

SECTION BOOK



2.1 • Howling in the Snow (0)

You've gotten through the more aggressive members of the pack, but that doesn't seem to have discouraged the others at all. These wolves must be hungry, having endured through the entire long winter,

but you refuse to be their food. You have greater ambitions than to be a frozen skeleton on the side of the road, picked clean of its meat.



2.2 • Howling in the Snow (0)

Conclusion

With enough of the pack slain, the rest slink off back into the white wasteland. But there is no time for celebration. No cheers to mark your victory. You still need to get over the next ridge before nightfall, and all you've done is tire yourself out.

The caravan trudges forward. Some of its members nod solemnly to you as they pass—a thanks for keeping them alive just a little longer. This brutal place has not won today, but there is always tomorrow.

Rewards

You should now be ready to take on scenario 1 on the following page in the Scenario Book. Do not perform an Outpost Phase until you have completed scenario 1.

2.3 • Overrun Barricade (43)

There are just too many machines. You destroy one, and two more take its place. Crain's devices, though powerful, are too small to make a dent in the Unfettered ranks. You need to change tack, and, apparently realizing the same thing, the Quatryl shouts over the battle.

"To the side! Up near the ceiling—a passage we can escape through."

You spot the opening a little way ahead. It's another tunnel branching away, and if you get inside, you can seal the opening behind you. It'll be hard to cross the battlefield, but it's your only chance. You hoist your weapon high and begin the push forward.

Special Rules

At the start of each round, spawn one Ruined Machine at either ①. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Each ② is an escape hex.



3.1 • Stables Built

A robust “Hallo!” greets you when you enter the stables, whose final boards are being nailed down. The head animal handler, a no-nonsense Inox, invites you in while she’s in the midst of muscling a hot-tempered stallion back into his stall. You offer to help, but she has the situation under control, lowering her head so the horse becomes intimidated by her horns.

The musk of the stables envelops you in a not-unpleasant manner as you follow the Inox from stall to stall, admiring the animals. “If you ever capture and tame any beast,” she says, “you’re welcome to house them here. I’ll make sure they’re taken care of and—” the stallion kicks the stall as you pass, and she kicks it back, cowing him. “—behave themselves!” But then she winks at you. “To a point. We don’t want to take the wild out of them completely. Here, why don’t you take this? Should make the trapping part easier.”

The Inox hands you a net, then smiles mischievously, patting the stallion. “Now, how’d you like a ride?” You back away, thanking her but claiming you have other duties to attend to.

Rewards

Add event WR-42 to the winter road deck and event SR-42 to the summer road deck.

Gain “Trainer’s Net” [247].

3.2 • Call of the Harbinger (56)

It happens in a blink. The room—the Harrower nest, the flurry of limbs and steel and root—suddenly vanishes and you stumble onto new ground.

Spinning around, you find yourself transported into a realm of shadow. Your hands, the stones beneath you, even the air is cloaked in sheets of tangible shadow. A short distance away is a creature: a lanky figure of bone and sickly skin, of twisted vertebrae and horn. It faces you with naked pride. This is a true monster of the dark divine—something dredged from the very bottom of the Void. It is corruption incarnate, a body molded and possessed by vileness itself.

“So clever,” the demon says. Its voice is a grating whine that tears at your ears and makes your muscles clench. “So clever to find my home and my beauties. But what now? What now, fragile thing?”

The demon’s body unfurls, its gnarled claws opening far wider than they rightly should. Its very existence is a violation of natural life. There should have been laws, guardians, divine obstacles to prevent this twisted thing from invading your reality. But there is only you—a mortal in a realm not meant for mortals, caked in dirt and sweat and blood. Your chest is heavy. Your mind is frayed. The very air here saps your strength. But you cannot relent. You cannot.

Special Rules

Place the destroying character in **a** and any of their summons and tokens in hexes adjacent to them. No figure can teleport between tile 15-B and any other tile.

The Harbinger of Shadow **1** is now active. It can be damaged.

Section Links

When the Harbinger of Shadow is reduced to at most two thirds of its maximum hit point value (rounded down), read **21.2**.



3.3 • Edge of the World (7)

Conclusion

Ripping the shard from the corpse’s eye, you find the thing to be strangely beautiful. It’s slim and hollow, more like a piece of coral than a stone, and yet, there is a certain weight to it that seems uncanny for something only the size of a dagger handle. You bring it closer, admiring its crags and hollows, but as you do, you feel its weight grow. It presses down on your hand and then into your mind, sinking into you and pulling. The coral shard speaks to each of you, not with words, but with desires. It wants to move north, far out to

sea, away from the cliffs and the frozen safety of Frosthaven. And it wants you to take it there.

This must have been what the Lurkers were after: a strange goal for what you thought were beasts no more sophisticated than wolves or spiders. Yet as the chunk of coral speaks to you, you know it to be true. They sought this object, and in order to understand why, you’ll have to follow the pull of the shard north across the water. But Frosthaven’s tiny fishing vessels aren’t fit for the journey, and you’re not about

to swim. This leaves you with a choice: You can either keep your feet on dry land, following the shard along the northern coast **13**; or you can build a proper ship and head out into the ice-choked sea **14**.

Rewards

Gain 10 ★ each. Gain “Coral Shard” campaign sticker.

New Scenarios:
Frozen Fjord **13**, **Jagged Shoals** **14**

Conclusion

The shard breaks loose with a final heave, skittering onto the stones. All at once, the battle around you stops. The creatures turn and stare, their eyes wide, and then flee, shrieking into the water.

The new shard is much like the first piece you found, small and hollow, but still you are taken by its beauty. In fact, you are so transfixed that you hardly notice that several new shapes have risen from the water around you. That is, until a lilting echo rings out, like a musician playing a crystal glass.

You turn and find a semi-circle of Lurkers watching you from the shallows. You prepare for another fight, but the monsters make no move to attack. Instead, the Lurker in the center tilts her head, repeating the same eerie tone. You realize then that she didn't actually make a sound, but somehow caused you to "hear" its greeting inside your heads. The echo fades, and with it you feel your aggression wash away—you won't need your weapons.

The Lurker steps forward from the others, and a shared vision flashes through your minds: sunlight filtering through coastal shallows, dancing in dappled waves over a delicate coral reef. The vision fades almost instantly, but you realize with surprise that the Lurker is introducing herself: This image—Sun in Shallows—is the creature's name.

The Lurker turns her attention to the coral shards. She wants them too, you can tell; whatever pull you feel from the shards tugs at these Lurkers twice as hard. You

sense sadness, confusion, jealousy that the shards have chosen land-dwellers. But Sun in Shallows doesn't move to take the treasures; instead, she inhales deeply, her chinked carapace swelling. When she exhales, you feel another vision invite itself into your mind—a story told in a series of psychic images.

Deep, deep beneath the waves, a beautiful crown rests on a pedestal in a palace made of woven amethyst coral—the work of thousands of architects over hundreds of years. A throng of Lurkers has assembled to witness a coronation.

The crown calls to you from within the vision, consuming your focus as the rest of the image fades away. You draw closer to it, feeling its power, but as you reach out to touch it, a cloud of inky sludge emerges and swirls around the crown, shattering it and plunging the assembled Lurkers into darkness. The crown is gone.

What follows is a period of blind frenzy. You don't know how many years pass in the vision, but you watch as the great underwater empire collapses, its citizens' minds reduced to animal instinct. Artistry, craft, even language—all are forgotten in the Lurkers' decline.

