

### 122.1 • Sacred Soil (69)

The trees grow closer, thrust up into the sky as if groping skeletal hands, and the vines twist into the thick knots, making progress painful and tricky. Barely any light reaches the forest floor making it easy to be turned around in this maze of thorns and beasts.



### 122.3 • Decisive Action

An Algox messenger appears at the main gate, handing off a message from Chief Lanprul of the Snowspeakers addressed to you.

“Warriors, the time has come. The peace summit has been arranged, and we would be grateful for your attendance. Denpang is making the final preparations for her assault on the Icespeaker spires, which will only lead to further suffering. We must end this now.”

Accompanying the message is a map to a

remote cave in the Copperneck Mountains where Lanprul will be (28). You also note, however, the position of the spire Denpang will be attacking (29). She did demand your aid if you wanted to remain in their good graces. You must decide which course of action is best.

#### Rewards

New Scenarios: **Summit Meeting (28)**, **War of the Spire A (29)**

### 122.2 • Shoreline Scramble (91)

#### Conclusion

At last you reach the end of the cliff and are able to scramble up the slope to safety. Below, on the beach, the Lurkers hiss and clack their claws, angry that their quarry has escaped. Beyond them, the storm that came up so suddenly is at last playing itself out. It has died down to just a few splatters of rain and the odd gust of wind.

You hear voices from behind nearby bushes. Cautiously approaching, you see Rattusca holding out her hand as a pair of bedraggled sailors count coins into her palm.

Noticing your approach, she turns. “That was quite the run. But I knew you were going to make it. In fact, I bet on it!”

You stare angrily at her. Surely she could have helped even the odds in your battle with the Lurkers. “Don’t be so cross. Like I said, it was obvious you would succeed and you did, so it’s all water under the boat. Besides, we’ve got a bit of a journey to get back to Frosthaven, so let’s all be friendly and work together.”

#### Rewards

Gain 2 collective 🐉.  
Gain 1 morale.

### 122.4 • Great Dallum

#### ❖ EDUCATED:

Read 120.5 instead.

The Great Dallum accepts your generous gift, whispering words of kindness into your ear. It’s not perfectly applicable, but as a metaphor there really is something to what he says. Yes, you get it now... this has some very practical applications, really. This changes everything.

#### Rewards

Lose any 3 collective resources.  
Gain 2 inspiration.

Do not resolve an outpost event this week.

### 122.5 • The Savvas Seal (63)

#### Special Rules

From now on, in addition to starting with 🐉 and gaining disadvantage, all monsters add -1🐉 to all their attacks, and all characters and character summons add +1🐉 to all their attacks.

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
11	<b>b</b> : One elite Savvas Lavaflow.	<b>b</b> : One elite Savvas Lavaflow. <b>e</b> : One normal Earth Demon.	<b>b</b> : One elite Savvas Lavaflow. <b>e</b> : One elite Earth Demon.
12	<b>b</b> : One elite Savvas Icestorm.	<b>b</b> : One elite Savvas Icestorm. <b>e</b> : One normal Frost Demon.	<b>b</b> : One elite Savvas Icestorm. <b>e</b> : One elite Frost Demon.



## 123.1 • Black Memories (121)

In the underground lair, steam and oil foment a noxious atmosphere. Your lost companion stands limply beside a tall, hulking form: a giant, mechanical suit full of tubes and gears... and rats. They're everywhere, swarming between the gears, perched in the joints. And in the middle of the suit, shielded by a glass dome, stands the Mindthief, wearing her power-enhancing helmet.

"You are not welcome here!" she yells at you. "This is your last chance to leave and let me finish my work."

When you don't, knowing you can't, she puts both hands on either side of the helmet, concentrating. At the command, the rat-powered suit takes a grinding step. And your mind-controlled companion stirs, lurching toward you.



### Special Rules

From now on (including now), any figure that enters **a** or **b** on tile 10-B is immediately placed in the corresponding **a** or **b** hex on tile 15-C or the closest empty hex. There is no line-of-sight between tiles 10-B and 15-C, but figures can find focus between the tiles. No figure can teleport between the tiles.

Place the mind-controlled character in **c** and their summons in empty hexes closest to them.

All Vermling Scouts set up in this room use the stat card of Polar Bears instead of their own, but still use the Scout monster ability deck.

The Steel Automaton is the Augmented Mindthief. It has Hx(C-1) hit points but no innate shield.

### Section Links

When the Augmented Mindthief is reduced to at most half its maximum hit point value (rounded down), read **108.3**.

Return to **100.1** to reference its special rules, if necessary.

## 123.2 • Vermling Siege

"FOOOD! FOOOOOOOD!" the Vermlings' war cry isn't exactly poetry, but you get the point. You draw your weapons and bash your way toward the town's gate, suffering a few bites in the process. Archers in Frosthaven's gatehouses pepper your attackers as best they can, trying to clear a path for you to get to the safety of the wall. As you run you see a team of Vermlings preparing their catapult for another attack on the town. You change course and charge up the hill toward the siege weapon. You dispatch the siege team quickly, but the swarm is close on your heels.

### Section Links

If **HUMAN**, read **12.3** now.  
Otherwise, read **137.3** now.

## 123.3 • Relief Effort (40)



### Special Rules

Place one fallen Algox Archer in **c**.



“Splendid,” Crain says without any hint of irony. You are standing several dozen feet below ground in a nearly lightless crypt and all around lie piles of recently slain undead. “Really marvelous.”

When you returned to Crain to make a report on this “death site”, the Quatryl asked so many questions that you decided it was easier to just show him. Ten minutes down here, and the Quatryl has already pocketed a hunk of stone wall, two vials of dirt, a glob of imp residue, a square of matted fur, and a handful of loose teeth. Only once his pockets are bulging with dusty remains does the scholar stop and explain.

“These bodies,” he says, “confirm Logren’s theory about this place. Now, I simply need to repeat her experiment and we’ll know for certain.” Crain unties a small storm lantern from his pack and, after adding a dram of odd-smelling oil to the reservoir, lights it. The flame catches and burns an eerie green and, the instant it’s lit, several

wisps of greenish vapor rise from the stonework and coalesce around the lamp.

“There,” Crain says. “This is what the researchers were investigating, a divergent energy that lingered—still lingers, apparently—in certain parts of the North. I’m still working through the notes but, from what I’ve read, this energy always reacts to the burning of a particular solution and it always triggers certain,” he nods at the pile of undead bodies, “unusual phenomenon.” Crain puts his lamp down and the green vapor begins to build, swirling around it like a tiny storm.

“Logren and her team theorized that the energy was the result of war fought long ago in the North. This crypt lies on one of the major battlegrounds.” The green storm circling his lamp gets bigger by the second.

“In order to understand the nature of the energy, we’ll need to investigate the other sites. There should be a few more points along the northern coast. I’ll give you a

set of coordinates for a place to start.” He hands you a note that simply reads 3M-1L-7A.

