were a rubber band. Glancing outside, you see the trees of ice around you are noticeably smaller, and

the forest has changed considerably. You have been thrust back hundreds, maybe thousands, of years in time.

As you travel downward, deep into the frozen root system of the gargantuan tree, you see numerous skeletons on the ground, some of which have turned into naught but dust. Additionally, the roots themselves writhe and undulate, becoming longer and thicker before your eyes.

Time is being sped up. The rubber band is contracting, and time is moving accordingly. Fortunately, the magic of the amulet protects you from the accelerated time, unlike the skeletons strewn about the entrance. As even more of the crystalline roots above you start to tendril their way downward, you realize that soon, they will take up every available space. You'd better make haste while there's still a path to your goal, or this tree will become your tomb.

### Special Rules

All ice spikes, snowdrifts, and snow rocks of any size in the scenario are unaffected by abilities and collectively represent ice clusters, which start as one hex of ice spikes.

At the end of each round, each ice cluster will grow one hex in the direction of its arrow depicted on the scenario map. Whenever any ice cluster first grows, move its ice spikes as directed and create one snowdrift in the hex the ice spikes exited. Whenever it grows subsequently, move both its ice spike and snowdrift as directed and place one snow rock in the hex the snowdrift exited, combining two snow rocks into one large snow rock when possible. Whenever any tile would move through a wall line, remove it from the map.

If an ice spike tile enters a hex occupied

by a non-flying figure, the figure suffers hazardous terrain damage. Likewise, if an obstacle is placed in a hex occupied by a non-flying figure, the figure suffers hazardous terrain damage and is forced to move to the closest empty hex.

Whenever two ice clusters grow into each other, both their tiles share the same hex. In this way, a hex can be both hazardous and difficult terrain at the same time, but when it becomes an obstacle, the obstacle overrides all other features. If any ice spikes enter any non-cluster overlay tile, they instead destroy the tile.

Throughout the scenario, if you run out of tiles as the ice clusters grow, use suitable replacements or remove those that no longer affect the scenario.

### Scenario Key

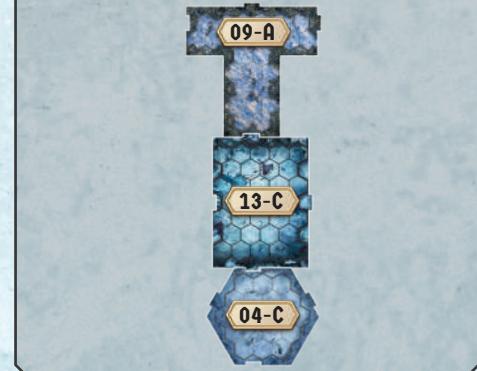
<b>Living Bones</b>	
<b>Living Spirit</b>	
<b>Snow Door</b>	2
<b>Glowing Orb</b>	1
<b>Ice Spikes</b>	8
<b>Snowdrift</b>	8
<b>Large Snow Rock</b>	4
<b>Snow Rock</b>	4



### Section Links

When door **1** is opened, read **119.4**.

### Map Layout



**Scenario Goals**

The scenario is complete when all characters have escaped. At the end of that round, read **162.3.**

**Scenario Effects**

Each character gains ♦ and ?.

**Introduction**

Once again, you empty your mind and let the temporal amulet transport you to a foreign, unknown place. One moment you are holding the amulet in your longhouse, and the next, you find yourself in a factory, surrounded by Quatryls that appear frozen in time. They just stand there, perfectly lifelike, but completely unmoving. What's particularly unnerving, however, is the look of panic seared into each of their faces.

This place must somehow be the opposite of the last. Instead of time moving quickly around you, it is moving incredibly slowly. You cautiously move farther into the facility, clutching the amulet even closer to you.

The entry hall is dimly lit and built of an industrial metal that looks similar to brass. A sonorous buzzing fills the air, thankfully there is no taste associated with this one. Ahead of you, the hallway splits into two separate paths, but one of them seems recently collapsed—or perhaps still in the process of collapsing. At the end of the other hall is a panel with the number “1” lit up in red glowing light.

When you move toward it, however, something springs to life. Metal creatures emerge from the factory walls and draw their weapons. These things are not undead, but you still recognize them as temporal guardians, unaffected by time.

**Special Rules**

If any character becomes exhausted, the scenario is lost.

**Section Links**

When door ① is opened, read **158.4.**

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

	Robotic Boltshooter	x9
	Ruined Machine	x2
	Metal Door	2
	Trap	2
	Barrel	2
	Control Console	4
	Glowing Orb	1
	Treasure	1

	x9
	x2
	x4
	x2
	x1
	x1
	x1





## Scenario Goals

The scenario is complete when C+1 tokens have been delivered. At the end of that round, read **110.3.**

## Introduction

"In hindsight, perhaps this wasn't one of my best ideas," says Joseph, seemingly to himself, as he paces in the snow. "When the people of Frosthaven told me that field was haunted and the least ideal location to set up an ice-cream stand, I dismissed it as local gibber gabber. Folklore. It was the cheapest plot of land available, and close to the main road leading to Frosthaven—full of traveling folk in need of a frosty snack."