Then, in the darkness, hope: a pinprick, an oasis of light in the endless black sea. Then another, then another, calling out to each other. They are pieces of the ruined crown, scattered across the world. You see a few Lurkers in these oases begin to stir from their haze and seek the shards out, though the other Lurkers remain in the clutches of the inky water.

Finally, a plea: you see the shards pull back together in your vision, re-making the coral crown and banishing the darkness from the realm of the Lurkers forevermore.

The vision fades, and you're left blinking in the sunlight. Sun in Shallows stands before you, her hope for the future of the ancient Lurker kingdom laid bare. All that remains of your vision is the all-consuming pull of the crown, which lingers in your minds as if asking a question: Will you do it?

The creatures stand patiently in the surf, their huge, barrel-sized claws hanging taught before them. You feel the sting of the crown, the emptiness in your chest.

You nod, and Sun in Shallows breaks into celebratory chitters. She and most Lurkers descend back into the waters, but one remains, an offer of aid clear in your minds.

And then the shards redouble their pull, drawing you now to the east, farther out into the sea.

Rewards

Choose one: Unlock class box
OR unlock class box. Gain
 "Coral Shard" and "Shard Seeker" campaign stickers.

Add event WO-81 to the winter outpost deck.

New Scenario: **Ice Floes**

Special Rules

If you are entering door **③** from tile 7-A and tile 2-L is unrevealed, read **56.1** instead.

More caverns full of monsters, of course. You hear the faint sound of wind coming from somewhere but can't pinpoint it.



As promised, the Vermling warband outside Frosthaven's gates shake you down for any food you have on you as you return. The Vermling wearing orange feathers looks particularly appreciative. "The meat brings garnish!" The other Vermlings chuckle, and it's all you can do to keep from smashing their heads in right then and there.

Back inside the safety of the walls you circle up with Captain Olmstead in Mayor Satha's cabin.

The Captain slams one fist decisively into the other. "We should conduct an all-out attack. Open the gate, send our forces through, and crush these rats underfoot."

Satha shakes her head. "It's too dangerous... if we fail, they'll swarm in and burn Frosthaven to the ground."

She rises from her chair, pacing the room. "I say we wait until nightfall, then take

a small ship out loaded with our best and avoid opening the gate entirely. We dock outside the wall under the cover of the woods, then cut their throats while they sleep." She turns to you. "We can't just stay under siege—our supplies are barely sufficient as it is. What do you think we should do?"

You figure your best options are to attack now, or hand-pick a strike force to travel by boat and attack the Vermlings at night.

Rewards

Frosthaven and all characters lose all herb resources.

Section Links

If you open the gates and charge, read **22.3** now. Otherwise, read **93.2** now.

Conclusion

Pushing the corpse of the giant Conductor off of the iceberg requires some teamwork, but you are able to balance the platform just well enough for it to not topple over. As if awakened from a stupor, the remaining Lurkers look around in confusion and then scuttle back into the sea.

After catching your breath, you search the ice, hoping the seashell didn't slide off the iceberg during the battle. It takes some time, but you find it lodged in a crack and dig it out, its beautiful song filling the air once again.

There's nothing left to do but sit back, enjoy the melody, and let your icy "raft" slowly drift back to safer shores.

Rewards

Gain 10 ⚪ each. Gain "Mesmerizing Seashell" [237].

You run inside the gate and the breadth of destruction becomes quickly apparent. The town has been sacked. Smoke burns your eyes. What structures still stand are bright with fire, and the rest smolder,

their frames like black, torched skeletons. And all about the wreckage howl the Algox, celebrating their victory in an unrecognizable language.



"Brace yourselves!" Crain seems much less optimistic than before. He winces in fear as a pulse of light spreads from the machine, annihilating all foes in its path. When he opens his eyes, they fill with genuine surprise.

"Ha, yes! There it is! See? I told you I knew what I was doing," he gloats. "Still, we're going to need to do something about the range. More fine-tuning required..."

Special Rules

All monsters within $\text{G} \rightarrow 3$ of Crain die.

Crain's current goal is now **e**.

Remove any one of the six numbered tokens from the scenario, then shuffle the rest face-down.

Section Links

When there are two damage tokens on **e**, read **39.3**.

6.1 • Algox Scouting (2)

Finally you make it inside the mountain, but your victory is short-lived. Just past the cave opening huddles another group of defenders: musclebound Algox with icy fists. They've gathered in a circle, positioned like a lord's private guard around some person of value, except all they seem to be protecting is an ice-covered gap in the floor.

"They guard the Skyhall," your Algox companion whispers. "We must break through that barrier if we are to end this fight."

The guards, noticing your approach, turn and shout.

"You cannot pass, intruders! The Skyhall is closed to your kind!" They move quickly, uncrossing their arms and stepping forward. Your body is worn and your lungs still burn from the climb, while these guards are fresh to the battle,

wholly rested and prepared to brawl. But it matters little. There is no other way forward.

Special Rules

Ice sheet **a** has $Cx(L+2)$ hit points. It is an enemy to both you and the Algox Priest and an ally to all other monsters.



6.2 • Coin Solution

You rotate the coins to the correct orientation and with a grinding pop the cave wall shifts to reveal a tunnel small enough to crawl through. It would be a tight squeeze.

Dinah sheds her overcoat and stretches her arms to limber up. "Barty always said I put the *rat* in *pirate*. Allow me." She darts into the tunnel. Just when you think she may have betrayed you she scurries back out, an aged yellow scroll clutched in her claws. She rolls it out on the floor of the cave. You can make out where Frosthaven now sits, and a short boat trip away the bright red X that marks the spot.

Dinah can't help but smile.

Rewards

New Scenario:
Pirate Queen's Haul (137)

Add a mutton sandwich to this section number.

6.3 • The Lady in White (86)

You move deeper still into the grove and see the last two balete trees. It will be a shame to destroy their imposing, gnarled forms, but it is the only way to get the Lady in White to face you.

Section Links

When all three trees have been destroyed, read **181.4**.



7.1 • The Savvas Seal (63)

It doesn't feel great, fighting these Savvas whose wills have been taken over by your enemy, but you also know what has to be done—what will happen to everything if you don't succeed.

And so, you buy Crain time. His contraption is slowly building up power, and you can already see its effect on the Savvas. Their power wanes.

Section Links

At the end of the eighth round, read

148.1.

Special Rules

All monsters gain . From now on, whenever any monster is spawned or summoned, it gains . Monsters cannot remove with healing.

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
5, 7	: One normal Savvas Icestorm.	: One normal Savvas Icestorm.	: One elite Savvas Icestorm.
6, 8	: One normal Savvas Lavaflow.	: One elite Savvas Lavaflow.	: One elite Savvas Lavaflow.

7.2 • Frozen Crypt (5)

This place you've fallen into, which at first you took for a simple underground pit, appears now to be something more purposefully constructed—a crypt. Narrow graves have been dug into the earthen walls and signs of ancient burial are scattered everywhere: bits of smashed pottery, disintegrating cloth. However, as you move deeper, something stirs in the center of the room and a new noise rises to your ears. It's low at first, like a beast waking in the night, but then another noise joins it, and another. Together they form a low chorus of moans. Figures stalk out from the shadows, and it's clear that these are not beasts at all, but a horde of the undead.

Lumbering Algox corpses shuffle toward you, glowing with a sickly green aura. There's little time to think, but at the far end of the room you notice a crumbling

stone altar, from which bubbles thick lines of heavy emerald smoke.

Special Rules

All Frozen Corpses are immune to damage and cannot be focused on by summons until altar **a** is destroyed. Altar **a** has $(3+L)xC$ hit points. It is an enemy to you and an ally to all monsters.