You then watch as Crain pulls on a thick, oversized leather glove and, moving quickly, tries to snuff the lamp. However, when he reaches down, the green vapor attacks his gloved hand and tears at it with angry spectral teeth, taking out several visible chunks. As soon as the light is out, Crain rips the glove off and flings it to the far corner of the room, where it smolders a greenish smoke.

“Satha might be needing a new pair of gloves soon.”

### Rewards

New Scenario: **Haunted Vault** 17

**Do not turn to the next page in the puzzle book. Instead write the solution to the next puzzle on the same page.**

### 124.2 • Bolt (133)

You depress the plates, and the cogs around the metal door spin. There is a creak, and then the whole contraption opens inward, revealing the long-missed daylight. You are almost out of here.

#### Special Rules

Open both doors 3.

Each a is an escape hex.



### 124.3 • A Tall Drunken Tale (128)

Amidst the snoring, everyone sits around recapping the events and drawing themselves in closer to your table. Eros, on the other hand, writes down a few more lines, adjusts its scarf, and then heads off to find Nits.

“Quite the adventure, my new friends,” Derrick holds up his pint with a winking nod as more mugs are brought to the table. “You know, I am actually in the market for some mercenaries. Assuming you’re half as good as these fellows claim, well, we should talk—with sober minds, of course. See—”

“Not now, Dirk,” Nits stumbles his wiry frame back to his seat, cutting off the nobleman. “Where were we?”

“Apparently, we left off during nap time,” someone in the back jokes.

“Narb!” Nits gives his brother a whack, but the snoring continues. Nits shrugs and picks up the story anyway. “Right, even the beasties were tucked out, and we all decided to call a truce.”

#### Special Rules

No turns are performed this round, and no monster or character reveals or plays any cards. All characters recover up to three of their lost ability cards and collectively recover any C items. All figures perform ♠ L, self. Shuffle all monster ability decks, and shuffle the twelve numbered tokens face-down next to the map, but do not draw any this round. Then relocate door 4 to b. If there are any figures, tokens, or overlay tiles in b, place them in the closest viable hex.

Each character swaps places with another character, such that no character occupies the same hex they occupied at the start of the round.

#### Section Links

At the start of the sixth round, read 139.1.



### 125.1 • Portal of Pain

The portal looks unstable, but you really don't want to meet what's up above that leg. With a headlong leap you're back on sturdy tundra, a crackling portal behind you. You hear the Pain Conduit shout from the other side.

"Stop!" the Pain Conduit yells to the giant. "I feel the suffering that overwhelms you! I can help!" The metal monstrosity ignores them, instead pushing a finger through the portal toward the tundra on your side. Thankfully, it can't get more than a single digit through... until it pulls at the edge, tearing the portal skyward like ripped paper.

It steps through with a colossal footfall, the purple tear snapping shut behind. It's in your world now, lumbering toward Frosthaven.

#### Rewards

All characters start the next scenario with .

New Scenario: **The Titan** 123

You must play this scenario now.


### 125.2 • Lurker Necromancy (118)

With the undead dead for good this time, you enter the tunnel. Seeing how its sides are carved in great, uneven gashes, you begin to suspect the identity of the diggers. That suspicion is confirmed when a sound reaches you. Multiple legs skitter, claws snap open and closed. "First corpses," mutters the Boneshaper. "Now crabs."

Another turn and you see them: Lurkers blocking the tunnel. Before them totter their enthralled minions, another group of amulet-powered undead. The Lurkers urge them straight toward you.

#### Section Links

When door 2 is opened, read

 118.2.



### 125.3 • Work Freeze (114)

#### Conclusion


"Marvelous! Outstanding! Oh, it's beautiful!" Pinter Droman stands at the site with a work crew behind him. "I couldn't have hoped for a better result!"

The tinkerer gushes like this for a while, racing around gleefully to inspect the stability of various parts of the site, which is now a mostly clear slab of flat rock connecting the two sides of the valley. "We'll need to dig quite a bit to make it ready, of course, but no need to concern yourselves there. I'll be certain to send for you when we reach the next phase!"

#### Rewards

Gain 5 collective .

#### Section Links

Add  86.1 to the calendar in four weeks.

### 125.4 • Black Memories (121)

#### Conclusion

After a final blow, the mind control helmet releases a blaze of energy which sweeps the rats away and knocks you and the Mindthief's armored suit to the ground. You raise yourself and run over to the downed suit, where you find the Mindthief behind the glass dome, struggling to remove the cracked helmet from her head.

You offer to help, but she resists, jumping out of the suit and gazing in dismay at the smoking wreckage. With a ferocious scowl she rounds on you. "Look at what you've done! Look at—" she breaks off as a myriad of Vermling faces peer from the shadows. Vermlings who, because she'd mind-controlled them, are afraid of her. "— look at what I've done," she finishes, mortified.

Letting her cracked helmet clatter to the ground, she sighs. "In truth, I didn't intend for my experiment to go this far. Somehow my passion for advocating for

my people turned into this diabolical obsession. I just wanted to change what everyone thought of us."

She lapses into thought, and at her quietude, a few of the rats from her suit scurry over. She lures them onto her shoulders with bits of bread from her pockets. "I suppose I don't have to control opinions quite so literally, do I?" Giving you one last look of both suspicion and reluctant gratitude, she approaches the other Vermling. As she speaks to them, drawing them in using her natural magnetism rather than any evil genius tech, you suspect she will now use these powers for good. Perhaps that will be enough to make a difference for her people.

#### Rewards

Gain 2 morale.



## 126.1 • Low Morale

The weight of the outpost's history sits heavy across the inhabitants. People shuffle from place to place listlessly, not making eye contact. Rations have diminished to emergency levels and the patchwork roofing that is all-too-common in Frosthaven starts a descent into the unmaintained. The people are cold, hungry, and beginning to turn on one another.

Mayor Satha pulls the shivering populace together in the center of town. She carries a crowbar in her hand.

"We've seen a hard season. But where there is great darkness, so too is there light." She deftly knocks the side off a crate beside her, showcasing a bounty of resources.

"I've been setting aside some supplies for this day. A sort of last stand for Frosthaven. But this is the last of it—there is no other fallback. I can't guarantee we'll be here tomorrow, but the ice isn't taking us today."

Perhaps it's the smiles in the crowd, but you feel a warmth in the cold air.

### Rewards

Gain 5 morale. Collectively gain any 6 material resources.

Lose 1 prosperity.

### Section Links

Cross out **126.1** on the morale track and replace it with **155.3**. If your morale reaches 0 again, read this new section.


## 126.2 • Harrower Library (101)


Zu swarms into position at the center of the room and expands into a cloud of


insects. "We are ready to acceptttt the knowledgge."

### Special Rules

**a** represents Zu, an ally to you and an enemy to all monsters, but that cannot be interacted with in any way. They are not affected by any non-swarm traps or terrain.

Whenever any goal treasure tile is looted, create one  trap in the closest empty hex. These represent swarms, which cannot be destroyed. At the end of each round, each swarm moves two hexes toward Zu through any featureless hexes.

Numbered tokens **4-12** can be looted as normal, and when each one is, create one  trap in the closest empty hex.