Sadly, Joseph discovered that the folklore is less folklore and more fact. The field turned out to be rife with spirits and wraiths. Not to mention the recent infestation of snow imps.

"It's safe to say that the stand is a no go, but I still need to retrieve all the ice-cream. I poured my life savings into that merchandise!" Joseph's arms gesticulate wildly in the air, as if independent from his body. "I managed to recruit some local townsfolk—call them Joseph's helpers—to carry it back. Problem is, they're too scared to cross the field to reach the stand. This is where you come in. Cross the field, deal with the incorporeals and get the merchandise to my helpers. You'll have to smash the protective barricades I built. Oh, and do mind the traps. Don't know why I thought I could capture a specter. Another one of my... ideas, I guess."

## Special Rules

Place one face-up numbered token in each **f**. In addition, place one in **g** for three of four characters and one in **h** for four characters. These tokens represent Helpers, allies to you and enemies to all monsters. Each has  $(Lx2)+3$  hit points and is immune to all conditions and forced movement. They do not act, but have an initiative of 50 for the purposes of focusing. If three Helpers die, the scenario is lost.

Each crate and barrel has L+1 hit points. They are enemies to you and allies to all monsters. Whenever any crate or barrel is destroyed, place one face-

down numbered token in the hex it was destroyed in. These tokens can be looted as normal and then placed on the looting character's mat. Each character can only hold one token at any time and drops the token in the hex they occupy if they become exhausted.

Whenever any character carrying a token ends their turn adjacent to a Helper, the token is delivered and removed from the game, along with the Helper.

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
1, 3	<b>a</b> and <b>c</b> : One normal Snow Imp	<b>a</b> , <b>c</b> , and <b>e</b> : One normal Snow Imp	<b>a</b> and <b>c</b> : One normal Snow Imp <b>e</b> : One elite Snow Imp
2, 4	<b>e</b> : One normal Living Spirit	<b>b</b> : One normal Living Spirit <b>d</b> : One normal Snow Imp	<b>b</b> and <b>d</b> : One normal Living Spirit
5, 7	<b>a</b> : One elite Ice Wraith	<b>a</b> : One elite Ice Wraith <b>c</b> : One elite Snow Imp	<b>a</b> and <b>c</b> : One elite Ice Wraith
6, 8, 10, 12	<b>b</b> , <b>d</b> , and <b>e</b> : One normal Snow Imp	<b>b</b> and <b>d</b> : One normal Snow Imp <b>e</b> : One elite Snow Imp	<b>b</b> , <b>d</b> , and <b>e</b> : One elite Snow Imp
9, 11	<b>a</b> : One elite Ice Wraith <b>c</b> : One normal Living Spirit	<b>a</b> and <b>c</b> : One elite Ice Wraith	<b>a</b> , <b>c</b> , and <b>e</b> : One elite Ice Wraith
13+	<b>a</b> and <b>c</b> : One elite Ice Wraith	<b>a</b> , <b>c</b> , and <b>e</b> : One elite Ice Wraith	<b>a</b> , <b>b</b> , <b>c</b> , and <b>d</b> : One elite Ice Wraith

## Map Layout



– Continued on next page.

**Scenario Key**

Ice Wraith		Trap		5
Living Spirit		Ice Pillar		3
Snow Imp		Supply Shelf		1
Large Snow Corridor		Barrel		3
Snow Corridor		Crate		2
Large Ice				2



Loot
• x5
• x3
• x3
• x2
• x1
• x2





### Scenario Goals

The scenario is complete when at least C crates have been looted and all characters have escaped. At the end of that round, read **190.2**.

### Introduction

You grip your weapon with resolve and then hop over the ship's railing, ready to face whatever horrors await. This ship represents both a threat to Frosthaven and a chance to retrieve valuable supplies. You will cleanse the undead and do what you can to better the outpost.

### Special Rules

Each crate in the scenario can be looted via loot abilities, but not with end of turn looting. Any character can forgo a bottom action (discarding the card instead) to loot an adjacent crate. Place any looted crates on the looting character's mat. Each character can hold any number of crates.

You will receive more rewards at the end of the scenario for looting more crates.

Any character can spend 2 movement points when occupying stairs **①** to go below deck. No figure can teleport between unconnected map tiles.

All starting hexes are escape hexes.

### Section Links

The first time any character goes below deck, read **153.1**.

### Map Layout



### Scenario Key

Ancient Artillery	
Frozen Corpse	
Ice Wraith	
Dungeon Corridor	1
Stairs	4
Barrel	2
Barricade	1
Crate	4
Mast	1
Supply Shelf	3
Treasure	1

### Loot

	x5
	x6
	x4
	x4
	x1





## Scenario Goals

The scenario is complete at the end of the ninth round. At the end of that round, read **196.3.**

## Scenario Effects

Each character gains twice and .

