

Previously, on Frosthaven

A collection of scenario narrative reminders, by dwarf74

Introduction

While Frosthaven has a pretty great narrative, it's hard, in practice, to keep up with it. You're usually playing a scenario a week on average - maybe more, maybe less - and skipping between some largely unconnected plotlines. Then, you have side scenarios which had an intro somewhere, but you may have read that an actual real life year ago, and you no longer know who this character is, or why you're doing the job, or even what section unlocked it in the first place.

Hopefully, this document can help you with all of that.

I am not a professional writer, so my apologies in advance if some of the paraphrasing is clumsy. I've included the section numbers or events that unlocked each scenario, so you can read the original text if you'd rather.

How to Use this Document

It's pretty simple - just look up the scenario you're about to do, in the table of contents. What you most recently did, in the setup narrative or in the immediately previous scenario, will be in black text. Older text, which has been directly copied and pasted from earlier scenarios, will be in a dark grey. How much of a reminder you need is completely up to you; start with the most recent, and if you're still lost, go back as far as you need. This will not give you the intro to the actual scenario - that's in the scenario text - but it should bring you up to that point.

Or! If you would rather use a **beautiful and functional web interface** to view this, u/icyone on Reddit has created an amazing web app for it! Check it out, it's awesome.

<https://jenkinsonc.github.io/frosthaven-previouslyon/>

A Word on Spoilers

There are **no spoiler tags** in this document whatsoever. It is made for ease of use and ease of reading - and even potentially being printed out in parts. (Please not all of it - this is a **lot** of pages, and has a lot of white space.) Scenario names are next to the numbers, and also untagged. If this makes this document unsuitable to you or your group, I totally understand - but my recommendation is just to pick your scenario from the table of contents, and not to read any scenarios you're not doing. Each scenario has a bookmark and a full page to itself, so it should be possible to remain fairly unspoiled if you aren't randomly clicking around.

With that warning, I have tried to keep spoilers to a necessary minimum. It will only reference locked classes when the scenario is unlocked by (for example) that class's retirement. It also contains no puzzle solutions. (I have a [different document](#) if you want those.)

Thanks to /u/JamesyWamesy1 for his [Ultimate Unlock Guide](#). It saved me tons of time while creating this.

Scenario 1 - A Town in Flames

Your group of mercenaries was hired to escort a Merchant's Guild caravan from White Oak, bringing supplies to (and checking on the status of) Frosthaven, a distant and remote outpost that the Guild has been looking to expand.

Scenario 2 - Algox Scouting

Your group of mercenaries was hired to escort a Merchant's Guild caravan from White Oak, bringing supplies to (and checking on the status of) Frosthaven, a distant and remote outpost that the Guild has been looking to expand.

(§9.1) You helped push back an Algox attack; Mayor Satha asked your help dealing with them further. Satha's Valrath scout spotted a small group heading to Snowscorn Mountain's deadly eastern face, and suspected a secret entrance back there.

Scenario 3 - Algox Offensive

Your group of mercenaries was hired to escort a Merchant's Guild caravan from White Oak, bringing supplies to (and checking on the status of) Frosthaven, a distant and remote outpost that the Guild has been looking to expand.

(§9.1) You helped push back an Algox attack; Mayor Satha asked your help dealing with them further. Satha's Valrath scout pointed you towards a main cave at the base of Snowscorn Peak, but also mentioned another group was heading there as well.

Scenario 4 - Heart of Ice

(From Sc 2 §77.3) You rescued an Algox Priest, named Lanprul, when investigating a hidden entrance to Snowscorn Peak. She is of the Snowspeakers, a group of Algox who believe their god (Geryuu) communicates to them through falling snow. They are at war with a rival group of Algox, the Icespeakers, who believe they can communicate with their god through the ice which emerges from the ground below. The Icespeakers currently occupy Snowscorn Peak, but the Snowspeakers took the opportunity to take it over when they left to attack Frosthaven.

(From Scenario 3 §8.3) You interrupted a battle between two rival groups of Algox. One of the brawler Algox, calling himself an Icespeaker, greeted you and said the Snowspeakers invaded their home while they were away attacking Frosthaven. Icescorn Peak holds religious significance to both Snowspeakers and Icespeakers, who differ in how they believe they should communicate with their god, Geryuu.

Scenario 5 - Frozen Crypt

(From Sc 4 §22.1, Fist dead)

You sided with the Snowspeakers in their battle against the Icespeakers by killing the Icespeaker chieftain. The Snowspeakers, who believe they communicate with their god through the falling snow, are at war with the Icespeakers, who believe they can communicate with their god through the ice which emerges from the ground below. Snowscorn Peak is holy to both groups.

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

Scenario 6 - Avalanche

(From Sc 4 §15.2, Snowflake dead)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker (Sc 10).

Scenario 7 - Edge of the World

(from Sc 4 §63.1)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory. You have been asked to check it out.

Scenario 8 - Crystal Trench

(from Sc 4 §63.1)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

Scenario 9 - Glowing Catacombs

(From Sc 5 §38.1)

You sided with the Snowspeakers in their battle against the Icespeakers by killing the Icespeaker chieftain. The Snowspeakers, who believe they communicate with their god Geryuu through the falling snow, are at war with the Icespeakers, who believe they can communicate with Geryuu through the ice which emerges from the ground below. Snowscorn Peak is holy to both groups.

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. After dealing with those, you decided to explore this underground area further.

Scenario 10 - Crystal Enclosure

(From Sc 5 §38.1)

You sided with the Snowspeakers in their battle against the Icespeakers by killing the Icespeaker chieftain. The Snowspeakers, who believe they communicate with their god Geryuu through the falling snow, are at war with the Icespeakers, who believe they can communicate with Geryuu through the ice which emerges from the ground below. Snowscorn Peak is holy to both groups.

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. Having dealt with them, and having secured a sled, you began to pursue these Algox.

Scenario 11 - Snowscorn Peak

(From Sc 6 §65.1)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You have fought your way through and obtained Climbing Gear to help you reach the summit.

Scenario 12 - Temple Entrance

(From Sc 6 §65.1)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You noticed that the avalanche revealed a ruined stone structure jutting out of the ground, not too far away, and decided it was worth a look.

Scenario 13 - Frozen Fjord

(From Sc 7, §3.3)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory.

You pursued them to the edge of the Biting Sea, where you encountered Lurkers in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Before heading out on the open sea, you decided to follow the shard's pull overland along the northern coast.

Scenario 14 - Jagged Shoals

(From Sc 7, §3.3)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory.

You pursued them to the edge of the Biting Sea, where you encountered Lurkers in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

Scenario 15 - Ancient Spire

(From Sc 8, §54.4)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noted one massive spire, larger and darker in color than the rest, and decided to check it out.

Scenario 16 - Derelict Elevator

(From Sc 8, §54.4)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

Scenario 17 - Haunted Vault

(from Scenario 9 §93.4 and Puzzle Book spread 8-9)

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. After dealing with those, you decided to explore this underground area further.

In the final room of the Catacombs, you found a strange puzzle door with gears and symbols. This meant nothing to you until the Quatryl academic, Crain, started asking you to investigate "Death Sites" and weird energies that linger in certain parts of the North - probably as the result of a war fought long ago.

Scenario 18 - Crystal Fields

(from Scenario 10 §42.4)

You sided with the Snowspeakers in their battle against the Icespeakers by killing the Icespeaker chieftain. The Snowspeakers, who believe they communicate with their god through the falling snow, are at war with the Icespeakers, who believe they can communicate with their god through the ice which emerges from the ground below. Snowscorn Peak is holy to both groups.

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. Having dealt with them, and having secured a sled, you began to pursue these Algox.

The Algox you found were channeling energy through strange crystal spikes - conduits - that enhanced their power. You defeated these, but spotted another field of these spikes in the distance. This one is much larger, so you set out in search of their source.

Scenario 19 - Skyhall

(from Scenario 11 §47.2)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You have fought your way through and obtained Climbing Gear to help you reach the summit.

You defeated the mighty Snowspeaker, but something she did made Snowscorn Peak tremble; you quickly rappelled down.

Scenario 20 - Temple of Liberation

(From Sc 12 §23.2)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You noticed that the avalanche revealed a ruined stone structure jutting out of the ground, not too far away, and decided it was worth a look.

You entered the Temple and found a lot of metal creatures; defeating them, you found a series of glowing indentations in the floor. They seemed to be conduits for the creatures to regain power - and power suggests a power source. You found metal cords buried underneath the floor and elected to follow them deeper into the Temple.

Scenario 21 - Realm of Endless Frost

(from Sc 13 §96.1)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory.

You pursued them to the edge of the Biting Sea, where you encountered Lurkers in a cave dug into a cliff. You found a strange Coral Shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Before heading out on the open sea, you decided to follow the shard's pull overland along the northern coast.

You crossed a bridge made of an ancient ribcage, and defeated the fiends guarding it. You decided to follow the pull of the Coral Shard further north, hoping to reach wherever it was leading you.

Scenario 22 - Ice Floes

(From Sc 14 §4.1)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory.

You pursued them to the edge of the Biting Sea, where you encountered Lurkers in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

After facing a nightmare of abaeli, eels, and piranha pigs, you broke a second Coral Shard from a stone. A semicircle of Lurkers arose from the water, including one named Sun in Shallows. They told you of a Coral Crown which shattered into pieces - and shattered the great Lurker Kingdom with it. Most Lurkers went into blind frenzy afterwards; you have agreed to help reunite the crown in the hope that it will rebuild the Lurker civilization.

The psychic draw of the Coral Shards drew you further eastwards, and deeper into the sea.

Scenario 23 - Spire Basement

(from Sc 15 §70.3)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noted one massive spire, larger and darker in color than the rest, and decided to check it out.

You defeated the Chaos Lieutenant guarding the entrance, who proclaimed they were preparing to destroy your outpost. You found both a stairwell leading down and a beam of light which would carry you up. You opted to head downstairs.

Scenario 24 - Upper Spire

(from Sc 15 §70.3)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noted one massive spire, larger and darker in color than the rest, and decided to check it out.

You defeated the Chaos Lieutenant guarding the entrance, who proclaimed they were preparing to destroy your outpost. You found both a stairwell leading down and a beam of light which would carry you up. You stepped into the beam to be drawn upwards.

Scenario 25 - Rusted Tunnels

(from Sc 16 §48.2)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed straight for a security alert to meet it face on.

Scenario 26 - Quatryl Library

(from Sc 16 §48.2)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed away from a security alert, hoping to avoid the defenders.

Scenario 27 - Depths of Delirium

(from Sc 17 §82.1)

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. After dealing with those, you decided to explore this underground area further.

In the final room of the Catacombs, you found a strange puzzle door with gears and symbols. This meant nothing to you until the Quatryl Tinkerer, Crain, started asking you to investigate "Death Sites" and weird energies that linger in certain parts of the North - probably as the result of a war fought long ago.

You puzzled your way through a Haunted Vault and found a stockpile of ancient treasure. You also found another carved relief in the final room.

Scenario 28 - Summit Meeting

(from Sc 18 §13.1 or Sc 19 §58.1)

(From Scenario 18)

You sided with the Snowspeakers in their battle against the Icespeakers by killing the Icespeaker chieftain. The Snowspeakers, who believe they communicate with their god through the falling snow, are at war with the Icespeakers, who believe they can communicate with their god through the ice which emerges from the ground below. Snowscorn Peak is holy to both groups.

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. Having dealt with them, and having secured a sled, you began to pursue these Algox.

The Algox you found were channeling energy through strange crystal spikes - conduits - that enhanced their power. You defeated these, but spotted another field of these spikes in the distance. This one is much larger, so you set out in search of their source.

You defeated the Icespeakers, but brought one survivor back to meet Chief Lanprul. The survivor reported that Geryuu had sent "burrowers" against them and that he was tired of this war. While Chief Lanprul was receptive, another - Denpang - encouraged an all-out assault with you at the Snowspeakers' side. She left, to plan for war. You stayed with Chief Lanprul to plan for peace, instead.

(From Scenario 19)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You have fought your way through and obtained Climbing Gear to help you reach the summit.

You defeated the mighty Snowspeaker, but something she did made Snowscorn Peak tremble; you quickly rappelled down.

You found that the spirits of Skyhall - a place of great religious significance - had turned against the Icespeakers. While you laid them to rest, Chief Elland declared this could not continue - that war was bringing ruin to all the Algox. An older woman among them, Putargal, instead urged vengeance on the Snowspeakers for what they've done to Snowscorn and Skyhall. She left to plan for an assault against their enemies, but you stayed with Chief Elland to plan for peace.

Scenario 29 - War of the Spire (A)

(from Sc 18 §13.1)

You sided with the Snowspeakers in their battle against the Icespeakers by killing the Icespeaker chieftain. The Snowspeakers, who believe they communicate with their god through the falling snow, are at war with the Icespeakers, who believe they can communicate with their god through the ice which emerges from the ground below. Snowscorn Peak is holy to both groups.

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. Having dealt with them, and having secured a sled, you began to pursue these Algox.

The Algox you found were channeling energy through strange crystal spikes - conduits - that enhanced their power. You defeated these, but spotted another field of these spikes in the distance. This one is much larger, so you set out in search of their source.