After all swarms move, Zu performs  2, focusing on moving toward and occupying the closest hex with a swarm. If Zu ever occupies a hex with a swarm, the swarm is absorbed and removed from the map.



## 126.3 • Scrap Pit (35)

"These should do nicely!" Crain throws more broken contraptions into his bag. "Yes, with these, you see, we could set up a feedback loop and increase the intensity of..." He trails off, staring into the dark with intent.

"Is that a..." He trails off again, rushing toward the final pile.

### Special Rules


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

At the start of every round, instead of spawning Ruined Machines, now spawn one Spitting Drake at **9**. It is normal for two or three characters, or elite for four characters.

## 126.4 • Deadly Pastimes (85)

Refreshing water weaves its way down the smooth edges of this rock wall. You take a drink and are refreshed.

### Special Rules

Whenever any character ends their move ability adjacent to **a** (including now), they gain .



## 127.1 • Puzzle Solution

“Oh how things change,” Crain says. You’re back at the abandoned temple, standing in the hall of worship, the floor full of broken glass and cold, split metal. Crain bends down, picks up a severed mechanical hand, then a foot, and stuffs both into his pack.

“Research,” he says and wanders off. When you returned to Crain to make a report on this “death site”, the Quatryl asked so many questions that you decided it was easier to just show him.

“So besides trying to kill you,” Crain asks, “were the machines doing anything strange?” He’s moving between the four darkened pillars, plucking up little bits of broken machinery.

When you can’t think of anything, Crain pours a dram of odd-smelling oil into his lamp and, using a torch and a bit of kindling, lights the lantern, but its flame is a bright emerald green. As soon as it flickers to life, the room begins to react. Thin wisps of yellow vapor, much like what was in the central orb, leak from the temple walls and coalesce around the

lantern, whirling like a miniature storm.

“There’s your bit of strange,” Crain says. “And it confirms Logren’s notes. This is a death-site.” He steps back and the both of you watch the vapor build.

“This is what the researchers were investigating, a divergent energy that lingered—still lingers, apparently—in certain parts of the North. I’m still working through the notes but, from what I’ve read, this energy always reacts to the burning of a particular solution and it always triggers certain,” he clears his throat, “unusual phenomenon.” The Quatryl digs in his pack and pulls out a heavy, oversized leather glove.

“Logren and her team theorized that the energy was the result of a great war fought long ago in the North. This temple, or the mountain the temple was built in, was the site of a major battle.” The yellow storm circling his lamp gets bigger by the second.

“In order to understand the nature of the energy, we’ll need to investigate the other

sites. There should be a few more points along the northern coast. I’ll give you a set of coordinates for a place to start.” He hands you a note that simply reads 3M-1L-7A.

You then watch as Crain pulls on the glove and, moving quickly, tries to snuff the lamp. However, when he reaches down, the green vapor attacks his gloved hand and tears at it with angry spectral teeth, taking out several visible chunks. As soon as the light is out, Crain rips the glove off and flings it to the far corner of the room, where it smolders a greenish smoke.

“Satha might be needing a new pair of gloves soon.”

### Rewards

New Scenario: **Crackling Tunnel** (31)

**Do not turn to the next page in the puzzle book. Instead write the solution to the next puzzle on the same page.**

## 127.2 • Elemental Cores (66)

As recommended by the Aesther at the portal, you close your eyes as you step through, the searing brightness somewhat dulled by the protection of your eyelids.

Still, you feel blinded and it takes a moment to adjust. Though, with Sun Demons approaching, you’re not sure you have a moment.



## 127.3 • Prison Break (99)

The heavy door to the prison swings open, but rather than a typical cell, there’s just a single wooden box on a pedestal. Before you can retrieve it, you hear the heavy thud of stone feet shuffling in the room.

### Special Rules

Open door ①.





### 128.1 • Tower of Knowledge (134)



### 128.3 • Collection's Capstone (88)

#### Conclusion

The Collector wails terribly as its aura fades, causing its body to crumble to the floor, now nothing more than a heap of lifeless stone. You walk over to the main console and fiddle with the controls until you figure out how to open the rest of the cages. Nothing else should suffer from this monster's pursuits.

When you return to Frosthaven, you meet up with the sister and her brothers, who made it safely back. They are injured, but they will live and are very grateful for all your help.

#### Rewards

Gain 2 morale.

### 128.2 • Crain's Recovery

You have been lucky—luckier than most—to have never spent more than a few nights inside a gaoler's cage. Of course, there have been times when your temper's gotten the better of you, when you've indulged more than was wise, but you've never been forced to spend night after night, month after month sleeping on a stone floor with nothing to look forward to but a glimmer of morning light through iron-bars. So you can't really fathom what it's like to finally be free from prison or what a person would do when they finally got out, but you doubt they would do this.

Crain Tallengyr, the Quatryl scholar you rescued from the Unfettered catacombs, has transformed his previously clean, albeit sparse, room into the cluttered, cramped nest of an academic. Somehow between last night and this morning, the Quatryl has gathered several books and a large stack of parchment and he's arranged everything on the floor around him like a flimsy mosaic. Behind him is a plate of half-eaten eggs and hard biscuits and several empty teacups. The bed is still made but the top sheet has been confiscated to sop up a large puddle of ink on the floor. His door is open and when you knock on the frame, his face lifts into a manic smile.

"My stalwart friend!" He bows without getting up. "Come to check on your rescued ward? What chivalry! And perfect timing, I might add. As you can tell, I've managed to get in a full night's work." Crain tries to pull out a book of notes, but you stop him, asking him about his ominous warning concerning the Unfettered.

"Oh, yes, them," Crain waves his hands dismissively. "Certainly a problem. I suppose we are the ones best equipped to intervene. I've had plenty of time to study them, you see, and I am confident that if you bring me back into their facility to scavenge for some materials, I can create a device that will deactivate the Unfettered.

"But that," Crain says pointedly, pulling out his book again, "is not the exciting part." The Quatryl clearly wants to move on from those memories, so you take the hint and ask what he's working on.

#### Rewards

New Scenario: **Scrap Pit** (35)

#### Section Links

Read **190.4** now.

### 128.4 • The Titan (123)

You discover levers on the titan's arms, which unseals the door into its skull. A small maintenance hatch opens onto a cramped set of stairs leading up into the cortex. There, you find a whirling ball of energy between interwoven rings, which twist at incredible speeds.

As you reach for a blunt instrument to destroy it, however, a metallic shriek resounds. The mind-core has sensed you. The rings produce spikes and whirl alarmingly closer.

#### Special Rules

The Ice Wraith is the Power Core. It has HxC/2 hit points (rounded up).



### 128.5 • Old Coin

Is that...? Yes! A circular coin with strange markings and a hole clear through its center. This is one of the mysterious coins Dinah Snapclaw told you to keep an eye out for!

#### Rewards

Gain "Ancient Coin" (245).

Remove loot card 1419 from the game. No longer add it to any scenario's loot deck.

#### Section Links

Add **185.2** to the calendar in one week.