Set the round track to the first round. At the start of the third round, spawn one Frozen Corpse at **b**. It is normal for two characters or elite for three or four characters. At the start of the fifth round, spawn one Frozen Corpse at **c**. It is normal for two or three characters or elite for four characters.



7.3 • Carpenter Built

A wood-carving contest inaugurates the opening of the carpenter's shop. You wander among booths displaying inlaid trinket boxes and cooking utensils alongside life-size replicas of Lurkers and polar bears. The pavilion is filled with the sounds of hacking and sawing.

One carpenter is a Harrower, whose undulating insect form obscures a large chunk of wood, chipping away with their

collective mandibles. Once they recollect themselves into a vaguely humanoid shape, they reveal their project: a to-scale model of Frosthaven. "We will keep adding to it," they hum at you, "as long as you keep doing so." With the carpenters, they note, constructing buildings will now be less costly.

A few of their insects pick up small cylinders of wood, which they carve

instantly into a miniature version of you. They place your model in the center of the Frosthaven replica. After all, the Harrower says, it wouldn't have come to fruition without you.

Rewards

Add events SO-53 and SO-60 to the summer outpost deck.

8.1 • The Tempus Forge (106)

Special Rules

From now on, at the end of each round until the altar in this room is destroyed, all characters suffer ⚡1.



8.3 • Algox Offensive (3)

Conclusion

Once inside the cave, the sounds of battle soften, the thick ice-covered walls dampening the roars. As you look back, however, a single large figure stumbles back from the fray and calls to you.

"Warm-bloods," the Algox says. It's one of the brawler Algox—a fighter as tall as a horse—but one of its arms is hanging loose by its side, and the fur on its stomach is matted with blood. "All our enemies come to fall upon our head at once, eh?"

Your look of confusion prompts the creature to speak further.

"The Snowspeakers," he growls and gestures outside, "invaded our home. They have killed many." He looms over you even from a distance. "But perhaps you can help us fight back?"

Until a second ago you didn't even realize Algox could speak your language. And yet here one stands, asking for your help. He moves his massive bulk to the side and waves a hand toward his dead comrades.

"They kill us... because we are... Icespeakers," he taps himself on the chest as he says this, wincing slightly. The creature, despite his great size, is made somehow smaller by the gesture. "You can help us."

8.2 • Depths of Delirium (27)

Conclusion

The monsters are dead, but you keep hacking at them until some sense of reason returns. It takes a good while. When you finish, you look around and find that the chamber has been reduced to scattered bones and splashes of ooze. Your boot prints mark out a chaotic dance in luminescent green, and the tendrilled beasts, whether or not they were the source of your waking nightmares, are rendered into a slushy heap.

The room, now wholly empty of life, sits vacant and cold except for a small stone box in its center. You kneel and open it, hoping that whatever treasure is stored in this long-forgotten place has been worth

it. And, sure enough, a slim piece of pink coral stares back at you from the box.

You pocket the piece of the crown and then march back to where you started, hoping that the dead will stay that way.

Rewards

Gain 10 ⚡ and 1 ✓ each. Gain "Coral Shard" campaign sticker.

Section Links

Read [36.7](#) now.

8.4 • The Eternal Crave (122)

The offer is bizarre, certainly, but there's an advantage to be had here. Satha charged you to find a way to help stop the attacks, and it would seem one has presented itself: if you help this group defend their home from these "Snowspeakers," you may be able to make peace with the victors.

It's slow going at first. The Algox explains its situation further through labored breath. It seems this place, Snowscorn Mountain, holds religious significance to the Algox clans. Both factions want control of it, but because of the animosity, only one can occupy it. Apparently, when the resident Icespeakers returned battle-weary from their attack on Frosthaven, the Snowspeakers seized the opportunity and launched an invasion to take back the mountain.

You're not sure which side you should take in this whole thing, but you know this information is valuable. So you follow this creature farther into the cave, wondering whether this is what Satha had in mind.

Rewards

**Gain 1 ✓ each.
Place map overlay sticker W on the map in location W (M7).**

New Scenario: **Heart of Ice**

Locked Out Scenario:
Algox Scouting

This is it! You see a growth of mammoth bark on the other side of the cavern. You are bound to find a few dried out pieces of it to collect.

Special Rules

The goal treasure tile represents the mammoth bark.

Section Links

When the mammoth bark is looted, read [109.3](#).



Conclusion

You lower your weapon and breathe as the remaining Algox retreat, scurrying from Frosthaven like giant white mice. They'll be back, you're certain of it, but for now, you can rest. You wipe the soot from your face and take stock.

Frosthaven is almost exactly what you imagined: a knot of gray stone and timber surrounded by sharpened palisade walls—a place where mere survival is an everyday concern and where only the desperate could feel at home. Thankfully though, the townsfolk are tough. They're already on their feet, dousing fires and picking through rubble. In fact, one of those townspeople is marching right for you; a sharp-featured human woman with a fighter's muscular build, close-cropped hair and dark skin, approaches and offers a gauntleted hand in greeting. "The sea be praised," she says, crushing your fingers with enthusiasm. "We wouldn't have held out much longer without you."

You nod and ask what happened.

"Oh, just life up north is all," she chuckles. "I'm Satha, mayor of this fort now that my predecessor and his lieutenant have fallen. As for the Algox, they've been at us all winter. Took them months to break through, but they finally did. Killed a dozen or so of my people... and would've done worse if you hadn't shown up."

You explain who you are, that you've been sent from White Oak. At the mention of the capital, her face scrunches up in displeasure.

"It's about time they sent someone to help fix this mess they made," she says, then tries to lighten her mood. "I don't mean to be ungrateful. I am overjoyed to still be among the living, but a lot more people

would be alive if your employers, the Merchant's Guild, never stuck their noses in our business.

"I've spent my whole life here in what was once a fishing village, living and letting live with the Algox. Until last summer, that is, when the Merchant's Guild sent some garrisons and bureaucratic-types up here to see how Frosthaven could 'be of more use to the empire'. One of their expeditions proceeded to muck about in an Algox burial site, and the next thing we know, righteously angry Algox are attacking us. The ink-stains immediately high-tailed it out of here, leaving just a handful of soldiers behind to keep us safe."

Satha clenches her gauntlet tighter and tighter as she tells the story, but now releases her grip. "I've had to learn a lot of things in the last year. The hard truth is that the Algox refuse to be reasoned with, and the only way to stay alive and keep this place I call home is to win the fight, regardless of who started it."

Her face softens and she clasps your shoulder, hard. "There's not many of you, but I'll take what I can get, especially now that our garrison's been thinned. And as it happens, I have an idea."

She turns and gestures to the town's smoldering walls.

"We took a beating in that fight, so if we're going to survive much longer, we'll have to do more than just sit around and wait for the next attack." She sizes you up carefully. "I've already sent a scout to track the Algox back home to the mountains. Drop your gear at any longhouse that's still standing and rest up. As soon as you're ready, I want you to get over there and find a way to slow these attacks."

The bunks in the remaining longhouses are all occupied by the injured, but you find a dry stretch of floor to lay your heads on your packs. You doubt you can sleep after the horror that greeted you in this little outpost, but before you know it a young Valrath man is nudging you awake: Satha's scout has returned with his report.

He tracked the attackers to the foothills of the Copperneck mountains, where they entered a cave at the base of Snowscorn Mountain (3). Interestingly, a smaller band split from the main group before they reached the cave and hiked around to the mountain's deadly eastern face (2). The scout didn't see where they went, but he suspects a secret entrance to the Algox stronghold.