## Introduction

The setting sun fades as you walk down into The Crater, knocking the snow from your boots. It's not especially crowded yet, but the regulars are already settling in. A Quatryl musician fiddles with a tune in the corner, and you see Nits and Narb, the two drunkards you "saved" along the road, wave you over to their table. You hesitate, but they are already heading for you instead and look to be accompanied by an individual with fiery red hair.

The two brothers call for a round and greet you like kin. You are almost inebriated just from the smell coming off them, and they're laughing so hard, you can't tell if they're dying. They introduce you to Derrick Windmere, who doesn't particularly look like he fits in with the pair, but also looks like he's had a few himself.

The brothers begin to tell Derrick how you saved them from certain death one time, and, even if you wanted to disagree, between the two of them, you couldn't get a word in edgewise.

It starts with how you were all traveling together, back when they did a little mercenary work, of course, and you were accosted by Abaeli, Lurkers, Algox, and Unfettered. Derrick questions the assortment with a chuckle, but Narb just says, "Exactly."

Mugs of ale are brought to the table, and Narb tells how he and his brother were worn out from a previous engagement and you managed to convince them, albeit after a fair amount of effort, to hang back and allow you to prove you were worthy of accompanying them.

"And then WHAM!" Nits slams his mug against the table, splashing ale everywhere, but effectively getting people's attention.

"You see the toughest looking one of the party here, right? Well, before any of

them truly had their bearings, those beasts bludgeoned that one good!"

"But don't worry," Narb assures Derrick. "That's just where things get interesting."

## Special Rules

This scenario can only be played once and cannot be lost.

The character with the highest current hit point value reduces that value to 1.

Do not set up the Steel Automaton monster ability deck. Instead, all Steel Automatons use the Imp monster ability deck.

Whenever any Lurker Wavethrower would summon a Lightening Eel, it summons one Vermiling Scout with a current hit point value of 1 instead. All Abael Scouts act before Vermiling Scouts.

All doors are locked.

Shuffle the twelve numbered tokens face-down next to the map. At the start of each round reveal three tokens. These represent the embellishments for that round, which you are encouraged to complete. After revealing embellishments, any character may short rest before card selection.

All characters and character summons contribute collectively toward

embellishments, and each can only be completed once per round. Place damage tokens next to the corresponding embellishment to help track any progress on it, if necessary. Whenever any embellishment is completed, place one damage token above the round track instead.

The embellishments are as follows:

- 1 Loot exactly C loot tokens.
- 2 Perform C or more basic actions.
- 3 Suffer damage from C or fewer attacks.
- 4 Spend Cx3 or more movement points.
- 5 Perform exactly Cx2 attacks.
- 6 Use C or more items.
- 7 Kill exactly C enemies.
- 8 Give C or more negative conditions.
- 9 Perform C or more heal abilities.
- 10 All characters short rest.
- 11 Perform C or more actions with lost icons.
- 12 Earn Cx2 or more XP.

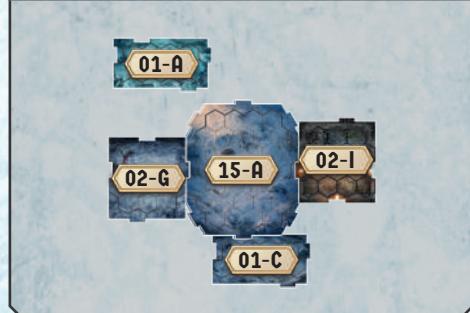
At the end of each round, place all three revealed embellishments in a separate discard pile, removing any progress made on them.

## Section Links

At the start of the second round, read **170.1.**

The first time any character becomes exhausted, bookmark your current section and read **135.3.**

## Map Layout



– Continued on next page.

## 128 cont. • A Tall Drunken Tale

### Scenario Key

Abael Scout		Snow Corridor	1
Lurker Wavethrower		Huge Water	2
Snow Imp		Large Water	4
Steel Automaton		Snow Rock	3
Vermiling Scout		Tree	1
Snow Door		Treasure	1

### Loot

?	x2
?	x3
?	x1
?	x8
?	x1
?	x2
?	x1



129 · J9

## How to Lay an Ambush



Copperneck Mountains

Design and writing: Mathew G. Somers



– Continued on next page.

**Scenario Goals**

The scenario is complete when all enemies in it are dead. At the end of that round, read **150.4.**

**Introduction**

Hardly a midday jaunt, the value of a gem is starting to make much more sense. It's cold, and even over the howling wind up here in the Coppernecks, you can still hear the clattering of the containers Derrick gave you to protect the sun agates. Although the noise is a nuisance, looking over the other mercenaries hired to accompany you, the only one you trust is yourself. Anyone with a weapon can try to earn their keep or to earn yours, but have these lot even seen real combat?