## 129.1 • And Then, a Stream (130)

### Conclusion

You run as fast as you can, laden down with containers, until you can no longer hear the screeching of those awful birds. You find a place to rest in a shallow, open cave and take turns on watch throughout the night, just to be safe.

As you rest, your thoughts turn once again to the implications of the sun agates. There's an argument to be made for not handing them over to Derrick—not giving him the means to incite more Algox aggression. On the other hand, you could make a lot of money, and Derrick's operations could bring increased prosperity to the outpost.

### Section Links

If you chose to return the sun agates to Derrick, read **171.5** now. Otherwise, read **182.1** now.

## 129.2 • Invasion of the Dock (71)

You fight your way onto the Cinnabar, a boat that simply docked on the wrong day and got caught in the chaos. You find a violent confrontation on the deck between the Abaeli and Lurkers. The office is on the far side of the boat, but the loading plank has been raised, so it's time to get creative.

### Special Rules

Whenever any character starts their turn adjacent to ship mast **a**, they may spend 2 movement points to swing on the rigging into the harbormaster's office.

### Section Links

The first time a character swings into the harbormaster's office, read **111.2**.



## 129.3 • The Second Year

While life on the tundra is anything but easy, your time in Frosthaven has earned you a pedigree few could ever touch. You've survived in the place where life is so hostile to your existence that some battered wooden walls are all that stand between you and an icy death. But today, with the sun cresting over the mountains and the promise of summer stretching before you, you can't help but feel hopeful.

You've tested your strength against countless enemies, but you've made some friends in this pocket of life, too. While you don't know what the next year holds, you know this place has earned its name: "home."

### Rewards

Add events WO-21 to 47 to the winter outpost deck, events SO-21 to 35 to the summer outpost deck, events WR-21 to 30 to the winter road deck, and events SR-21 to 32 to the summer road deck.

Gain 2 soldiers.

## 129.4 • Temple of Feline Power (132)

A blast of heat hits you as you open the door into the main chamber of the temple. Your eyes struggle to adjust to the resplendent riches, sparkling in the incredibly intense torchlight. In fact, you see the gold on the floor and in the walls begin to melt in the infernal heat. You're not sure how much longer this place will be habitable and decide it is about time to leave.

### Special Rules

Each **a** is an escape hex.

### Section Links

Return to **110.2** to reference its special rules, if necessary.





### 130.1 • Deadly Pastimes (85)

Another cavern with more unfriendly monsters. You see the half-eaten remains of some... thing in the corner. Could that be the husband? Also, the far wall doesn't look entirely stable.



### 130.4 • Old Coin

You kick aside a tattered cloth to spot them: gold coins. Unfortunately, none feature the special markings Dinah the tavern operator told you to look out for. Too bad, but gold is gold.

#### Rewards

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

### 130.2 • Elemental Cores (66)

#### Conclusion

You set the last of the elemental cores inside its housing and a ringing sound—like from a glass bell—resounds through the dome. The array comes to life, humming with interlaced elemental energies.

You look to Voice-of-Eight, and find them drained, barely visible on this plane. Opening the portals took its toll, and it takes them some time to recover before inspecting the newly restored array.

“The elemental cores are worn and misshapen, but they hold potential,” Voice-of-Eight says, their collective voice a weak echo in your mind. “We can still feel their essence and its potential power. Reshaping them will take time, and then we will require your aid once again. Every step of this journey drains our strength further.” They fall silent, and you take your leave, confident they will contact you again when they are ready.

#### Rewards

Gain “Elemental Stone” [212]. Note the corresponding elements of the four doors that were opened.

#### Section Links

Add 130.2 to the calendar in six weeks.

### 130.3 • Job Posting

On the docks, you notice a Vermling peering down into the water. In one hand she carries a travel bag; she probably came to Frosthaven on the Lucky Lady, the ship that just docked. She introduces herself as Rattusca, and gestures down at the water, where a corpse is tangled in a line that hangs down from the ship's bowsprit. The body looks like it's been dead for some time; its clothing and armor are rotted through. The only thing intact are the wide gold bracelets around its bony wrists.

“Help me haul the body out of the water,” she tells you, “and if you're interested in getting more of those wristbands, I can tell you where to find some, so long as you cut me in on the profits.”

You haul out the body of an Alfox. It looks mummified, and has several chunks torn out of it, as if some hungry creature tried to feed on its leathery flesh.

Rattusca slips the wristbands off the corpse. “Just before we reached port, the ship struck an iceberg,” she tells you. “Fortunately it was a small one, and it broke apart. That's where the body came from. I saw several more dark shapes inside the ice that may have been more bodies.”

#### Rewards

New Scenario: **Frozen Treasure** (90)

### 130.5 • Blizzard Island (48)

Through your numerous furs, the wind continues to bite at your skin. But still, you move forward, wondering what force has made this place so inhospitable.

“There is one more part to the legend that I hoped wasn't true,” Denpang turns to you with a look of guilt. “A giant, evil beast—the Render—drove our ancestors from this land in ages past. We may need to take it back by force.” Well, that answers that.

#### Section Links

When door 2 is opened, read 31.1.





### 131.1 • Xain's Gambit

When the third day passes without Xain turning up at The Crater with your investment proceeds, you know you've got a problem. You finally corner him at his home by the docks.

"Oh, right—I am so glad that you came by! I've been looking everywhere for you guys." He wipes his brow nervously. "So, a little bit of a mixup with the polar bear meat. Turns out Lurkers? Really into it. But not as into paying with, uh... things of traditional value."

He hands you an ill-looking flask.

"Good news is you're now the proud owner of... that. They assured me it's super healthy."

#### Rewards

Gain "Unhealthy Mixture" [098].

### 131.2 • Fish King's Ascension (77)

You land a solid blow and the Fish King staggers back, his concentration momentarily broken. All the chaotic energies swirling around the chamber are suddenly drawn back into him. Moments later, his form dematerializes, warping into a roiling portal. A gust of wind issues forth, battering you back. This must be the realm from which he is drawing his powers. There is nothing to do now but steady yourself and jump in.



#### Special Rules

Set the Fish King's current hit point value to three-quarters its maximum hit point value (rounded up). It is now immune to damage.

Any figure adjacent to the Fish King may spend 1 movement point to place their figure in any empty hex adjacent to the glowing orb.

Right now, if is strong or waning, it can immediately be consumed to cause one Wind Demon to suffer trap damage.

#### Section Links

When all Wind Demons are dead, read 184.5.

### 131.3 • Collapsing Vent (98)



#### Special Rules

When the character who opened door exits their hex, tiles 1-F and 11-B begin to collapse. At the end of each round after this happens, all figures occupying tiles 1-F or 11-B or door suffer 10.

Each is an escape hex.

### 131.4 • Quatryl Library (26)

A pile of broken, battered machine parts is building up, but you continue to make sure the steel plate remains clear. You are hoping this ordeal is almost over when a new batch of spindly, persistent robots appears from around the bookshelves in the back of the room. These too seem annoyingly intent on reaching the plate.

#### Special Rules

Spawn Ruined Machines as if the room were being set up again.

