

GLOOMHAVEN

Everyone needs to eat.

Whatever your reason for coming to Gloomhaven, out here on the edge of the world, that simple fact is never going to change. A mercenary can't fight on an empty stomach.

So when Jekserah, a Valrath woman wearing a red cloak and enough gold jewelry to keep you fed for a decade, approaches you in the Sleeping Lion and offers to pay you ten gold coins to track down a thief and retrieve some stolen goods...well, it seems like as good an excuse as any to sober up and start paying off your tab.

"This thief has taken some important documents," says the red-skinned merchant, her tail whipping about in agitation. "I don't care what you do to him. Just bring back what is mine."

Based on Jekserah's description, it was easy enough to knock around a few alley thugs and get a location of the thieves' hideout. You don't find yourself as a mercenary way out in Gloomhaven without knowing how to crack a few skulls.

So your target is the Black Barrow. Sounds like a lovely place.

New Location:

Black Barrow (1) (G-10)

Global Achievement:

City Rule: Militaristic

There are a couple of important things you should remember to do before you begin your mercenary career. First of all, separate road events 01 through 30 from the rest of the cards, then shuffle them. Do the same for city events 01 through 30. These are your starting city and road event decks. You can complete a city event once your characters are created, and you are required to complete a road event before beginning the first scenario.

In addition, remember to create the city's available supply of items using all copies of items 001 through 014. You are encouraged to purchase some helpful items before heading out, using each character's starting 30 gold. Here are some recommendations for each class:

- Brute: Boots of Striding (Item 001), Minor Healing Potion (Item 012)
- Tinkerer: Eagle-Eye Goggles (Item 006)
- Spellweaver: Cloak of Invisibility (Item 005), Minor Power Potion (Item 014)
- Scoundrel: Leather Armor (Item 004), Minor Stamina Potion (Item 013)
- Mindthief: Poison Dagger (Item 011), Minor Stamina Potion (Item 013)
- Cragheart: Boots of Striding (Item 001), Minor Power Potion (Item 014)

#1 G-10 Black Barrow

Links: Barrow Lair – #2

Requirements: None

Goal: Kill all enemies

Introduction:

The hill is easy enough to find—a short journey past the New Market Gate and you see it jutting out on the edge of the Corpsewood, looking like a rat under a rug. Moving closer you see the mound is formed from a black earth. Its small, overgrown entrance presents a worn set of stone stairs leading down into the darkness.

As you descend, you gratefully notice light emanating from below. Unfortunately, the light is accompanied by the unmistakable stench of death. You contemplate what kind of thieves would make their camp in such a horrid place as you reach the bottom of the steps. Here you find your answer—a rough group of cutthroats who don't seem to have taken very kindly to your sudden appearance. One in the back matches the description of your quarry.

"Take care of these unfortunates," he says, backing out of the room. You can vaguely make out his silhouette as he retreats down a hallway and through a door to his left.

"Well, it's not every day we get people stupid enough to hand-deliver their valuables to us," grins one of the larger bandits, unsheathing a rusty blade. "We'll be killing you now."

Joke's on them. If you had any valuables, you probably wouldn't be down here in the first place.

1

Kicking through the door, you find yourself face-to-face with the reason these bandits chose this particular hole to nest in: animate bones—unholy abominations of necromantic power.

Nothing more to do but lay them to rest along with the remainder of this troublesome rabble.

Conclusion:

With the last bandit dead, you take a moment to catch your breath and steel yourself against the visions of living remains ripping at your flesh. Your target is not among the dead, and you shudder to think what horrors still await you in the catacombs below. 2

New Location:

Barrow Lair 2 (G-11)

Party Achievement:

First Steps

Maps:

L1a
G1b
I1b



Bandit Guard


Bandit Archer


Living Bones


Treasure Tile (x1)


Damage Trap (x2)


Table (x2)

☐ #2 G-11 Barrow Lair

Links: Black Barrow – #1

Requirements: First Steps (Party) COMPLETE

Goal: Kill the Bandit Commander and all revealed enemies

Introduction:

The stench of death and rotting flesh gets thicker as you kick past the corpses of your foes and head deeper into the underground burial site. Guided by the muffled sounds of conversation, you find your way through the maze of crypts and burst into a small room full of hard-faced bandits, all with bows at the ready.

