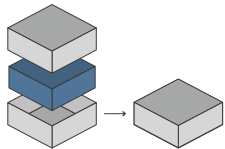


ORGANIZER - COMPATIBLE WITH  
**FROSTHAVEN (SPOILER FREE)**  
 (BASE GAME OR WITH SOLO SCENARIOS  
 AND REMOVABLE STICKERS)



Designed to fit into the game box; flush closure is guaranteed. Progettato per inserirsi all'interno della scatola del gioco; garantisce chiusura a filo\*



Designed for both sleeved and unsleeved cards. Adatto sia per carte imbustate che non imbustate\*

28.4 x 39.7 x 23.3 cm



Size of assembled organizer  
 Dimensioni organizer assemblato

### ORGANIZER CAPACITY

1x boss tokens tray; 5x trays for monster tokens, with slots for each type; 1x initiative token tray; 5x trays for terrain tokens, with slots for each type; 5x card holders, with dedicated slots; 1x status tokens tray, with dedicated slots; 1x damage tokens tray, with slots for each value; 1x standee bases tray; 3x boxes for setup tokens, with dedicated slots; 1x supporting structure; 2x reference sheets for monsters and terrains, included in the instructions. 1x vassoio per token boss; 5x tray token mostri, con slot per ogni tipologia; 1x scatola token iniziativa mostri; 5x scatole token terreni, con slot per ogni tipologia; 5x portacarte, con slot per ogni tipologia; 1x scatola token status, con slot dedicati; 1x tray token danno, con slot per ogni valore; 1x contenitore per standee; 3x portatoken setup con slot dedicati; 1x struttura portante; 2x fogli reference per mostri e terreni, inclusi nelle istruzioni.



\* Any doubt?  
 Check out our FAQ page or download the digital version of the instructions on our website!

All trademarks and copyrights are the property of their respective owners.  
 This product is not a toy. Contains small parts that can be swallowed or inhaled. 14+



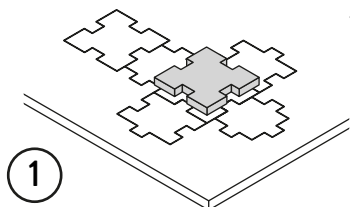
ORGANIZER - COMPATIBLE WITH  
**FROSTHAVEN (BASE GAME OR WITH  
 SOLO SCENARIOS AND REMOVABLE STICKERS)**



## TUTORIAL - THE DICETROYERS DICE!

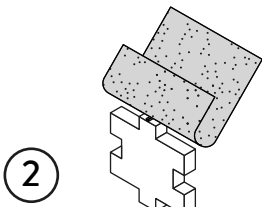
Among the pieces to assemble, you'll find a dice. This is not part of the organizer, but it can be a good starting point to practice!

Tra i materiali da assemblare troverai un dado. Questo componente non fa parte dell'organizer, né del gioco, ma è un ottimo punto di partenza per fare un po' di pratica.



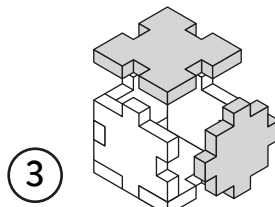
1

Gently take off  
all the pieces.  
Stacca delicatamente  
dal foglio tutti i pezzi.



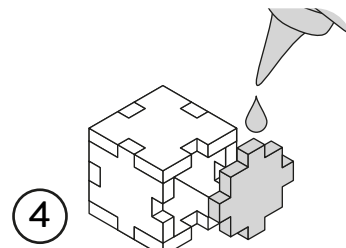
2

If necessary, use sand paper to  
smoothen the borders.  
Se necessario rifila con carta  
vetrata per legno eventuali  
imperfezioni dei pezzi.



3

Get familiar with  
all the pieces  
and check the correct assembly  
sequence.  
Prendi familiarità con tutti  
i pezzi, per assicurarti  
che la sequenza di assemblaggio sia  
corretta.

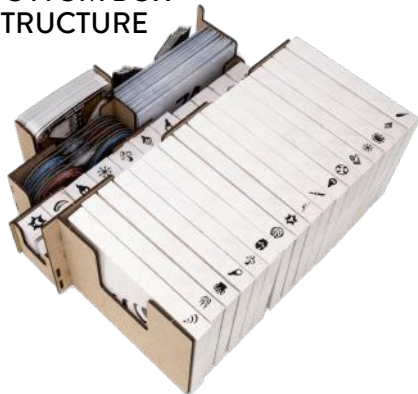


4

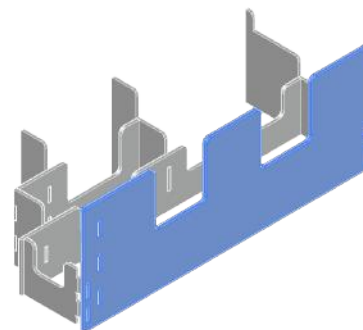
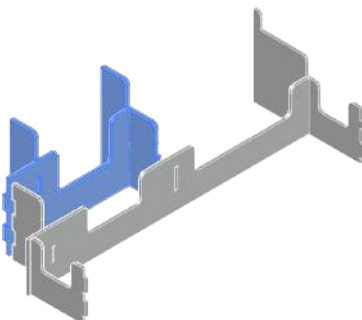
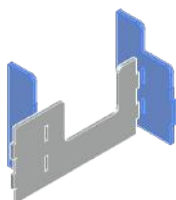
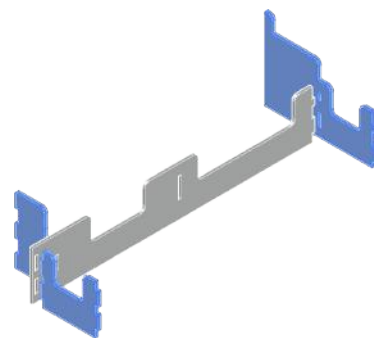
Once verified the correct assembly  
sequence, just add a small quantity  
of PVA glue on every joint.  
Dopo aver verificato  
la sequenza di assemblaggio  
aggiungi una piccola quantità di  
colla vinilica su tutti  
gli incastri per garantirne  
la durata nel tempo.

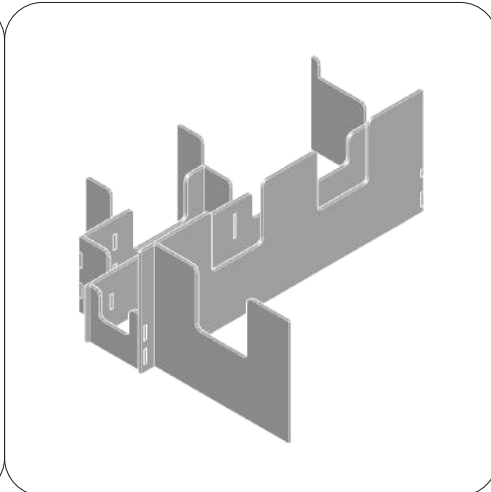
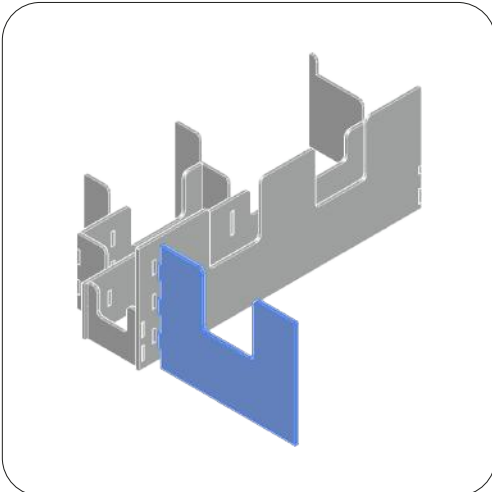
## INSTRUCTIONS

