

FANMADE SCENARIO BLOOD ON THE ICE

This is a fully self-contained Elder Scrolls board game session designed to be played all at once in a style known as a “one-shot.” It offers a rich narrative as well as teaching phases to give new players a sense of the game, but can be enjoyed by veterans of the game as well. Its goal is to be playable within a 2.5 - 3 hour time period. Specific items, quests, encounter cards, characters, and enemy chips will need to be prebuilt and selected for this session prior to playing. Deluxe player inventories are greatly helpful, but not required. Set aside and store all components in a manner you see fit. You can use the game’s card dividers to your advantage. Plan to spend 30 minutes ahead of time setting up the scenario, and do this in your own time so it is ready to play when it’s game time.

While the character building is possibly the best part of this game, that process can take a long time and will push this session beyond its goal of the limited time frame. Players still get a ton of choices to add skills and select items at 2 or more town encounters in this scenario. However, you may still choose to do the normal character building steps per the rules if you don’t mind a session that lasts over 3 hours. If so, skip the prebuild character step, and instead allow players to fully build their characters, ensuring they each select a starting skill that does damage.

Treat this session as a fluid experience: If you need to adjust the difficulty, time, or encounters to cater to the player’s time restraints or situations that occur, do so within reason. Encourage them to take actions or make choices that will help them, but ultimately let them decide. Do not alter the core game rules, instead simply adjust the scenario rules to allow them to succeed. Example: if players skip the final town to rest, have an NPC approach them on the way to the final fight that has them clear cooldown or heal, etc. The primary goal of this scenario is for their first experience to be fun while also fitting within the desired time limit.

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PRE-SETUP STEPS

Overall Scenario rules:

1. It is suggested to play on Apprentice, allowing 2 HP and 2 dice recovered each day.
2. Enemies with the **Native** skill have the following effect: Ignore 1 defense on your target.
3. The final boss **Lich Deslandra's Penumbra** has the following additional effects: May also take over non-allied units of the Daedra type on death, once no other allied units are available. *(This will present a fun, unique "twist" near the end if they have daedric summons or companions- she will not die that easily!)*

Note: When a daedra is "taken over" with this skill, clear all statuses from **Lich Deslandra**.

4. Do not evaluate end of day province effect, these are entirely ignored for this session. No cards in the curated session decks will reference them.
5. Rather than start the party at 2 XP as usual, start them at 5, this is considered the Day 1 XP.

Retrieve the following item cards:

CO-001 Dark Elf Cuirass
CO-003 Breton Jack
CO-006 Silver Circlet
CO-011 Ornate Scabbard
CO-080 Voidsteel Axe
CO-086 Iron Dagger
CO-094 Ratskewer Bow
CO-098 Mahogany Restoration Staff
LG-042 Alliance Spell Draught
LG-048 Tri-Restoration Potion
LG-049 Maiming Poison
LG-051 Fracturing Poison

Retrieve the following Quest cards:

SQ-14, SQ-20, SQ-24, SQ-19
Create the quest deck in the above order.
Ensure that SQ-14 and SQ-20 are revealed in the first town.

Retrieve the following peaceful encounter cards:

GE-13, MW-10, MW-12, BM-13

Retrieve the following delve cards and make a deck in the following order with the first card on top:

GE-03, GE-04, GE-01, GE-06

Do not shuffle the pre-made Quest, Encounter, or Delve decks. They are meant to be ordered per the above directions.

Set aside the following enemies:

Quest unit Lich Deslandra, Quest unit Morag Tong Assassin

For both level 1/5 enemies and level 10/20, locate and set aside all enemies that are of the **daedric** type including all region specific units, sorting them into a pile appropriate to their level.

This set aside pool will comprise the total enemy pool for the final clash. For the delve, you will draw from the bags as normal, excluding these enemies set aside.

PRE-BUILD CHARACTERS

Pre-build the below 4 archetype characters and place them into player trays with their stats and dice set up as below, ready for players to open and play.

For all below classes: place health, stamina, magicka, and starting skill along the left row.