They're clearly guarding something. You must be in the right place.

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect.

1

You open the door to a large crypt littered with coffins. At the back stands your quarry. He fits the description, but there is something previously unnoticed in his eyes—a dark otherworldly force.

"Who are you to think you can interrupt the work of the Gloom?" A dark energy engulfs his hands as he speaks. "I will show you what you are dealing with!"

Special Rules:

Doors a, b, c, and d are locked and can only be opened by the Bandit Commander.

Boss Special 1:

The Bandit Commander immediately jumps into a door hex, regardless of how far away it is, and opens it, revealing the adjacent room. Starting with a, the Bandit Commander jumps to a door in the order of a, b, c, d, and then back to a.

Boss Special 2:

The Bandit Commander summons one normal Living Bones for two characters or one elite Living Bones for three or four characters.

- Bandit Archer
- Bandit Commander (Boss)
- Living Bones
- Living Corpse
- Treasure Tile (x1)
- STUN Trap (x2)
- Sarcophagus (x3)



Maps:

B3b
M1a
A1a
A2a
A3b
A4b

Conclusion:

Sifting through the carnage left by the battle, you find a cache at the back of the room containing the scrolls you were hired to collect. You can't help but rifle through them a bit, but find that the writing upon them is in some unknown archaic language. One thing that does jump out at you, however, is a map of the northern countryside. A bend in the Still River is clearly marked as a point of interest. Contemplating whether you want to find out more about this so-called "Gloom," you decide that the spot could be a point of interest for you, as well. (4)

But that can be forgotten for the moment. You pack up the papers and head back to Gloomhaven to collect your reward.

Meeting Jekserah once again at the Sleeping Lion, you hand over the papers and are paid the agreed-upon amount.

"You know," she whispers to you softly under the bustle of the tavern. "If you're interested, I may have another job for you. A tribe of Inox in the Dagger Forest has ransacked a couple of my caravans headed to the Capital.

"I told the militia, but they do nothing," she spits. "I can point you in the direction of their encampment. If you can make an example of them, I will pay you even more."

She places a crude map of the forest on the table and stands up, her jewelry clinking with the movement. "Come find me when it is done." (3)

New Locations:

Inox Encampment (3) (G-3),
Crypt of the Damned (4) (E-11)

Rewards:

10 gold each
+1 prosperity

☐ #3 G-3 Inox Encampment

Links: None

Requirements: The Merchant Flees (Global) INCOMPLETE

Goal: Kill a number of enemies equal to five times the number of characters

Introduction:

So this merchant wants to make an example of some caravan raiders? Seems reasonable enough. For the right amount of money, almost anything can be made reasonable.

You enter the Dagger Forest and begin to track down the encampment using Jekserah's crude map. It is well-hidden, but following the signs outlined on the parchment, you find a dense cluster of huts in a small clearing of the forest. All that's left is to head in and make that requested example.

Special Rules:

Until door (1) is opened, one normal Inox Guard spawns at (a) at the end of every odd round for two characters or the beginning of every round for three or four characters.

(1)

You push your way into the back cave only to be faced with a half-dozen crying, screaming Inox children. You have little opportunity to contemplate the implications of this development, however, as you find yourself also staring down the bows of several Inox archers. Your only option is to continue fighting.

Conclusion:

Running through the forest, fleeing the smell of burning flesh, you now find more than enough opportunity to contemplate your actions.

How your actions sit with you must be visible on your face as you meet once more with Jekserah, this time in her manor. She hands you a sack of coins with a frown.

"They were thieves and murderers," she says blankly. "They deserved what you gave them. And that is all I will say of the matter. I have one more task I would like you to perform. I require a diamond of considerable size for a customer, but I cannot find one anywhere in the city.

"There is a diamond mine, however, in the southern mountains long since lost to the wilderness. I've heard reports that it is now overrun with Vermlings, no doubt with some other more intelligent force behind them. If you can fight your way in and grab the biggest diamond you can find, I will give you a considerable reward. (9)

"Now leave me in peace." Jekserah's two massive Inox bodyguards step forward, directing you to leave the manor.