### BOTTOM BOX STRUCTURE



DT-133A

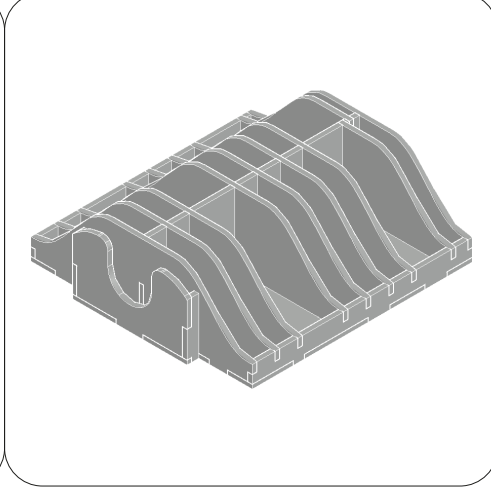
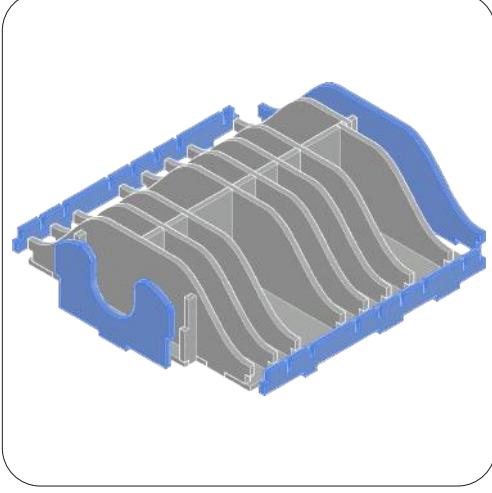
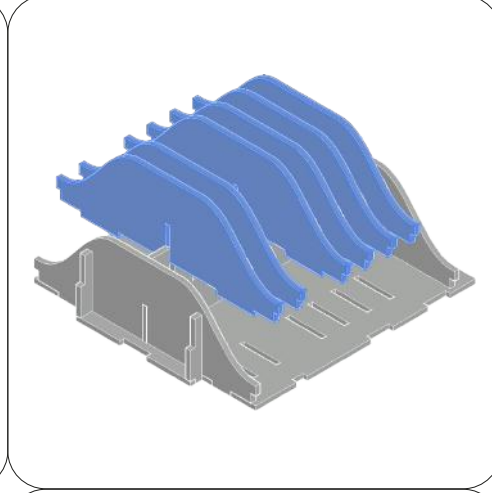
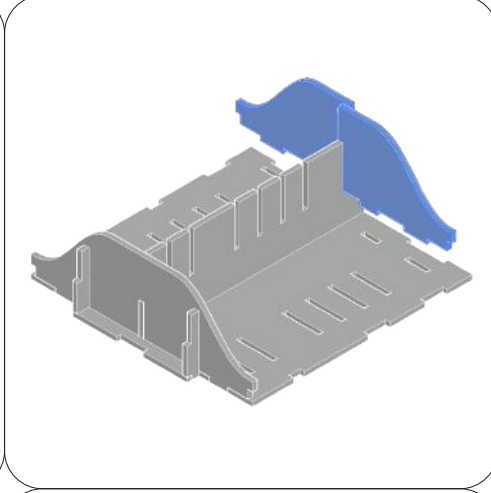
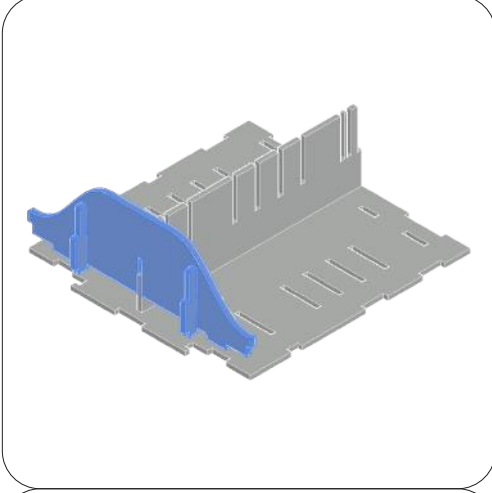
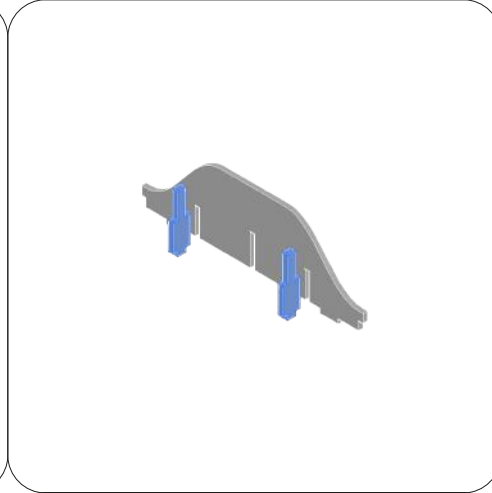
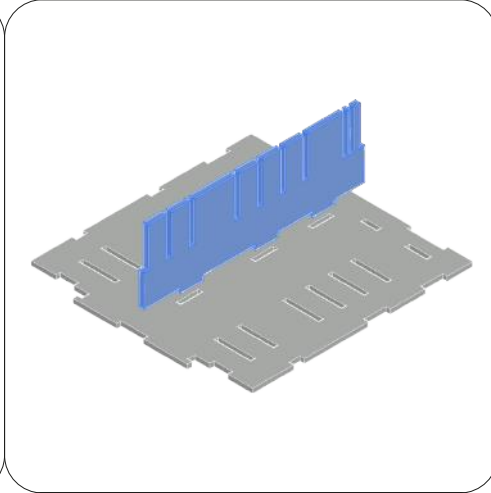
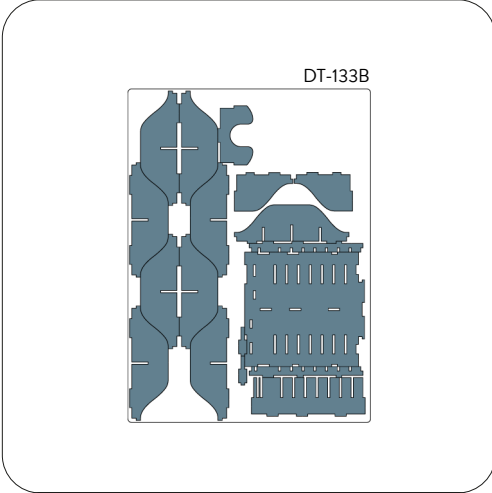




### MONSTER DECK TRAY



NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

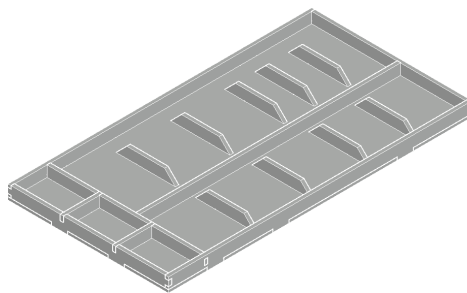
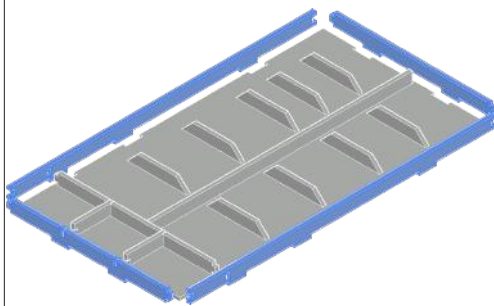
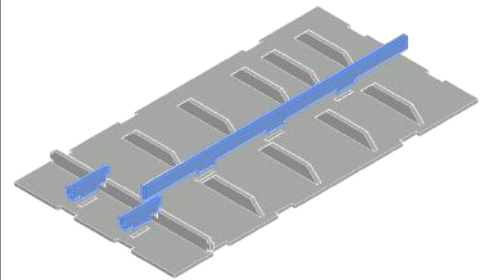
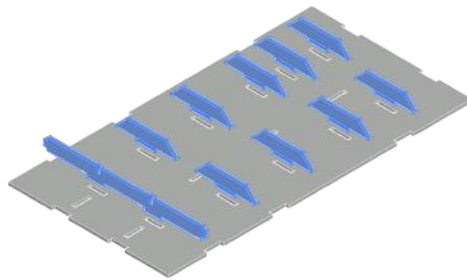
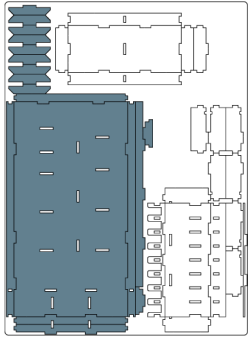


### MONSTERS B



NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

DT-133C

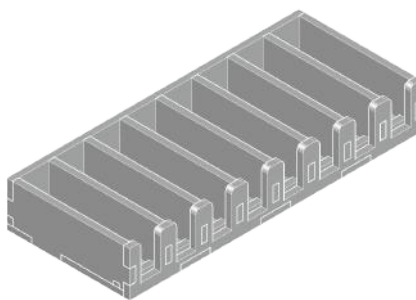
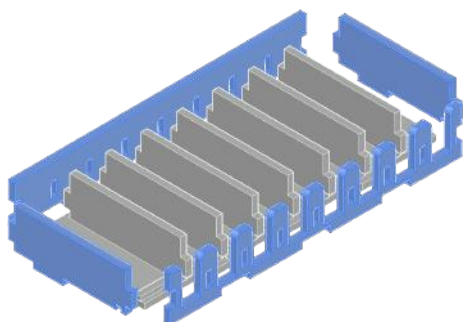
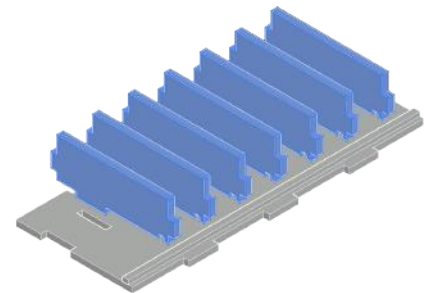
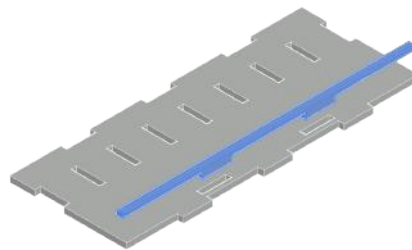
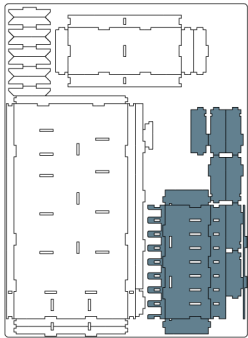


### INITIATIVE TOKEN TRAY



NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

DT-133C

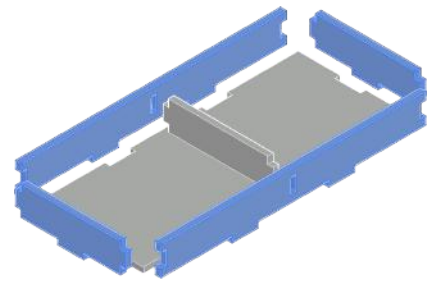
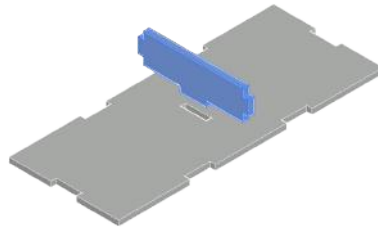
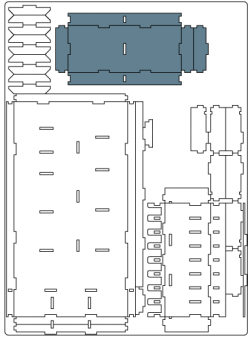