Combat skill placement will be defined according to the archetype below.

All archetype characters start with their standard racial stats, plus 5 XP to spend, & 1 tenacity.

Mage: Dark Elf - Novice Sorcerer

Start skill: Destruction Staff (2 level 1 dice)

Start items: Mahogany Restoration Staff
CO-098

Combat skill: place to the right of stamina

Warrior: Imperial - Novice Templar

Start Skill: Two Handed (2 level 1 dice)

Start item: Dark Elf Cuirass - CO - 001

Combat stat: place to the right of magicka

Rogue: Khajit - Novice Rogue

Start skill: One Hand and shield (2 level 1 dice)

Start item: Iron Dagger CO-086

Combat skill: place to the right of magicka

Archer: Nord - Novice Archer

Start skill: Bow (2 level 1 dice)

Start item: Ratskewer Bow - CO-094

Combat skill: place to the right of magicka

BEGIN SESSION SETUP

Take the Skyrim Gazetteer and open it to page 28.

Place the Eastern Skyrim overland map on the table.

Place the party token at Windhelm.

Place an NPC token at Fort Morvunskar.

Game teach advice provided below-you may skip this section if the players know the game.

Place the clash mat, entrance tile, 3 random level 1 enemy chips on the clash tile 2 spaces away from the entrance, and the adventurer's chips on the entrance tile.

Walk each player through one example turn with their characters, explaining the dice combat rules, allowing them to roll and resolve them. Explain the stamina/magicka types on dice, battle forms, dice rolling limits, dice codes, class abilities, and cooldown mechanics. Then show one round of enemy turns, explaining the abilities of each enemy as well.

After teaching the basics of dice combat and cooldowns, tell the players that tenacity can be used outside of combat and that it is good to have some on hand as it can be used during Speech checks and interactions during the session (it will be needed here.)

Remind them quests they find may not be able to be completed in this shorter scenario.

This teach will allow the players to make more informed decisions on what they buy in the first town, instead of going in blindly. This teach should only take about 5-10 minutes.

Clean up the tutorial pieces and proceed to begin the session!

DAY ONE

Read the Windhelm introduction. Skip “eating contests” text entry.

Introduce the **Shop** and lay out the 4 common and 4 legendary items listed above that aren’t in player packs.

Introduce the **Skill Trainer** and lay out 1 of every skill token in the game. Provide the players with the skill sheets to look over.

Mention the **Quest Board** and place SQ-14 and SQ-20 on the table, visible to players.

Encourage them to read them, in this scenario they can be read before spending actions.

All other locations are closed.

All players have **3 actions** in the starting town and 5 XP to spend. Walk them through the ways to advance. Allow them to do so immediately instead of during the Advancement phase.

After all players are ready, read the following narrative:

The festival is a blur of laughter, clashing steel, and the scent of roasted meats. You revel in the contests, besting all who challenge you, your skill undeniable. It is not long before the Jarl of Windhelm takes notice—his keen eyes lingering on your well-honed weapons and effortless victories.

He strides toward you, his presence commanding, and bids you follow him into a nearby tavern, its hearth cold and seats empty, the revelers still lost in merriment outside. Once the heavy door closes behind you, his voice drops to a grave whisper.

“A killer stalks our city,” he confesses, his brow furrowed. “Our fairest maidens are vanishing, their bodies found with wounds like none our blades could make. Fear grips the streets—many have fled, and the guards are stretched too thin with the war to hunt the fiend.” He hesitates, glancing toward the shuttered windows. “Whispers speak of Old Sord’s Cave, of dark figures and those who enter never returning.”

He leans in, urgency thick in his voice. “If you would investigate, I would see you well rewarded. Windhelm cannot bear another soul lost.”

With the weight of his plea upon you—and the feast still heavy in your bellies—you accept. A Jarl’s favor is no small thing, and besides, what better way to burn off the excesses of the day than by chasing shadows into the depths of the unknown?

Quest Objective: Travel South to Old Sord’s Cave and investigate the rumors of dark energies there by day 3.