"This is the spot," one of Derrick's mercenaries stands before a small ravine. "The Algox will come through here with their loot, and we just gotta take it from 'em."

The mercenary laughs and then scratches his head. "So, uh, how do you want to approach it?" This lot is green, but maybe—just maybe—they won't get themselves killed. You begin to set up the ambush.

**Special Rules**

Before the scenario begins, each character must discard four cards from their hand. You then collectively have 15 activity points (AP) to spend on the following activities:

**2AP:** One character performs one action with a persistent ability on any card they discarded instead of discarding it. (Limit once per character.)

**2AP:** Create one log in any two empty hexes with at least one hex adjacent to a tree.

**1AP:** Relocate one log to any two empty revealed hexes.

**1AP:** Replace one log with two damage traps.

**1AP:** Create one ice tile on any empty revealed hex.

**1AP:** Replace one ice tile with one ice spikes tile.

**1AP:** Create one snowdrift on any empty revealed hex.

Each activity may be performed more than once, but tiles are limited to the counts in the scenario key.

All doors are locked. Door **1** will open after all AP is spent, and the enemies behind it will perform **→ 9** toward **a**. Then door **2** will open and the scenario will start as normal.

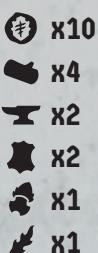
Spawn 6-C elite City Guards at any empty starting hexes. They are allies to you and enemies to all other monster types. All City Guards use Archer monster ability cards instead of their own.

**Section Links**

After spending all AP, read **156.4.**

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

	x10
	x4
	x2
	x2
	x1
	x1
	x3
	x6
	x6
	x6
	x6
	x4
	x1
	x3
	x1

**Loot**



## Scenario Goals

The scenario is complete when all characters have escaped and are collectively carrying at least 2xC numbered tokens. At the end of that round, read **129.1**.

## Scenario Effects

Each character gains

## Introduction

A light snow begins to fall as you trek westward. In the distance, you watch the setting sun paint the clouds a golden purple, and tiny billows of smoke rise from where Frosthaven sits on the horizon. You figure you'll make a fair amount of money off these gems, but Derrick's talk of a militia coming in to push the Algox out of the mine gives you pause. It's one thing to fight for your own survival against the Algox, but this feels like something else.

As you ponder the implications, you spot a large flock of ravens overhead and your thoughts turn toward more immediate survival. After all, where there are ravens, there could be —

In the middle of your thought, the terrain beneath your feet suddenly collapses, sending you tumbling down. You fight to find your footing, but it's of no use. The containers of gems scatter everywhere as you land with a hard thud.

Still attempting to differentiate the ground from the sky, you watch the birds coalesce around a shadow-like figure—shrike fiends. You wonder what they're doing in the Coppernecks, but it ultimately doesn't much matter. You'll need to gather the containers and fight your way through them either way. The more you gather, the more handsomely you will be rewarded.

## Special Rules

If any non-flying character enters a water hex without an ice tile, they suffer hazardous terrain damage.

All ice tiles **d** are treated as corridors but are not considered featureless. They are placed on water tiles but do not replace them.

At the start of each round, place one new ice tile in each **b** (if able) and treat them as ice tiles **d**. Then each ice tile **d**, in left-to-right order, moves one, two, or three hexes directly left, as chosen by you. All ice tiles in the same row must move the same number of hexes, and each row must move a different amount.

Whenever any ice tile moves, it moves any non-flying characters, non-flying character summons, and tokens in its hex along with it. Any character or character summon can move through monsters in this way. If any ice tile would end its movement in an occupied hex, it instead continues moving in the same direction until it enters an unoccupied hex. Whenever any ice tile would exit any **c**, remove it and any tokens on it from the map. Any non-flying characters or character summons occupying it are forced to move to the closest empty hex and suffer trap damage. Whenever any ice tile enters a hex occupied by any non-

flying character or character summon, the figure suffers trap damage. All monsters are unaffected by these ice tiles.

Place one numbered token in each corresponding hex **1** through **12** in ascending order for each gem noted at the end of How to Lay an Ambush (129). These tokens may be looted as normal by characters and then placed on their character mat. Each character can carry any number of tokens, but each character adds -1

 to each of their move abilities for each token they are carrying after the first. All characters may also drop any number of tokens they are carrying into the hex they occupy at any time during their turn (including during movement).

Whenever any character suffers damage while carrying tokens, they must immediately place one of those tokens in an adjacent hex, prioritizing water or ice tiles closest to **c**. At the start of each round, any tokens on water hexes move directly left the same number of hexes as the ice tiles in their row and are also removed from the map upon exiting **c**.

Each **a** is an escape hex. If any character becomes exhausted or there are not enough numbered tokens to complete the scenario, the scenario is lost.