### MONSTERS A

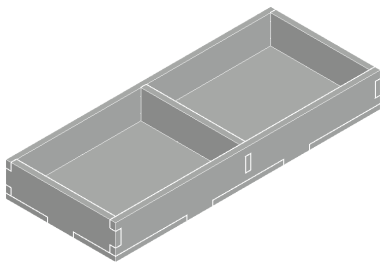


NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

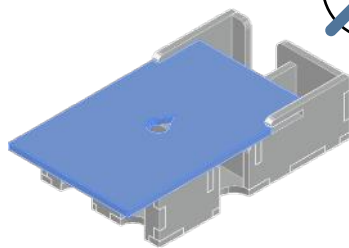
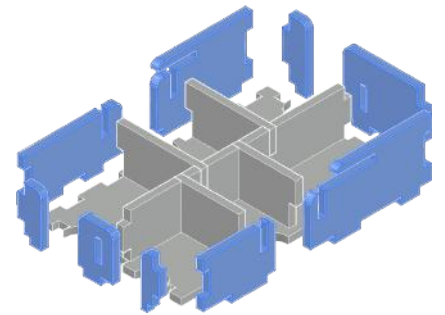
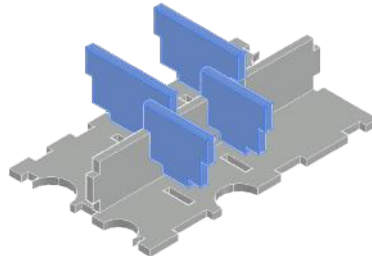
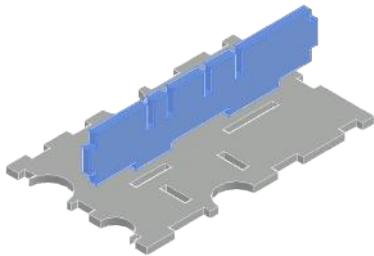
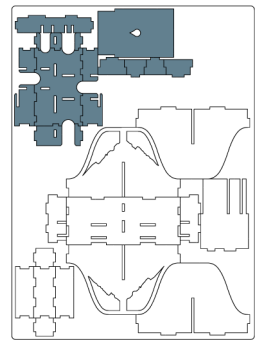
DT-133C



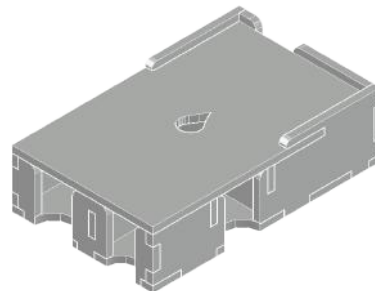
### WOUNDS TRAY



DT-133D



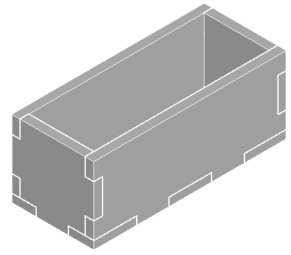
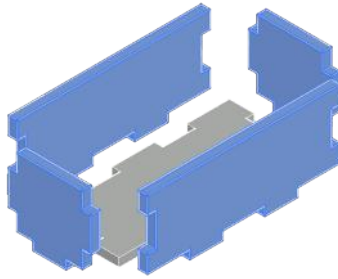
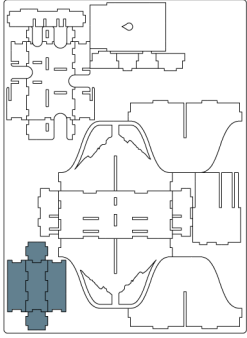
**NOTE:** Don't use glue on this joint; this piece can be removed during the game. Non usare colla su questo incastro, pezzo rimovibile durante il gioco.



### ELEMENT TOKENS / ROUND MARKER TRAY



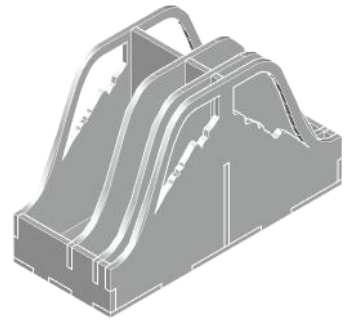
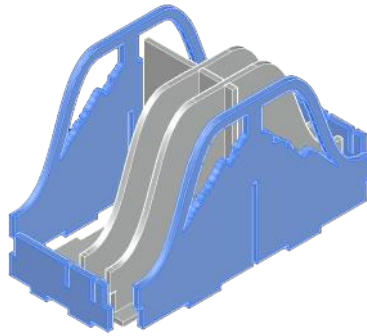
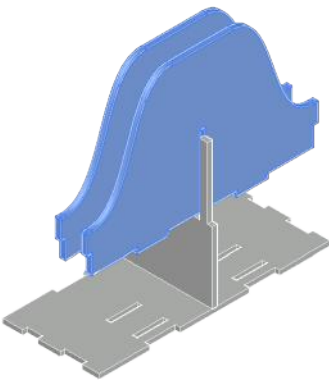
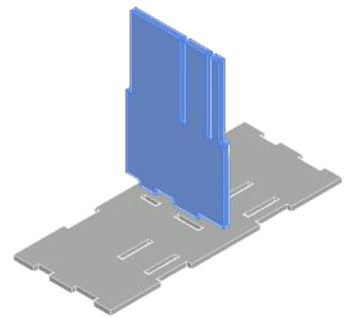
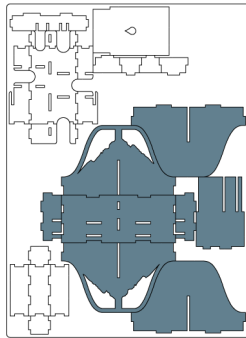
DT-133D



DECK TRAY A



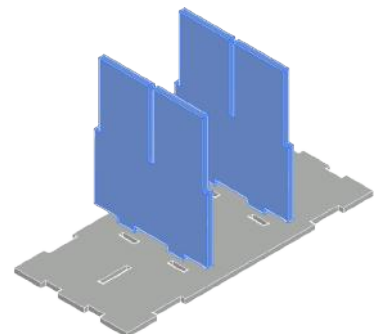
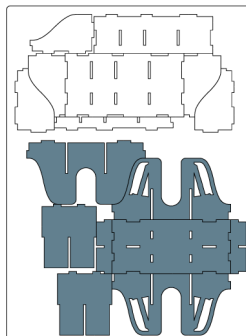
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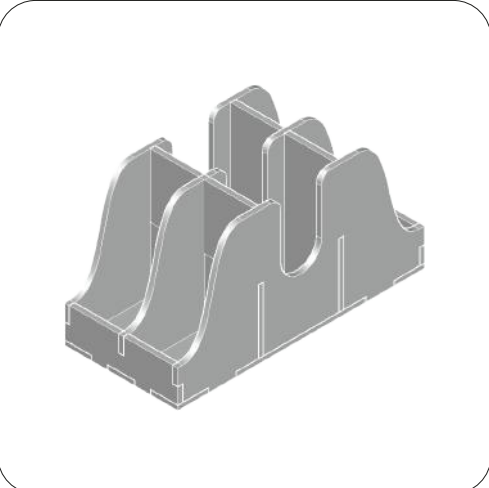
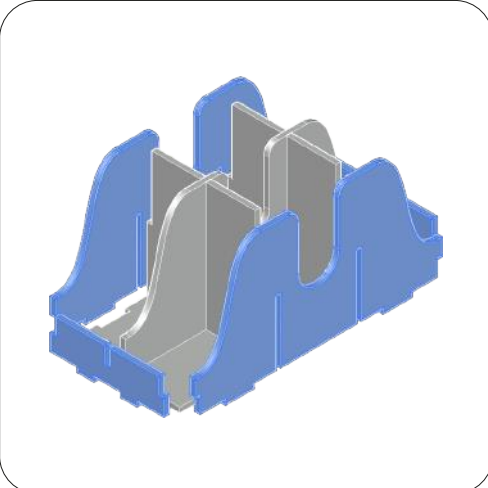
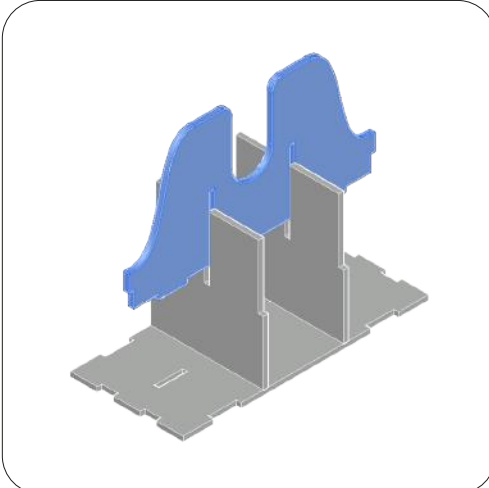