If the encounter is not initiated before the end of day 3, the killer strikes again and the quest is failed. This restriction is simply to keep the session within the time restraints.

Place a quest token on **Old Sord’s Cave**.

Ensure the Party XP dial is set to 5, it does not start at 2 like a normal game.

Continue on to Day 2.

DAY TWO

Advance the day dial to day 2.

Before players move, move the NPC token 2 spaces toward Windhelm, explaining this is a roaming NPC. *It will trigger the same encounter as any other peaceful encounter, but it will give players a faint sense of a dynamic overland world and also more options to explore.*

Initiate overland travel as usual, with only 3 movement allowed. During day 2, players are not allowed to gain fatigue to move further, as their bellies are too full from the eating contests at Windhelm.

Result of player choices are as below:

Roaming or Peaceful Encounter: read GE-13.

Peaceful Encounter to trigger Dice! Side Quest: read GE-13, then do the Dice! sidequest mini game. *(Yes, this is a double encounter technically, but it's a very fun combo to reward them for doing the quest. If a player points out the side quest's mention of this, tell them its a bonus.)*

Unstable- First roll the unstable die and resolve the result as below:

Peaceful Result: read BM-13.

Conflict Result: read MW-12.

Town Result: read MW-10.

Fort Morvunskar or Wittestadr: Read the town's introduction passage, skipping the secondary text describing the town effect.

Shop: Tell the players the normal shop is closed but a traveling food vendor heading to the festival is currently open temporarily. Draw common items until 4 food items are drawn and discard other items, placing these food items out as a market row. Shuffle the discarded items back into the deck.

Trainer: Place 6 random skill tokens from the bag as usual in a normal session, but make all 3 constellation types available despite the town's listed restrictions.

Quest Board: Place the quests not taken at Windhelm, then place the remaining quests from the quest pool until there are 3 available. These can be read before actions are spent.

Inn: Players may each rest here to gain 2 tenacity. If at least half the party (rounded up) rests here, each player gains 1 XP and the party does not gain light fatigue from overland movement on Day 4.

All other locations are closed.

Players may take 2 actions at the Store, Trainer, Quest board or Inn.

Once encounter is complete, proceed through normal game phases until the next day.

DAY THREE

Advance the day dial to day 3. Before players move, move the NPC token onto Windhelm.

Players must travel to Old Sord's Cave on this day or the quest is failed.

When they move onto Old Sord's cave, read the following, then initiate the below delve.

The path to Old Sord's Cave is silent—unnaturally so. No birds, no wind through the trees. Just an eerie stillness, as if the land itself recoils from what lies ahead. Then, you see it.

The cave mouth gapes like a jagged wound in the rock, its breath a slow, damp chill that carries the stench of decay. A splintered sign leans against a boulder, its carved warning barely legible beneath deep claw marks: "TURN BACK." A sound drifts from the darkness—ragged, shuddering. The wind? Or something else? Whatever waits inside... it knows you're here.

Old Sord's Delve: Completion Reward: 5 XP.

Objective: Special- Discover all 4 tiles of the prebuilt delve, defeat the Quest enemy Morag Tong Assassin and defeat all enemy units. *Use the delve deck built previously, in this order: GE-03, GE-04, GE-01, GE-06.*

Play the delve as usual, adhering to the rules on each card, drawing each card in order from the 4 card prebuilt deck listed above. *Be sure to enforce each card's unique rules as usual.*

When players reveal the **Armory**, reduce round counter by 3, and deploy the Quest unit **Morag Tong Assassin** in place of the first spawned enemy unit, with 2 x Player additional HP.

Once the Morag Tong assassin is defeated and all enemies are cleared read the following:

The assassin falls, their final breath escaping in a ragged whisper. As their body stills, you pry the weapon from their grasp—a curved blade, unmistakably the same one that had left its grim signature on Windhelm's lost souls. Proof, at last, that the murderer now lies at your feet. As you search the fallen killer, a slip of parchment flutters from their pocket. Unfurling it, you read the ominous scrawl: "Good work with the last target. I see you have an eye for fairness, which has not gone unnoticed. Bring me one more, and I can finally complete the ritual. You will gain power beyond your wildest imagination!" The words are sealed with the wax mark of Skuldafn—an ancient temple high in the frozen peaks of eastern Skyrim, a place of legend said to house portals to realms beyond mortal reckoning. Whatever dark forces stir there, they must be stopped before this ritual comes to fruition.