"One last thing," the Valrath says as you wipe the final dregs of sleep from your eyes. "Another group is moving toward Snowscorn. They were Algox, no doubt, but they're dressed differently than the ones who attacked us. They carried long sticks and had some wild animals with them. I don't know if they're going to attack the mountain or reinforce it, but either way, you'd better get there quick."

Rewards

Gain 2+X morale, where X is the number of City Guards still on the map.

New Scenarios:
Algox Scouting (2),
Algox Offensive (3)

You will now perform an Outpost Phase (read the campaign rules starting on p50 of the Rule Book).

Conclusion

Rewards

Gain "Mind-Thieving Helmet" [193]

It's hard to be upset upon discovering gold coins, but you do wish you'd found the mysterious one Dinah Snapclaw at the Tavern asked you to retrieve. You'll just have to keep looking.

Rewards

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

Conclusion

Your vessels are battered beyond reason; onboard lights flicker nervously and your viewing ports are cracked. But you're alive, and you have the final shard.

You waste no time. Back at the altar, you carefully arrange the shards as you had just a few moments ago. Your breathing is shallow; the air is wearing thin. You know you should head back to the surface, but you can't leave now—the shards won't allow it. They compel you to finish what you started.

The pieces move together in the dimness, one snapping into the next until finally there are only two halves. And there, at the bottom of the ocean, your hearts thumping, you bring the final pieces together.

Light. A painful bloom of white and gold. The shards, which a moment ago were little more than chunks of coral, are transformed into a curve of golden brilliance—the crown. It's just how you remember it from your visions: a radiant circlet of light and power, an exultant beacon for a new age. It radiates with light and fills the dome with a marigold brilliance.

It doesn't take long for the Lurkers to respond. They arrive in droves, first hesitating at the dome's entrance, shying from the source of this incredible shine but then their courage returns, and they fill the chamber in earnest. Thousands arrive, called to the rebirth of their empire. A great procession fills the dome, plugging every exit with chitinous limbs and excited chitters.

A tall Lurker appears at the far entrance of the dome, shuffling forward as the gathered crowd parts to make way. To your surprise, you recognize Sun in Shallows, the Lurker with whom you began this quest. But this creature has been ravaged since then; war, it seems, has taken a great toll. Two of the Lurker's legs are missing, and one of her eyes is sealed permanently shut. Scars and gouges mark its shell, wounds from countless battles, and yet Sun in Shallows trudges forward all the same, using her claws to keep balance.

When she reaches you, she stands on the opposite side of the pedestal and repeats the mental echo greeting she first hailed you with so long ago. The crowd echoes back, an eerie keening symphony that swells with anticipation as Sun in Shallows lifts the crown.

At once, she is transformed. The light that radiated throughout the dome cascades downward and infuses itself into the wearer of the crown. The Lurker is imbued, rising with new strength. The light pours onto the wearer and etches elaborate designs into its shell: intricate golden filigree interlocking to form a great tapestry of a regal tattoo, each line shining like the morning sun.

The coronation complete, the Lurker queen turns to you. Her vision comes to you clearly, powerful with intent: A new age of enlightenment has begun for the Lurkers, and with it unity and peace between the people of the sea and the coastal settlements of land-dwellers. Gratitude suffuses the vision, warm and joyful. You have returned to the Lurkers their greatest treasure, and with it their hope. The vision fades, and Sun in Shallows presents her

claws and bows deeply in a display of respect. The water around you dances as the gathered crowd snap their claws in celebration.

The feeling of gratitude remains with you as you journey back to the surface and rejoin your crew, leaving the Lurkers beneath the waves to rebuild their empire.

The ship's mate charts a course back home, and you regale the crew with the tale of your journey beneath the waves. It's a harrowing story, and yet as you tell and retell it in the weeks that follow, you always leave one part unsaid. It's a feeling that's followed you ever since you resurfaced, and it only intensifies as you approach Frosthaven and put more and more distance between yourselves and the Lurker city. You weren't sure what it was at first, but now, after several long nights of rumination, of staring out at the moonlit waves, you are certain. It's a haunting desire, a hunger to own something you can never have—it is the deep, unrelenting pull of the crown.

Rewards

Gain 2 morale and 1 prosperity.
Gain 30 ⚔ each. Unlock whichever class box is still locked: 🌸 or 🌿.
Gain “Crown Reunited” campaign sticker. Remove all 🌸 events from all outpost event decks.

Add event SO-48 to the summer outpost deck and event B-17 to the boat deck.

Add one +50 card to the town guard deck.

Conclusion

At last, you have found a clue that might help you discover the nature of these keys. Atop the pedestals, you find two halves to a mold in the shape of a key. The mold is made of stone, with engravings that dictate all four elements. You look around at the enemies you defeated. Each wears

one of these two symbols, either the leaf representing spring or the snowflake representing winter. You remove these icons from the fallen and, to your delight, they fit directly into the inset carvings on the mold. Some magic within the stone triggers, and the carvings throb with pale light: green for spring, and blue for winter. It seems there is more you must uncover

before the secrets of the key will be made fully known to you.

Rewards

Gain 2 collective 🌸.

Add event WR-49 to the winter road deck.

11.1 • Old Coin

A healthy stack of gold coins, but unfortunately not one of the ones you're searching for.

Rewards

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

11.4 • Deadly Pastimes (85)

Definitely a human male crushed beneath the rock here, but this guy has probably been dead for months and is little more than a desiccated skeleton.

11.5 • My Private Empire (107)

With the “dance” complete, the bell chain drops again.

Section Links

The next time any character enters C, read 155.1.

11.8 • Puzzle Solution

You stand in the new shack that Crain must have either built or summoned through dark means, because you don't remember seeing it before today. In front of you is Crain's newest creation: a series of glass lenses, each coated in a different varnish and arranged around a small metal platter. On that platter, sits a vial of multi-colored liquid.

Crain draws the shade on his shed's singular window and then aims a small mining lamp at one of the lenses. As soon as he does, the contraption floods with light and then projects a strange prism onto the ceiling.

“It took some serious alchemy, but I've distilled the energy signature from the spire,” Crain says. “And it's the strangest thing I've ever seen.” The light dances

11.2 • The Eternal Crave (122)

Conclusion

The beast is wounded, probably mortally, and looks at you, knowing it's defeated. Its eyes are full of desperation, as its eternal craving slowly brings it down to despair—the realization that its hunger shall never be sated again. “So hungry...” It groans one last time as life leaves its pitiful hulk.

“Well, I must admit, I didn't think that would work,” Noore marvels. “You all are tougher than I thought, even if you can't hold down a firepepper.”

Rewards

Gain 10 gold each.

11.6 • Tower of Knowledge (134)

Special Rules

Spawn one Shrike Fiend at the closest nest, which the Shrike Fiend treats as a corridor. It is normal for two or three characters or elite for four characters.

across the ceiling, composed of fifteen or twenty multi-colored ribbons that weave in and out of each other, seemingly at random.

“Now this is the energy signature from the Radiant Forest.” Crain switches out the vial for a different one full of red liquid, and the prism changes completely. Instead of twenty ribbons moving at random, there are now only seven or eight, all shaded red, and all bound together like a rope that's swaying in the wind. “The signature from—”

Crain is interrupted by warning horns from the wall: Algox to the east. Crain's demeanor immediately switched to one of complete rage. He grabs an empty vial and flings it against a wall. “I can't take it!” He yells, his outburst punctuated by

11.3 • Abandoned Hideout (136)

Conclusion

You gather up your treasure, taking special care with the ancient coin you found on the rotting shelf. It takes a while to get back up-river to the cave's exit, but at least you're not being harassed by eels this time around.