ITEM CARDS TRAY

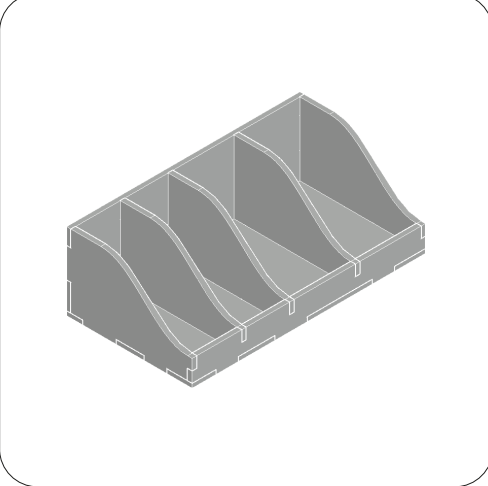
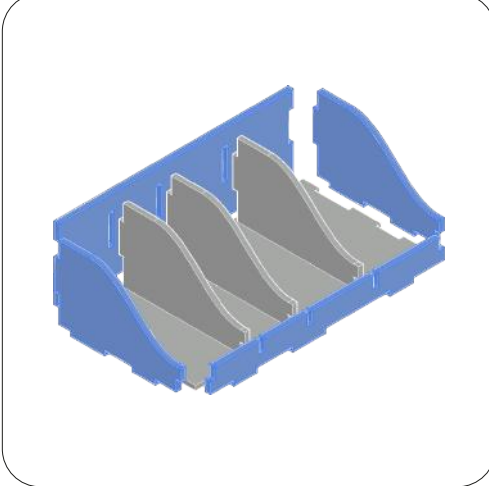
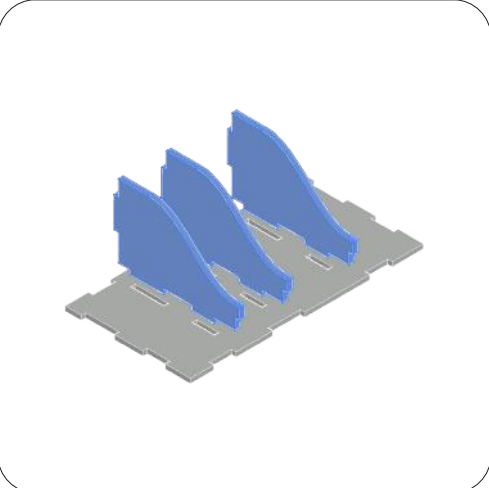
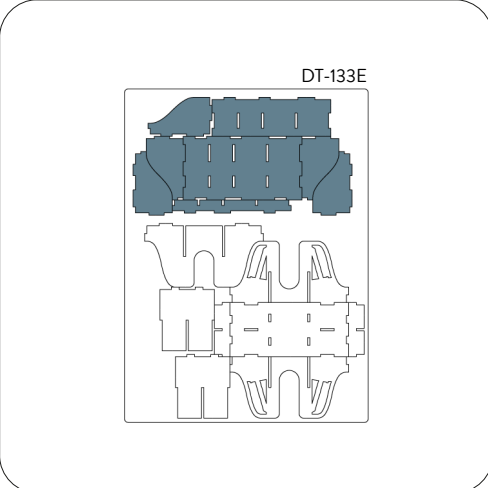


DT-133E

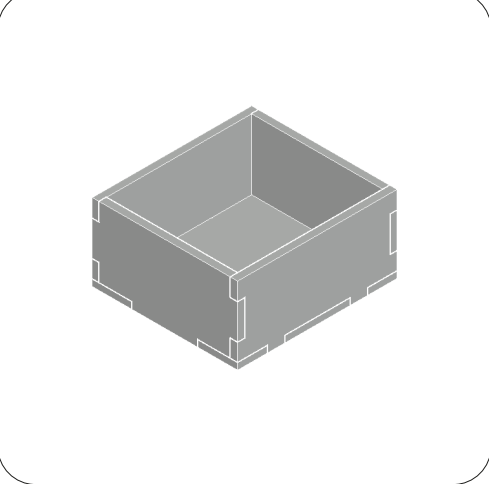
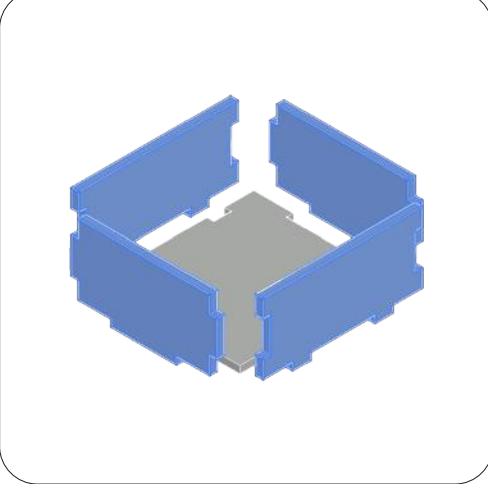
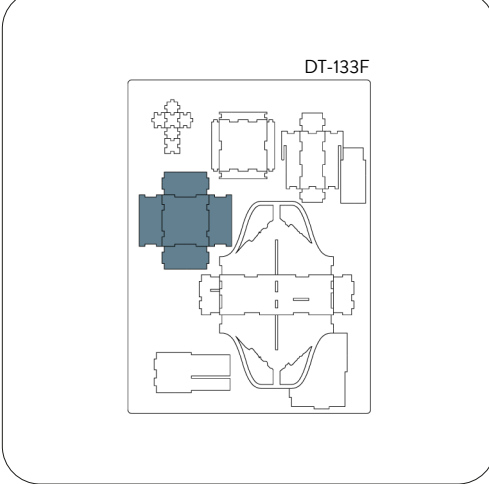




DECK TRAY B



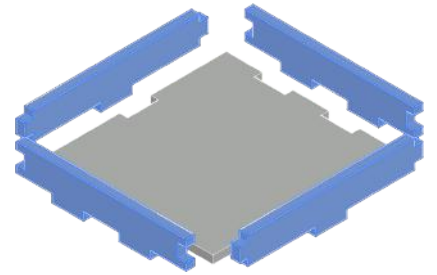
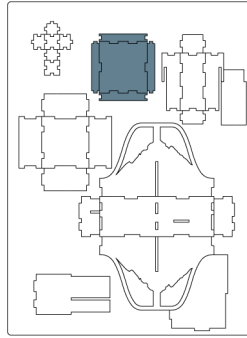
YELLOW/WHITE  
STANDEES TRAY



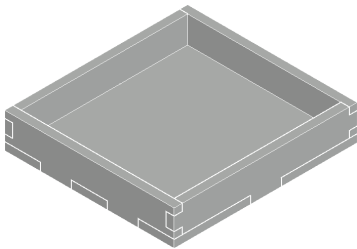
### SCENARIO AID TOKENS A



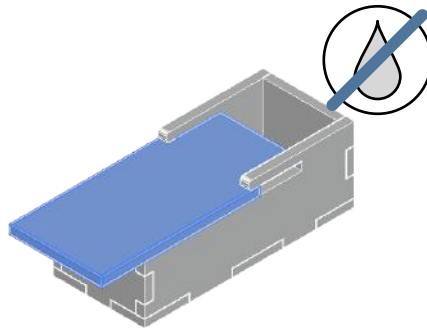
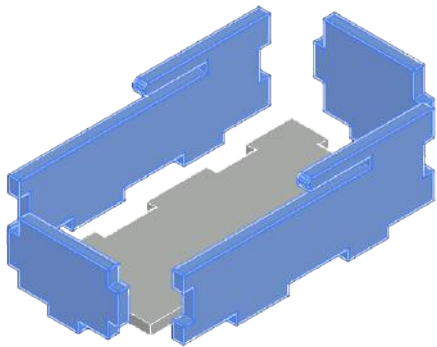
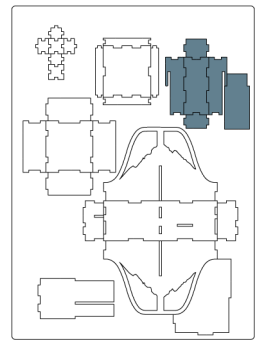
DT-133F



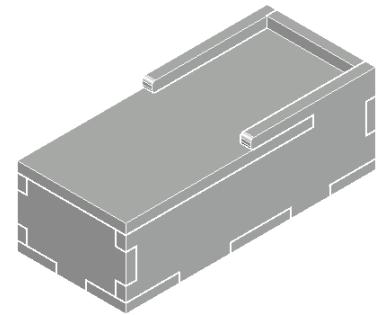
### SCENARIO AID TOKENS B



DT-133F



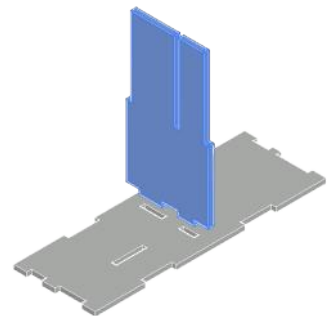
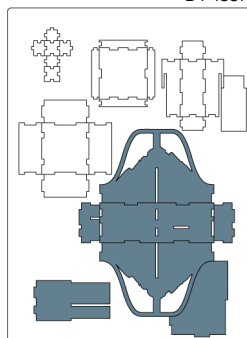
NOTE: Don't use glue on this joint; this piece can be removed during the game. Non usare colla su questo incastro, pezzo rimovibile durante il gioco.



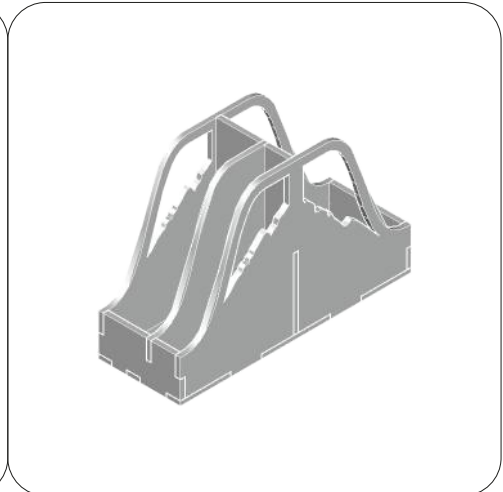
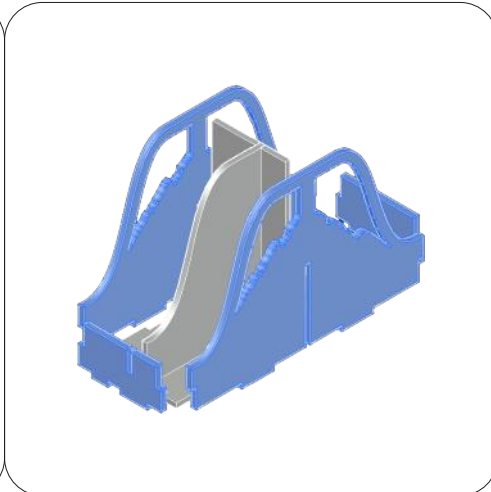
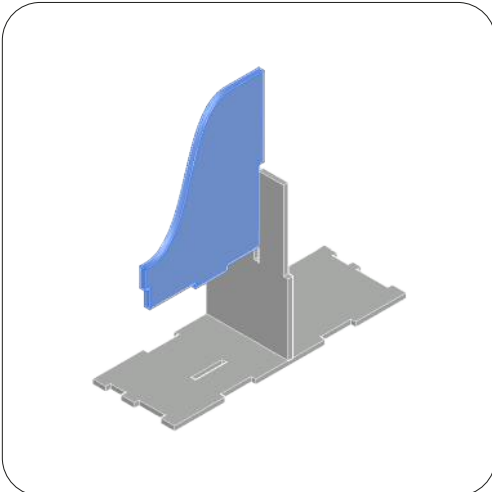
### DECK TRAY C