As you turn to leave, a strange, pulsing glow catches your eye. In the corner of the chamber, a great black crystal thrums with unnatural energy, its surface wreathed in shadow. A spiraling funnel of black smoke coils from its heart, twisting downward into the depths of Nirn as though tethered to something deep below.

Whatever foul magic this is, its presence bodes ill. Your task is far from over.

Adventurers may spend (2 x Player) -1 tenacity to **Smash the Crystal**. Speech dice may be used for this roll. If they do, gain the keyword **Disrupting Dark Energies**.

All players gain **5 light fatigue** from their exhaustive efforts in the delve.

Quest Objective: Travel East to Skuldafn and Stop the Ritual by day 5 or the scenario is failed.

Proceed through normal game phases to end of day step and move to day 4.

DAY FOUR

Advance the day dial to day 4.

Players must rest at an inn before they go to the final clash.

It is most likely they will go to **Jorunn's Stand**. If they do not, strongly suggest they do as it will be vital for the final battle. Most should have full cooldown tracks and light or over fatigue from the delve. *If they still choose not to, you may need to come up with your own mini encounter with an NPC on the final day, and come up with your own solution for what they do this day- there are still several peaceful encounters you can use. No conflict encounters can be triggered on this day.*

At **Jorunn's Stand**, any other town, or wandering trader: Read the town's introduction passage, skipping the secondary text describing the town effect. Then, read the following additional text:

As you enter, murmurs of your victory ripple through the gathered settlers. A weary dark elf woman steps forward, eyes bright with relief. "Word of your deeds has spread like wildfire! That assassin haunted us for too long. People vanished, whispers in the night... but no more." A burly Nord claps your shoulder, grinning. "You sent that devil straight to Oblivion. We owe you."

A cheer rises, and soon, warm meals and mead are pressed into your hands. "Stay the night," another offers. "It's the least we can do."

Shop: Populate as written in the gazetteer for that town.

Trainer: Populate as written in the gazetteer for that town.

Inn: Open, and if all players use it, every adventurer gains 1 bonus HP.

Alchemy Station: Open, and 2 potions are refreshed per action.

All other locations are closed.

Players may take 2 actions.

Once all actions are spent, proceed through normal game phases to end of day step and move to day 5, the final clash.

DAY FIVE- FINAL CLASH

Advance the day dial to day 5.

Players must go to Skuldafn or the scenario is failed.

Move the player token to Skuldafn and then read the following narrative:

Higher and higher you climb, the endless, twisting stairway hewn into the frozen bones of Skyrim's eastern peaks. The air grows thinner, the wind howling like the wail of tormented spirits. Yet it is not the cold that chills you to the marrow—it is the suffocating weight of dread, pressing heavier with every step. At last, the temple looms before you, an ancient monolith against the storm-wracked sky. From the depths of the crypts below, a sickly green light seeps through the cracks like a festering wound. The very stones seem to pulse with the rhythm of something unnatural—something alive. And yet, despite the deathly aura that taints the air, the biting cold spurs you forward. Better to face the horrors within than be frozen where you stand. Stepping inside, the chamber unfolds in eerie twilight. Encircling you, several swirling vortexes pulse and churn, feeding a writhing funnel of black smoke. At its center stands an undead sorceress, her bony fingers tracing wicked sigils in the air, her gaze locked upon the body splayed across the altar beneath her. From the swirling rifts, monstrous figures emerge—daedra, their twisted forms wreathed in flames, eyes burning with malice. The sorceress turns her deathless gaze upon you, lips curling into a venomous sneer. With a single, hissing command, she points a gnarled finger toward your party. The daedra lunge and the battle begins!

Initiate the final clash: Stop the Ritual.