Outside, contemplating your new task, you hear a small voice behind you. "She's not looking for profit, you know."

#3: Inox Encampment

You turn around to see a female Quatryl step out of the alley beside Jekserah's house. She's clad in dark leather armor and holds a conspicuous contraption full of whirring gears and topped with a conical metal piece connected to a tube.

"Argeise, city guard," she says, introducing herself. "I know, I don't exactly look the part, but if anyone isn't what they appear to be, it's that Valrath you've been talking to. Sure, she's a merchant, but she's up to something far more sinister.

"She's been trying to overthrow the military in Gloomhaven for as long as I've been here, and we're all very curious about what her current machinations are.

"Look, you can go do her bidding like a good little puppy if you want, but if you'd rather actually help this town keep the peace and not get overrun by the wilds, I have a different idea. We'll get to the bottom of Jekserah's plans and expose her for who she really is." (8)

Maps:

L1b
L3a
B1a
B2a
B3a
B4a
E1b

New Locations:

Gloomhaven Warehouse (8) (C-18),
Diamond Mine (9) (L-2)

Party Achievement:

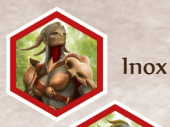
Jekserah's Plans

Rewards:

15 gold each
+1 prosperity






Inox Guard


Inox Archer


Inox Shaman


Treasure Tile (x1)


Damage Trap (x3)


Thorns (x3)


Totem (x3)


Barrel (x2)


Crate (x2)

☐ # 4 E-11 Crypt of the Damned

Links: None

Requirements: None

Goal: Kill all enemies

Introduction:

The bandit commander's proclamations of a "Gloom" do not sit well in your stomach as you search the bend in the Still River—something here holds an interest for these maniacs.

You are somewhat surprised to find the ruins of an ancient crypt half-covered in moss and ivy. The history of this place is old and dark. With no other information to go on, you head down into the depths. Whatever these supposed bandits are up to, you're determined to find out, even after you stumble across a large group of them and more animated dead at the bottom of the stairs.

"You've made a mistake coming here," one of the bandits hisses. You disagree. You are right where you want to be.

1

You bash in the door, thinking you are prepared for anything. Before you, however, stands a creature of pure elemental energy, enraged and demonic. It takes you a second to collect yourself. As if animating the dead wasn't enough for these lunatics.

Conclusion:

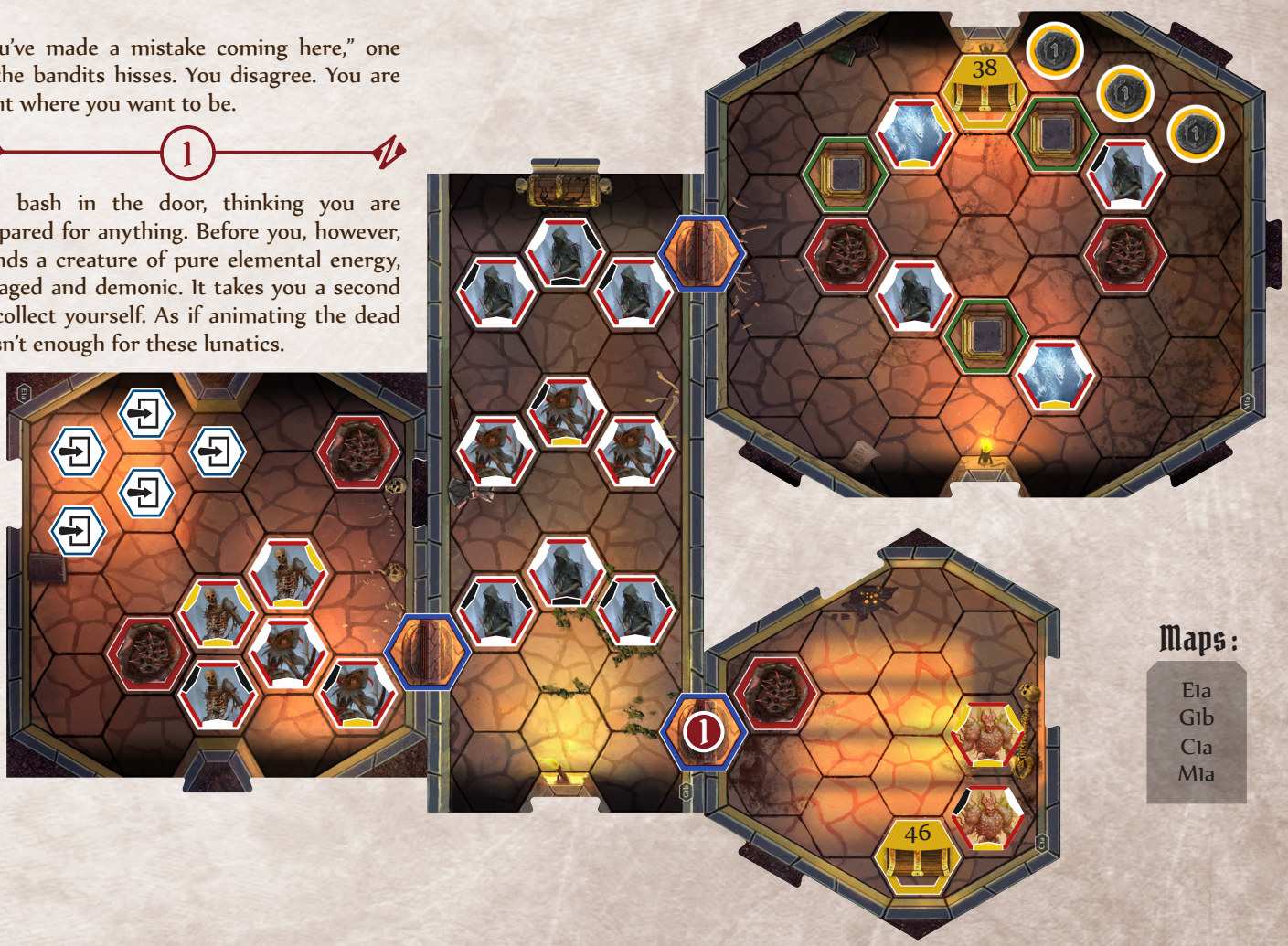
It is clear that you have disrupted some sort of ritual here. These elemental demons belong on an entirely different plane of existence, but the cultists have somehow managed to pull them through to this one.

On the altar in the back room, there is a wealth of scribblings on these rituals. Not all the writing is intelligible, but you get the sense that this crypt is a place of power once used by an ancient civilization. The ancients tapped the power of the elements to enhance their own lives, and while their exact fate is beyond your knowledge, it clearly didn't end well.

Among the scripts you also find notes on a couple of other places of power in the area. One appears to see heavy use with the cult and the other is marked as being overrun by vicious undead. It looks as though you have opportunities to either disrupt more of their work (5) or get in their good graces by helping to clear out a threat. (6)

New Locations:

Ruinous Crypt (5) (D-6),
Decaying Crypt (6) (F-10)



Maps:

E1a
G1b
C1a
M1a



Living Bones | Bandit Archer | Cultist | Earth Demon | Wind Demon | Treasure Tile (x2) | Damage Trap (x5) | Stone Pillar (x3)

5 0-6 Ruinous Crypt

Links: Plane of Elemental Power – #10

Requirements: None

Goal: Kill all enemies

Introduction:

Your mission is clear. These elemental cultists are distorting the fabric of the world and must be stopped. With that goal in mind, you follow the writings to an ancient crypt you believe to be the cult's base of operations. Steeling yourselves for combat, you batter through the rotted door and charge into the hall of the crypt.

The sight before you is both wondrous and horrifying. A group of cultists is performing ritual incantations in front of a black, gaping hole in reality. They turn toward you and snarl, unsheathing their sacrificial daggers. Behind them an inky darkness spills forth from the hole and coalesces into nightmarish forms full of teeth and claws. You know you must send these terrors of the elemental plane back into the void, but you are paralyzed with fear.

Special Rules:

All characters start with DISARM as a scenario effect.