DT-133F



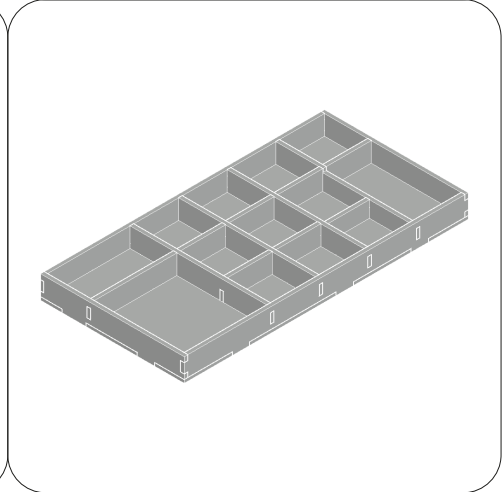
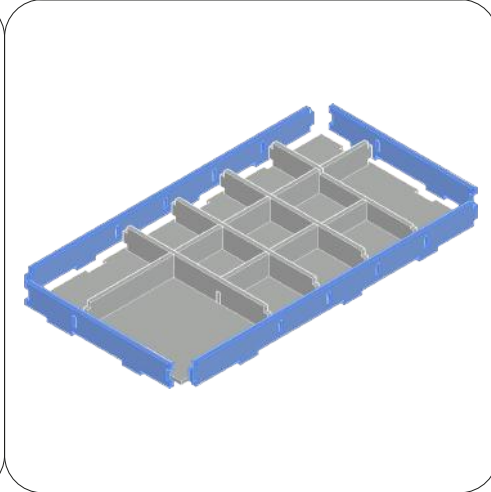
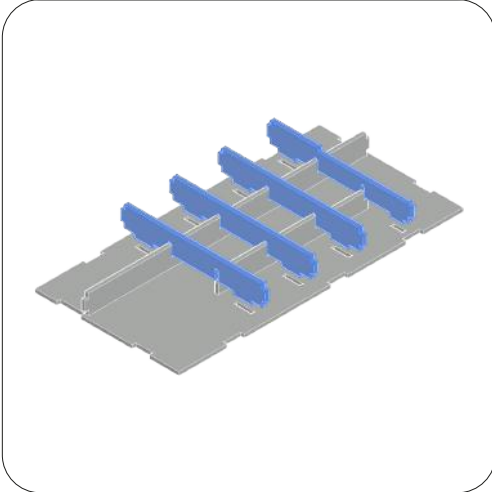
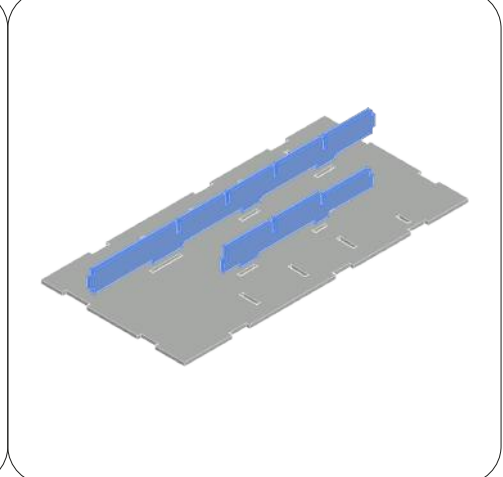
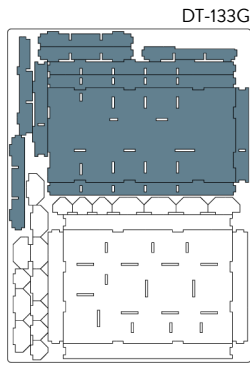




**TERRAINS D**



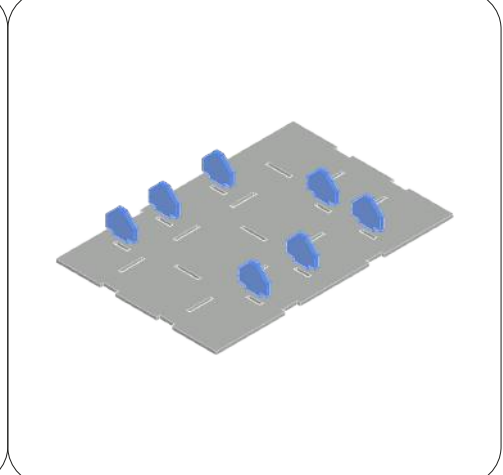
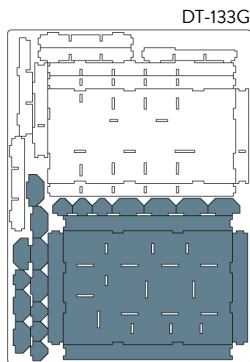
NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

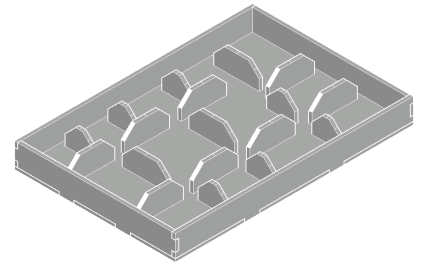
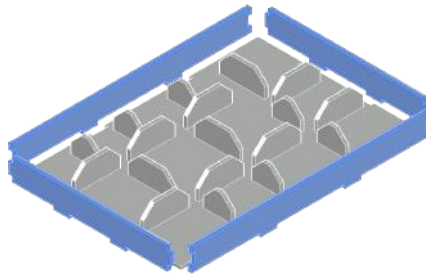
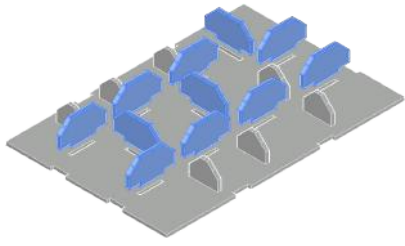


**MONSTERS C**



NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

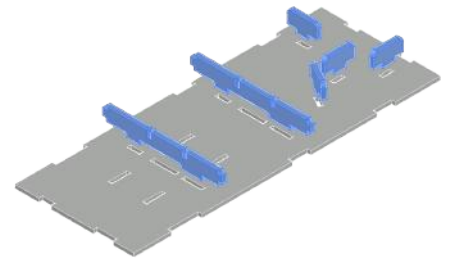
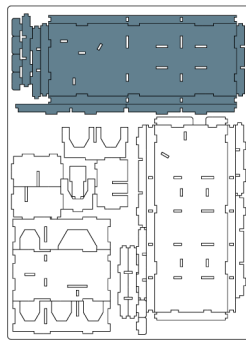




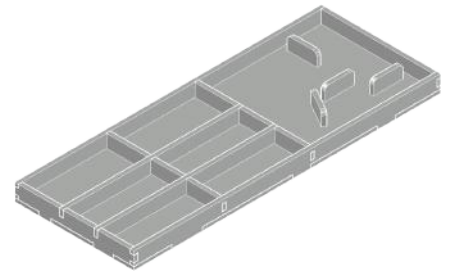
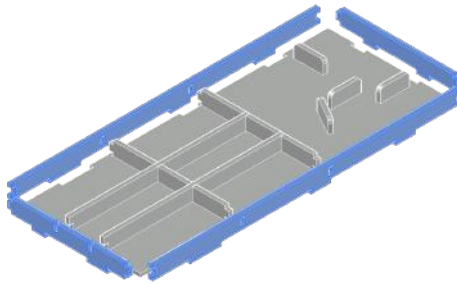
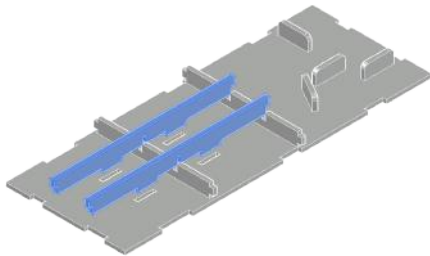
### TERRAINS A



DT-133H



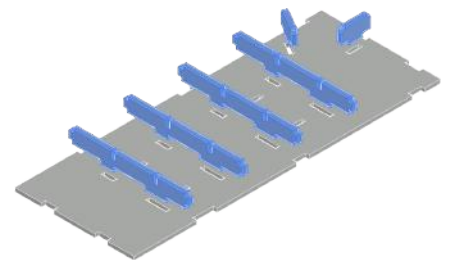
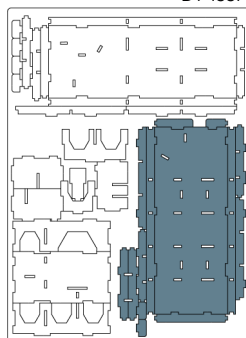
NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.