## Section Links

At the start of the fifth round, read **173.2**.

## Map Layout



— Continued on next page.

## 130 cont. • And Then, a Stream

### Scenario Key

	Frozen Corpse
	Lightning Eel
	Shrike Fiend
	Large Snow Corridor
	Snow Corridor
	Ice
	Huge Water
	Large Water
	Water
	Snow Rock
	Tree
	Treasure

### Loot

	x6
	x5
	x2
	x3
	x2
	x1
	x1



## 131 • K2

## The Dancing Iceberg

Biting Sea

Design and writing: Dennis "Themris" Vögele

### Map Layout



### Loot

-

### Scenario Key

	Lurker Clawcrusher
	Lurker Mindsnipper
	Lurker Soldier
	Lurker Wavethrower
	Snow Rock

— Continued on next page.



## Scenario Goals

The scenario is complete when the Lurker Conductor is dead. At the end of that round, read **5.2.**

## Introduction

You make your way to the ice shelf that you think may lead to the peninsula in the Lurker's visions, but this turns out to be a tougher trek than expected. The end of the peninsula narrows to an icy bridge. Despite seeing the ocean far below, you carefully press on until the frozen cliff widens into a large plateau.

Peering through the fog, you encounter one of the most bizarre sights you have ever laid eyes on: dozens of Lurkers dancing in unison, rhythmically swaying and clicking their claws. You approach them, deafened by cacophonous clacking, and get a closer look. The dancing crustaceans all face a colossal Lurker who does not seem to be dancing. Instead, she is preoccupied with elaborate claw movements like some sort of conductor. At her feet, you see a beautiful spiral seashell, and you realize that the clicking and clacking is not the only noise; a mesmerizing melody emanates from the shell.

Could this conductor be controlling the other Lurkers with this tune? The more you focus on the seashell and its melody, the more it grips you, consuming your every thought. You must have it! You leap forward, grasping at it with abandon.

Upon picking it up, you are immediately interrupted by a deafening cracking noise and what feels like an earthquake. The bang knocks you out of your stupor in an instant. You tumble to the ground, dropping the seashell into a crack in the iceberg. The melody fades as large pieces of ice break off from the platform, throwing the many Lurkers into the depths. What was once a peninsula is now a floating iceberg!

As you collect your thoughts and find your footing on the slippery surface, you realize the iceberg is slowly tilting. You scramble

to the high side of the iceberg, forcing it to slowly lean back into even footing. Once you manage to balance your weight, the iceberg finally stops tilting.

Just when you think the worst is behind you, Lurkers begin climbing back onto the iceberg. They are rather displeased with your rude interruption.

## Special Rules

Whenever any monster dies, instead of a loot token, it drops one numbered token. Likewise, whenever any character becomes exhausted, place one of their character tokens in the hex they occupied. Both these tokens represent bodies. Their hexes are treated as occupied, and each hex can only contain one body. All figures can move through bodies.

Whenever any character ends their turn, and during any of their move abilities, they may perform “**◆ 1, ◎ 1 adjacent body**” any number of times. Bodies can only be pushed into unoccupied non-obstacle hexes or off the map.

Place two damage tokens next to both the left and right sides of the map. These tokens represent the relative height of each side of the iceberg.

At the end of each round, perform the following steps:

1. Calculate the weight on the left and right halves of the map. Each monster, body, obstacle, and character has a weight of 1. Each character summon has a weight of 0.5. Any figures, bodies, or obstacles occupying the three hexes along the center vertical line of the map do not contribute any weight.
2. If the weight on one half is at least 1 greater than the other, move one damage token from the heavier half to the lighter half.
3. If there are two damage tokens next to each side of the map, the iceberg is

level and nothing happens. If one side has one damage token and the other has three, all figures, bodies, and overlay tiles are simultaneously forced to move one hex in the direction of the side with one token. If all four damage tokens are next to one side, the iceberg topples over and the scenario is lost.

There are no walls. Whenever any figure, body, or overlay tile would be forced to enter a border hex, it instead falls off the iceberg. If any non-flying character summon, monster body, or overlay tile falls off, it is permanently removed from the map. If any flying character, flying character summon, or monster falls off, it is removed from the map until the following round. In addition, monsters that fall off suffer **★ 1** and lose all conditions. If any non-flying character or character body falls off, the scenario is lost.

At the start of each round, before any monsters spawn, place any flying characters, flying character summons, and monsters that fell off the iceberg (if not dead) in empty hexes closest to the last hex they occupied.

Lurker Wavethrowers add +1 **★** to all their attacks and do not summon Lightning Eels. Instead, whenever *Aid from Below* is performed, all Lurker Wavethrowers perform: “**★ +1, G→ 4; ↗** to the leftmost empty hex if it is an odd round or rightmost if it is even. If there are several valid hexes to teleport to, choose the hex furthest away from any character.”