### 131.5 • A Contained Fire (89)

You exit the courtyard into the stronghold's main structure. There, you discover the corridor to the throne room is full of priests intent on protecting their leader.

#### Section Links

When door is opened, read 146.3. Return to 119.2 to reference its special rules if necessary.



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### 132.1 • Retires

"I have done all I can do." You are speaking with the Shattersong outside the temple of the Great Oak. You never quite got used to staring into its cold, passive eyes. "My brethren need me. I must return to the greater task."

You ask what that is and the Shattersong looks to the ground. "The Harbinger is held at bay... for now. But it will never stop trying to escape. It will never leave this world in peace. We must always be prepared to thwart its machinations." You understand, but it is still hard to see your companion go.

"Yes, I feel some kinship as well. I have learned about many emotions that I think my brethren will be interested to hear about. In fact, I have composed a song of these feelings. Would you like me to sing for you one last time?"

You nod and the Shattersong begins bellowing out a haunting moan, full of all the sorrow and joy of life. In as many notes, you cycle through dozens of emotions as the sound reverberates through the cold streets of the outpost. It is absolutely beautiful.

#### Rewards

Gain 4 inspiration.

### 132.3 • Frozen Treasure (90)

#### Conclusion


"Just a small finder's fee," the Vermling says. "Let's say, one wristband."

As this exchange takes place, the captain grows increasingly more agitated until he begins to yell, "A storm is approaching fast! No way to outrun it, so batten down the hatches and pray to the Oak!"

#### Rewards

Lose 10 collective gold.

New Scenario:

Shoreline Scramble (91) 

### 132.2 • A Giant Block of Ice (72)

Cresting the top of the stairs, you see the entrance. "Hurry," Lihrey urges with worry in his voice, "We need to get this out of here immediately." As if on cue, a large, menacing sentinel descends from the ceiling with a deafening thud.

"PERIMETER BREACH DETECTED. ERADICATION MODE ACTIVATED." With its hulking form blocking the exit, the sentinel's purpose is clear—prevent the theft of the frozen scale.

#### Special Rules

Replace all doors 3 with rubble.

Door 6 is locked, but the ice pillar can enter it after the elite Steel Automaton is dead.

Set the round track to the first round. At the end of the next C-1 even rounds, replace any one metal cabinet with one normal Steel Automaton.

The current slide difficulty is 3.



### 132.4 • A Tall Drunken Tale (128)

Narb suddenly darts awake amidst a foul smell, yells, "They came from the ground!" And then rushes off to relieve himself.

"They did?" Nits appears to be momentarily caught off guard. "Right, they did! Vermlings had been crawling about in the snow, underfoot the whole time, passing out potions!"

"As in, literally underfoot?" Eros asks, looking to you with believable curiosity. Everything is going a little fuzzy for you at the moment, but it sounds accurate enough, so you nod.

"Please!" Nits cries. "Can I just tell the story? I was there, after all, battling these elusive creatures with my very own eyes!"

#### Special Rules

Open door 4 and spawn C elite Vermling Scouts at 4.

All monsters perform 919, self. C monsters closest to any characters gain 6.

The initiative order is reversed this round, starting with the highest initiative. All characters act before their summons, and all Vermling Scouts act before Abael Scouts.

#### Section Links

At the start of the ninth round, read 186.4.



### 133.1 • Aesther Enhancements

If building 44 is not yet built, add **133.1** to the calendar in three weeks and stop reading.

You walk into the newly-built enhancer's shop and marvel. It is already one of the most impressive structures in Frosthaven. Voice-of-Eight truly has exceptional craftsmanship.

Nera smiles at you from behind the counter. "Ah, our champions have arrived! Since you were so instrumental to us in establishing our outpost, we have decided to gift you the gold necessary for our enhancement rituals. If you would like to partake of our services, of course."

#### Rewards

Gain 50 gold each, which you must spend on enhancements now.

### 133.3 • Fleeting Permanence (52)



### 133.4 • Old Coin

You're about to return to the fray when you spot it: a tarnished gold coin matching Dinah the tavern operator's description.

#### Rewards

Gain "Ancient Coin" **1245**.

Remove loot card 1418 from the game. No longer add it to any scenario's loot deck.

#### Section Links

Add **80.4** to the calendar in one week.

### 133.2 • Ruinous Research Lab (81)

One of the Aesthers now speaks directly into your mind. "You have no business here. This laboratory belongs to the Aesthers. The Quatrlys built it for us, and we will reclaim it."

His presence in your mind feels dark and twisted, and at the far side of the room, you see the corrupted group approaching. Despite the Aesther's claim, the machines in this place are not friendly toward them, attacking them just as harshly as your group.

"If you will not retreat, so be it. This ruin will be your grave."

#### Special Rules

After finding a focus, all Aesther Ashblades and Aesther Scouts move as close as possible to the goal treasure tile while still being in range to attack their focus. If it would ever take the same amount of movement to enter a hex to attack their focus as it would to move onto the goal treasure tile, they will move onto the tile instead.

Starting now, the first time any character ends their turn occupying pressure plate **d**, place one **1** trap in each empty **a**.



### 133.5 • The Lurker Problem (78)

#### Scenario Goal

The scenario is complete when all revealed monsters are dead. At the end of that round, read **107.1**.

After both Lurkers and Abaeli are defeated, you navigate the passageway to the back of these winding caverns. Feeling squished and damp by virtue of the low ceiling, disappointment compounds your weariness when it becomes clear that this final cave is bereft of loot.

Unless you count Lurker shells as loot. They await you, stirring up stagnant water redolent with the smells of rotting moss and brine. You retch and vow to yourself,

once this is over, you're going to spend a few hours in a hot, clean tub.





### 134.1 • Belara's Keep (135)

#### Conclusion

Belara falls to the ground, clutching its chest. Whatever attention it had been paying to your fight pales in comparison to the effort it was expending to keep its mind coherent enough for the battle. With its concentration lost, the two forces at war within its body erupt in violent energy, shattering outwards with a burst of light and darkness that ricochets off the walls.

The keep fills with an eerie ringing sound, tiny pathways appearing before you like a thousand hallways filled with otherworldly creatures. They flicker in and out of view, and before you can react they coalesce into a horrific visage of light and darkness. You shut your eyes.

When you reopen them you're outside of the keep, laying in the snow. You stand just in time to watch the structure collapse in on itself, sealing whatever remains of Belara inside. You hurry back to Frosthaven and recount your story to Eddica in the Library.

"That. Is. Incredible!" She claps her hands in excitement, reaching for a quill. "Could you even imagine? A first-hand account like this—every library in the world will want a copy! I'll be on the shelves in White Oak! In Jhinda! Demonsgate will undoubtedly want two copies." She gasps. "Oh my... Velcyll Harbor will certainly want to hear about this. Perhaps there's even a chance for an audience with the Orchid High Council themselves! Could you imagine?"

Eddica straightens her skirt and pushes up her red-rimmed glasses, trying her best to contain herself. "Alright, now start from the beginning. Tell me everything."

#### Rewards

Gain 2 morale, 2 prosperity, and 1 inspiration. Gain "Belara's Quill"

1220.