Conclusion:

With the cultists and their minions dead, it seems the dark rift is now dormant. It is no less disconcerting, however. You toss a rock at it, and the rock disappears into nothingness. You must admit that you wonder whether you could enter the rift yourself and whether you could survive the trip to wherever that rock ended up. (10)

Alternately, finding some way to close the rift is probably the more prudent decision. There is an Aesther enchanter in Gloomhaven who may know more about this inter-planar stuff. She's been known to ask for impossible favors before she helps anyone, though. (14) (19)

New Locations:

Plane of Elemental Power (10) (C-7),
Frozen Hollow (14) (C-10),
Forgotten Crypt (19) (M-7)



Cultist

Living Bones

Night Demon

Flame Demon

Frost Demon

Treasure Tile (x2)

Damage Trap (x4)

Altar (x1)

Rubble (x6)

Maps:

M1a
K1a
K2b

6 F-10 Decaying Crypt

Links: None

Requirements: None

Goal: Reveal the M tile and kill all revealed enemies

Introduction:

What is life without a little bit of intrigue? The cultists have clearly marked this crypt as a spot of trouble for them. Perhaps clearing the place out will put you in their good graces. Or maybe you're just hoping to find a big stash of treasure, untouched by looters' hands.

Once you arrive, the smell makes you regret your decision more than anything else. It's not the fact that you've had it about up to here with exploring old decrepit ruins. It's not the undead horrors shambling and moaning in the shadows. It's the smell. The smell of death and soullessness and rotting flesh.

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect.

Conclusion:

After the terrible shrieks and moans of the undead, the sound of someone clapping is at once foreign and alarming. Turning around, you see a hooded figure standing at the edge of your torchlight. You raise your weapon, but the grin on his silhouetted face isn't menacing in a way that calls for arms. It is menacing in a way you've never experienced before.


Living Bones


Living Corpse


Living Spirit


Treasure Tile (x1)


POISON and Damage Trap (x4)


Stone Pillar (x2)


Rubble (x6)

Maps:

L1a
K1a
K2b
M1a



"Well done, sirs," the figure lilts. "My, my, but you do have a way about you, don't you?" And you've certainly gotten our attention now, removing this troublesome crypt of its rogue undead element. We very much prefer our undead to be the controllable variety, now don't we?"

There is a long pause as the figure stares at you, still grinning.

"Well, perhaps you'd be so kind as to do us another favor? After which we'll be mostly settled on the whole issue of you murdering some of my brethren." He stops grinning.

"There's a necromancer in Gloomhaven. Been giving us a spot of trouble, sending mercenaries out to do her dirty work against us. Maybe you've met her.

"Kill Jekserah. Bring her head to our headquarters, and we'll see about letting you live." (8)

New Location:

Gloomhaven Warehouse (8) (C-18)

Party Achievements:

Jekserah's Plans
Dark Bounty

Reward:

5 gold each

☐ #7 C-12 Vibrant Grotto

Links: None

Requirements: The Power of Enhancement (Global) and The Merchant Flees (Global) COMPLETE

Goal: Loot all treasure tiles

Introduction:

You gingerly step into the entryway of the Crooked Bone, careful to avoid the broken glass, nails, and other treacherous things. You glance around the room and see nothing but the usual detritus. Before you can call out to Hail, though, an explosion from an upper room violently shakes the entire building.

"Damn it all to the abyss!" Hail's disembodied voice yells out. "I set up my work in the most out-of-the-way, uninviting, decrepit little hovel, and grand idiots still manage to stumble in and disrupt my research."

The translucent woman suddenly appears before. "You do know that your mere presence in this building changes the flow of the ether, causing unanticipated currents that produce catastrophic consequences, right? I mean, how could you not know that?"

Hail closes her eyes and begins to take deep breaths, fading a little out of view with each exhale. "Yes, I did agree to help you. I had hoped the memory was a nightmare of some kind, but it wasn't, so that can't be helped now. The least you can do in return, however, is to warn me before you cross the threshold."

She gives you an icy stare. "So what do you want, anyway? Let's make this quick." You explain to her the situation with Jekserah and the need to locate where she is hiding.