## Section Links

At the start of the third round, read **120.2.**

**Scenario Goals**

The scenario is complete when all characters have escaped. At the end of that round, read **148.3**.

**Scenario Effects**

Each character suffers **2** and gains **1**.

**Introduction**

You spend days following the map over narrow, treacherous paths and thunderous avalanches, but it seems it has gotten you nowhere. According to the markers, the idol should be somewhere around here, but—

Your companion ahead of you on the path suddenly falls through a crack in the mountain. You rush forward and look down, but see only darkness. You are contemplating what to do when the thought occurs to you: just jump in. It's reckless and foolish, yet, the next thing you know, there you go, jumping straight into the darkness, as if compelled by some unknown force.

Luckily, the fall isn't fatal. You slide down an incline into a soft pile of snow. But the cold in here is somehow more severe than it was in the blizzard outside, and looking up, you can no longer see the gap you fell through.

You feel along the frozen walls and find torch sconces, which strangely begin to roar with flames at your tentative touch. Before you is... well, ice. But behind that ice you can just barely make out ornate golden patterns and various valuables glimmering beyond your reach. Perhaps Mulbrynn's map was worth the time and trouble after all.

**Special Rules**

If any character becomes exhausted, the scenario is lost.

**Section Links**

When all revealed enemies are dead, read **171.1**.

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

	<b>Frost Demon</b>	x12
	<b>Frozen Corpse</b>	x2
	<b>Ice Wraith</b>	x2
	<b>Snow Imp</b>	x1
	<b>Dungeon Door</b>	1
	<b>Dungeon Corridor</b>	1
	<b>Trap</b>	4
	<b>Ice</b>	8
	<b>Altar</b>	1





## Scenario Goals

The scenario is complete when all characters have escaped. At the end of that round, read **168.5**.

## Introduction

"I do apologize for the deception, friends", Mulbrynn intones, eyes fixed on the golden idol you are offering to him. "All the fools I managed to force up here before turned tail as soon as they were near the temple. The idol knew I was coming for it and countered my glamours. I realized I would have to come up here myself. If you want something done right and all that."

His gnarled hands reach out to the statue, and instantly grow younger as they approach its glow. As soon as he is about to touch it, however, there is a flash and what can only be described as an explosive purr from the idol. The old traitor is knocked away against the cavern wall.

"You use these fools to protect yourself?" He shouts to the idol. "We'll see how far you can get without them!"

As you think about the possibility that this man could well be shouting at a cat-shaped lump of gold, Mulbrynn mutters to himself and fires a bolt of dark energy at it. The idol glows and resists it at first, but he focuses his power, and there is a booming whipcrack. The bolt is reflected back at Mulbrynn, sending his broken body through the cavern wall, collapsing it on top of him.

In the wall's place, there is now an enormous steel door surrounded by cogs of assorted sizes. And in your hand, you see the idol is now cracked, oozing light and strength. Another rumble reminds you that this place won't be standing for long. You need to find a way through the door, and the commotion has drawn enemies out of the darkness.

## Special Rules

Doors **3** are locked. If any character becomes exhausted, the scenario is lost.

Place one numbered token on any character's mat. This represents the feline idol. Any character with the idol may freely pass it to an adjacent character before or after performing any ability. The character with the idol adds +1 to all their move abilities and gains advantage on all their attacks.

## Section Links

When door **1** is opened, read **173.3**.

When door **2** is opened, read **186.1**.

When all characters are occupying pressure plates, read **124.2**.

## Map Layout

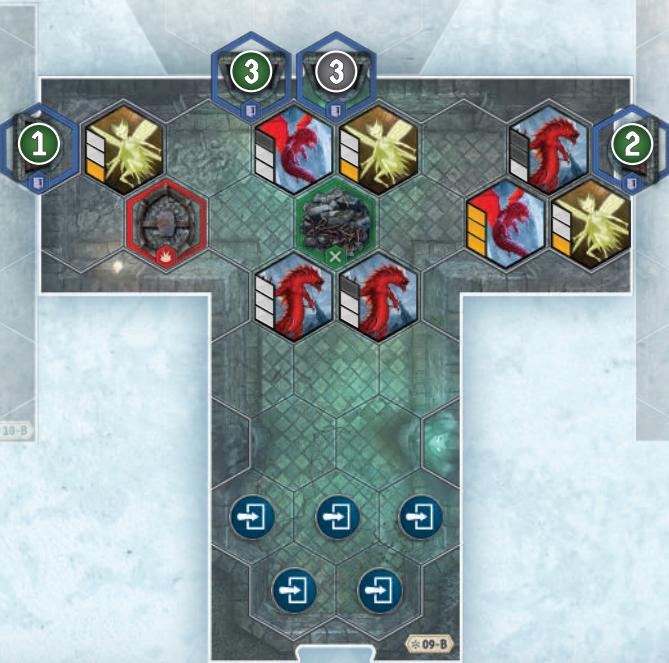


## Scenario Key

Forest Imp	
Polar Bear	
Rending Drake	
Spitting Drake	
Dungeon Door	4
Pressure Plate	4
Trap	5
Debris	5
Snow Rock	2
Treasure	1