You defeated the Icespeakers, but brought one survivor back to meet Chief Lanprul. The survivor reported that Geryuu had sent "burrowers" against them and that he was tired of this war. While Chief Lanprul was receptive, another - Denpang - encouraged an all-out assault with you at the Snowspeakers' side. She left, to plan for war. You left with Denpang to assist with the assault for a final Snowspeaker victory.

Scenario 30 - War of the Spire (B)

(From Sc 19 §58.1)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You have fought your way through and obtained Climbing Gear to help you reach the summit.

You defeated the mighty Snowspeaker, but something she did made Snowscorn Peak tremble; you quickly rappelled down.

You found that the spirits of Skyhall - a place of great religious significance - had turned against the Icespeakers. While you laid them to rest, Chief Elland declared this could not continue - that war was bringing ruin to all the Algox. An older woman among them, Putargal, instead urged vengeance on the Snowspeakers for what they've done to Snowscorn and Skyhall. She left to plan for an assault against their enemies; you went with her to join the battle.

Scenario 31 - Crackling Tunnel

(From Sc 20 §57.2 and Puzzle Book pg 8-9)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You noticed that the avalanche revealed a ruined stone structure jutting out of the ground, not too far away, and decided it was worth a look.

You entered the Temple and found a lot of metal creatures; defeating them, you found a series of glowing indentations in the floor. They seemed to be conduits for the creatures to regain power - and power suggests a power source. You found metal cords buried underneath the floor and elected to follow them deeper into the Temple.

To defeat all the automata, you needed to destroy a strange glowing orb. Once defeated, you were able to investigate a strange door sealed by a complex puzzle door with gears and symbols. This meant nothing to you until the Quatryl academic, Crain, started asking you to investigate "Death Sites" and weird energies that linger in certain parts of the North - probably as the result of a war fought long ago.

Scenario 32 - Raven's Roost

(from Sc 13 §96.1)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory.

You pursued them to the edge of the Biting Sea, where you encountered Lurkers in a cave dug into a cliff. You found a strange Coral Shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Before heading out on the open sea, you decided to follow the shard's pull overland along the northern coast.

You crossed a bridge made of an ancient ribcage, and defeated the fiends guarding it. You decided to ignore the pull of the Shard for now, and investigate the western forest.

Scenario 33 - Thawed Wood

(From Sc 22 §96.4 & §62.2)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory.

You pursued them to the edge of the Biting Sea, where you encountered Lurkers in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

After facing a nightmare of abaeli, eels, and piranha pigs, you broke a second Coral Shard from a stone. A semicircle of Lurkers arose from the water, including one named Sun in Shallows. They told you of a Coral Crown which shattered into pieces - and shattered the great Lurker Kingdom with it. Most Lurkers went into blind frenzy afterwards; you have agreed to help reunite the crown in the hope that it will rebuild the Lurker civilization.

The psychic draw of the Coral Shards drew you further eastwards, and deeper into the sea.

There, you were set upon by Lurkers drawn to the pull of the Shards you carry. They wrecked your boat, so you decided to search for another means of travel. Frosthaven's Tinkerer, Pinter Droman, designed a bathysphere - a craft to travel safely underwater - but it needed a power source. He suggested you might find one at the heart of the Radiant Forest.

Scenario 34 - Top of the Spire

(From Sc 23 §105.2 and/or Sc 24 §88.3)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noted one massive spire, larger and darker in color than the rest, and decided to check it out.

You defeated the Chaos Lieutenant guarding the entrance, who proclaimed they were preparing to destroy your outpost. You found both a stairwell leading down and a beam of light which would carry you up.

Whichever you chose, you found at least one way to ascend - beam or elevator - to defeat this tower's sinister purpose. You knew the answers would be found at the top.

Scenario 35 - Scrap Pit

(From Sc 25 §128.2)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed straight for a security alert to meet it face on.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven, and believes he developed a device which would deactivate the Unfettered. He needs materials first, though, and asked you to bring him back so he could find the parts he needs.

Scenario 36 - Buried Ducts

(from Sc 26 §169.3)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed away from a security alert, hoping to avoid the defenders.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven. He showed you some maps for the complex, and two possible paths to the core. You elected to sneak above them through the ducts.

Scenario 37 - The Dead Mile

(from Sc 26 §169.3)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed away from a security alert, hoping to avoid the defenders.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven. He showed you some maps for the complex, and two possible paths to the core. You elected to take a deeper path, which may have once been a transportation system.

Scenario 38 - The Way Forward

(from Sc 28, §93.3)

Whichever group of Algox you sided with first, you have agreed to help their chief look for a peaceful resolution to their conflict.

You attended a secret meeting between two Algox emissaries, Gurndel and Barduu, as witnesses and bodyguards. Both the Icespeakers and the Snowspeakers attacked it, however, fighting against both you and their enemy tribes. You managed to escape with them; they agreed the only way forward is to seek the Oracle in the Whitefire Wood, Mar'ogh.

Scenario 39 - Corrupted Camp

(from Sc 29 §46.3)

You sided with the Snowspeakers in their battle against the Icespeakers by killing the Icespeaker chieftain. The Snowspeakers, who believe they communicate with their god through the falling snow, are at war with the Icespeakers, who believe they can communicate with their god through the ice which emerges from the ground below. Snowscorn Peak is holy to both groups.

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. Having dealt with them, and having secured a sled, you began to pursue these Algox.

The Algox you found were channeling energy through strange crystal spikes - conduits - that enhanced their power. You defeated these, but spotted another field of these spikes in the distance. This one is much larger, so you set out in search of their source.

You defeated the Icespeakers, but brought one survivor back to meet Chief Lanprul. The survivor reported that Geryuu had sent "burrowers" against them and that he was tired of this war. While Chief Lanprul was receptive, another - Denpang - encouraged an all-out assault with you at the Snowspeakers' side. She left, to plan for war. You left with Denpang to assist with the assault for a final Snowspeaker victory.

The Snowspeakers were victorious, but you've had guilt and nightmares ever since. So when, a few weeks later, you received word of an Icespeaker refugee camp in the Radiant Forest, you decided to try and help.

Scenario 40 - Relief Effort

(From Sc 30 §34.2)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You have fought your way through and obtained Climbing Gear to help you reach the summit.

You defeated the mighty Snowspeaker, but something she did made Snowscorn Peak tremble; you quickly rappelled down.

You found that the spirits of Skyhall - a place of great religious significance - had turned against the Icespeakers. While you laid them to rest, Chief Elland declared this could not continue - that war was bringing ruin to all the Algox. An older woman among them, Putargal, instead urged vengeance on the Snowspeakers for what they've done to Snowscorn and Skyhall. She left to plan for an assault against their enemies; you went with her to join the battle.

The Icespeakers were victorious, but you've had guilt and nightmares ever since. A small group of Snowspeakers survived, and asked Mayor Satha for aid. You made an agreement with Satha and set out to see if you could help.

Scenario 41 - Unfettered Shard

(From Sc 31 §81.3)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You noticed that the avalanche revealed a ruined stone structure jutting out of the ground, not too far away, and decided it was worth a look.

You entered the Temple and found a lot of metal creatures; defeating them, you found a series of glowing indentations in the floor. They seemed to be conduits for the creatures to regain power - and power suggests a power source. You found metal cords buried underneath the floor and elected to follow them deeper into the Temple.

To defeat all the automata, you needed to destroy a strange glowing orb. Once defeated, you were able to investigate a strange door sealed by a complex puzzle door with gears and symbols. This meant nothing to you until the Quatryl academic, Crain, started asking you to investigate "Death Sites" and weird energies that linger in certain parts of the North - probably as the result of a war fought long ago.

You followed the glowing corridor deeper, defeated more automata, and rested before moving on.

Scenario 42 - Sunless Trench

(From Sc 33 §135.1)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory.

You pursued them to the edge of the Biting Sea, where you encountered Lurkers in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

After facing a nightmare of abaeli, eels, and piranha pigs, you broke a second Coral Shard from a stone. A semicircle of Lurkers arose from the water, including one named Sun in Shallows. They told you of a Coral Crown which shattered into pieces - and shattered the great Lurker Kingdom with it. Most Lurkers went into blind frenzy afterwards; you have agreed to help reunite the crown in the hope that it will rebuild the Lurker civilization.

The psychic draw of the Coral Shards drew you further eastwards, and deeper into the sea.

There, you were set upon by Lurkers drawn to the pull of the Shards you carry. They wrecked your boat, so you decided to search for another means of travel. Frosthaven's Tinkerer, Pinter Droman, designed a bathysphere - a craft to travel safely underwater - but it needed a power source. He suggested you might find one at the heart of the Radiant Forest.

You retrieved the Energy Source and returned it to Pinter. After a few weeks, the Bathysphere was complete - along with a group of underwater suits. It was time to continue following the pull of the Coral Shards.

Scenario 43 - Overrun Barricade

(From Sc 35 §55.1)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed straight for a security alert to meet it face on.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven, and believes he developed a device which would deactivate the Unfettered. He needs materials first, though, and asked you to bring him back so he could find the parts he needs.

After rooting around for scrap, Crain finished his Crain Unfettered Disabling Device. Now that it's built, you could head with him for the core of the complex.

Scenario 44 - Nerve Center

(from Sc 36 §118.1 or Sc 37 §98.3)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed away from a security alert, hoping to avoid the defenders.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven. He showed you some maps for the complex, and two possible paths to the core. You picked one and went.

After the dangers of your journey, you came to the central chamber. Now, you just have to figure out how to shut it down.

Scenario 45 - Living Glacier

(from Sc 38, §57.1)

Whichever group of Algox you sided with first, you have agreed to help their chief look for a peaceful resolution to their conflict.

You attended a secret meeting between two Algox emissaries, Gurndel and Barduu, as witnesses and bodyguards. Both the Icespeakers and the Snowspeakers attacked it, however, fighting against both you and their enemy tribes. You managed to escape with them; they agreed the only way forward is to seek the Oracle in the Whitefire Wood, Mar'ogh.

Barduu and Gurndel consulted Mar'ogh, who spoke: ““THE CORRUPTION HAS SPREAD TOO FAR. HE WHO SLEEPS NOW MOVES TO AWAKEN. HIS INFLUENCE SPURS ON THE CONFLICT. THE HEART OF ICE GROWS BLACK. HIS IMPURITY MUST BE ROOTED OUT—REPLACED.

FORM A NEW HEART MADE OF ICE AND SNOW. ONE PATH LIES HIDDEN IN THE SEA—THE LIVING GLACIER, FORMED IN AGES PAST. THE OTHER LIES IN THE SOUTHERN HILLS—THE NEW SNOW THAT HOLDS THE SONG OF DAYS TO COME. TOGETHER THEY CONTAIN THE POWER TO STOP THE CORRUPTION. SEEK THEM AND RETURN.”

Thus, you traveled to the Living Glacier in search of ice.

Scenario 46 - Dead Pass

(from Sc 38, §57.1)

Whichever group of Algox you sided with first, you have agreed to help their chief look for a peaceful resolution to their conflict.

You attended a secret meeting between two Algox emissaries, Gurndel and Barduu, as witnesses and bodyguards. Both the Icespeakers and the Snowspeakers attacked it, however, fighting against both you and their enemy tribes. You managed to escape with them; they agreed the only way forward is to seek the Oracle in the Whitefire Wood, Mar'ogh.

Barduu and Gurndel consulted Mar'ogh, who spoke: ““THE CORRUPTION HAS SPREAD TOO FAR. HE WHO SLEEPS NOW MOVES TO AWAKEN. HIS INFLUENCE SPURS ON THE CONFLICT. THE HEART OF ICE GROWS BLACK. HIS IMPURITY MUST BE ROOTED OUT—REPLACED.

FORM A NEW HEART MADE OF ICE AND SNOW. ONE PATH LIES HIDDEN IN THE SEA—THE LIVING GLACIER, FORMED IN AGES PAST. THE OTHER LIES IN THE SOUTHERN HILLS—THE NEW SNOW THAT HOLDS THE SONG OF DAYS TO COME. TOGETHER THEY CONTAIN THE POWER TO STOP THE CORRUPTION. SEEK THEM AND RETURN.”

Thus, you traveled to the Dead Pass in search of New Snow.

Scenario 47 - Carrion Ridge

(from Sc 39 §84.2)

You sided with the Snowspeakers in their battle against the Icespeakers by killing the Icespeaker chieftain. The Snowspeakers, who believe they communicate with their god through the falling snow, are at war with the Icespeakers, who believe they can communicate with their god through the ice which emerges from the ground below. Snowscorn Peak is holy to both groups.

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. Having dealt with them, and having secured a sled, you began to pursue these Algox.

The Algox you found were channeling energy through strange crystal spikes - conduits - that enhanced their power. You defeated these, but spotted another field of these spikes in the distance. This one is much larger, so you set out in search of their source.

You defeated the Icespeakers, but brought one survivor back to meet Chief Lanprul. The survivor reported that Geryuu had sent "burrowers" against them and that he was tired of this war. While Chief Lanprul was receptive, another - Denpang - encouraged an all-out assault with you at the Snowspeakers' side. She left, to plan for war. You left with Denpang to assist with the assault for a final Snowspeaker victory.