In the sun, it is perfectly clear: this is one of the coins Dinah is looking for. There's still the matter of the other two she wants you to find, and then you can get to the true pirate's booty.

Rewards

Gain 20 gold each. Gain “Ancient Coin” 1245.

11.7 • The Lead Door (103)



shattering glass. “The horns! The attacks! The... clang of metal!” He punctuates this last bit with another vial.

“I can't do my work like this!” He laments. “There's too much stress—too much commotion. Can you do anything to stop the incessant Algox raids? Go out there and make some friends or something. What do I pay you for, anyway?”

You're about to retort that Crain is most definitely not paying you, but you decide to just leave the troubled Quatryl alone instead.

Rewards

Turn to the next page in the puzzle book.

12.1 • Crystal Trench (8)

Special Rules

Each **a** is an escape hex.

Continue spawning Hounds as described in **21.1**.



12.3 • Vermiling Siege

Your time as a mercenary down south gave you intimate experience with siege weapons... especially their weak points. You smash the mechanism that draws the arm back, rendering the catapult a useless pile of lumber. Right on cue Frosthaven's guards flood from the gates and collide into the Vermiling flank just as they're about to surround you. The Vermilings scatter, their army broken along with their mighty siege weapon.

Rewards

Gain 2 morale. Gain 1 ⚔ each.

Do not resolve an outpost event this week.

12.5 • Upper Spire (24)

Special Rules

Each corridor hex on tile 4-B is now an escape hex.

12.2 • Avalanche (6)

You scrabble and fight. There are creatures of the ice in this prison of snow, as well, but nothing will stop you from digging yourself out.



12.4 • Trading Post Upgraded

"No, this isn't right! Look! It's supposed to have been delivered to Jhinda! I can't sell this here!" Xain is stamping his feet and ineffectively calling after the Quatryl mail carrier as she departs. A new shipment of goods has just arrived, boxes piled high. He spots your party entering the trading post tent and immediately looks for sympathy.

"Can you believe this? I have to run this whole place by myself, and they can't even get my shipments right. I'm short-staffed as it is! There's some decent things I can move, but see this? Swimsuits! In Frosthaven! Crates and crates of them! And what am I supposed to do with..." he pulls a covering off a cage, revealing a rainbow bird inside. "A parrot?"

Special Rules

Remove all snowdrift tiles from tile 7-B before setting up tiles 2-E and 2-G.

Section Links

When door **2** is opened, read **22.2**.

Rewards

Add items **i129 to **i137** to the available item supply.**

In addition, add any of the following items you have unlocked from *Gloomhaven*: 21, 37, 53, 93, 94, 106, and 115.

12.6 • Frozen Fjord (13)

12.6 • Frozen Fjord (13)



Conclusion

You spin in every direction, scanning for more mounds speeding toward you or dead bodies rising from the snow, but after a moment you're sure: it's finally over.

You turn to the lone surviving Algox. It is one of the Icespeakers, but he's badly wounded. You motion to the field, to the spikes of ice and the dead Algox that lie behind you, and ask what it was all for.

A look of desperation falls over the wounded Algox. "If you had asked weeks ago, I would have said it was for justice... But now, it looks like a reason to get ourselves killed."

You offer to take him back to Snowscorn and the Snowspeakers, where he may get healing in exchange for information about this whole plot. The survivor shrugs, but you sense a willingness in him. "Fine then, warm-bloods. Take me back. I want to look the snow-sniffers in the eye."

After a day of travel you arrive at the mountain and find the Snowspeaker chief in the central chamber.

"You bring curious reports," the chief says, turning toward the captured Icespeaker, "And you, ice-lover," she leers at the captured Icespeaker. "What can you say of yourself? What are these 'conduits'?"

The battered Algox speaks plainly. "They are weapons," he snorts, and a ripple of

angry shock shoots through the assembled crowd. "A forest of crystals that, when called upon by the Icespeakers, would unleash a force that no army could withstand." His words still carry venom, but they are thinned by exhaustion. "However, Geryuu has turned against us, sending burrowers to slaughter us all. I have seen what this path yields: endless retribution and bloodshed. I wish for rest; that is all."

Outrage. The room breaks into full debate and your ears ring from the noise.

"Enough!" Chief Lanprul erupts and a thunderous crack emanates through the room. She looks out over the gathered heads of her kin. "This one speaks truth," she says, decisively. "There is no way forward through war. We have fought the ice-cult for centuries, and yet we are no closer to peace. There will never be a time when bloodshed is not met by more bloodshed, and I say now is the time for change."

"You are as naïve as your ancestors then." A tall young Snowspeaker steps forward and addresses the crowd, her voice thick with arrogance.

"Sit down, Denpang!" The chief instructs, but the young Snowspeaker does not move.

"Shall we simply stand by and let these heretics activate their weapons, destroying our families in the Whitefire

Wood?" She asks.

A clamor of "No," rises up.

"No, of course not," the newcomer, Denpang, smirks at the chieftain. "And with these champions on our side, we will have victory once and for all. We must plan for an assault, and these warm-bloods had best come with us if they wish to remain in our favor." With a final confident snort, the young Algox departs, taking with her a sizable portion of the gathered Snowspeakers.

The chief nods as if she expected such an outcome.

"Do not listen to her," she says. "It is peace we must seek. I have a plan to heal the divide between our two groups, but it will take time to arrange a peace summit with the Icespeakers. And I will also do what I can to delay Denpang's assault. When the time comes, I hope you will join me instead, and we will truly end this war."

Rewards

Gain 1 morale.

Gain one random item blueprint.

Section Links

Add **122.3** to the calendar in four weeks.

13.2 • Old Coin

The world is full of junk, but it takes a trained mercenary's eye to spot the valuables in a pile of trash. You scoop up a few coins before returning your attention to the task at hand. Unfortunately, they look pretty normal—these aren't the ones you're looking for.

Rewards

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

13.3 • Among the Wreckage (54)

Special Rules

From now on, when any objective is destroyed, do not reveal a numbered token.

Section Links

When the large cave rock on tile 4-A is destroyed, read **50.1**.



For weeks Crain's warning has echoed in your mind. "The one who waits." You hear it at night, when things are quiet. Satha suggested you let it go, write it off as a passing madness, but you're not so sure. That look on Crain's face when you carried him out of the shed, the fear in his eyes, that was no passing madness.

Thankfully, a long stay in one of the tavern's new rooms seems to have done the scholar some good. You find him sitting in the common room, nursing a cup of broth in front of the fire.

"Why, if it isn't my old friends, come to pay me a visit." His voice is subdued, almost calm. He's wearing a thick cotton cloak and looking at you with a placid, doe-eyed smile. You carry on some tepid small talk before Crain offers to show you his room.

"It's quite cozy, really," he says, shuffling down the hall like an elderly man. "Satha really knows what's best sometimes. A good long rest, that's what I needed!"

The second you are in the Quatryl's room and close the door, Crain throws off his cloak and dumps his broth into the chamber pot.

"Oh the horror! The blasted monotony of this place. I'm losing my mind." Crain rolls his head, cracking the bones in his neck. "And Satha's holding me captive! Won't let me work until I'm 'no longer a danger to my own health.' A danger! Can you believe that?"

You admit to seeing some truth in her theory, that this line of research had some dangerous consequences not too long ago. Crain just vehemently shakes his head.