### 134.2 • Deadly Pastimes (85)

You swim up into a small alcove, and is that the spring you saw when you first got here? And could that bloated, water-logged corpse be the remains of the husband?

#### Special Rules

Water **g** and **k** are linked.



### 134.3 • Flotsam (73)

Upon reaching the small boat, you discover that Lihrey lives, but just barely. You'll need to dislodge the boat and get back to Frosthaven as soon as you can, but behind you, a rumbling begins to slowly build. You turn to see a menacing figure surface from the depths. He wears an imposing suit of jagged armor full of colorful shells, and the surrounding Abaeli bow to his commanding presence.

In front of this Fish King bobs the block of ice you worked so hard to retrieve. He holds up what you can only assume is the first piece of the scale. Pointing it at the block of ice, he mutters something indecipherable in a guttural tongue. A pulsing cloud of darkness emanates from the scale, enveloping the block. The ice sloughs away from the scale within with unnatural speed. He grabs the second piece and holds them both up to the sky, gurgling with delight. You move forward to stop him, and he draws a wicked-looking spear, brandishing it at you and yelling at the other Abaeli to attack.

#### Special Rules

Spawn the Fish King at **b**. Then, spawn one Abael Herder at **c** and one Piranha Pig at **d**. These are normal for two characters, the Abael Herder is elite for three characters, or both are elite for four characters.

#### Boss Special 1

The Fish King performs:

☞ +0

☞ -1, ☞ all adjacent enemies, ☞ 2

Then it summons one Piranha Pig. It is normal for two characters or elite for three or four characters.

#### Boss Special 2

The Fish King focuses on the farthest attackable enemy and performs:

☞ +0

☞ +0, ☞ 5, ☞ 4, ☞

#### Section Links

When the Fish King is reduced to at most half its maximum hit point value (rounded down), read **41.4**.

### 134.4 • The Unfettered Seal (62)

"Here we go!" Crain whoops with anticipation. "You'll owe me several drinks when we get back." The device emits a terrible screech and sends out another pulse. Unfortunately, it does little but make your foes angrier.

"What?" Crain is confounded. "The range has increased, but the intensity... Oh, I've made a significant blunder here. All these calculations are wrong..."

#### Special Rules

All monsters within ☞ 4 of Crain gain ☞.

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

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 **d**, read **5.4**.



### 135.1 • Bathysphere Ready

Pinter Droman, the premiere tinkerer of Frosthaven, leads you to the large storehouse situated just behind his workshop. He collects himself for a moment, then throws open the doors with a flourish, announcing: “A bathysphere, my friends!”

What you see looks like a tiny, spherical prison. A glass-and-metal orb lies on a pallet in front of you, equipped with two crude propellers and a pair of clockwork arms. Inside it sit a number of rubber suits

with glass fishbowl helmets. These suits are connected to the complicated machinery of the orb through tubes in their head and are meant to be deployed from the main bathysphere, “when more maneuverability is required,” Droman explains.

You’re not sure what to make of it all, but Pinter’s enthusiasm more than makes up for your reaction. He runs you through the machine’s functions, explaining how to adjust the internal environment, how to

draw in air through a small outboard port and store it inside. All in all, it looks sturdy, but that does little to calm your nerves.

You pay the Tinkerer the rest of his fee, and shortly after, the bathysphere is mounted onto the ship. It’s time to set sail once again.

#### Rewards

New Scenario: **Sunless Trench** (42)

### 135.2 • Sunless Trench (42)



### 135.3 • A Tall Drunken Tale (128)

“It may have looked like it was over, but never underestimate the heart of a mercenary!”

#### Special Rules

Whenever any character is or becomes exhausted (including now), they do not alter their play area in any way and remain on the map. They immediately perform ♠ L, self, recover three of their lost ability cards, and remove one damage token from above the round track where completed embellishments are tracked.

#### Section Links

Return to the bookmarked section to reference its special rules and section links.

### 135.4 • HE-RO-IC-S

“AH, I NOTE YOU HAVE A STABLE. THIS IS EXEMPLARY.” HE-RO-IC-S hovers back toward you. “I WILL USE THIS AS MY BASE OF OPERATIONS. YOU WILL BE VASTLY IMPRESSED WITH HOW HELPFUL I CAN BE. JUST CALL ME WHENEVER YOU NEED ME!”

#### Rewards

Add HE-RO-IC-S (Pet 11) to the Stables. This can exceed the capacity of the Stables.

### 135.5 • Main Gate Inquiry

The guard at the main gate rolls his eyes at your questions. “Yeah, Cecil came by a couple times. Worthless, that guy. Let me see... first time was at 5:15, then a second time reeking of alcohol and looking like hell around 7:30. Somehow it took more than two hours to get back around here? How’s that possible? I’ll tell you how.” The guard mimes knocking back a bottle of liquor.

“And let me tell you, with the size of that guy it takes quite a bit to get him tipsy.”

Where will you go now?

#### Section Links

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

If you search Barno’s room at the barracks, read **149.2** now.

If you search Cecil’s room at the barracks, read **166.1** now.

If you know who the killer is and don’t need any additional investigation, read **88.2** now.



### 136.1 • The Lurker Problem (78)

Following trench-coat's instructions to the letter, you choreograph the fight accordingly. It appears that was the right decision. As soon as the last Lurker falls, rumbling fills the cavern, and a boulder rolls away from the wall in the back, revealing a secret entrance.

#### Special Rules

Place one cave door in **a**.

#### Section Links

When door **a** is opened, read **91.1**.

### 136.4 • Deadly Pastimes (85)

You stare up at a wind passage in the rock. You can see the faint remnants of sunlight and feel a cool, fresh breeze. This surely must be a way out of this mess. You finally found it.

#### Special Rules

**d** is an escape hex.

### 136.2 • Lustrous Pit (108)

#### Conclusion

You gather the last of the slabs, carefully extracted from the walls, and make your way back to the entrance. The storm has abated, and so, you begin your trek back to Frosthaven.

"Well, this is certainly... something..." Mayor Satha seems less than impressed when you return with your prize. "Why in the abyss would I care whether some demon, thousands of years ago, decided to eat berries instead of people's faces? What I am interested in, is the demons outside these walls in the present. They are very keen on eating our faces, and I don't think throwing them berries is going to have any noticeable effect!"

Satha marches off in a huff. "Come find me if you have any useful insight on how to keep this outpost safe."

While Satha may have a point, this outpost has to mean something more than survival, and these murals are something different. They have cultural significance, and you are sure that their implications will not be dismissed by everyone in Frosthaven or the wider historical community.

#### Rewards

Gain 2 morale and 2 inspiration.

### 136.3 • Realm of Endless Frost (21)

#### Conclusion

Of all the parties you've been to, this is certainly one of the worst. The creature dies without any humor or grace. It simply shrieks and, like a vase dropped from a high shelf, shatters into a thousand pieces.

When it's done, the house begins to shudder. The doors snap open with surprising force. An exit appears at the back of this room, a new door leading to a flat plain of white snow. Chunks of ceiling crash into the floor. You run and dive through the door, skidding to a stop in the fresh powder. You look back and there hangs the door: hovering above the ground, a portal cut out of thin air. Through it you watch the ice realm crumble and collapse and then vanish into nothingness.