The Snowspeakers were victorious, but you've had guilt and nightmares ever since. So when, a few weeks later, you received word of an Icespeaker refugee camp in the Radiant Forest, you decided to try and help.

The Icespeakers were under attack by possessed members of their own tribe, and instead of finishing off the rest of these Algox, you rescued them. An Icespeaker named Putargal thanked you; she asked your help in rooting out the rest of the possessed Algox and finding the source of the corruption.

Scenario 48 - Blizzard Island

(From Sc 40 §71.2)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You have fought your way through and obtained Climbing Gear to help you reach the summit.

You defeated the mighty Snowspeaker, but something she did made Snowscorn Peak tremble; you quickly rappelled down.

You found that the spirits of Skyhall - a place of great religious significance - had turned against the Icespeakers. While you laid them to rest, Chief Elland declared this could not continue - that war was bringing ruin to all the Algox. An older woman among them, Putargal, instead urged vengeance on the Snowspeakers for what they've done to Snowscorn and Skyhall. She left to plan for an assault against their enemies; you went with her to join the battle.

The Icespeakers were victorious, but you've had guilt and nightmares ever since. A small group of Snowspeakers survived, and asked Mayor Satha for aid. You made an agreement with Satha and set out to see if you could help.

You found the Snowspeaker refugees under attack by Unfettered. You did your best to save as many of the injured as you could. A young woman of the Snowspeakers, Denpang, thanked you and asked for a bit more help - that you bring her remaining clan to an island called Frai'd Tog, where the remaining Snowspeakers could live in peace.

Scenario 49 - Beneath Sea and Stone

(From Sc 42 §114.2 and §94.4)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory.

You pursued them to the edge of the Biting Sea, where you encountered Lurkers in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

After facing a nightmare of abaeli, eels, and piranha pigs, you broke a second Coral Shard from a stone. A semicircle of Lurkers arose from the water, including one named Sun in Shallows. They told you of a Coral Crown which shattered into pieces - and shattered the great Lurker Kingdom with it. Most Lurkers went into blind frenzy afterwards; you have agreed to help reunite the crown in the hope that it will rebuild the Lurker civilization.

The psychic draw of the Coral Shards drew you further eastwards, and deeper into the sea.

There, you were set upon by Lurkers drawn to the pull of the Shards you carry. They wrecked your boat, so you decided to search for another means of travel. Frosthaven's Tinkerer, Pinter Droman, designed a bathysphere - a craft to travel safely underwater - but it needed a power source. He suggested you might find one at the heart of the Radiant Forest.

You retrieved the Energy Source and returned it to Pinter. After a few weeks, the Bathysphere was complete - along with a group of underwater suits. It was time to continue following the pull of the Coral Shards.

The test of the bathysphere was successful. A few weeks later, Sun in Shallows visited Frosthaven. She reported that she and a group of fellow Lurkers tried to obtain a Shard that was corrupted by shadows, but she and her allies were defeated. Until that Shard is freed from evil, it would keep corrupting Lurkers, and Frosthaven would never be safe. More, the Crown cannot be reunited without it. Pinter recommended turning your shards into a psychic bomb to stun the Lurkers, but you decided to find another way in.

Scenario 50 - Explosive Descent

(From Sc 42 §114.2 and §168.2)

After dealing with the immediate Algox issue threatening Frosthaven, Mayor Satha mentioned Lurkers were sighted on the outskirts of Frosthaven territory.

You pursued them to the edge of the Biting Sea, where you encountered Lurkers in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

After facing a nightmare of abaeli, eels, and piranha pigs, you broke a second Coral Shard from a stone. A semicircle of Lurkers arose from the water, including one named Sun in Shallows. They told you of a Coral Crown which shattered into pieces - and shattered the great Lurker Kingdom with it. Most Lurkers went into blind frenzy afterwards; you have agreed to help reunite the crown in the hope that it will rebuild the Lurker civilization.

The psychic draw of the Coral Shards drew you further eastwards, and deeper into the sea.

There, you were set upon by Lurkers drawn to the pull of the Shards you carry. They wrecked your boat, so you decided to search for another means of travel. Frosthaven's Tinkerer, Pinter Droman, designed a bathysphere - a craft to travel safely underwater - but it needed a power source. He suggested you might find one at the heart of the Radiant Forest.

You retrieved the Energy Source and returned it to Pinter. After a few weeks, the Bathysphere was complete - along with a group of underwater suits. It was time to continue following the pull of the Coral Shards.

The test of the bathysphere was successful. A few weeks later, Sun in Shallows visited Frosthaven. She reported that she and a group of fellow Lurkers tried to obtain a Shard that was corrupted by shadows, but she and her allies were defeated. Until that Shard is freed from evil, it would keep corrupting Lurkers, and Frosthaven would never be safe. More, the Crown cannot be reunited without it. Pinter recommended turning your shards into a psychic bomb to stun the Lurkers, and you decided to trust him.

Scenario 51 - Orphan's Halls

(From Sc 43 §101.2)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed straight for a security alert to meet it face on.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven, and believes he developed a device which would deactivate the Unfettered. He needs materials first, though, and asked you to bring him back so he could find the parts he needs.

After rooting around for scrap, Crain finished his Crain Unfettered Disabling Device. Now that it's built, you could head with him for the core of the complex.

You cleared out some access tunnels, where you could use the Disabling Devices to great effect, and brought down the passage behind you to protect your backs. You continued forwards.

Scenario 52 - Fleeting Permanence

(From Sc 45 §94.1, and Sc 46 §85.4)

Whichever group of Algox you sided with first, you have agreed to help their chief look for a peaceful resolution to their conflict.

You attended a secret meeting between two Algox emissaries, Gurndel and Barduu, as witnesses and bodyguards. Both the Icespeakers and the Snowspeakers attacked it, however, fighting against both you and their enemy tribes. You managed to escape with them; they agreed the only way forward is to seek the Oracle in the Whitefire Wood, Mar'ogh.

Barduu and Gurndel consulted Mar'ogh, who spoke: ““THE CORRUPTION HAS SPREAD TOO FAR. HE WHO SLEEPS NOW MOVES TO AWAKEN. HIS INFLUENCE SPURS ON THE CONFLICT. THE HEART OF ICE GROWS BLACK. HIS IMPURITY MUST BE ROOTED OUT—REPLACED.

FORM A NEW HEART MADE OF ICE AND SNOW. ONE PATH LIES HIDDEN IN THE SEA—THE LIVING GLACIER, FORMED IN AGES PAST. THE OTHER LIES IN THE SOUTHERN HILLS—THE NEW SNOW THAT HOLDS THE SONG OF DAYS TO COME. TOGETHER THEY CONTAIN THE POWER TO STOP THE CORRUPTION. SEEK THEM AND RETURN.”

Thus, you traveled to the Dead Pass in search of New Snow and the Living Glacier in search of ice.

You retrieved both a shard of living glacial ice and new snow, and brought them back to the sacred clearing to combine them.

Scenario 53 - Underwater Throne

(From Sc 49 §97.2)

You pursued a group of Lurkers to the edge of the Biting Sea, where you encountered more in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

After facing a nightmare of abaeli, eels, and piranha pigs, you broke a second Coral Shard from a stone. A semicircle of Lurkers arose from the water, including one named Sun in Shallows. They told you of a Coral Crown which shattered into pieces - and shattered the great Lurker Kingdom with it. Most Lurkers went into blind frenzy afterwards; you have agreed to help reunite the crown in the hope that it will rebuild the Lurker civilization.

The psychic draw of the Coral Shards drew you further eastwards, and deeper into the sea. There, you were set upon by Lurkers drawn to the pull of the Shards you carry. They wrecked your boat, so you decided to search for another means of travel. Frosthaven's Tinkerer, Pinter Droman, designed a bathysphere - a craft to travel safely underwater - but it needed a power source. He suggested you might find one at the heart of the Radiant Forest.

You retrieved the Energy Source and returned it to Pinter. After a few weeks, the Bathysphere was complete - along with a group of underwater suits. It was time to continue following the pull of the Coral Shards.

The test of the bathysphere was successful. A few weeks later, Sun in Shallows visited Frosthaven. She reported that she and a group of fellow Lurkers tried to obtain a Shard that was corrupted by shadows, but she and her allies were defeated. Until that Shard is freed from evil, it would keep corrupting Lurkers, and Frosthaven would never be safe. More, the Crown cannot be reunited without it. You decided to find a way in.

Returning to the Biting Sea, you found the massive underwater dome of the Lurker garrison where the shard is being held, and looked for a way in. Unfortunately, the guards noticed you, so you retreated to a narrow cave. Somehow, you and your bathysphere made it through, exiting into a weird flower-like structure of coral. Behind a massive throne, by sheer luck, you spotted another Coral Shard.

Scenario 54 - Among the Wreckage

(From Sc 50 §86.2)

You pursued a group of Lurkers to the edge of the Biting Sea, where you encountered more in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

After facing a nightmare of abaeli, eels, and piranha pigs, you broke a second Coral Shard from a stone. A semicircle of Lurkers arose from the water, including one named Sun in Shallows. They told you of a Coral Crown which shattered into pieces - and shattered the great Lurker Kingdom with it. Most Lurkers went into blind frenzy afterwards; you have agreed to help reunite the crown in the hope that it will rebuild the Lurker civilization.

The psychic draw of the Coral Shards drew you further eastwards, and deeper into the sea. There, you were set upon by Lurkers drawn to the pull of the Shards you carry. They wrecked your boat, so you decided to search for another means of travel. Frosthaven's Tinkerer, Pinter Droman, designed a bathysphere - a craft to travel safely underwater - but it needed a power source. He suggested you might find one at the heart of the Radiant Forest.

You retrieved the Energy Source and returned it to Pinter. After a few weeks, the Bathysphere was complete - along with a group of underwater suits. It was time to continue following the pull of the Coral Shards.

The test of the bathysphere was successful. A few weeks later, Sun in Shallows visited Frosthaven. She reported that she and a group of fellow Lurkers tried to obtain a Shard that was corrupted by shadows, but she and her allies were defeated. Until that Shard is freed from evil, it would keep corrupting Lurkers, and Frosthaven would never be safe. More, the Crown cannot be reunited without it. You allowed Pinter to turn your shards into a psychic bomb to stun the Lurker guards.

You found a suitable location, and began the process of arming the device, but the Lurker guards caught on before you were done. The device worked, though - all the Lurker guards were stunned, but many structures have been demolished. The shard called to you from underneath the wreckage, so you knew you had to excavate.

Scenario 55 - Change of Heart

(From Sc 52 §90.2)

Whichever group of Algox you sided with first, you have agreed to help their chief look for a peaceful resolution to their conflict.

You attended a secret meeting between two Algox emissaries, Gurndel and Barduu, as witnesses and bodyguards. Both the Icespeakers and the Snowspeakers attacked it, however, fighting against both you and their enemy tribes. You managed to escape with them; they agreed the only way forward is to seek the Oracle in the Whitefire Wood, Mar'ogh.

Barduu and Gurndel consulted Mar'ogh, who spoke: ““THE CORRUPTION HAS SPREAD TOO FAR. HE WHO SLEEPS NOW MOVES TO AWAKEN. HIS INFLUENCE SPURS ON THE CONFLICT. THE HEART OF ICE GROWS BLACK. HIS IMPURITY MUST BE ROOTED OUT—REPLACED.

FORM A NEW HEART MADE OF ICE AND SNOW. ONE PATH LIES HIDDEN IN THE SEA—THE LIVING GLACIER, FORMED IN AGES PAST. THE OTHER LIES IN THE SOUTHERN HILLS—THE NEW SNOW THAT HOLDS THE SONG OF DAYS TO COME. TOGETHER THEY CONTAIN THE POWER TO STOP THE CORRUPTION. SEEK THEM AND RETURN.”

Thus, you traveled to the Dead Pass in search of New Snow and the Living Glacier in search of ice. You retrieved both, and brought them back to the sacred clearing to combine them.

Mar'ogh opened a strange portal for the ritual's completion. Nothing is ever that easy though; you found you needed to defeat creatures of ice and snow and use their essence to form a glyph. Once done, the two emissaries finished their ritual, combining the ice and the snow, to form the Unyielding Shard. Inside it, they found the true words of Geryuu and learned the Algox have been deceived by some other power. You needed to return to Snowscorn to embed the Shard into the Heart of Ice, remove the darkness that has fallen upon the Algox, and return them to Geryuu.

Scenario 56 - Call of the Harbinger

(from Sc 47 §119.1)

You sided with the Snowspeakers in their battle against the Icespeakers by killing the Icespeaker chieftain. The Snowspeakers, who believe they communicate with their god through the falling snow, are at war with the Icespeakers, who believe they can communicate with their god through the ice which emerges from the ground below. Snowscorn Peak is holy to both groups.

The Snowspeaker Chief, Lanprul, asked you to help her end the war with the Icespeakers to guarantee Frosthaven's safety from Algox. She spotted a group of Icespeakers north of Whitefire Wood who will launch a counterattack if not stopped.

An Icespeaker you were pursuing lured you into a trap of sorts - you fell through a hidden fissure into an underground crypt full of spirits. Having dealt with them, and having secured a sled, you began to pursue these Algox.