"After what I saw last time," he says in a low, sober voice, "I am certain there is nothing more important than this research." Crain shoves over his bed and, using a sharpened knife that he must have smuggled from the kitchen, lifts up one of the floorboards and retrieves a large scroll of patchwork parchment, made up of several smaller sheets stuck together.

"It's a synthesis device," Crain says and unravels the scroll to show a complex diagram of some three-chambered machine. "My last model was too small to contain the energies from the death-sites, but this one should be able to handle it without the, um, unpleasant side effects." He looks at you and any hint of that fear you saw in the shed is gone, replaced now by a mask of determination.

"But." Crain lifts a finger. "In order to finish the design, I'll need some schematics from deep within the Unfettered complex. I remember catching a glimpse of them before I was caught. They should be kept near the Unfettered leader. And bringing back some spare parts couldn't hurt either."

Rewards

Turn to the next page in the puzzle book.

14.2 • Ruins of the Solstice (104)

The central room of the vault is larger than the others, depicting beautiful scenes of both seasons. At the far end of the room, you see a twin set of pedestals, one in each zone. Hopefully, whatever is there will be worth all this trouble.

Special Rules

Each goal treasure tile can only be looted while a character occupies the other goal treasure tile.



14.3 • Temple of Liberation (20)

The final pillar is reduced to a chaotic mass of cable and scrap, and the high-pitched whine emanating from the orb slowly lowers and then sputters out. The yellow light flickers and fades. The orb is vulnerable, but the fight isn't over. As a last-ditch effort to protect the power source, two hulking giants of metal rise up from the machinery beneath the orb. You're not sure you could even bring them down, but with any luck, destroying the orb should end this fight.

Special Rules

Do not spawn the Flaming Bladespinner for the last metal cabinet. Instead, spawn two Steel Automatons at the glowing orb. These are normal for two characters, or elite for three or four characters.

The glowing orb can now be damaged. It has $Cx(L+2)$ hit points. It is an enemy to you and an ally to all monsters.

15.1 • Deadly Pastimes (85)

You follow the stairs back down into the earth. Here, a river of lava flows, radiating intense heat and illuminating the room in an orange glow. You can see a charred corpse on the far side. Of course they had to die on the far side.

Special Rules

Stairs ⑥ and ① are linked.



15.3 • Derelict Elevator (16)

You fight and dodge as best you can, but more rocks come, pounding out an uneven beat on the elevator floor.

Special Rules

Place one debris in each ④. Any figure occupying ④ suffers trap damage and is placed in the closest empty hex.

Pebbles rain down at ④, ⑤, and ⑥. This has no effect yet.

Section Links

At the start of the twelfth round, read 39.1.

15.4 • The True Oak Triangulated

You respond to a note from Listeritus, returning to its cabin to find the place ransacked and the research stolen.

"It was the Radiant Order from White Oak," Liseritus explains, nursing some cracks in its arm. "They said they received word we were conducting 'blasphemous' research up here, and that they were

15.2 • Heart of Ice (4)

Conclusion

A blood-curdling howl, a bitter shift in the air, one last fading flurry from the Snowspeaker, and the battle is over. The aged Snowspeaker chief collapses to the ground, lifeless, and the chamber grows still. Sweat evaporates from your forehead and all around the battle-worn Icespeakers look on and the surviving Snowspeakers flee. A low voice rises up.

"A good fight, warm-bloods," the voice says, resounding off the icy walls. It's the Icespeaker chief, looking much worse for wear. He grasps his ribs, most of his weight settled on one leg. His face, though, shows not pain, but curiosity. "You helped us defeat these invaders, and for that, I am thankful. But why did you do it? Why would you set foot in our sacred mountain and risk the wrath of our god Geryuu?"

It's the first chance you've really had to think about it, but you figure honesty is the best option here. You explain that you've been sent from Frosthaven on a mission to secure the town's safety, and that you'd hoped by fighting in the battle that you might forge some sort of treaty with his tribe.

"No, Chief Elland! The humans defiled the Sacred Clearing!" One of the Algox roars, incredulous.

"These are their strongest warriors," shouts a priest. "We can kill them easily."

"Geryuu has brought them to us to help defend our home," Elland shouts back at his surviving kin. "To kill them now would be to go against His will! In return

here to stop it. They took my notes on the location of the oak grove and then destroyed everything else.

"I—I think they're going to go destroy it! You have to go stop them. The Radiant Forest is a treasure trove of botanical wonders, and who knows how much they'll destroy!" Listeritus grabs some

for their aid, we will allow their town to stand for now."

At this proclamation, the entire mountain rumbles, and a fear crosses Elland's face.

"They are at the summit!" An Algox scout rushes into the cavern in a pure panic. "A powerful Snowspeaker is performing a ritual—they intend to bring down the whole mountain!"

Elland turns to you. "This clan is not on your side, but with continued help, maybe they can be."

"So you must climb," the chief growls. "You must go up to the peak and find this Snowspeaker. Cast them down so the wolves may eat their flesh. It will take them some time, so you may leave and prepare. We will stop them from leaving the peak until you return to prove your friendship." He nods at the rightness of his words and then, considering you for a moment longer, decides on something else. He claps an enormous hand down on your shoulder, nearly bringing you to the ground.

"And I shall send a champion to aid in this trial," he says, his eyes wide and fiery, "to ensure it is successful."

Rewards

Unlock class box.

New Scenario: Avalanche

Section Links

Immediately read 63.1.

parchment and begins scribbling out a crude map. "Follow this. It should get you to what you seek. I just hope you're not too late."

Rewards

New Scenario: The True Oak

Conclusion

Machines and more machines. What you wouldn't give for an enemy that simply bled. But with the tunnels smashed and the room cleared out, the tide of metal creatures finally comes to an end.

As you wipe the sweat and dust from your brow, an odd, high-pitched noise begins to fill the air. You clear out your ears, but the noise persists. It almost sounds like words.

"I say, down here, friends," the noise says again. You look down and discover that the source is actually a Quatryl. The man is tucked at the far end of the tunnel, imprisoned in a small segment of tubing. Several bars of scrap metal have been forced over the entrance in order to create a rudimentary cage.

"Well I should say, quite a fight you gave those machines," the Quatryl says. He appears to be in good humor despite his obviously poor condition. His shirt sleeves and pant legs are all so frayed that bits of fabric hang down like moss. His breathing too is ragged, his chest rising and falling with a labored wheeze. "In any case, I'm mighty pleased to see you all. I quite expected my rescue party sooner, but this should do well."

With a bit of effort, you pry the Quatryl loose and, as soon as he's free, watch him stretch with genuine pleasure.

"Ah then, now we can have a proper introduction." He extends a long, delicate

hand. "Crain Tallengyr, at your service."

You introduce yourselves, explaining that while you aren't a rescue party per se, you're happy to lend a hand, and you ask how he came to be caged so far below ground. You learn through an exceedingly self-important lecture that Crain is an academic who ventured down here one year ago on an ill-advised solitary exploration. He was eventually captured by the machines and has been kept prisoner ever since.

You ask whether he knows another way out of this complex other than that infernal elevator. "I should say I do," says the Quatryl, nodding emphatically. "I've been here a year and am well versed in this place, and the Unfettered have a dozen dozen little ways to ingress and egress as they please."

You stop him for a moment and question this term, "the Unfettered."

"Oh yes, right, well, that's what they've named themselves, you see? The machines, that is. Unfettered. They were built long ago by an elder civilization. You see—" Crain dives back into his prison cell and pries up a piece of bent metal to reveal a hidden stash. When he reemerges he's holding a sheaf of folded papers that look to be cut from a larger text. "They left a history! Whoever they were, they were kind enough to record some of their thoughts and, although their script is quite archaic, I think I've got the general

idea through some of the illustrations.