## Loot

x7
x3
x3
x3
x1
x2
x1





## Scenario Goals

The scenario is complete when the goal treasure tile is looted. At the end of that round, read **153.3.**

## Introduction

Deciding it is time to recover this Tome of Conflict, you set out for the Radiant Forest. As you make your way through the woods toward the spot on the map, you can't help but think back to how Eddica said it wasn't on any recent surveys. You would think that you'd be able to spot a giant tower sticking up out of the trees.

And then you see it. In a matter of a few steps, the once-invisible tower shimmers into view, looming perilously over you. Craning your neck, you peer upward, spotting four balconies that ring the top floor of the tower.

You force open a metal door at the base of the tower and find that the inside is hollow, save for a rusted spiral staircase that leads to a trap door. As you climb, the ancient metal creaks and shudders. Fortunately, it holds.

You reach the top and push open the trap door. Clambering through it, you find yourself in the center of an X-shaped room with doors at the far ends of each wing. You also notice dangerous machines hunkering in the shadows, but they seem inert.

In front of you is an altar, but it holds nothing. When you go to inspect it more closely, the trap door suddenly slams shut, and you hear the sound of bolts locking it in place. You tug on it, but it doesn't budge. And then, the entire tower begins to tilt back and forth, sending you staggering sideways.

## Special Rules

At the end of each odd round, all characters and character summons are simultaneously forced to move one hex to the top (toward 1-G or 1-D), while at the end of each even round, they are forced to move one hex to the bottom (toward 1-B or 1-E).

Whenever any character enters any pressure plate **a** or **b** in the scenario, it is triggered. When both pressure plates **a** have been triggered, characters and character summons are no longer forced to move at the end of each even round. Likewise, when both pressure plates **b** have been triggered, they are no longer forced to move at the end of each odd round.

Both rooms beyond doors **1** and **2** are considered neighboring balconies, as are those beyond doors **3** and **4**. Any figure can jump between neighboring balconies, revealing the map tile if it was unrevealed. Any figure on a balcony can also target hexes on the neighboring balcony, as if there were no wall lines between them.

Each barrel and crate has 3 hit points. They are enemies to you and allies to all monsters. Whenever any barrel or crate is destroyed, all figures occupying or adjacent to the hex it occupied gain  $\diamond$ . In addition, any figure can be forced to enter the hex of a barrel or crate, in which case, the barrel or crate is destroyed.

## Section Links

When door **1** is opened or tile 1-G is revealed, read **133.3.**

When door **2** is opened or tile 1-D is revealed, read **147.4.**

When door **3** is opened or tile 1-B is revealed, read **128.1.**

When door **4** is opened or tile 1-E is revealed, read **144.3.**

The first time each pressure plate **a** is triggered, read **11.6.**

The first time each pressure plate **b** is triggered, read **30.5.**

When all pressure plates have been triggered, read **154.4.**

## Map Layout



– Continued on next page.

## 134 cont. • Tower of Knowledge

### Scenario Key

Flaming Bladespinner	
Robotic Boltshooter	
Ruined Machine	
Shrike Fiend	
Steel Automaton	
Metal Door	4
Large Metal Corridor	1
Metal Corridor	1
Pressure Plate	4
Altar	1
Nest	4
Crate	4
Barrel	2
Treasure	1

### Loot

	x10
	x2
	x4
	x2
	x1
	x1



## 135 • 04

## Belara's Keep



Design: Ryan Haswell; Writing: Alexander JL Theoharis

### Scenario Goals

The scenario is complete when Belara is dead and the goal treasure tile has been looted. At the end of that round, read **134.1**.

### Scenario Effects

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

### Introduction

“Belara’s prison is unique.” Eddica’s advisement echoes in your thoughts as you head out northwest of Frosthaven in search of the place. “To keep the Savvas from regaining its powers, the High Council separated the logical side of its mind from the emotional. But it’s more than that. Belara’s entire existence had to be separated as well. So the prison it is kept in exists on two different but connected planes: one of icy reason, and one of chaotic emotion.”

You stand in the place marked on the map, and utter the incantation provided to you by Eddica. Out of the snow, a crumbling stone fortress materializes.

“Just because Belara had it’s mind cleaved,” you remember Eddica saying, “that doesn’t mean it is not still incredibly dangerous. Be careful.” You step inside, but not all of you step into the *same* inside.

– Continued on next page.

**Special Rules**

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

Tiles 12-B and 4-A are the Plane of Reason. All figures occupying them gain +1. Tiles 7-E and 6-B are the Plane of Emotion. All figures occupying them add +1 to all their attacks. No figure can teleport between planes. If at least one character is not occupying each plane at the end of each round, the scenario is lost.