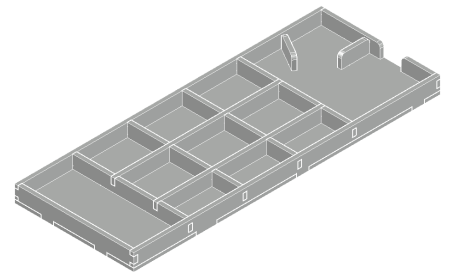
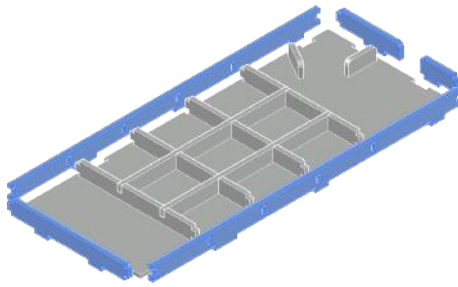
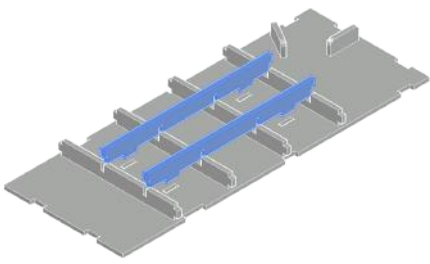
### TERRAINS B



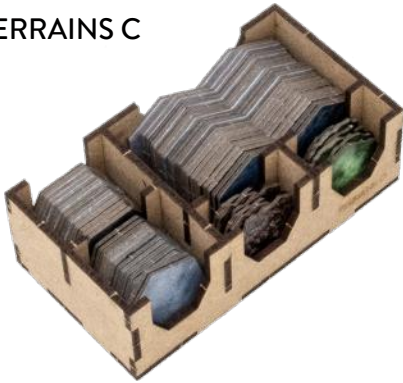
DT-133H



NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

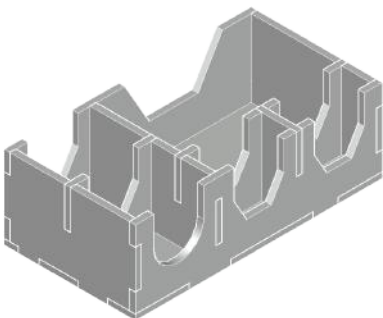
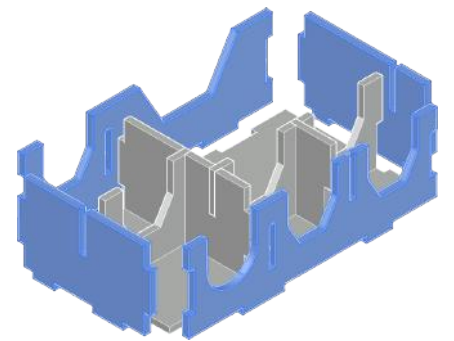
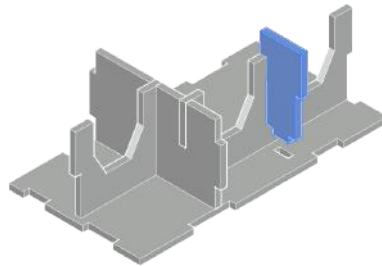
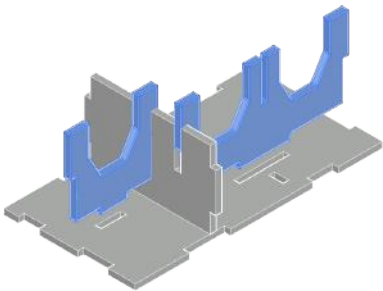
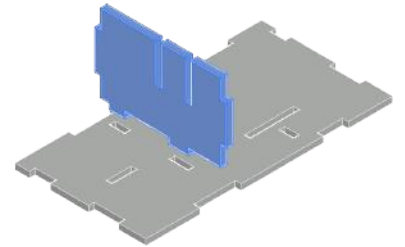
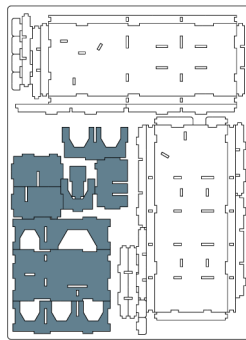


### TERRAINS C



NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

DT-133H

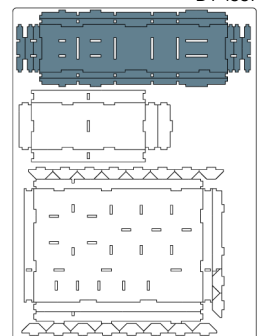


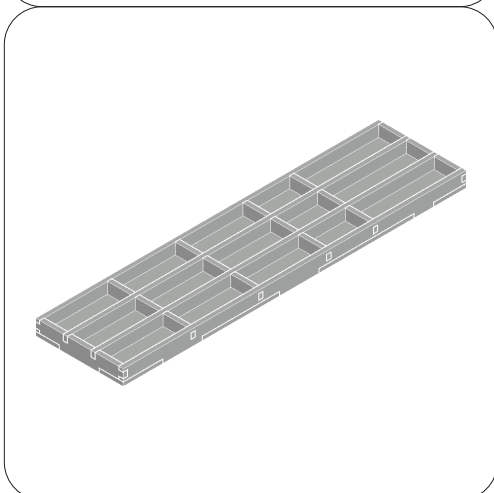
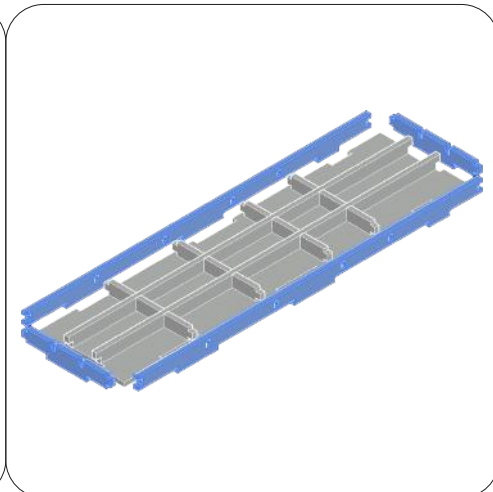
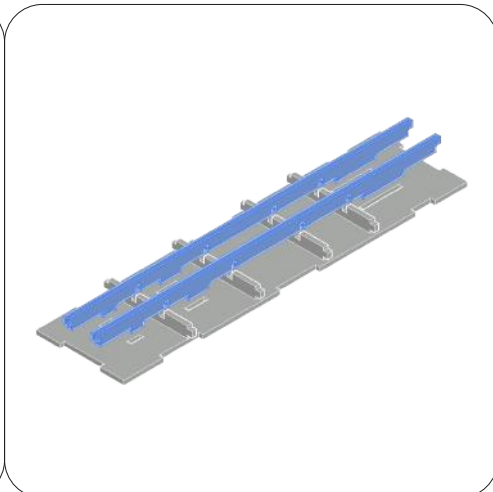
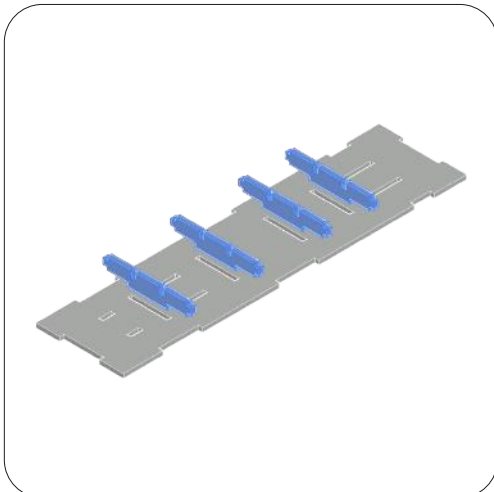
### CONDITION TOKENS



NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

DT-133I

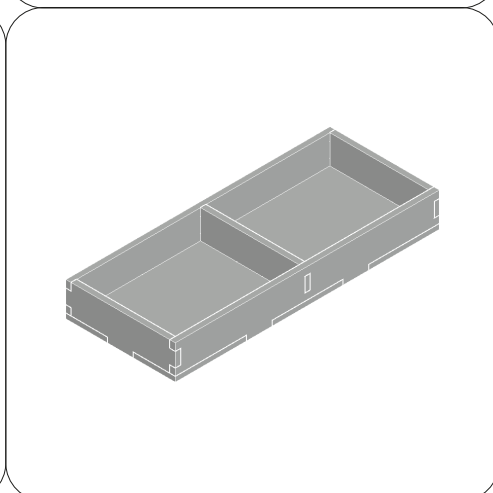
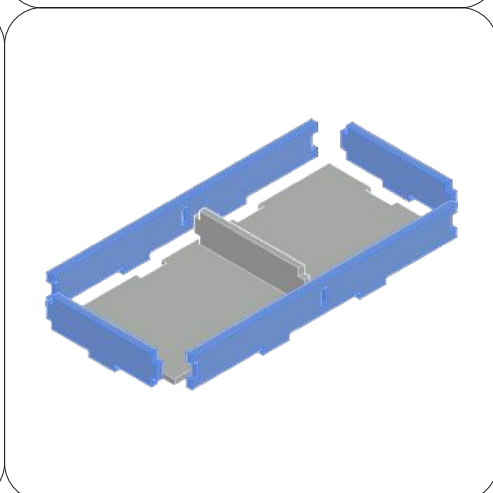
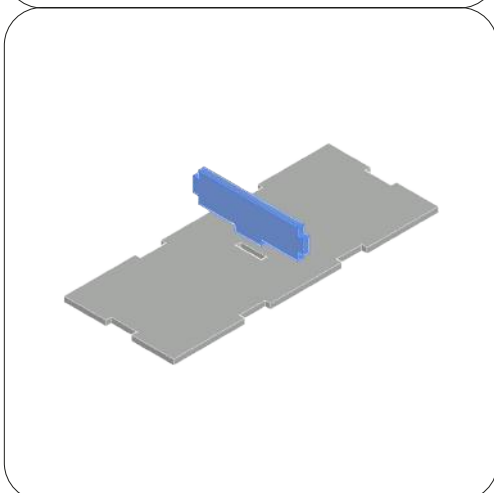
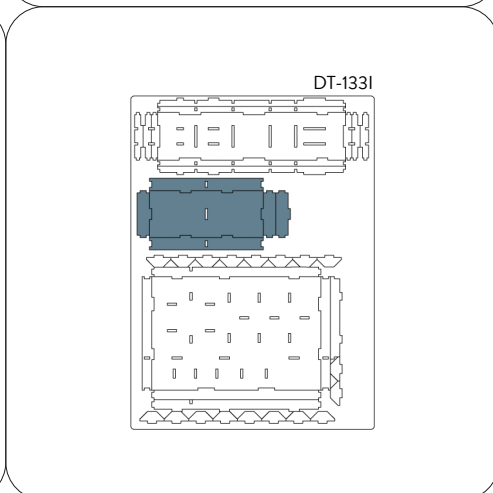