Now, originally it would appear that these ancient engineers created the machines as a source of cheap labor, but in the years since it would seem that the machines have found a way to keep themselves in operation without anyone around to command them, hence their name." Crain pauses for you to look impressed with his theory. A piece of dead machine clatters to the ground.

"Anyway, more troubling than that is that these machines appear to be planning something, perhaps an assault if you want my opinion, and judging by their numbers, I don't know that any force above ground is prepared to take them on." At this ominous utterance, the Quatryl groans and holds his head.

"Oh my, I think I've spent too much time in that cage..." Crain stumbles and collapses to the ground. If you want any more information out of him, it's probably best to bring him back to Frosthaven and give him some time to recover.

Rewards

Gain 2 collective ⚔ and 2 collective ⚔.

Locked Out Scenario:
Quatryl Library 26

Section Links

Add **128.2** to the calendar in four weeks.

16.2 • Old Coin

You take a closer look at the coin you just picked up, wiping a bit of grime from the face of it. No, it's not one of the kind Dinah Snapclaw from the tavern asked you to keep an eye out for, but you pocket it anyway.

Rewards

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

16.3 • Beneath Sea and Stone (49)

Special Rules

Open all doors **2**.

When ice pillar **b** is destroyed, the hex it occupied becomes an escape hex. When any character escapes while adjacent to the bathysphere, the bathysphere also escapes, removing it from the map.



Another piece restored, another wave of light pushing back the darkness, revealing

the final culprit. Time to crush these things one more time.

Special Rules

Remove the shadow wall from the map, then spawn one elite Deep Terror at C. When this Deep Terror dies, instead of a loot token, it drops another piece of the altar.

Two Characters	Three Characters	Four Characters	
(a) One normal Living Doom. (b) One normal Night Demon.	(a) One normal Living Doom. (b) Three normal Night Demons.	(a) One elite Living Doom. (b) Three normal Night Demons.	
At the start of each even round, instead of spawning Night Demons, now spawn one Deep Terror at C.		It is normal for two or three characters, or elite for four characters.	

When the final plate is depressed, the remaining door slides slowly down into the floor. Blackness. Eyes. A wave of pure malice: another menacing figure hovers just inside the room, waiting for you to enter. But behind it is a tempting reward: an immense, ancient chest awaits, glittering in the deep gloom.



Conclusion

You throw the ingredients in what you surmise are the proper proportions and Noore stirs the cauldron. She produces a tasting spoon, dips it in the stew, and then holds it out to you.

"Sample your work?" She asks. When you hesitate, she tries it herself and smiles. "Perfect!"

You lift the heavy cauldron full of stew and carefully carry it through the ornate door

and into the inner chamber of the Hungry Maw's dwelling. You see it pacing up and down the center of the room. It looks upon you and roars with an otherworldly sound.

"Feed me! Fill my craving! I am awakened with hunger, and my soul is cold!"

You set the cauldron down and back away. It sees the hot stew and descends upon it with surprising quickness, lifting the cauldron and pouring its contents into its unnaturally huge mouth. It groans with

"That's what I'm trying to explain! There were lights, and the whole thing hummed like it... like it was still in use!" A young man is pleading with Glint, the Inox records-keeper at the town hall. "There must be a few guards you could send to take a look. What if it's a whole mess of those automatons getting ready to attack? I crossed the Whitefire Woods just to bring you this information, you can't ignore it!"

The Inox stamps some very official-looking documents, conveying with every ounce of his soul that he's much too busy to take this report right now. "Right, well, I just checked the ledger and we don't have any guards available right now."

"You didn't check the ledger! You've just been stamping ink all over that page!" The young man is adding more volume with every word.

Glint grumbles, shaking his head. "It's a mental ledger, and I—" He spots your group walking by. "Hey! You lot! Got a live one for you. Says he saw robots. It's your go now."

The man rushes over to you, relief already playing across his face. "No, I didn't actually see the robots, but it's clearly still working... something. Will you please at least go take a look?"

Rewards

New Scenario:
Underground Station 96

satisfaction and then lays down to rest in peace.

You carefully exit the cave, and Noore congratulates you. "Well, that should keep the monstrosity happy for another hundred years. I'll try to pass down a less cryptic recipe to my ancestors this time."

Rewards

Gain 15 ♦ each and 1 ✓ each.

18.1 • Underground Station (96)



With the debris cleared out of the way, the platform trundles deeper into the system. The sealed environment has attracted denizens content with feeding off the darkness, but it looks like they're also happy for a change of menu.

Special Rules

Floating platform **b** now moves toward **c**, then toward door **2**. Door **2** is locked and will unlock when the floating platform moves adjacent to it.

Section Links

When door **2** is opened, read
116.2.



18.2 • The Eternal Crave (122)

You throw the ingredients in what you surmise are the proper proportions and Noore stirs the cauldron. She produces a tasting spoon, dips it in the stew, and then holds it out to you.

"Sample your work?" She asks. When you hesitate, she tries it herself and frowns. "No, no, it's too weak, and the proportions are wrong. Is that how many leaves a firepepper has? And that axenut looks off, too."

Luckily, you don't have to start over. You just need to figure out what the correct amounts are and fix your mistake.

Section Links

Return to **162.2**.

18.3 • The Unfettered Seal (62)

"Oh, ho, boy! This is it for sure!" Crain's machine vibrates wildly and sends out a massive shock wave, ripping into the fiends that surround you. But still, they stand. Still they persist.

"Getting very close now!" Crain's voice is full of confidence. "I should be able to triangulate the position from here. Just keep them at bay for a bit longer!"

Special Rules

All monsters within $G+2$ of Crain suffer trap \star .

Crain's current goal is now **c**.

Remove any one of the six numbered tokens from the scenario, then shuffle the rest face-down.

Section Links

When there are two damage tokens on **c**, read **134.4**.

You decide to trust Trench-Coat, whether a man or not. The door to the right takes you from the hall into an irregularly sloped cave, deeper into the cliffs. The air temperature plunges and in front of you are, of course, more Lurkers. They're riled up from having sensed the battle in the previous room.

This time, however, you are prepared as well. The instructions warn you about this group, and tell you to kill these Lurkers in a particular order. As the Lurkers skitter through the shallow pools, you luckily have the order memorized, intricate as they are. You're not certain why the instructions call for this order, but maybe overpowering certain ones first will demoralize the others. Maybe Trench-Coat knew what he was talking about.

Or maybe he's just fussy. Far back to the left, another passage wends away. Do you need to follow the instructions, with this option also available? Either way, you won't be able to pass until you deal with the Lurkers.

Special Rules

Doors ② and ③ are now locked.

Randomly place one numbered token face-up on each newly revealed monster.

Section Links

If all monsters in this room are dead and died in ascending order based on their numbered tokens, read 136.1. If they are all dead and died in any other order, read 170.4 instead.



"Alright, Satha wants you to check out a spot called 'Paradise Cave,' short walk from here." Glint, the Inox records-keeper, hands over a bounty assignment to a group of mercenaries who nod in appreciation. A second group steps up and the Inox hands them their task: "There's reports of a hot spring surrounded by edible green tin-berries. Take a look and report back." Another bounty to another group.

You step up to the counter in the town hall for your assignment and Glint rummages through some papers. "Right, you lot. What do I have left..." Glint spots a wadded-up paper crammed under the leg of his counter and bends down to grab it. The furniture goes back to wobbling as he smooths the paper out on the countertop.