All hexes **a** and **b** are convergence points present on both planes. Whenever any character occupies a convergence point, they simultaneously occupy the corresponding hex on the other plane and gain the bonuses of both planes. All characters can use convergence points in this way to move between planes. If any other figure occupies a convergence point, it has no effect except that the corresponding hex is treated as occupied for the purposes of movement.

Both doors **1** are locked.

**Section Links**

The first time both pressure plates **c** are occupied by characters, read **87.2**.

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

	Earth Demon
	Flame Demon
	Rending Drake
	Savvas Lavaflow
	Sun Demon
	Cave Door <b>1</b>
	Dungeon Door <b>1</b>
	Metal Door <b>2</b>
	Pressure Plate <b>4</b>
	Trap <b>4</b>
	Bookshelf <b>3</b>
	Snow Rock <b>5</b>
	Treasure <b>1</b>

**Loot**

	x7
	x4
	x4
	x2
	x1
	x1
	x1



### Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **11.3.**

### Introduction

The hidden entrance at the base of the rocky cliffs is exactly where the Vermling barkeep said it would be. The sound of the crashing waves behind you masks the noise you make while clearing out the brambles and debris obscuring the small cave opening. Beyond, a curved stairway leads down to a stone landing at the edge of a water-filled cavern. A subterranean river flows deeper into the cave past vile clouds of noxious fumes. You see two old log rafts moored to the landing. Echoing sounds of splashing water and chittering from the darkness suggest that this hideout isn't as abandoned as you had hoped.

### Special Rules

All non-corridor hexes on tiles 16-B and 11-B are treated as water (difficult terrain). They are still treated as empty when unoccupied and free of overlay tiles.

Any character occupying either hex of either boat **a** or **b** may forego a bottom action (discarding the card instead) to move the hex of the boat they occupy up two hexes, along with themselves. For each hex one boat hex moves, the other boat hex enters the hex the first one exited, along with anything on it. No boat can enter an occupied

hex, corridor (except **1**), or obstacle, but they can enter traps, springing them and either applying their effects to any figure occupying that boat hex or springing them for no effect if the hex is unoccupied. Figures on boats suffer damage when entering hazardous terrain as normal.

Once a boat is moved by any character at least once, it will then move on its own. At the start of each round, each previously moved boat moves two hexes, focusing on moving toward and opening door **1**. Boat **a** moves before boat **b**.

### Scenario Key

Lightning Eel	
Living Bones	
Living Spirit	
Lurker Wavethrower	
Piranha Pig	
Cave Door	1
Dungeon Door	1
○ Large Cave Corridor	2
○ Large Metal Corridor	3
★ Trap	6
✗ Barrel	2
✗ Bookshelf	1
Treasure	1

### Loot

x8
x4
x4
x1
x1

### Section Links

When door **1** is opened, read **170.2.**

### Map Layout





## Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **138.3.**

## Scenario Effects

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

## Introduction

Who knew Frosthaven's shores were host to a dread Pirate Queen? That's the question Captain Doghogger keeps voicing after you and Dinah enlist him to sail you out to the X marked on the map. He tries on different inflections, as if he will be recounting this story in the Boiled Crab later. Dinah looks ready to make him walk the plank. Luckily, her murderous tendencies are curbed when she spots her quarry, a seemingly unremarkable cliff face.

Given the treacherous rocks, Captain Doghogger can't sail any closer. Dinah commands him to anchor while you take a dinghy. At her imperiousness, the Captain gives her a side-eye, but she side-eyes him right back, and eventually, the battle tips in her favor. He anchors. With Dinah at the prow in the dinghy, you row to the cliff face.

Noises, monsters disturbed by your presence. With a smile as cold as your surroundings, Dinah unsheathes her blade. "Time to prove your mettle, mercenaries."

## Section Links

When door **1** is opened, read **191.2.**

## Map Layout



"Keep rowing," she says, eyes glittering, and nervously, you do so, until a wave slams you into the stark cliff. Or rather, it doesn't, and suddenly, you are beyond the rock. It was an illusion. You are plunged into the darkness of a hidden sea cave. Long minutes pass, the tide rolling you forward until the dinghy jolts. You've hit land.

Your torches reveal an ice-sculpted cavern. Deep in its crooked passageways, you sense flitting motions and irascible

## Scenario Key

Ancient Artillery		Trap		(5)
Flaming Bladespinner		Water		(9)
Forest Imp		Barrel		(2)
Piranha Pig		Barricade		(2)
Polar Bear		Crate		(2)
Robotic Boltshooter		Ice Pillar		(2)
Cave Door		Large Ice Crystal		(1)
Dungeon Corridor		Mast		(1)
Ice		Stalagmites		(6)
Large Ice				(4)

## Loot

	x12
	x4
	x4
	x4
	x1