**MONSTERS E**



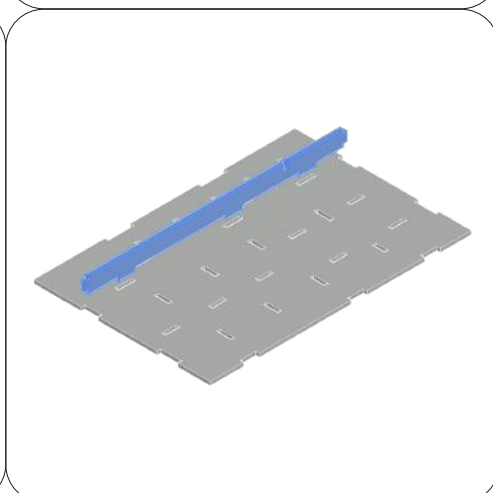
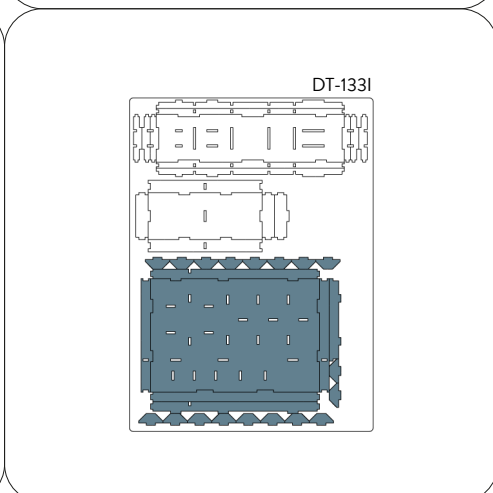
NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

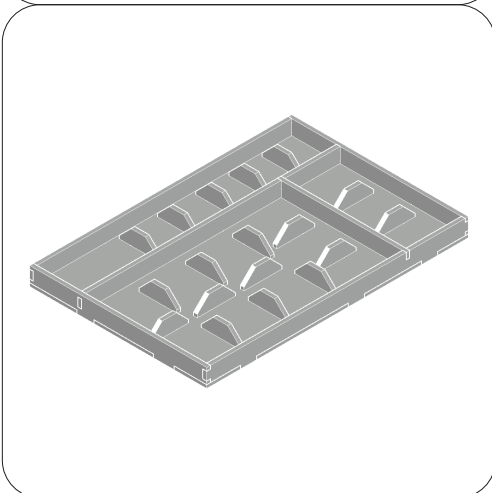
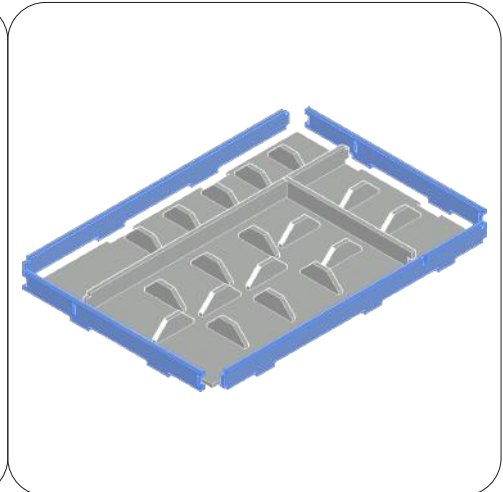
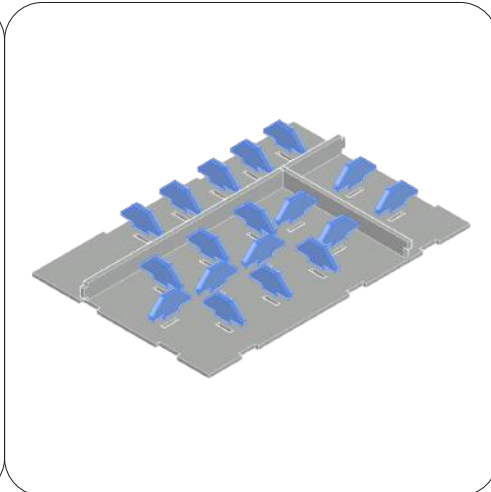
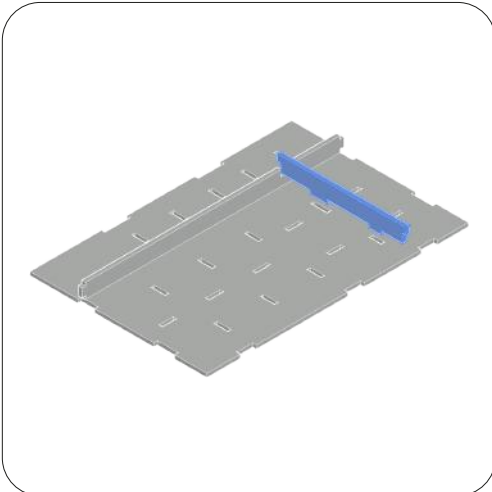


**MONSTERS D**



NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

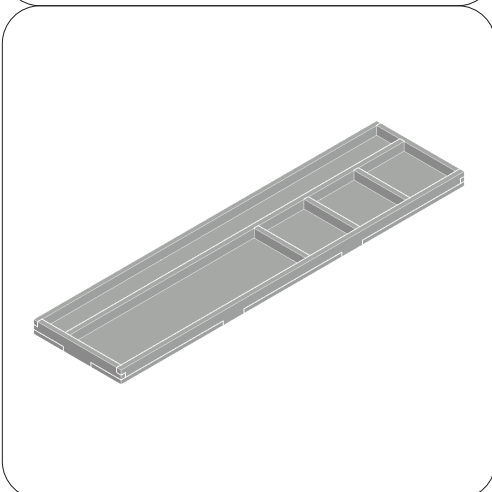
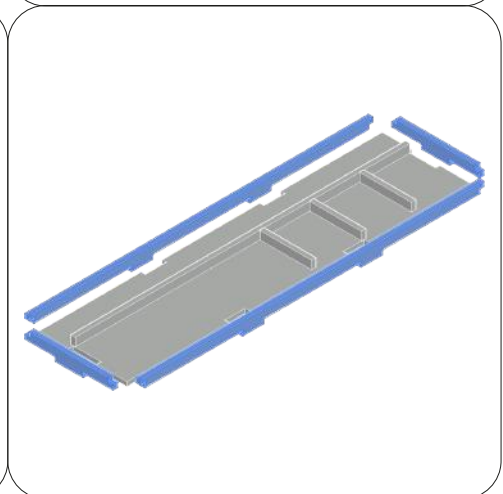
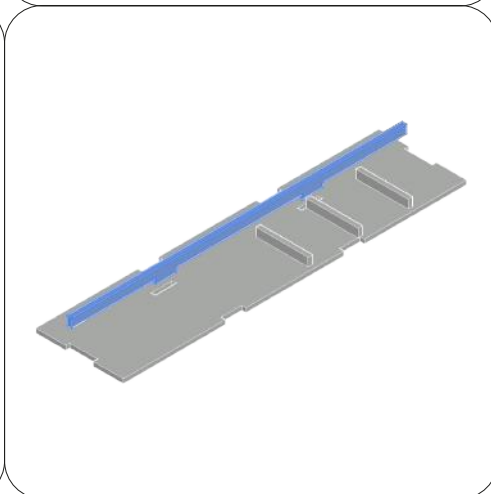
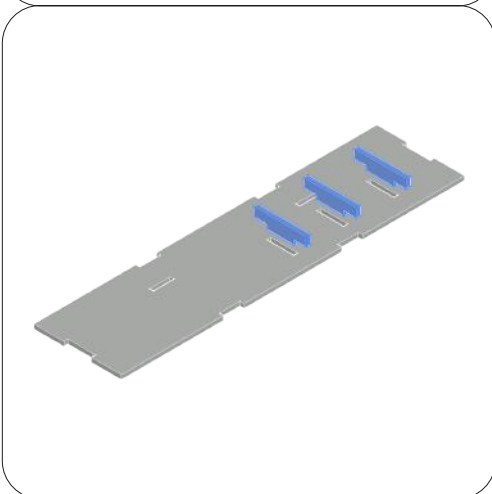
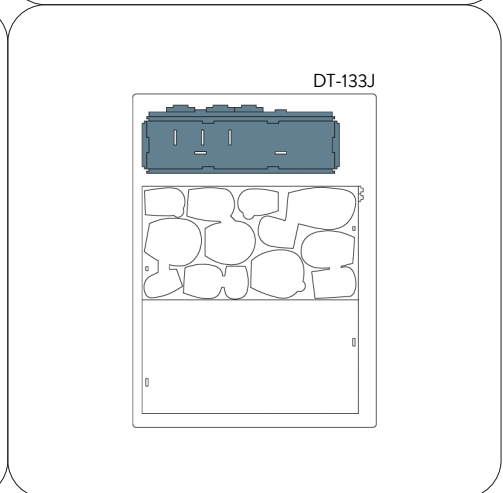




### TERRAINS E



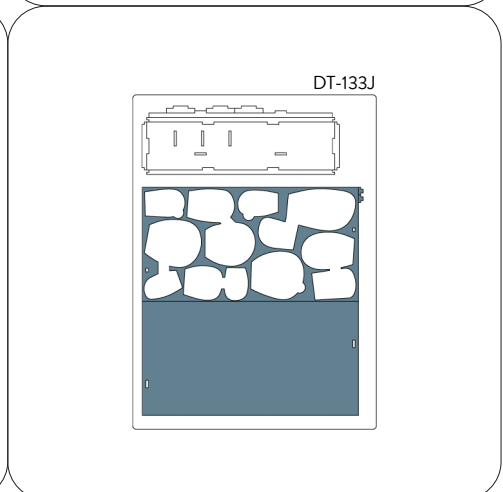
NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.