"Yeah, this is something." He leans in to look at the ink smudged on the bounty sheet. "Looks like the report says 'Cave that smells like fish.' Some cartographer came by a while back and said he found a cave that smelled real bad. It's uh, *super important* to Frosthaven that you check it out. Looks like it's right around..." He looks at the page and chuckles ruefully, revealing a gold tooth. "Wow, that's a ways out there. Good luck!"

Rewards

New Scenario: **Rising Brine** (83)

Hoping this is the final door, you depress the plate, and your heart also sinks. One last room full of plates and the angry undead. You'll need to get the whole group through this door in order to move any farther.

Special Rules

Door ⑤ is locked and will unlock and open permanently when all characters occupy the four corresponding pressure plates ⑥.

Section Links

When door ⑤ is opened, read 17.3.

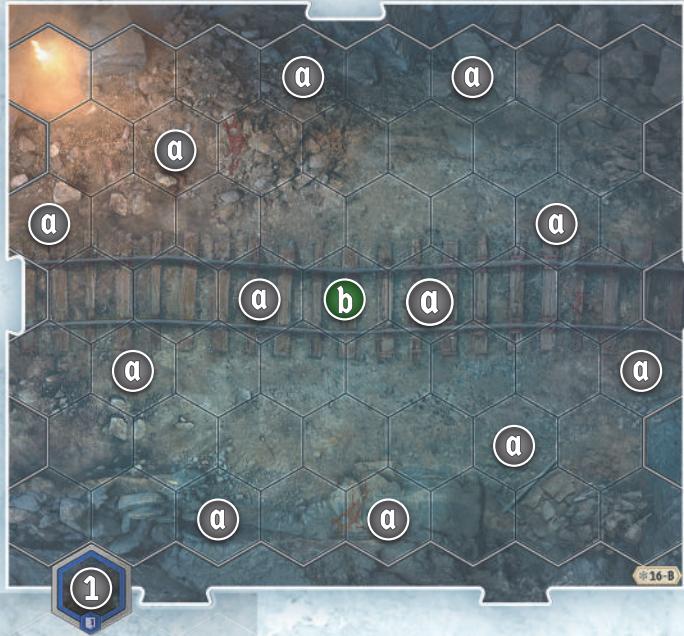


20.1 • Thawed Wood (33)

Using the unnaturally warm air as a guide, you venture deep into the Radiant Forest, turning in whichever direction the heat is strongest, and you eventually arrive at a stone cave whose mouth radiates waves of dry heat.

Inside, the temperature is nearly unbearable. Each breath is like inhaling fresh steam. You cover your mouth and move quickly.

The rock itself is like a scorched kiln. The ground is cracked, broken into irregular scales like a dried-up mud flat in need of a flood, and walking on it makes you worry that your boots might melt.



Acting on a hunch, you pry up one of the scales and are rewarded with a burst of fire from below. That confirms it: the heat source is somewhere beneath the ground. You stumble back, blinking away the pain as a seething body claws itself out of the ground—a flame demon.

You draw your weapon as you realize the true danger of your task. You need to find the heat sources and extract enough of them for the Tinkerer to make your diving vessels... but there's no knowing how many demons lie in wait.

Special Rules

Randomly place one numbered token face-down in each **a**. These represent dowsing runes.

If any character enters a hex with a dowsing rune, reveal it. Spawn one Flame Demon at any adjacent empty hex if it is odd or one Earth Demon if it is even. These are normal for two characters, Earth Demons are elite for three characters, or both are elite for four characters.

A dowsing rune points to its own hex and all hexes on tile 16-B exactly $\Rightarrow X$ from it, where X is half the value on the numbered token (rounded up). Any character occupying a hex that three or more dowsing runes point to may forgo at top action (discarding the card instead) to gain one radiant stone. If this occurs, remove any three dowsing runes that point to that hex from the map and place one of them on that character's mat. Any character with a radiant stone adds $\diamond 3$ to all their attacks.

Whenever any character starts their turn occupying a hex with a revealed dowsing rune, they may lose one card from their hand to move it to any adjacent featureless hex.

At the start of next round and each second round after that, spawn one normal Black Imp at **b** for two characters. For three or four characters, instead, at the start of each round, spawn one Black Imp at **b**. It is normal for three characters or elite for four characters.

20.2 • Midwinter Brawl (93)

Conclusion

Scabwit turns to you and grins. "Well, that will teach them to call us vermin," he says. "I'm sure there will be more conflict in the future, but we will grow strong and be able to fend for ourselves. For helping us this day, however, you have

our thanks. Perhaps you will accept one of our woodland friends as a small gift of appreciation?"

Rewards

Gain "Small Rat" [235].

20.3 • A Grand View (94)



Just when you think you've outrun them, the howling starts again. You glance behind you to see the hounds emerging from the shadows of the forest – shaggy

Special Rules

At the start of each round, spawn one Hound at any empty starting hex. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Section Links

When door ② is opened, read 21.1.

silhouettes coalescing into fur and fang. There are too many to fight, so your only choice is to keep running.



Conclusion

What terrible things that Lurker saw, you hope to never find out. The fight is over. You hang over his dying body and watch as the darkness flees from its face. Shadows vanish from the creature's eyes like a fog lifting in the sun. Again the creature speaks to you, but this time the vision is clear.

You first see the corpse of a giant lying on its side on the ocean floor, life blossoming all around it as thousands of creatures thrive on the bounty; an oasis of paradise in the endless abyss... it is the Lurker's "name"—Fallen Whale.

The name-image fades instantly and you see the shards of the coral crown in your hands, rising up and spinning around each other until they join, reunited and gleaming. The image comes with a rush of hope, then sorrow. The vision fades and the Lurker opens his claw, holding out the coral shard. It glitters in the low light and then Fallen Whale is still.

Everything is quiet. You hear only the whir of the bathysphere and the deep silence of the ocean.

You have what you came for, but the cost to get it was great: these Lurkers own desire for the shard turned against them in a horrible blast.

It takes some effort, but you manage to push down the rising tide of doubt and refocus on the task at hand. You pluck the new shard from the dead Lurker's claw and secure it in the bathysphere's hold, closer than ever to reuniting the crown.

Rewards

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

New Scenario:

Uniting the Crown 60

The tangled creature screeches. It is vulnerable here in this place, and you remind it of that fact. Black blood pours from numerous wounds. It is not pleased.

"Pest!" The word is spit from the beast's horrific maw. "Begone from my realm! Let the shadow consume you in the twilight." It roars, and you are pulled back. The shadow recedes and you once again find the mottled earth of the Harrower hive under your feet.

Special Rules

Set the Harbinger of Shadow's current hit point value to two thirds its maximum (rounded down).

Place the character on tile 15-B in any empty hex adjacent to any other character and any of their summons and tokens in empty hexes adjacent to them. Remove all Black Imps from tile 15-B, and Harbinger of Shadow ① is no longer active.

It's been a summer of adversity, but your decision is made: this outpost at the corner of civilization won't make it through another winter without your assistance. Of course, it's possible they won't make it with you, either—but at least you'll find out together.

The Quatryl mail carrier cinches her bag and plods through the main gate. In her satchel is your final reconnaissance report to the guild at White Oak, detailing the condition of the town, the support it will need to continue, and your decision to stay.

With a sober final thump, the gates of Frosthaven seal shut. The populace barely acknowledge it, but for you it means you've linked your fate with that of this town.

Rewards

Gain 1 prosperity.