With the bizarre magic gone, you quickly realize where you are: back near the northern edge of Frosthaven. You hike up a familiar hill, and see its palisade wall and small lines of smoke rising from its chimneys. This seems as good a sign as any: time to head back and get some rest.

#### Rewards

Gain 2 prosperity.

### 136.5 • The Longest Second (125)

The amulet slots into the impression, and the contraption begins slowly losing function, its power dwindling by the second. However, the vocal buzz you've been hearing lingers a moment longer like a dying sigh. The glowing "1" on the panel before you flickers into a big... red... zero.

Your eyes widen with realization. It was a countdown.

Whatever happened here—is happening—it triggered a self-destruct protocol that is about to go off. And now that you've shut down the power, time is accelerating back to normal. Before your very eyes, the massive machine begins to explode in slow motion, fire and shrapnel inching forward, gaining momentum.

It is very much time to run.

#### Special Rules

At the start of the next round, the explosion begins by engulfing **a**. At the start of each round after that, the explosion expands, engulfing each hex within **↻** 3 of what it has previously engulfed, eventually expanding into other rooms.

After the explosion expands each round, any figure in an engulfed hex is forced to move to the closest empty unengulfed hex. For each hex moved, the figure suffers trap damage.

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

#### Two Characters

**b**: Two normal Robotic Boltshooters.  
**c**: Two normal Ruined Machines.  
**d**: One elite Ruined Machine.

#### Three Characters

**b**: One normal and one elite Robotic Boltshooter.  
**c**: Two normal Ruined Machines.  
**d**: Two elite Ruined Machines.

#### Four Characters

**b**: Two elite Robotic Boltshooters.  
**c**: Two normal and one elite Ruined Machine.  
**d**: Two elite Ruined Machines.

From now on, each starting hex is an escape hex.



### 137.1 • Orphan's Halls (51)

There are fewer enemies here. There are still a lot, but it is nothing compared to the angry wave of metal swarming on the other side of the corridor. And up ahead you see the leader, angrier than all of them combined. If you can collapse the tunnel and dispatch this final battalion, maybe you can get some much-needed alone time with the boss.



#### Special Rules

Door ② is now considered an objective with Cx(L+2) hit points, which can also be destroyed if within ⚡ 2 of an explosion, but it is still treated as a corridor for the purpose of movement. When door ② is destroyed, remove the door tile and any figure on it, turning its hex into a wall. If door ② is destroyed while any character is not occupying tile 8-A, the scenario is lost.

#### Section Links

Return to 132.1 to reference its special rules if necessary.

### 137.2 • End of the Calendar

When your first rag-tag band of mercenaries arrived, this was an outpost on the brink of destruction, a reconnaissance mission to make some quick coin. Now, this stubborn wart on the edge of the world is a flourishing town, complete with trade routes and supply lines that put it on the map. Admittedly, they're not the best trade routes, and the supply lines run dim in winter, and the maps... well, you'd best hope the owner bought one recently. It's the newer maps that have Frosthaven, really.

But as soon as people start cycling out their old maps? This place will be a spot to be reckoned with.

#### Rewards

Gain 1 prosperity.

Take another campaign sheet to continue tracking the calendar, but do not resolve any sections pre-printed on the new calendar.

### 137.3 • Vermling Siege

There's nothing more you can do here. You bolt before the swarm overruns you and make it back inside the gate before the first catapult volley rocks the walls.

⚡ 65 🎯 4

Target buildings randomly by drawing from the building deck.

The Vermling adorned in orange feathers shouts maniacally from outside the wall. "I wouldn't try that again! You'd best bring us food or we'll pick it off your bones!"

#### Rewards

All characters start the next scenario with ⚡ 2.

Do not resolve an outpost event this week.

#### Section Links

Add 159.2 to the calendar in one week.

### 137.4 • Harrower Library (101)

#### Conclusion

Zu finishes consuming the last of the repositories, drawing to a full height that towers over you. The remaining Algox take this as their cue to leave and hustle out without putting up any more fight. Gem waddles into the room and notes the number of corpses.

"Well, you lot certainly have a way about you." Her tone is anything but admonishing. If anything, it's envious.

Zu contemplates for a moment, communing with their new knowledge, then speaks: "We know where Bartlet is. But why should we disturb the Savvas's rest?"

The old Orchid addresses the Harrower as though she's standing before the dumbest creature on the planet. "Because we can finally put it to rest, once and for all. You have the knowledge of thousands of years of Harrowers stuffed into that cloak and you still don't see it, do you?"

Zu pulses in thought, then gives a nod in your direction. "Has she told you we were like you?"

Gem shakes her head. "Come on now, Zu! You'll scare the poor crew." She sees your confusion, then rolls her eyes. "We were mercenaries some time ago. A long time ago. We adventured together—Zu, Bartlet, and I. And... another." You can't help but notice the catch in her voice. "Then we made a mistake, and, well, now we're here to put old ghosts to rest.

"That's all I'll say, and you'll deal with it, because we're the clients, and you're the mercenaries." She brightens up, "My, it's a good feeling to say that. Wouldn't want to be in your shoes." She lets out a snorting chuckle.

"Now, my dear Zu, lead the way! I can't wait to get the old band back together."

#### Rewards

Gain 1 ✓ each and 10 ⚡ each.

New Scenario: Into the Black 102



Just as you are settling in for the night, a shadow appears at the doorway to your longhouse. It's the Drifter.

"It just felt... different out there on my own," the Drifter says, scratching their head. "I thought I could just go back to living out there on my own, but somehow, my time here in this pitiful place has gotten to me. I found a home here, out

among all you outcasts, and I'm not quite ready to give that up."

You get up to welcome them back into the group, but the Drifter waves you back. "I'm still done with that dangerous stuff, but I figure my crafting skills could be put to some use. You know I make all my own weapons and armor, right? Figure I could share some of my secrets with the

craftsman and help out around here.

"Is it all right if I still bunk with you all, though?" You rush forward and welcome them back with a hug.

### Rewards

Gain one random item blueprint.

## 138.2 • Ice Cave (111)

### Special Rules

Open both doors 2. Each a is an escape hex.

### Section Links

Return to 147.4 to reference its special rules, if necessary.



## 138.3 • Pirate Queen's Haul (137)

### Conclusion

"The best of all pirate burdens is the booty," Dinah says, as you row the loot-laden, low-riding dinghy back to the ship. Her ears are already pierced with multiple new gold earrings. On the ship, you divide the treasure accordingly, and Dinah even capitulates some to Captain Doghogger, who became fond of a goblet etched with a dolphin.

As you sail back to Frosthaven, Dinah leans back against her haul, beaming. "You know what's better than all the gemstones in the world, though? What I'm picturing right now." She spreads her hands expansively. "Barty's face. He'll fight the monsters, and lose himself in those caves for hours, then drag his sorry carcass into that chamber. And once he climbs the hull of the ship, and opens those treasure chests, do you know what he'll find?"