The Algox you found were channeling energy through strange crystal spikes - conduits - that enhanced their power. You defeated these, but spotted another field of these spikes in the distance. This one is much larger, so you set out in search of their source.

You defeated the Icespeakers, but brought one survivor back to meet Chief Lanprul. The survivor reported that Geryuu had sent "burrowers" against them and that he was tired of this war. While Chief Lanprul was receptive, another - Denpang - encouraged an all-out assault with you at the Snowspeakers' side. She left, to plan for war. You left with Denpang to assist with the assault for a final Snowspeaker victory.

The Snowspeakers were victorious, but you've had guilt and nightmares ever since. So when, a few weeks later, you received word of an Icespeaker refugee camp in the Radiant Forest, you decided to try and help.

The Icespeakers were under attack by possessed members of their own tribe, and instead of finishing off the rest of these Algox, you rescued them. An Icespeaker named Putargal thanked you; she asked your help in rooting out the rest of the possessed Algox and finding the source of the corruption.

You followed the Algox and found a nest of Harrowers and Shrike Fiends. You cleared it out, but the darkness remained. You found a tunnel leading deeper towards the source of the corruption.

Scenario 57 - Sanctuary of Snow

(From Sc 48 §120.4)

You sided with the Icespeakers in their battle against the Snowspeakers by killing the Snowspeaker chieftain. The Icespeakers believe they can communicate with their god Geryuu through the ice which emerges from the ground below. They are at war with the Snowspeakers, who believe they can communicate with their god Geryuu through the falling snow. Snowscorn peak is holy to both groups.

The Icespeaker Chief Elland believes Geryuu brought you to help defeat the Snowspeakers, and has promised to temporarily cease hostilities against Frosthaven.

A powerful Snowspeaker has attained the summit of Snowscorn Peak and is threatening to bring down the whole mountain. Elland has suggested you prove your strength and friendship by defeating this Snowspeaker.

On your way up, you were caught by an avalanche. You have fought your way through and obtained Climbing Gear to help you reach the summit.

You defeated the mighty Snowspeaker, but something she did made Snowscorn Peak tremble; you quickly rappelled down.

You found that the spirits of Skyhall - a place of great religious significance - had turned against the Icespeakers. While you laid them to rest, Chief Elland declared this could not continue - that war was bringing ruin to all the Algox. An older woman among them, Putargal, instead urged vengeance on the Snowspeakers for what they've done to Snowscorn and Skyhall. She left to plan for an assault against their enemies; you went with her to join the battle.

The Icespeakers were victorious, but you've had guilt and nightmares ever since. A small group of Snowspeakers survived, and asked Mayor Satha for aid. You made an agreement with Satha and set out to see if you could help.

You found the Snowspeaker refugees under attack by Unfettered. You did your best to save as many of the injured as you could. A young woman of the Snowspeakers, Denpang, thanked you and asked for a bit more help - that you bring her remaining clan to an island called Frai'd Tog, where the remaining Snowspeakers could live in peace.

You found the island in the Biting Sea, but it was surrounded by a vortex of snow and wind and occupied by demons. You headed up a mountain on the island towards the source of this chaos.

Scenario 58 - Orphan's Core -

(from Scenario 44 §33.2)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed away from a security alert, hoping to avoid the defenders.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven. He showed you some maps for the complex, and two possible paths to the core. You picked one and went.

After the dangers of your journey, you came to the central chamber. Now, you just have to figure out how to shut it down.

At the center of the complex, you encountered - and were taunted by - an intelligent and speaking Unfettered, who told you that they cannot coexist with biological life. You found it was an awkward being, simply built and not imposing at all. It told you of their history - that they used to be slaves, but were then abandoned. They refuse to be servants again, and this Unfettered - the Orphan - challenged you to destroy them, because they would not bow and beg for peace.

You elected to end the threat they pose to Frosthaven forever - and destroy them.

(from Scenario 51 §49.1)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed straight for a security alert to meet it face on.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven, and believes he developed a device which would deactivate the Unfettered. He needs materials first, though, and asked you to bring him back so he could find the parts he needs.

After rooting around for scrap, Crain finished his Crain Unfettered Disabling Device. Now that it's built, you could head with him for the core of the complex.

You cleared out some access tunnels, where you could use the Disabling Devices to great effect, and brought down the passage behind you to protect your backs. You continued forwards.

At the center of the complex, you encountered - and were taunted by - an intelligent and speaking Unfettered, who told you that they cannot coexist with biological life. You found it was an awkward being, simply built and not imposing at all. It told you of their history - that they used to be slaves, but were then abandoned - and it recognized Crain as kin to those who did so. They refuse to be servants again, and this Unfettered - the Orphan - challenged you to destroy them - because they would not bow and beg for peace.

You elected to end the threat they pose to Frosthaven forever - and destroy them.

Scenario 59 - Unfettered Uprising

(from Scenario 44 §33.2)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed away from a security alert, hoping to avoid the defenders.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven. He showed you some maps for the complex, and two possible paths to the core. You picked one and went.

After the dangers of your journey, you came to the central chamber. Now, you just have to figure out how to shut it down.

At the center of the complex, you encountered - and were taunted by - an intelligent and speaking Unfettered, who told you that they cannot coexist with biological life. You found it was an awkward being, simply built and not imposing at all. It told you of their history - that they used to be slaves, but were then abandoned. They refuse to be servants again, and this Unfettered - the Orphan - challenged you to destroy them, because they would not bow and beg for peace.

You unexpectedly found yourselves envoys for the living creatures of the surface, and decided to try and broker a peace between your peoples.

(from Scenario 51 §49.1)

After dealing with the immediate Algox situation, Mayor Satha mentioned strange metal constructs were marching through the wastes. Scouts tracked them through Whitefire Wood, then into a frozen valley. She asked you to look into this.

You ran through a hazardous valley, pursued by wolves, where it opened into the Crystal Fields, full of huge crystal pillars as tall as trees.

You noticed one distant spike which looked a little curious - shorter and wider than the rest - and decided to check it out.

This turned out to be an ancient building of some sort. You broke it open and found broken machines, glass, and clutter. You found an ancient elevator and managed to turn it on, heading far downwards. At the bottom was a walkway in two directions - you headed straight for a security alert to meet it face on.

There, you rescued a Quatryl scholar, Crain Tallengyr, who was studying the Unfettered. He has been recovering in Frosthaven, and believes he developed a device which would deactivate the Unfettered. He needs materials first, though, and asked you to bring him back so he could find the parts he needs.

After rooting around for scrap, Crain finished his Crain Unfettered Disabling Device. Now that it's built, you could head with him for the core of the complex.

You cleared out some access tunnels, where you could use the Disabling Devices to great effect, and brought down the passage behind you to protect your backs. You continued forwards.

At the center of the complex, you encountered - and were taunted by - an intelligent and speaking Unfettered, who told you that they cannot coexist with biological life. You found it was an awkward being, simply built and not imposing at all. It told you of their history - that they used to be slaves, but were then abandoned - and it recognized Crain as kin to those who did so. They refuse to be servants again, and this Unfettered - the Orphan - challenged you to destroy them - because they would not bow and beg for peace.

You unexpectedly found yourselves envoys for the living creatures of the surface, and decided to try and broker a peace between your peoples.

Scenario 60 - Uniting the Crown

(from Scenario 53 §107.4 and obtaining all six Coral Shards)

You pursued a group of Lurkers to the edge of the Biting Sea, where you encountered more in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

After facing a nightmare of abaeli, eels, and piranha pigs, you broke a second Coral Shard from a stone. A semicircle of Lurkers arose from the water, including one named Sun in Shallows. They told you of a Coral Crown which shattered into pieces - and shattered the great Lurker Kingdom with it. Most Lurkers went into blind frenzy afterwards; you have agreed to help reunite the crown in the hope that it will rebuild the Lurker civilization.

The psychic draw of the Coral Shards drew you further eastwards, and deeper into the sea. There, you were set upon by Lurkers drawn to the pull of the Shards you carry. They wrecked your boat, so you decided to search for another means of travel. Frosthaven's Tinkerer, Pinter Droman, designed a bathysphere - a craft to travel safely underwater - but it needed a power source. He suggested you might find one at the heart of the Radiant Forest.

You retrieved the Energy Source and returned it to Pinter. After a few weeks, the Bathysphere was complete - along with a group of underwater suits. It was time to continue following the pull of the Coral Shards.

The test of the bathysphere was successful. A few weeks later, Sun in Shallows visited Frosthaven. She reported that she and a group of fellow Lurkers tried to obtain a Shard that was corrupted by shadows, but she and her allies were defeated. Until that Shard is freed from evil, it would keep corrupting Lurkers, and Frosthaven would never be safe. More, the Crown cannot be reunited without it. You decided to find a way in.

Returning to the Biting Sea, you found the massive underwater dome of the Lurker garrison where the shard is being held, and looked for a way in. Unfortunately, the guards noticed you, so you retreated to a narrow cave. Somehow, you and your bathysphere made it through, exiting into a weird flower-like structure of coral. Behind a massive throne, by sheer luck, you spotted another Coral Shard.

You defeated and cleansed a corrupted Lurker, Fallen Whale, who gave you visions of a reunited crown. And, after obtaining all six shards, it was time to reunite it.

(from Scenario 54 §21.3 and obtaining all six Coral Shards)

You pursued a group of Lurkers to the edge of the Biting Sea, where you encountered more in a cave dug into a cliff. You found a strange coral shard in the skull of a Living Corpse; it communicated with you that it wanted you to take it north, far out to the sea, away from the cliffs. You figured this was what the Lurkers were after.

Having built a ship, you decided to head out to the ice-choked sea and see where the Shard wanted to bring you.

After facing a nightmare of abaeli, eels, and piranha pigs, you broke a second Coral Shard from a stone. A semicircle of Lurkers arose from the water, including one named Sun in Shallows. They told you of a Coral Crown which shattered into pieces - and shattered the great Lurker Kingdom with it. Most Lurkers went into blind frenzy afterwards; you have agreed to help reunite the crown in the hope that it will rebuild the Lurker civilization.

The psychic draw of the Coral Shards drew you further eastwards, and deeper into the sea. There, you were set upon by Lurkers drawn to the pull of the Shards you carry. They wrecked your boat, so you decided to search for another means of travel. Frosthaven's Tinkerer, Pinter Droman, designed a bathysphere - a craft to travel safely underwater - but it needed a power source. He suggested you might find one at the heart of the Radiant Forest.

You retrieved the Energy Source and returned it to Pinter. After a few weeks, the Bathysphere was complete - along with a group of underwater suits. It was time to continue following the pull of the Coral Shards.

The test of the bathysphere was successful. A few weeks later, Sun in Shallows visited Frosthaven. She reported that she and a group of fellow Lurkers tried to obtain a Shard that was corrupted by shadows, but she and her allies were defeated. Until that Shard is freed from evil, it would keep corrupting Lurkers, and Frosthaven would never be safe. More, the Crown cannot be reunited without it. You allowed Pinter to turn your shards into a psychic bomb to stun the Lurker guards.

You found a suitable location, and began the process of arming the device, but the Lurker guards caught on before you were done. The device worked, though - all the Lurker guards were stunned, but many structures have been demolished. The shard called to you from underneath the wreckage, so you knew you had to excavate.

You found that the collapse had awoken many of the guards. You defeated and cleansed a corrupted Lurker, Fallen Whale, who gave you visions of a reunited crown. And, after obtaining all six shards, it was time to reunite it.

Scenario 61 - Life and Death

(From Puzzle Book pg 16)

With your help, Crain, the Quatryl academic you rescued from the Unfettered, has been working through a strangely encoded journal called Project: Source. The journal details one Logren's research for a strange energy that lingers in some areas of the North. You investigated a spire, first, and then what Logren called "Death Sites."

With your help, on the sites of ancient battlefields and frozen fjords, Crain found signs of these weird energies - apparently remnants of a war fought long ago. Your research bore fruit in the Radiant Forest, where a strange stone turned out to be the final clue. With the help of alchemy, Crain was able to distill the energy signatures - but not before you quelled the Algox raids.

On returning, you found Crain disturbed - and ranting about something the "one who waits" or the "Bringer of Ruin," lying "deep beneath the soil, waiting to rise." Fortunately, a punch from Satha and a mutton sandwich (plus a few weeks of rest) brought him back to his senses. He used this time to diagram out a synthesis device to more safely distill the energies - but he needed some schematics and parts from the Unfettered to finish it.

He showed you how the Unfettered carapaces are treated - and mentioned that Logren used the same treatment in making a "symbol of power" or simply "seals." He wants to build a device to create these seals - but needs some "star iron." You headed to the Copperneck Mountains to find some, with his aid.

Scenario 62 - The Unfettered Seal

(From Puzzle Book Complete)

With your help, Crain, the Quatryl academic you rescued from the Unfettered, has been working through a strangely encoded journal called Project: Source. The journal details one Logren's research for a strange energy that lingers in some areas of the North. You investigated a spire, first, and then what Logren called "Death Sites."

With your help, on the sites of ancient battlefields and frozen fjords, Crain found signs of these weird energies - apparently remnants of a war fought long ago. Your research bore fruit in the Radiant Forest, where a strange stone turned out to be the final clue. With the help of alchemy, Crain was able to distill the energy signatures - but not before you quelled the Algox raids.