Battle Objective: Defeat Lich Deslandra

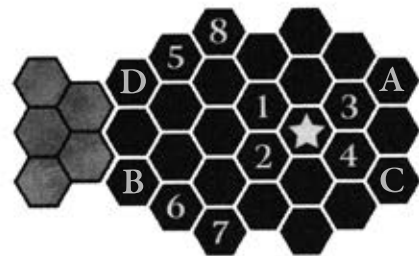
Using the depicted diagram, set up the final clash.

Add **Lich Deslandra** to the enemy EP, and deploy her on the Star hex with 4 x Player additional HP. Place 4 white chips in the 4 hexes marked A through D. These are the Oblivion portals and are considered unoccupied. Deploy enemy units from the set aside pool of daedric units until enemy EP is satisfied as usual for a clash.

Special Rules: When an enemy is defeated, flip it to its lowest level and place it in a defeated stack nearby.

While **Lich Deslandra** is alive, as an end of round step after all units have taken a turn, deploy 2 of the matching Gate Level enemies from enemy pool to the hex that corresponds with the current round and level as shown in the diagram above. For round 6 onward, continue the same pattern (round 6 at B, etc.) If enemy pool is empty, deploy from the defeated stack. If a gate hex is occupied, deploy the enemy unit as close as possible in a nearby hex of the players choice.

Keyword: Disrupted Dark Energies- if this keyword was gained, Deslandra only summons 1 enemy unit at the end of each round, instead of 2. *Continued on next page.*



Round 1: A	Gate Levels
Round 2: B	1P: Level 1
Round 3: C	2P: Level 5
Round 4: D	3P: Level 10
Round 5: A	4P: Level 20

DAY FIVE- FINAL CLASH CONTINUED

Reminders: Lich Deslandra's Penumbra ability is able to take over ANY daedra on the battlefield once the enemies are all defeated, this includes player's summons or companions! *Encourage players to use Scamps in the battle if they accepted that quest, and not just plop it in the back, hoping to finish the quest! The maim skill is very helpful for this battle.* Lich Deslandra is a quest unit, and cannot be affected by statuses, so if she uses Penumbra to take over another unit's health, she also clears those statuses.

Once Lich Deslandra is defeated, at the end of the round, read the following narrative: *The sorceress shrieks, a sound not of this world—a death knell that rattles the very stones of Skuldafn. As the final blow strikes true, her withered form shudders, then unravels into tendrils of black mist. The shadowy vapors coil and twist, drawn toward the still-churning portals. Slowly, the rifts begin to shrink, their unholy light dimming. With one final, slithering wisp, the last trace of her essence vanishes into the void. The gateways collapse, sealing whatever darkness lurked beyond.*

Silence falls.

Around you, the chamber reeks of blood and brimstone. The corpses of Daedra lie broken where they fell, their twisted forms now lifeless husks. The stench of burnt flesh and dark magic lingers in the air, a foul reminder of the battle fought. You glance at one another, breathless, bloodied, victorious.

What unspeakable horrors have you just prevented? What calamity was moments from consuming Tamriel before you struck it down?

And yet... an unease settles in your gut.

Was this truly the end? Or merely the prelude to something far worse?

THE HEROES PREVAIL!

Thank you for taking the time to learn and play my custom scenario! I hope it was as fun for you as it has been for my groups I have lead through it. Though it has been playtested a fair bit, it always can use improvements, and I often adjust things on the fly as we play which are hard to reflect here. If you do make it to this point, I would love feedback on what could be balanced, improved, or adjusted. Was it too easy or way too hard? Or maybe just right? This scenario is a living document that will grow and change with feedback from players like you, and there are more one-shot scenarios in the works coming soon! If you would like to collaborate with me and help me get these into the community's hands even quicker, please contact me on BoardGameGeek - @thorbot

Finally, thanks to Shannon for approving the use of these design elements, and many thanks to all the amazing folks at Chip Theory Games who poured their lives into making such an incredible game. It really is a masterpiece and a wonderful sandbox! Signed, Thor Kanning