Dinah throws back her head and cackles. "Rats! He'll find cave rats, gnawing at the crumbs I left to lure them in. Just so he'll think of sweet, little ol' me."

She flips a coin in the air, catches it. You salute her with a goblet, as does Captain Doghogger, and you all make your merry—and much wealthier—way back to Frosthaven.

### Rewards

Gain 2 prosperity and 3 morale. Gain 30 gold each. Add one +1 sticker to a money loot card (the card gives one extra money token when resolved).



## 139.1 • A Tall Drunken Tale (128)

“Okay, and after the truce?” Eros asks.

“It was the truce that allowed our friends to be flanked. As enemies approached to their west, a cave rose up from the earth to the east, and more poured out.”

Derrick puts down an empty mug, coughing as he rushes to speak, “But that

cave already emerged!” Half the room agrees. The other half just looks confused.

“No, Rodrick, the land there was flat before.” Nits pats the nonplussed noble and adopts a patronizing tone. “Maybe you should slow down if you can’t remember things right.”



## Special Rules

Open door ③.

Remove everything except the water tile from tile 2-J. If any character is removed, place them in the closest empty hex on tile 15-A. Set up tile 2-J again as shown as if just revealed.

Instead of revealing monster ability cards during ordering of initiative this round, choose and reveal one card for each monster set on the map from their respective decks, then shuffle the remainder of those decks.

## Section Links

At the start of the seventh round, read 166.2.

## 139.2 • Boat Built

The shipyard hums with activity, somewhat literally in the case of the Harrower carpenter, who has been hired to construct your boat. As a swarm of unified insects, the Harrower has spent the last few days slicing planks of wood, then bending the pieces into shape with the help of other workers. It’s a respectable, single-mast ship with enough room for a small crew to make a brief voyage north. Until now, a part of you had hoped the carpenter wouldn’t pull it off and that you’d be saved from venturing into these frigid waters. But seeing the ship here, all properly rigged up and sealed with fresh pitch, your mood brightens. Now, all you need is a crew.

“Captain Philip Doghogger, at your service!” You turn back toward the gate. The human walking toward you is the height of a child, but the weathered look on his face makes his age clear.

“Satha mentioned ye needed an old salt,” the man continues cheerily. He seems confident that he’s already been hired. “Delighted to have a ship to captain once again. Been lookin’ fer a new steed since my own ship met an unfortunate end a few months back. I’m sure this one won’t be torn apart by a giant starfish, eh?” He laughs, but there is sadness there.

“Now, whaddya call this beauty?” The sailor brightens again, offering a bottle of brackish alcohol. “G’head, pick a name. Bad luck to set forth on an unnamed vessel!”

You smash the bottle on the hull and watch as the carpenter and their assistants launch the ship into the chilly waters. Captain Doghogger takes some time to inspect the rigging and secure a crew, but after only half a day, you’re ready to brave the icy sea and leave Frosthaven behind you.

## Rewards

Open envelope B.

Place “Boat” campaign sticker on the town map at location A. You may now play scenarios with the requirement. Name your boat, then write it on the sticker and the front of B-01 and B-02 in the blanks.

Shuffle events B-01 to 13 together and use them to create the boat event deck. Store this deck in envelope B when not in use and use the card divider to separate the boat event deck from the other boat event cards.

Gain 1 prosperity.

## 139.3 • Vermling Attack

The rumors of a looming attack were true: Vermling marauders have been gathering outside the wall in record numbers. They’re not known for any level of coordination, but in significant numbers any mass of anger, fur, and teeth can be a threat—and these Vermplings look hungry. With a shrill warcry they throw themselves at Frosthaven’s defenses.

50

Target building 88 (if available), then building 74 (if available), then buildings 30-100 in ascending order. Continue targeting buildings until you have defended four times successfully or have targeted all buildings once.

Mobs are skittish by nature, and with enough of them dispatched the others run for the safety of the forest. Hopefully, they’ll stick to the wilds from now on.

## Rewards

Gain 2 collective .



## 140.1 • Lustrous Pit (108)

Despite your best efforts to control yourself, you inelegantly careen into the next room, another hall of stone encased in ice. Your lamp bathes the walls in radiant light, revealing yet more murals. Your

stomach twists as you look upon images of rampant demons exiting twisting vortices. Terrifying and magnificent figures, these demons tower over mountains and forests like gods.



## 140.2 • A Waiting Game (117)

## Conclusion

The bears are safely snared and the hunting party lies still in the snowbanks. The Trapper shakes their head, remorseful for their fellow Vermlings. "Immersed in nature as I have been, death is no longer distasteful or frightening. I do wish it didn't have to be this way, but they disrupted the natural course."

Cautiously nearing each polar bear, the Trapper uses a blow-gun to shoot their haunches with a strong tranquilizer. Once the bears have lain down their mighty heads, the Trapper turns to you. "If you help me move them back to their home in the barrens, I'm sure they would greatly appreciate it."

You smile. The one who will truly appreciate it is the Trapper, who, after the high energy of battle, has returned to their former reticent state. As you move the bears to sleds for transportation, you may or may not hear a mumbled thank-you.

## Rewards

**Gain 4 collective 🍄.**  
**Gain 10 gold each.**

### 140.3 • The Work Continues

You find Crain atop the roof of the tavern, above his room, his bare heels dug into the wooden shake. He hasn't spoken much since your trip into the Copperneck Mountains. It's hard to say what happened down there, what he saw. Terra's helped, you know that. She stops in regularly to assist him with research. But now you find him like this, thirty feet up, staring into the gray distance.

“Heroes,” he calls down but makes no attempt to move. The wind is calm today, so you can hear him clearly. “Let me ask you something. Has it ever crossed your mind that you may have been born in the wrong era?”

You consider this. Certainly, parts of life could have gone better; Frosthaven is not the future you imagined in your youth. But all the same, you are generally content with how things turned out.

“It’s just something I’ve been reading in the journal,” He stands and clammers down the side of the building until he lands next to you. He looks healthy enough, his clothes are clean at least, a few ink stains but otherwise good. “Sometimes, Logren talks about all the scholars and adventurers she came across all those years ago, transcribes their conversations in the text, and the quality of them, they’re—I don’t know. Folks are different now. Harder. More wary I suppose.

"Don't get me wrong, I'm happy to live here. The place has grown on me. But there is something missing. Or rather, a lot of things."

Crain rubs his face. "Normally, I'm not concerned with something so illusory as safety but this project we're working on, this device, has certain, um, volatile

components. I'd rather not blow up half of Frosthaven, so I bent Satha's ear until she agreed on a new workshop. Construction starts soon. In the meantime, we need to recruit some more talented minds to help with the work ahead. I'll need an enhancer for one thing. Satha thinks a tree sanctuary would help, though I can't fathom why. And then a top-notch library. No more borrowing books from Pinter Droman, thank you. Last time I did that, I found doodles in the margins. Doodles!"

## Rewards

**Do not turn to the next page in the puzzle book. Instead write the solution to the next puzzle on the same page.**