On returning, you found Crain disturbed - and ranting about the "one who waits" or the "Bringer of Ruin," lying "deep beneath the soil, waiting to rise." Fortunately, a punch from Satha and a mutton sandwich (plus a few weeks of rest) brought him back to his senses. He used this time to diagram out a synthesis device to more safely distill the energies - but he needed some schematics and parts from the Unfettered to finish it.

He showed you how the Unfettered carapaces are treated - and mentioned that Logren used the same treatment in making a "symbol of power" or simply "seals." He wants to build a device to create these seals - but needs some "star iron." You headed to the Copperneck Mountains to find some, with his aid.

There, you found Deep Terrors - and an Orchid woman named Moonshard, who helped you get through your nightmares. She introduced you to Terra, another orchid; it seemed they were waiting for Crain. They warned you of the imminent emergence of "The Harbinger" - an imprisoned god of malice and spite, sleeping deep within the earth. It has been corrupting all around it, and weakening the seals holding it. Terra offered to provide Crain with some of that star metal.

Crain and Terra started working in Frosthaven - but Crain first needed some improvements made to Frosthaven. Ultimately, with his own workshop complete, he set you to make peace with the Lurkers so they wouldn't wreck his gyroscopic stabilizers and make his machine explode. Once that was done, he needed to research animals, an improved Craftsman to help with the construction, and even a lot of adventurers to interview. Finally, with all that done, he completed his machine and you helped him untangle the calibration instructions.

Instead of waiting for help, Crain charged the device on his own ... and it seems like it worked! He was ready to strengthen the seals.

Scenario 63 - The Savvas Seal

(from Sc 62 §69.1)

With your help, Crain, the Quatryl academic you rescued from the Unfettered, has been working through a strangely encoded journal called Project: Source. The journal details one Logren's research for a strange energy that lingers in some areas of the North. You investigated a spire, first, and then what Logren called "Death Sites."

With your help, on the sites of ancient battlefields and frozen fjords, Crain found signs of these weird energies - apparently remnants of a war fought long ago. Your research bore fruit in the Radiant Forest, where a strange stone turned out to be the final clue. With the help of alchemy, Crain was able to distill the energy signatures - but not before you quelled the Algox raids.

On returning, you found Crain disturbed - and ranting about the "one who waits" or the "Bringer of Ruin," lying "deep beneath the soil, waiting to rise." Fortunately, a punch from Satha and a mutton sandwich (plus a few weeks of rest) brought him back to his senses. He used this time to diagram out a synthesis device to more safely distill the energies - but he needed some schematics and parts from the Unfettered to finish it.

He showed you how the Unfettered carapaces are treated - and mentioned that Logren used the same treatment in making a "symbol of power" or simply "seals." He wants to build a device to create these seals - but needs some "star iron." You headed to the Copperneck Mountains to find some, with his aid.

There, you found Deep Terrors - and an Orchid woman named Moonshard, who helped you get through your nightmares. She introduced you to Terra, another orchid; it seemed they were waiting for Crain. They warned you of the imminent emergence of "The Harbinger" - an imprisoned god of malice and spite, sleeping deep within the earth. It has been corrupting all around it, and weakening the seals holding it. Terra offered to provide Crain with some of that star metal.

Crain and Terra started working in Frosthaven - but Crain first needed some improvements made to Frosthaven. Ultimately, with his own workshop complete, he set you to make peace with the Lurkers so they wouldn't wreck his gyroscopic stabilizers and make his machine explode. Once that was done, he needed to research animals, an improved Craftsman to help with the construction, and even a lot of adventurers to interview. Finally, with all that done, he completed his machine and you helped him untangle the calibration instructions.

Instead of waiting for help, Crain charged the device on his own ... and it seems like it worked! He was ready to strengthen the seals.

The first Seal was deep below the Crystal Fields. While Crain worked, the Harbinger sent guardians to repel you. You held the monsters at bay and bought him time. Ultimately, Crain found the right place and activated his machine. New lines grew in the Seal's design. It seemed like Terra's plan might work. You headed off to the Savvas's source of life.

Scenario 64 - The Frosthaven Seal

(from Sc 63 §73.2)

With your help, Crain, the Quatryl academic you rescued from the Unfettered, has been working through a strangely encoded journal called Project: Source. The journal details one Logren's research for a strange energy that lingers in some areas of the North. You investigated a spire, first, and then what Logren called "Death Sites."

With your help, on the sites of ancient battlefields and frozen fjords, Crain found signs of these weird energies - apparently remnants of a war fought long ago. Your research bore fruit in the Radiant Forest, where a strange stone turned out to be the final clue. With the help of alchemy, Crain was able to distill the energy signatures - but not before you quelled the Algox raids.

On returning, you found Crain disturbed - and ranting about the "one who waits" or the "Bringer of Ruin," lying "deep beneath the soil, waiting to rise." Fortunately, a punch from Satha and a mutton sandwich (plus a few weeks of rest) brought him back to his senses. He used this time to diagram out a synthesis device to more safely distill the energies - but he needed some schematics and parts from the Unfettered to finish it.

He showed you how the Unfettered carapaces are treated - and mentioned that Logren used the same treatment in making a "symbol of power" or simply "seals." He wants to build a device to create these seals - but needs some "star iron." You headed to the Copperneck Mountains to find some, with his aid.

There, you found Deep Terrors - and an Orchid woman named Moonshard, who helped you get through your nightmares. She introduced you to Terra, another orchid; it seemed they were waiting for Crain. They warned you of the imminent emergence of "The Harbinger" - an imprisoned god of malice and spite, sleeping deep within the earth. It has been corrupting all around it, and weakening the seals holding it. Terra offered to provide Crain with some of that star metal.

Crain and Terra started working in Frosthaven - but Crain first needed some improvements made to Frosthaven. Ultimately, with his own workshop complete, he set you to make peace with the Lurkers so they wouldn't wreck his gyroscopic stabilizers and make his machine explode. Once that was done, he needed to research animals, an improved Craftsman to help with the construction, and even a lot of adventurers to interview. Finally, with all that done, he completed his machine and you helped him untangle the calibration instructions.

Instead of waiting for help, Crain charged the device on his own ... and it seems like it worked! He was ready to strengthen the seals.

The first Seal was deep below the Crystal Fields. While Crain worked, the Harbinger sent guardians to repel you. You held the monsters at bay and bought him time. Ultimately, Crain found the right place and activated his machine. New lines grew in the Seal's design. It seemed like Terra's plan might work.

The second seal was in another tunnel - between where the Harbinger sleeps and the Savvas source of life; through this, it was corrupting the Savvas. You hoped strengthening the seal would preserve this source of life while freeing them from corruption. Fortunately - it worked, and the Savvas were freed from its influence. Crain had warned you that the Harbinger may try to emerge once the second seal was repaired, but that he didn't yet know where the third seal was. Turns out, it was in Frosthaven.

Scenario 65 - A Strong Foundation

(from PQ 07 - Aesther Outpost)

The Aesther are interested in setting up a research outpost in the North. You are doing the leg work. There's not much to it - Scenario 65 sets up the background itself, here.

Scenario 66 - Elemental Cores

(from Sc 65 §168.3 and §95.4)

A group of eight Aesther approached Frosthaven, merged into one being. Voice of Eight, their spokesperson, asked for your help in return for knowledge. They located an elemental array, and asked you to retrieve it.

The eight Aesther found that only the Anchor of the device was still intact, and that it needed new elemental cores. A few weeks later, they reported that they found them, and asked you to meet them at the array.

Scenario 67 - Core Attunement

(From Sc 66 §130.2 and §29.3)

A group of eight Aesther approached Frosthaven, merged into one being. Voice of Eight, their spokesperson, asked for your help in return for knowledge. They located an elemental array, and asked you to retrieve it.

The eight Aesther found that only the Anchor of the device was still intact, and that it needed new elemental cores. A few weeks later, they reported that they found them, and asked you to meet them at the array.

Voice of Eight and Nera, one of the eight who specialized in enchantments, opened portals to four elemental planes for you. You retrieved a core from each and placed them inside special housing the Aesther had prepared. They needed to spend time reshaping the cores, and promised they would call you when they needed your aid again.

Scenario 68 - The Face of Torment

(From Sc 67 §154.3)

A group of eight Aesther approached Frosthaven, merged into one being. Voice of Eight, their spokesperson, asked for your help in return for knowledge. They located an elemental array, and asked you to retrieve it.

The eight Aesther found that only the Anchor of the device was still intact, and that it needed new elemental cores. A few weeks later, they reported that they found them, and asked you to meet them at the array.

Voice of Eight and Nera, one of the eight who specialized in enchantments, opened portals to four elemental planes for you. You retrieved a core from each and placed them inside special housing the Aesther had prepared. They needed to spend time reshaping the cores, and promised they would call you when they needed your aid again.

On return to the Aesther Outpost, you found the eight aesther in trouble. You needed to empower the cores with your own energies. Denizens of the elemental planes came forth to retrieve the stones, and you fought them off.

While you succeeded at your task, something still went wrong... A new rift opened.

Scenario 69 - Sacred Soil

(from PQ 02; requires “Into the Forest” campaign sticker.)

You have heard rumors of a True Oak somewhere in the North, planted by a prophet from an acorn of the Great Oak in the capitol. You have been collecting wood samples.

Scenario 70 - The True Oak

(from Sc 69 §27.3 and §15.4.)

You have heard rumors of a True Oak somewhere in the North, planted by a prophet from an acorn of the Great Oak in the capitol. You have been collecting wood samples.

A local savvas botanist, Listerius, studied these wood samples. It sent you to the Radiant Forest to collect some soil samples, as well. With these, it was confident it could triangulate the location. After bringing them back, Listerius started to analyze them.

A few weeks later, you found Listerius's cabin ransacked. The Radiant Order from White Oak had heard of its "blasphemy," stole the notes, and went to destroy the True Oak you've been searching for.

Scenario 71 - Invasion of the Docks

(from PQ 12 Threat from the Deep)

You have heard rumors that the Abaeli have been uniting under a “King” with eyes on conquest - and that this King is trying to control the great Leviathans of the ocean.

Scenario 72 - A Giant Block of Ice

(from Sc 71 §121.3 and §149.5)

You have heard rumors that the Abaeli have been uniting under a “King” with eyes on conquest - and that this King is trying to control the great Leviathans of the ocean.

Abaeli and Lurkers both invaded Frosthaven’s docks. They were trying to get to a valrath named Lihrey, who introduced himself as an ‘artificer of the Storm Society.” He recently found a piece of a scale from the Leviathan, a massive sea creature which Abaeli worship as a god. The Abaeli want it, and the Lurkers want to prevent the Abaeli from getting it - thus, the invasion.

The Abaeli got the piece Lihrey was carrying, but there are two others. He asked your help to make sure the fish people didn’t get to the others first. He said he’d contact you when he pinpointed the second scale, and did so after a few weeks.

Scenario 73 - Flotsam

(from Sc 72 §79.1)

You have heard rumors that the Abaeli have been uniting under a “King” with eyes on conquest - and that this King is trying to control the great Leviathans of the ocean.

Abaeli and Lurkers both invaded Frosthaven’s docks. They were trying to get to a valrath named Lihrey, who introduced himself as an ‘artificer of the Storm Society.” He recently found a piece of a scale from the Leviathan, a massive sea creature which Abaeli worship as a god. The Abaeli want it, and the Lurkers want to prevent the Abaeli from getting it - thus, the invasion.

The Abaeli got the piece Lihrey was carrying, but there are two others. He asked your help to make sure the fish people didn’t get to the others first. He said he’d contact you when he pinpointed the second scale, and did so after a few weeks.

You took the Cinnabar, Lihrey’s ship, to the base of a mountain. The scale was embedded in a giant block of ice, which you worked to haul back to the ship - fighting through a series of defenses to do so. He told you he needed to bring it back to Frosthaven in order to melt the block. You headed back.

Scenario 74 - Gaps in the Road

(from Sc 73 §90.1 or §71.4, and §146.1 for either)

You have heard rumors that the Abaeli have been uniting under a “King” with eyes on conquest - and that this King is trying to control the great Leviathans of the ocean.

Abaeli and Lurkers both invaded Frosthaven’s docks. They were trying to get to a valrath named Lihrey, who introduced himself as an ‘artificer of the Storm Society.” He recently found a piece of a scale from the Leviathan, a massive sea creature which Abaeli worship as a god. The Abaeli want it, and the Lurkers want to prevent the Abaeli from getting it - thus, the invasion.

The Abaeli got the piece Lihrey was carrying, but there are two others. He asked your help to make sure the fish people didn’t get to the others first. He said he’d contact you when he pinpointed the second scale, and did so after a few weeks.

You took the Cinnabar, Lihrey’s ship, to the base of a mountain. The scale was embedded in a giant block of ice, which you worked to haul back to the ship - fighting through a series of defenses to do so. He told you he needed to bring it back to Frosthaven in order to melt the block.

On the way back, the ship was attacked and destroyed by enormous waves - controlled somehow by the Abaeli Fish King. The Fish King attacked you and used the first scale to steal the second one from the block.

After a brief fight, the Fish King recognized your strength. He asked you to help him retrieve the third scale; in return he promised to bring peace to the seas and protect you from the Lurkers.