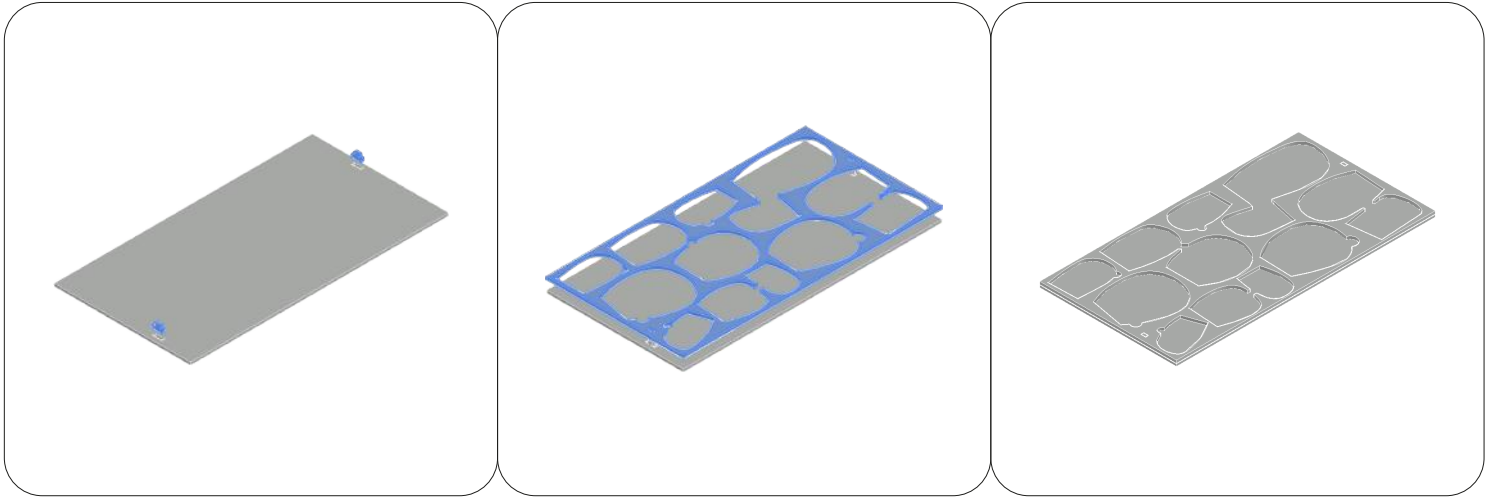


### BOSSES TRAY



NOTE: Please refer to the guide on page 13 for proper pieces insertion. Consultare la guida a pag. 13 per il corretto inserimento dei pezzi.





## PIECE INSERTION REFERENCE

Please see this reference, which guides you for pieces insertion in our organizer. Pieces without references have their drawing directly in place; if you can't see any reference, they should be placed over the organizer (eg map tiles - for these, place them side by side as much as possible to close the lid flush). Questa è una guida per l'inserimento dei componenti nei giusti alloggiamenti. Qualora non vi sia riferimento qui, troverete la sagoma del pezzo incisa nello spazio corrispondente; i pezzi per cui non è previsto un alloggiamento andranno posizionati sopra l'organizer (es. i tiles mappa - cercate di affiancarli quanto più possibile, per una chiusura a filo della scatola).

## MONSTERS



Continue on next page →

Monster name	Tokens		Monster deck tray		Initiative token tray
	Tray	Slot number	Name	Slot number	Slot number
Abael Herder	Monsters D	34	Abael Herder	1	1
Abael Scout	Monsters D	40	Scout	13	1
Algox Archer	Monsters D	36	Archer	2	1
Algox Guard	Monsters E	47	Guard	5	1
Algox Icespeaker	Monsters B	13	Algox Icespeaker	1	1
Algox Priest	Monsters E	48	Priest	11	1
Algox Scout	Monsters A	2	Scout	13	2
Algox Snowspeaker	Monsters B	8	Algox Snowspeaker	1	2
Ancient Artillery	Monsters D	44	Ancient Artillery	2	2
Black Imp	Monsters C	28	Imp	6	2
Boss, double token	Monsters E	48	-	Boss	2
Boss, single token	Double layered bosses tray	-	-	Boss	2
Burrowing Blade	Monsters D	29	Burrowing Blade	2	2
Chaos Demon	Monsters D	38	Chaos Demon	3	2
City Guard	Monsters D	35	Guard	5	3
Deep Terror	Monsters C	25	Deep Terror	3	3
Earth Demon	Monsters C	24	Earth Demon	3	3
Flame Demon	Monsters D	37	Flame Demon	4	3
Flaming Bladespinner	Monsters C	22	Flaming Bladespinner	4	3
Forest Imp	Monsters B	3	Imp	6	3
Frost Demon	Monsters D	46	Frost Demon	4	4
Frozen Corpse	Monsters C	21	Frozen Corpse	5	4
Harrower Infester	Monsters B	15	Harrower Infester	5	4
Hound	Monsters D	45	Hound	6	4
Ice Wraith	Monsters C	17	Ice Wraith	6	4
Lightning Eel	Monsters C	27	Lightning Eel	7	4
Living Bones	Monsters C	26	Living Bones	7	5
Living Doom	Monsters B	10	Living Doom	7	5
Living Spirit	Monsters B	9	Living Spirit	8	5
Lurker Clawcrusher	Monsters B	11	Lurker Clawcrusher	8	5
Lurker Mindsnipper	Monsters B	6	Lurker Mindsnipper	8	5
Lurker Soldier	Monsters C	20	Lurker Soldier	9	5
Lurker Wavethrower	Monsters C	19	Lurker Wavethrower	9	6
Night Demon	Monsters D	31	Night Demon	9	6
Ooze	Monsters C	18	Ooze	10	6
Piranha Pig	Monsters C	16	Piranha Pig	10	6
Polar Bear	Monsters B	12	Polar Bear	10	6
Rending Drake	Monsters D	43	Rending Drake	11	6
Robotic Boltshooter	Monsters D	33	Robotic Boltshooter	11	7
Ruined Machine	Monsters B	7	Ruined Machine	12	7
Savvas Icestorm	Monsters B	4	Savvas Icestorm	12	7
Savvas Lavaflow	Monsters D	30	Savvas Lavaflow	12	7
Shrike Fiend	Monsters A	1	Shrike Fiend	13	7
Snow Imp	Monsters B	14	Imp	6	7
Spitting Drake	Monsters D	41	Spitting Drake	13	8
Steel Automaton	Monsters C	23	Steel Automaton	14	8
Sun Demon	Monsters D	39	Sun Demon	14	8
Vermling Priest	Monsters D	42	Priest	13	8
Vermling Scout	Monsters B	5	Scout	11	8
Wind Demon	Monsters D	32	Wind Demon	14	8

# TERRAINS



Terrain type	Tokens	
	Tray	Slot number
Altar	Terrains B	17
Barrel	Terrains E	36
Barricade	Terrains E	40
Bear traps	Terrains D	32
Book shelf	Terrains A	7
Cave rocks	Terrains D	35
Control panel	Terrains A	6
Crate	Terrains A	4
Crystal	Terrains D	on top of 27; 28
Debris	Terrains D	33
Double-hex corridors	Terrains C	21
Dungeon corridors; Snow doors	Terrains C	20
Dungeon door	Terrains B	18
Glowing orb	Terrains E	38
Green water	Terrains B	19
Huge green water; Snow-covered spruce tree	Terrains A	2
Ice pillars	Terrains B	12
Ice rocks	Terrains B	11
Ice spikes	Terrains D	30; 31
Ladder	Terrains B	15
Large debris	Terrains A	9
Large green water	Terrains B	10
Lava	Terrains D	29
Log	Terrains A	5
Mast	Terrains E	37
Metal cabinet	Terrains B	16
Metal door	Terrains B	13
Poison gas trap	Terrains C	24
Power conduit	Terrains E	39
Pressure plates	Terrains D	27

Continue on next page →



Terrain type	Tokens	
	Tray	Slot number
Rubble	Terrains C	23
Sarcophagus	Terrains A	8
Snow corridors; cave doors	Terrains C	22
Snow drifts	Terrains D	28
Snow drifts	Terrains D	34
Snow rock	Terrains A	3
Spike pits	Terrains D	25
Stalagmites	Terrains D	26
Supply shelf	Terrains A	1
Treasure chest	Terrains B	14

## CONDITIONS



Condition name	Tokens	
	Tray	Slot letter
Bless	Condition tokens	A
Curse	Condition tokens	A
Impair	Condition tokens	A
Brittle	Condition tokens	B
Disarm	Condition tokens	B
Immobilize	Condition tokens	B
Muddle	Condition tokens	B
Poison	Condition tokens	B
Regenerate	Condition tokens	B
Strengthen	Condition tokens	B
Ward	Condition tokens	B
Wound	Condition tokens	B
Bane	Condition tokens	C
Invisible	Condition tokens	C
Stun	Condition tokens	C

# REBOXING SEQUENCE!

①

BOTTOM BOX  
STRUCTURE

②

TERRAINS C

ITEM CARDS TRAY

③

WOUNDS  
TRAY

SCENARIO  
AID TOKENS B

SCENARIO  
AID TOKENS A

④

TERRAINS E

⑤

YELLOW/WHITE  
STANDEES TRAY

CONDITION  
TOKENS

⑥

ELEMENT TOKENS /  
ROUND MARKER TRAY

Continue on next page →



Continue on next page →

MONSTERS D

MONSTERS A

BOSSSES TRAY

13

14

15

16

17

18



Continue on next page →



Non-recyclable waste.  
Smaltire i materiali di scarto nell'indifferenziata.

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This product is not a toy. Contains small parts that can be swallowed or inhaled. 14+