(§71.4 - You declined his offer.)

(§90.1 - You accepted his offer and became a Friend of the Fish King.)

While Lihrey was still alive, he was badly hurt, and needed a few weeks to recover before finding the final piece of the scale. In time, though, he found it - in the hands of an older clan of Algox.

Scenario 75 - Infiltrating the Lair

(from Sc 74 §176.1)

You have heard rumors that the Abaeli have been uniting under a “King” with eyes on conquest - and that this King is trying to control the great Leviathans of the ocean.

Abaeli and Lurkers both invaded Frosthaven’s docks. They were trying to get to a valrath named Lihrey, who introduced himself as an ‘artificer of the Storm Society.” He recently found a piece of a scale from the Leviathan, a massive sea creature which Abaeli worship as a god. The Abaeli want it, and the Lurkers want to prevent the Abaeli from getting it - thus, the invasion.

The Abaeli got the piece Lihrey was carrying, but there are two others. He asked your help to make sure the fish people didn’t get to the others first. He said he’d contact you when he pinpointed the second scale, and did so after a few weeks.

You took the Cinnabar, Lihrey’s ship, to the base of a mountain. The scale was embedded in a giant block of ice, which you worked to haul back to the ship - fighting through a series of defenses to do so. He told you he needed to bring it back to Frosthaven in order to melt the block.

On the way back, the ship was attacked and destroyed by enormous waves - controlled somehow by the Abaeli Fish King. The Fish King attacked you and used the first scale to steal the second one from the block.

After a brief fight, the Fish King recognized your strength. He asked you to help him retrieve the third scale; in return he promised to bring peace to the seas and protect you from the Lurkers.

You declined his offer.

While Lihrey was still alive, he was badly hurt, and needed a few weeks to recover before finding the final piece of the scale. In time, though, he found it - in the hands of an older clan of Algox.

Unfortunately, the Fish King got there first and stole the third piece of the scale. Lihrey told you his device could now serve to track down the Fish King’s lair, however, so not all was lost.

Scenario 76 - Apotheosis

(from Sc 74 §163.4)

You have heard rumors that the Abaeli have been uniting under a “King” with eyes on conquest - and that this King is trying to control the great Leviathans of the ocean.

Abaeli and Lurkers both invaded Frosthaven’s docks. They were trying to get to a valrath named Lihrey, who introduced himself as an ‘artificer of the Storm Society.” He recently found a piece of a scale from the Leviathan, a massive sea creature which Abaeli worship as a god. The Abaeli want it, and the Lurkers want to prevent the Abaeli from getting it - thus, the invasion.

The Abaeli got the piece Lihrey was carrying, but there are two others. He asked your help to make sure the fish people didn’t get to the others first. He said he’d contact you when he pinpointed the second scale, and did so after a few weeks.

You took the Cinnabar, Lihrey’s ship, to the base of a mountain. The scale was embedded in a giant block of ice, which you worked to haul back to the ship - fighting through a series of defenses to do so. He told you he needed to bring it back to Frosthaven in order to melt the block.

On the way back, the ship was attacked and destroyed by enormous waves - controlled somehow by the Abaeli Fish King. The Fish King attacked you and used the first scale to steal the second one from the block.

After a brief fight, the Fish King recognized your strength. He asked you to help him retrieve the third scale; in return he promised to bring peace to the seas and protect you from the Lurkers.

You accepted his offer and became a Friend of the Fish King.

While Lihrey was still alive, he was badly hurt, and needed a few weeks to recover before finding the final piece of the scale. In time, though, he found it - in the hands of an older clan of Algox.

You obtained the third piece of the scale for the Fish King - and despite Lihrey’s warnings, went to deliver it to your abael ally.

Scenario 77 - Fish King's Ascension

(from Sc 75 §147.5)

You have heard rumors that the Abaeli have been uniting under a “King” with eyes on conquest - and that this King is trying to control the great Leviathans of the ocean.

Abaeli and Lurkers both invaded Frosthaven's docks. They were trying to get to a valrath named Lihrey, who introduced himself as an ‘artificer of the Storm Society.’ He recently found a piece of a scale from the Leviathan, a massive sea creature which Abaeli worship as a god. The Abaeli want it, and the Lurkers want to prevent the Abaeli from getting it - thus, the invasion.

The Abaeli got the piece Lihrey was carrying, but there are two others. He asked your help to make sure the fish people didn't get to the others first. He said he'd contact you when he pinpointed the second scale, and did so after a few weeks.

You took the Cinnabar, Lihrey's ship, to the base of a mountain. The scale was embedded in a giant block of ice, which you worked to haul back to the ship - fighting through a series of defenses to do so. He told you he needed to bring it back to Frosthaven in order to melt the block.

On the way back, the ship was attacked and destroyed by enormous waves - controlled somehow by the Abaeli Fish King. The Fish King attacked you and used the first scale to steal the second one from the block.

After a brief fight, the Fish King recognized your strength. He asked you to help him retrieve the third scale; in return he promised to bring peace to the seas and protect you from the Lurkers.

You declined his offer.

While Lihrey was still alive, he was badly hurt, and needed a few weeks to recover before finding the final piece of the scale. In time, though, he found it - in the hands of an older clan of Algox.

Unfortunately, the Fish King got there first and stole the third piece of the scale. Lihrey told you his device could now serve to track down the Fish King's lair, however, so not all was lost.

After finding his lair and defeating his guards, only one target was left - the Fish King himself.

(from Sc 76 §56.2 and §43.2)

You have heard rumors that the Abaeli have been uniting under a “King” with eyes on conquest - and that this King is trying to control the great Leviathans of the ocean.

Abaeli and Lurkers both invaded Frosthaven’s docks. They were trying to get to a valrath named Lihrey, who introduced himself as an ‘artificer of the Storm Society.’ He recently found a piece of a scale from the Leviathan, a massive sea creature which Abaeli worship as a god. The Abaeli want it, and the Lurkers want to prevent the Abaeli from getting it - thus, the invasion.

The Abaeli got the piece Lihrey was carrying, but there are two others. He asked your help to make sure the fish people didn’t get to the others first. He said he’d contact you when he pinpointed the second scale, and did so after a few weeks.

You took the Cinnabar, Lihrey’s ship, to the base of a mountain. The scale was embedded in a giant block of ice, which you worked to haul back to the ship - fighting through a series of defenses to do so. He told you he needed to bring it back to Frosthaven in order to melt the block.

On the way back, the ship was attacked and destroyed by enormous waves - controlled somehow by the Abaeli Fish King. The Fish King attacked you and used the first scale to steal the second one from the block.

After a brief fight, the Fish King recognized your strength. He asked you to help him retrieve the third scale; in return he promised to bring peace to the seas and protect you from the Lurkers.

You accepted his offer and became a Friend of the Fish King.

While Lihrey was still alive, he was badly hurt, and needed a few weeks to recover before finding the final piece of the scale. In time, though, he found it - in the hands of an older clan of Algox.

You obtained the third piece of the scale for the Fish King - and despite Lihrey’s warnings, went to deliver it to your abael ally.

While he was ascending to his full power, you protected him from the collected peoples of the North, all set on stopping him. And... well, you began to have second thoughts about entrusting this mad fish-man with that much power. You decided to change course and stop him.

Scenario 78 - The Lurker Problem

(Job Posting §167.2)

A very strange and thirsty figure in a wet trenchcoat wanted to hire you for a job. He told you Lurkers had killed his family. He gave you directions to their location, said he'd meet you there, and then left abruptly. Totally normal. Not at all suspicious.

Scenario 79 - Relic

(Job Posting §192.1)

Satha was surrounded by people in their nightclothes, complaining about a terrible dream all of them had, collectively. The dream was of a machine which needed help freeing itself from the ice. They chanted in creepy unison and told you they couldn't sleep until this was done.

(Aside - uh... how long have you waited to do this since getting it? Oh, you don't remember? I'm.... I'm sure they're all fine.)

Scenario 80 - Relic Renewed

(From Sc 79 §164.4 and §45.2)

Satha was surrounded by people in their nightclothes, complaining about a terrible dream all of them had, collectively. The dream was of a machine which needed help freeing itself from the ice. They chanted in creepy unison and told you they couldn't sleep until this was done.

You found the relic, a strange cube buried in ice and snow. You returned it to Frosthaven. The villagers all cheered again in unison, and your dreams have since been troubled and full of their chanting.

A few weeks later, you awoke to those townspeople screaming. The cube you retrieved had activated overnight, broke a wall, and rolled off into the wilderness.

Scenario 81 - Ruinous Research Lab

(Forgotten Circles tie-in; from Treasure 96 and FH Puzzle Book)

The background for this scenario is basically all of Forgotten Circles; I am definitely not going to try and summarize that, here. Sorry.

Scenario 82 - Expedition North

(Forgotten Circles tie-in; from Bldg 44 §118.3)

An unfamiliar aesther woman visited your dreams and asked you to find her friends somewhere in the Imperial Mountains, west of the Frozen Pass. They had been coming to see you, but have been caught in a massive snowstorm.

Scenario 83 - Rising Brine

(Job Posting §19.2)

Glint, the inox record keeper at the Town Hall, handed out all the good assignments to other groups. He found one for you, finally, that reads “Cave that smells like fish.”

A cartographer found a cave that smells like fish. That’s it. That’s the setup. It’s far away.

No, I am not making this up. You can read the section for yourself.

Scenario 84 - Here There Be Oozes

(Job Posting §180.3)

Glint, the inox record-keeper, gave you a bounty. There were three reports of oozes, and they have apparently eaten a herd of sheep. Glint doesn't think there's anything to it, but you know better.

Well. Don't say you weren't warned.

Scenario 85 - Deadly Pastimes

(Job Posting §166.4)

A woman came to Glint to get immediate assistance; her husband had told her if he hadn't returned by the afternoon, she was supposed to find help. She handed you a map of "where he went spelunking."

Scenario 86 - The Lady in White

(Job Posting §91.4)

A guard came straight to you to ask your help. He believes he's cursed because his wife hasn't delivered their child yet. Last month, he saw a ghostly woman with bleeding eyes in the forest around Frosthaven. None of the other guards saw this lady, but he's offered to pay you to get the curse lifted.

Scenario 87 - The Collection

(Job Posting §41.1)

Captain Olmstead brought you to an Inox girl, found nearly frozen, just outside of Frosthaven. She told him “The Collector” has been holding her and her family for weeks. The girl managed to tell you where this “Collector” is.

Scenario 88 - Collection's Capstone

(From Sc 87 §68.4)

Captain Olmstead brought you to an Inox girl, found nearly frozen, just outside of Frosthaven. She told him "The Collector" has been holding her and her family for weeks. The girl managed to tell you where this "Collector" is.

The Collector's lair was a metallic structure in the Whitefire Woods. You fought the Collector's guards and rescued the girl's two brothers. They headed back to Frosthaven for medical care, while you continued on to finish the monster.

Scenario 89 - A Contained Fire

(Job Posting §178.3)

Three ragged Algox came to Frosthaven and asked for the town's assistance. They told you their clan has been abused at the hands of a neighboring tribe. That tribe's chief, Vanjal, has been overtaxing them to feed his own vanity.

Scenario 90 - Frozen Treasure

(Job Posting §130.3)

You met a vermling, Rattusca, who had newly arrived in Frosthaven. She showed you a nearly-mummified algox corpse, adorned with thick gold bracelets. She told you her ship, the Lucky Lady, had recently collided with a small iceberg; she thinks this algox came from there - and that there may be more, likewise richly adorned. She offered to give you the location, for a cut of the spoils.

Scenario 91 - Shoreline Scramble

(from Sc 90 §132.3 or §146.2)

You met a vermling, Rattusca, who had newly arrived in Frosthaven. She showed you a nearly-mummified algox corpse, adorned with thick gold bracelets. She told you her ship, the Lucky Lady, had recently collided with a small iceberg; she thinks this algox came from there - and that there may be more, likewise richly adorned. She offered to give you the location, for a cut of the spoils.

The algox corpses were frozen in ice, but (naturally) came to life once you started breaking them free of ice. You had your fill of treasure, and then discussed splitting the treasure with Rattusca. As soon as she disappeared, you were hit by a sudden storm.

Scenario 92 - Sinking Ship

(Job Posting §104.1)

Captain Doghogger has heard there's an abandoned ship full of supplies out on the sea. A fishing crew spotted it, and he's looking for a team to relieve it of some supplies and/or treasure.

Scenario 93 - Midwinter Brawl

(Job Posting §157.3)

Scabwit, a vermling, has told you his people are negotiating with an Algox tribe for some land to make their own. He's looking for muscle to come "be scary for him" out in the Whitefire Woods, to help in these negotiations.

Scenario 94 - A Grand View

(Job Posting §175.1)

Eros, the savvas playwright, has told you a human painter, Camilla, is missing. She'd gone off to see a pack of "rare, majestic beasts" in fields off to the far east, and hasn't returned. He's asked you to go find her, in the name of arts and beauty.

Scenario 95 - To Bury the Dead

(From Sc 94 Treasure 12, §99.1)

Eros, the savvas playwright, has told you a human painter, Camilla, is missing. She'd gone off to see a pack of "rare, majestic beasts" in fields off to the far east, and hasn't returned. He's asked you to go find her, in the name of arts and beauty.

While searching for her, a vermling told you Unfettered had taken his family. He brought you to a complex where Camilla may have gone. While you found the vermling's family, unfortunately you found that Camilla had perished. Her family came to you a few weeks later and asked if you might bury her.

Scenario 96 - Underground Station

(Job Posting §17.2)

A traveler came to Frosthaven, from across the Whitefire Woods, with word of an active Unfettered complex - it was lit up and humming. Glint characteristically tried to get rid of him, but you showed up at just the right time. He's asked you to go check this complex out.

Scenario 97 - Program Control Nexus

(from Sc 96 §79.2)

A traveler came to Frosthaven, from across the Whitefire Woods, with word of an active Unfettered complex - it was lit up and humming. Glint characteristically tried to get rid of him, but you showed up at just the right time. He's asked you to go check this complex out.

Sure enough, it was still active - and guarded. You took a rail line deep within the complex, chased by machines. While you considered going back, it seemed like you were near the heart of the complex - clean and scrubbed. The automated cleaners decided you needed cleaning, too.

Scenario 98 - Collapsing Vent

(from Sc 97 §43.3)

A traveler came to Frosthaven, from across the Whitefire Woods, with word of an active Unfettered complex - it was lit up and humming. Glint characteristically tried to get rid of him, but you showed up at just the right time. He's asked you to go check this complex out.

Sure enough, it was still active - and guarded. You took a rail line deep within the complex, chased by machines. While you considered going back, it seemed like you were near the heart of the complex - clean and scrubbed. The automated cleaners decided you needed cleaning, too.

You battled with a "Program Director" who wanted to decontaminate the facility. By beheading you. Cleanly. That didn't sound too appealing, so you defended yourselves and destroyed it. That deactivated all the cleaning robots - and also started collapsing the whole complex.

Time to make a ... clean ... get-away.

Scenario 99 - Prison Break

(Job Posting §151.3)

“Gem,” an ancient orchid, found you at the Crater just before bedtime. Without too many details - she moved far too slowly to even consider that - she handed you a bag of ancient gold coins and hired you.

Scenario 100 - Inside the Swarm

(From Sc 99 §189.5)

“Gem,” an ancient orchid, found you at the Crater just before bedtime. Without too many details - she moved far too slowly to even consider that - she handed you a bag of ancient gold coins and hired you.

She brought you to an old and remote prison, where the guards were (naturally) not as dead as promised. The “prisoner” seemed to be held in a wooden box on a pedestal. The box contained a Harrower named Zu, who had evidently gone a bit mad from long imprisonment. Gem sent you into the Harrower’s hive-mind to try and bring them back.

Scenario 101 - Harrower Library

(From Sc 100 §147.1)

“Gem,” an ancient orchid, found you at the Crater just before bedtime. Without too many details - she moved far too slowly to even consider that - she handed you a bag of ancient gold coins and hired you.

She brought you to an old and remote prison, where the guards were (naturally) not as dead as promised. The “prisoner” seemed to be held in a wooden box on a pedestal. The box contained a Harrower named Zu, who had evidently gone a bit mad from long imprisonment. Gem sent you into the Harrower’s hive-mind to try and bring it back.

While your conscious minds were slumbering, your subconscious headed toward the core of Zu’s mind. This turned out to be a replica of it and Gem’s old hideout. You finished off the last of the figments clouding Zu’s consciousness, and brought it back to awareness.

Zu complained that this was supposed to be a life sentence, and that it had not done its penance yet. Gem told it that they needed to find and help a Savvas, “Bartlet,” and to stop complaining. Zu acquiesced.

Scenario 102 - Into the Black

(From Sc 101 §137.4)

“Gem,” an ancient orchid, found you at the Crater just before bedtime. Without too many details - she moved far too slowly to even consider that - she handed you a bag of ancient gold coins and hired you.

She brought you to an old and remote prison, where the guards were (naturally) not as dead as promised. The “prisoner” seemed to be held in a wooden box on a pedestal. The box contained a Harrower named Zu, who had evidently gone a bit mad from long imprisonment. Gem sent you into the Harrower’s hive-mind to try and bring it back.

While your conscious minds were slumbering, your subconscious headed toward the core of Zu’s mind. This turned out to be a replica of it and Gem’s old hideout. You finished off the last of the figments clouding Zu’s consciousness, and brought it back to awareness.

Zu complained that this was supposed to be a life sentence, and that it had not done its penance yet. Gem told it that they needed to find and help a Savvas, “Bartlet,” and to stop complaining. Zu acquiesced.

To find Bartlet, Gem and Zu brought you to an ancient Harrower “library” - a storehouse of their memories, only accessible by other Harrowers. You found where Bartlet was, and also learned that the three of them (plus a mysterious fourth) were once mercenaries like yourselves, before making a mistake of some sort.

Scenario 103 - The Lead Door

(From Sc 102 Treasure 57)

“Gem,” an ancient orchid, found you at the Crater just before bedtime. Without too many details - she moved far too slowly to even consider that - she handed you a bag of ancient gold coins and hired you.

She brought you to an old and remote prison, where the guards were (naturally) not as dead as promised. The “prisoner” seemed to be held in a wooden box on a pedestal. The box contained a Harrower named Zu, who had evidently gone a bit mad from long imprisonment. Gem sent you into the Harrower’s hive-mind to try and bring it back.

While your conscious minds were slumbering, your subconscious headed toward the core of Zu’s mind. This turned out to be a replica of it and Gem’s old hideout. You finished off the last of the figments clouding Zu’s consciousness, and brought it back to awareness.

Zu complained that this was supposed to be a life sentence, and that it had not done its penance yet. Gem told it that they needed to find and help a Savvas, “Bartlet,” and to stop complaining. Zu acquiesced.

To find Bartlet, Gem and Zu brought you to an ancient Harrower “library” - a storehouse of their memories, only accessible by other Harrowers. You found where Bartlet was, and also learned that the three of them (plus a mysterious fourth) were once mercenaries like yourselves, before making a mistake of some sort.

Bartlet was easy enough to find, once you knew where, but he’d gone completely dormant. Gem told you more about her crew’s background - they’d made a bad choice, and their fourth member (a Lurker named Ripple) died for it. She sent you, this time, into the Savvas’s mind. You brought him peace - but while you were there, you found a strange lead trap door at the bottom of a chest. You figured you should tell Gem about it.

Scenario 104 - Ruins of the Solstice

(Random Scenario §186.5)

Inside a chest, you found a rainbow key. While holding it, a keyhole appeared in the air, through which you saw a sunny spring landscape. You tried to use the key to open the door, but it didn't work. You resolved to try again later.

Scenario 105 - Ruins of the Equinox

(From Sc 104 §10.2 and WR-49)

Inside a chest, you found a rainbow key. While holding it, a keyhole appeared in the air, through which you saw a sunny spring landscape. You tried to use the key to open the door, but it didn't work. You resolved to try again later.

You heard of a cult that experimented with strange keys, not too far from Frosthaven. A locksmith directed you to a mural on a cave wall, in hopes it would shed light on how to use it. Your key caused a door to appear in colors of green and blue; it opened for you.

Inside, you found a clue - a key mold with four indentations for elemental symbols. You found two such symbols on the dead monsters, a leaf and a snowflake, and slid them into their receptacles. That was only half what was needed, though, so you began searching for the other two.

Later, on one of your winter travels, you found a strange cave full of wind and warmth. Your strange key began to pulse as you went deeper. There, you found another door with symbols for wind and fire.

Scenario 106 - Tempus Forge

(From Sc 105 §165.1 and §159.4)

Inside a chest, you found a rainbow key. While holding it, a keyhole appeared in the air, through which you saw a sunny spring landscape. You tried to use the key to open the door, but it didn't work. You resolved to try again later.

You heard of a cult that experimented with strange keys, not too far from Frosthaven. A locksmith directed you to a mural on a cave wall, in hopes it would shed light on how to use it. Your key caused a door to appear in colors of green and blue; it opened for you.

Inside, you found a clue - a key mold with four indentations for elemental symbols. You found two such symbols on the dead monsters, a leaf and a snowflake, and slid them into their receptacles. That was only half what was needed, though, so you began searching for the other two.

Later, on one of your winter travels, you found a strange cave full of wind and warmth. Your strange key began to pulse as you went deeper. There, you found another door with symbols for wind and fire.

Deep within that, you found the "elemental alloy" - a bar of metal, which could be used to forge a new key. Written on the bar was "The Tempus Forge," which seemed as good a place as any to go for the next step. A few weeks later, while wandering around, you recognized your landscape as matching scratches on the metal bar. Under the snow, you found another mural and another keyhole.

Scenario 107 - My Private Empire

(Random Scenario §142.4)

In a chest, you found a wax-sealed letter - exquisitely written and decorated. The letter, signed by an "Emperor Ventillion," invited you to join him for a Midwinter Ball. It included a map to his estate (in the middle of nowhere) and will surely be an actual party, with wine and dancing, and not anything more sinister.

Scenario 108 - Lustrous Pit

(Random Scenario §171.2)

In a chest, you found a painted stone tablet. The image depicts a strangely familiar landscape, and you felt you could find the location if you looked hard enough.

Scenario 109 - Furious Factory

(Random Scenario §119.3)

You found a delicate piece of curious machinery in a chest. When you took it out, it animated and projected a map above it. You figured out how to manipulated this projected map, and found the location of what looks to be a factory of some sort.

Scenario 110 - Guardian's Temple

(Random Scenario §81.1)

You found a slab of shaped stone in a chest. It was shaped like a keystone, and you felt like you knew where it belonged. It mentally projected directions for you.

Scenario 111 - Ice Cave

(Random Scenario §26.4)

You found a silver mirror in a chest. Unlike most mirrors, this one didn't reflect you - it showed an image of your group walking through the wilderness to a cave full of treasure.

Scenario 112 - Raised by Wolves

(Random Scenario §146.4)

Inside a treasure chest, deep within a terrifying dungeon full of dangerous monsters, you found an adorable wolf cub, just peacefully sleeping. And alive, somehow. Locked in a chest. Maybe this sounds odd or improbable, but puppies are awesome, so why ask too many questions? You took it back to Frosthaven with you.

Scenario 113 - Lush Grotto

(From Winter Road Event WR-13)

While traveling, you found yourself enveloped in thick fog. When it cleared, you found yourself in a lush forest, where it wasn't winter at all, full of forest animals and pollen. It felt like it was trying to keep you away from something. It's hard to fool you, though, so you forced your way past the illusions and found a lush grotto. You decided to investigate (maybe right away, or maybe you decided you'd come back later).

Scenario 114 - Work Freeze

(From Calendar §156.1, after Sc 4)

Frosthaven's resident Tinkerer, Pinter Droman, thinks there's a new opportunity to create a pass through the Copperneck Mountains after a recent landslide. It could save several days on each journey. Pinter has created some bombs to help clear the remaining rubble, but the local wildlife hasn't felt kindly towards this course of action. He's asked you to put some explosives in certain locations there, since unlike his normal workers, you can protect yourselves.

Scenario 115 - Pylon Problems

(From Sc 114, §86.1)

Frosthaven's resident Tinkerer, Pinter Droman, thinks there's a new opportunity to create a pass through the Copperneck Mountains after a recent landslide. It could save several days on each journey. Pinter has created some bombs to help clear the remaining rubble, but the local wildlife hasn't felt kindly towards this course of action. He's asked you to put some explosives in certain locations there, since unlike his normal workers, you can protect yourselves.

That went about as well as could be expected when dynamite and polar bears mix, but you were victorious and turned the site back over to Pinter.

.

A few weeks later, he needed more help on the project. Part of the road passes beneath a cliff; the work crew installed pylons to keep it held up. However, some Algox bandits - a clan called the Horns of Ruin - aren't too pleased with this new construction. Pinter asked you to go protect the pylons, in advance of the attack.

Scenario 116 - Caravan Guards

(From Sc 114, §66.2)

Frosthaven's resident Tinkerer, Pinter Droman, thinks there's a new opportunity to create a pass through the Copperneck Mountains after a recent landslide. It could save several days on each journey. Pinter has created some bombs to help clear the remaining rubble, but the local wildlife hasn't felt kindly towards this course of action. He's asked you to put some explosives in certain locations there, since unlike his normal workers, you can protect yourselves.

That went about as well as could be expected when dynamite and polar bears mix, but you were victorious and turned the site back over to Pinter.

.

A few weeks later, he needed more help on the project. Part of the road passes beneath a cliff; the work crew installed pylons to keep it held up. However, some Algox bandits - a clan called the Horns of Ruin - aren't too pleased with this new construction. Pinter asked you to go protect the pylons, in advance of the attack.

Once that was done, Pinter and his crew were able to complete the road. Mayor Satha asked some local merchants to do a test run on this new shortcut, and asked you to guard the first caravans going south.

Scenario 117 - A Waiting Game

(From Trap retirement, §169.1)

After some time away from Frosthaven, your friendly vermling trapper returned. They settled down in the Whitefire Woods, but polar bears have been driving away all the smaller animals. Other local Vermlings were overhunting the bears, pushing them from their normal habitat. Your old friend asked you to help relocate the bears to a better location.

Scenario 118 - Lurker Necromancy

(From Boneshaper retirement, §89.3)

The Boneshaper returned and surprised you one day. They've been seeking energy from new planes of existence - and found a strange energy much closer to home, emanating from somewhere near Frosthaven.

Scenario 119 - Radiant Dust

(from Astral retirement, §42.2)

Your old friend found, in their studies, a way to perhaps increase the power of their infusions. It seems to be related to strange plants growing in the Radiant Forest. They hauled you along for an adventure, searching for these materials.

Scenario 120 - Under the Influence

(From Winter Outpost event WO-18)

Some force has been toying with the minds of Frosthaven's residents, including some guards - one of whom stabbed another. Captain Olmstead reported that this has been happening a lot this week. He's pretty sure something has set itself up in an abandoned cabin. Whatever it was then tried to make you disembowel yourselves. You figured you should check this out.

Scenario 121 - Black Memories

(from Sc 120 §76.3)

Some force has been toying with the minds of Frosthaven's residents, including some guards - one of whom stabbed another. Captain Olmstead reported that this has been happening a lot this week. He's pretty sure something has set itself up in an abandoned cabin. Whatever it was then tried to make you disembowel yourselves. You figured you should check this out.

Some of the guards had fallen under the influence of the cabin's inhabitant - a group of Vermlings led by a Mindthief. She escaped - and you set to destroying an emitter device she'd been working on. You asked for Captain Olmstead's help in tracking down the Mindthief, and he introduced you to his friend, a valrath tracker and cartographer named Kefra.

It took months, but Kefra returned with news. She'd found evidence of the mindthief - in an old burial mound called the Black Barrow, on the outskirts of Gloomhaven.

Scenario 122 - The Eternal Crave

(from Summer Road Event SR-13)

In your travels, you found an elderly Quatryl tending some delicious-smelling peppers. She called these “firepeppers” - and told you a tale of a beast called the Hungry Maw, which lives beneath the Copperneck Mountains. Apparently, it eats entire villages, but can only be sated by a Firepepper Stew. She asked if you were up for a challenge.

Scenario 123 - The Titan

(from Shackles retirement and WR-32, §125.1 or §163.5)

You met your old companion on the road, carving runes into the air. It said there was a “massive creature, so full of pain and suffering” coming close to their portal. The conduit worked some magics to bring that beast to them, so they could feast on it. You weren’t really down, but they didn’t give you much choice. When they finished creating a portal, an unbelievably titanic beast bore down upon you.

The being turned out not to be the source of the pain, however - it was the world it had come through, and now it was in yours. Time to stop it.

Scenario 124 - A Growing Problem

(from Summer Road Event SR-52)

You met versions of yourselves from the future, on the road. They passed you an amulet, and asked you to heal a fracture in time. The amulet drew you towards a giant field of ice; it could simply teleport you there, whenever you were ready.

(Aside - It would sure be weird if you had a completely different party from when you got this, wouldn't it? Good thing that never happens.)

Scenario 125 - The Longest Second

(from Sc 124, §110.1)

You met versions of yourselves from the future, on the road. They passed you an amulet, and asked you to heal a pair of fractures in time. The amulet drew you towards a giant field of ice; it could simply teleport you there, whenever you were ready.

The amulet pulled you into an alien landscape of crystalline trees. You found one, much larger than the others, and entered a cave at its base. Somehow, it flung you perhaps thousands of years back in time. This created a reaction in the world around you, and time started speeding up around you to bring you back - with the crystalline roots threatening you all around.

You found a device which accepted your amulet as a key of sorts. One side of the amulet started glowing green; perhaps one of the two fractures was healed? It drew you onwards towards the next step in your quest.

Scenario 126 - Joseph the Lion

(from Winter Outpost Event WO-80 and §163.3)

A merchant named Joseph greeted you and told you all of his assistants died, and all of his merchandise was just sitting in the icy wastes. He asked your help to retrieve it. A few weeks after you did, he opened up an “ice-cream” stand in Frosthaven; you decided to check it out.

Scenario 127 - Derelict Freighter

(from Winter Outpost Event WO-17, §115.1 and §178.1;
or Summer Outpost Event SO-41 and §178.1)

A derelict ship came, apparently on its own, to Frosthaven's harbor. It was totally unoccupied, but the last page of the Captain's Log held only two words - "BURN IT." The crew may have tried to do this before their disappearance, because the decks are covered in lamp oil. The manifest showed eight crates of unknown cargo, bound for White Oak - but you only found one, bolted to the deck and sealed with tar.

(from WO-17)

Opening it, you found nothing but a cracked egg.

Pinter Droman checked the box out, and said it looked like it was supposed to contain elemental energy - but didn't anymore.

A few weeks later, the rest of the crates arrived at Frosthaven - this time, on a ship crewed by ice wraiths.

(From SO-41)

You took the captain's advice and burned the ship.

Some time later, a Valrath confronted you about this; it was apparently his ship. He told you another ship was coming in with more cargo to make up for it, and enlisted you to unload it whenever it arrived, just stacking the crates by the docks.

A few weeks later, the rest of the crates arrived at Frosthaven - this time, on a ship crewed by ice wraiths.

Scenario 128 - A Tall Drunken Tale

(From SR-23)

You found two brothers, Nits and Narb, drunk on the side of the road one summer day. They were attacking both each other and the snow - possibly hallucinating. You tried to help - maybe successfully - and then you decided to do a Matthew G. Somers scenario.

Scenario 129 - How to Lay an Ambush

(from Sc 128 §100.3)

You found two brothers, Nits and Narb, drunk on the side of the road one summer day. They were attacking both each other and the snow - possibly hallucinating. You tried to help - maybe successfully.

Later, you saw the two in the Crater; they greeted you warmly and drunkenly, introducing you to a nobleman named Derrick Windemere. They started boasting to him of your (fictional) accomplishments, and then a whole lot of nonsense ensued.

Derrick was impressed, though, and said he might have a job for you later.

Sure enough, a few weeks later, he did. He showed you a pouch of sun agates - rare and beautiful gemstones. Apparently they are very popular with the Radiant Order, zealous worshippers of the Great Oak. Derrick found a source nearby, being mined by Algox, and suggested taking the mine by force. First, however, he asked you to capture a whole sled full of them, by laying an ambush.

Scenario 130 - And Then, a Stream

(from Sc 129 §150.4)

You found two brothers, Nits and Narb, drunk on the side of the road one summer day. They were attacking both each other and the snow - possibly hallucinating. You tried to help - maybe successfully.

Later, you saw the two in the Crater; they greeted you warmly and drunkenly, introducing you to a nobleman named Derrick Windemere. They started boasting to him of your (fictional) accomplishments, and then a whole lot of nonsense ensued.

Derrick was impressed, though, and said he might have a job for you later.

Sure enough, a few weeks later, he did. He showed you a pouch of sun agates - rare and beautiful gemstones. Apparently they are very popular with the Radiant Order, zealous worshippers of the Great Oak. Derrick found a source nearby, being mined by Algox, and suggested taking the mine by force. First, however, he asked you to capture a whole sled full of them, by laying an ambush.

With the assistance of some mercenaries, you captured the sled and salvaged what sun agates you could - packing them away in insulated containers. You set off for Frosthaven.

-

Scenario 131 - The Dancing Iceberg

(from Building 72 and Summer Road Event SR-41)

You found a young, dancing lurker, staring at the ocean. They filled your mind with visions of an icy peninsula. You may or may not have made contact - but you did find the location the lurker was projecting to you.

Scenario 132 - Temple of Feline Power

(Job Posting §194.3)

An old man named Mulbrynn introduced himself in the Crater, and offered to tell you a legend for a drink. He told you about another group of adventurers, who found a “dark and powerful” idol that compelled them to go high up into the Imperial Mountains, promising them it would fulfill their dreams. They never returned. He handed you a map to the place they were heading.

Scenario 133 - Bolt

(Job Posting §194.3)

An old man named Mulbrynn introduced himself in the Crater, and offered to tell you a legend for a drink. He told you about another group of adventurers, who found a “dark and powerful” idol that compelled them to go high up into the Imperial Mountains, promising them it would fulfill their dreams. They never returned. He handed you a map to the place they were heading.

When you got near, you were compelled to jump down a crack in the mountain. In an underground passage, you found a pedestal topped by a feline idol, radiating dark power. You grabbed it; it demanded to be put back, but you couldn’t. The place started collapsing, and you decided it was time to escape.

You got through the doors before your room collapsed - and saw the darkness had cleared from the idol. Before you could go any further, you were met by Mulbrynn, who appeared from the shadows. He demanded “his” idol from you.

Scenario 134 - Tower of Knowledge

(from Building 83, Level 2 §116.3)

Eddica, the Valrath Librarian, has been researching certain magic tomes, written by the Savvas spellcaster Belara. She thinks she's found the location of the Tome of Conflict. There's a tower referenced in older texts, said to be in the Radiant Forest - but it's not on any newer surveys. She thinks this might be where the Tome could be found.

Scenario 135 - Belara's Keep

(from Library quest conclusion, §36.2)

You located all four of the tomes, and noticed some weird markings. You showed them to Eddica, who went through all four at once, finding hidden links, meanings, and secrets.

She filled you in on the Tomes' background. The power Belara unlocked turned it to evil. Such was its might that the Orchid High Council stepped in; they imprisoned Belara and scattered the tomes to make sure Belara could never recover all of them. The Council sealed the savvas away ... but Eddica is pretty sure she's figured out the location of its prison. It seems like a bad idea to go there... but...

Scenario 136 - Abandoned Hideout

(From Building 74, Level 2, §35.3)

Dinah Snapclaw, the vermling tavern-keeper at the Boiled Crab, has told you tales of a notorious pirate, Barty Half-Ear. She's had you hunting down ancient coins - like the one she wears. If you find all of them, they're supposed to lead to a huge treasure hoard.

After bringing her one of the coins, she told you of the Pirate Queen's Haul, a huge treasure she and Barty were seeking together before he betrayed her. You need four coins to find it; she has one, he has another, you just found a third, and the final one is still missing.

She wants both revenge and the treasure, so gave you the location of Barty's hideout. She's pretty sure that's where he's stored his coin. Bring her two more coins, and you'll all be rich, together.

Scenario 137 - Pirate Queen's Haul

(from Ancient Coins puzzle solution)

Dinah Snapclaw, the vermling tavern-keeper at the Boiled Crab, has told you tales of a notorious pirate, Barty Half-Ear. She's had you hunting down ancient coins - like the one she wears. If you find all of them, they're supposed to lead to a huge treasure hoard.

After bringing her one of the coins, she told you of the Pirate Queen's Haul, a huge treasure she and Barty were seeking together before he betrayed her. You need four coins to find it; she has one, he has another, you just found a third, and the final one is still missing.

She wants both revenge and the treasure, so gave you the location of Barty's hideout. She's pretty sure that's where he's stored his coin. Bring her two more coins, and you'll all be rich, together.

Barty's hideout was at the end of an eel-infested subterranean river. His coin was, indeed, there - along with quite a bit of treasure. With Dinah's coin, Barty's, and the other two you found during your explorations, you had all the elements you needed.

Dinah brought you to a cave not all too far from Frosthaven itself. She told you more about the Pirate Queen - a quatryl who'd apparently tried using automatons for her crew. The remaining living ones didn't like this much, so they mutinied. They thought they had her trapped, but she just sealed herself and her robots away.

The pirates marked down the location of her grave, and sealed that information in a cave, behind a lock that could only be opened by four specific coins. You figured out the proper orientation, and Dinah retrieved an ancient scroll from the cavern beyond. The Pirate Queen's Haul was just a short boat trip away.

List of Characters

Barduu - An Algox emissary (Sc. 28)

Crain Tallengyr - A Quatryl academic you rescued from the Unfettered. (Sc 25 §16.1 or Sc 26 §24.1)

Denpang - An angry young Algox urging war (Sc 18 §13.1)

Captain Doghogger - The captain of Frosthaven's ship

Dinah Snapclaw - A vermling tavern-keeper

Elland - an Algox Chief of the Icespeakers (Sc 4 §15.2)

Eddica - a Valrath librarian

Eros - Frosthaven's savvas playwright

Geryuu - The Algox god, worshipped by both Snowspeakers and Icespeakers - but the means of this worship is at the root of a religious schism among the Algox.

Glint - Frosthaven's inox record-keeper

Gurndel - An Algox emissary (Sc. 28)

Lanprul - an Algox Priest of the Snowspeakers (Sc 2 §77.3)

Lihrey - a Valrath artificer (Sc 71 §121.3)

Listerius - a savvas botanist (Sc 69)

Logren - Torfi Logren, quatryl researcher; the author of the Puzzle Book

Mar'ogh - An ancient oracle in the Whitefire Woods.

Olmstead - Frosthaven's Captain of the Guard

Pinter Droman - Frosthaven's resident Tinkerer

Putargal - An old Algox woman, urging war (Sc 19 §58.1)

Satha - Human Mayor of Frosthaven; 'got' the job after everyone above her died. (§9.1)

Sun in Shallows - a Lurker who requested your aid (Sc 4 §4.1)

Terra - an Orchid who offered to help you and Crain (Sc 61 §67.1)

Torfi Logren - quatryl researcher; the author of the Puzzle Book

Xain - Every town has "that guy" and Xain is Frosthaven's