"Ah, a simple scrying matter? Well then, we are in luck," Hail begins. "Or rather, I'm in luck. The main component I would need for such a task is biteroot, and I ran out of it just last week. I was going to gather more, but now I can just send you out to get it instead.

"Everyone wins! Except those infernal forest imps who terrorize my usual gathering spot. I hope quite a few of them will end up dead."

A small map drops in your hand, and, with a wave of Hail's arms, a sudden, powerful force pushes you out the door. "Remember: ring the bell when you come back and wait forty-seven seconds before entering the door!"

You are able to follow the map to a network of small caves just north of the Dagger Forest. The place is teeming with life: lush, massive plants, as well as a number of hostile animals and imps. You prepare for their attack.

Special Rules:

The treasure tiles can only be looted using a Loot action. They cannot be looted by normal end-of-turn looting.

Conclusion:

You pull up the last bush and hack away at its root. The grotto is still alive with many hostile creatures, but with your packs now full of biteroot, you make a quick retreat, eventually finding your way to the Stone Road and back to Gloomhaven and the Crooked Bone.

You ring the bell and wait a good minute before entering the slanted doorway. There's no sign of Hail, so you call out and wait for her. It takes much longer than you'd like.

When she finally does appear on the other side of the ruined bar counter, she seems genuinely surprised to see you. "Is that biteroot you have there? Ha, imagine that, I was just thinking about going to get some, seeing as I just ran out last week."

You stare at one another in confusion.

"Oh, I sent you to get that, didn't I?" Hail scratches her head. "Right, scrying. I remember now. Hand over the root."

You give her the packs full of biteroot. "What were the details again? Jekserah? Valrath woman, yay high? Merchant dabbling in necromancy? Wears a red cape and lots of gold jewelry? Shouldn't be too hard."

Hail disappears with the root and you begin to hear a faint banging coming from the floor above you.

Eventually Hail appears before you holding a parchment covered in a thick, gooey biteroot paste. "There you go. Just follow that, and you should find your way to where she's hiding."

You hesitantly take the map. "I could have cleaned off the paste, but I thought it added a bit of charm." (20)

New Location:

Necromancer's Sanctum (20) (H-13)



Maps:

M1b
D2b
C2a
G2a
F1b
B4b

8 C-18 Gloomhaven Warehouse

Links: Gloomhaven

Requirements: Jekserah's Plans (Party) COMPLETE and The Dead Invade (Global) INCOMPLETE

Goal: Kill both Inox Bodyguards

Introduction:

At the behest of your mysterious contact, you sneak towards Jekserah's warehouse under the cover of night. With any luck, you'll be able to uncover her plans and put a stop to them.

Hoping to find the warehouse largely abandoned, you instead discover that it is teeming with undead. At least that gives you a better idea of her plans. She's clearly been using the necromantic scroll you delivered to raise the undead within the city walls, and now it is time to put them back to rest.

1

Barreling through the gauntlet of storage shelves, traps, and undead, you finally make it to the back room of the warehouse, face-to-face with Jekserah and her two Inox bodyguards.

"So, you've decided to disrupt my plans instead of help me? You will regret that decision when I return to Gloomhaven with a legion of undead at my back!"

Moving with great speed, Jekserah turns and runs from you, flipping out a window. You make a move to pursue her, but the two gargantuan Inox block your advance.



Conclusion:

With the battle behind you, you look out the window and see no evidence of the fleeing Valrath. You've stopped her plans for now, but after your brief conversation, it is clear you need to hunt her down before she can make good on her threats. (13)

"She's beyond my network," the city guard Argeise says with a shrug when you ask her later. "We'd like to make sure she won't cause more trouble, but she's fled the city, and I'm not about to go traipsing through the wilds.

"You might have more luck with the Aesther enchanter in town," she suggests. "She can surely divine the coward's location for you, if you can get her to cooperate." (14) (7)

New Locations:

Vibrant Grotto (7) (C-12),
Temple of the Seer (13) (N-3),
Frozen Hollow (14) (C-10)

Global Achievement:

The Merchant Flees

Reward:

+2 reputation

Maps:

11a
12b
G2b



#9 L-2 Diamond Mine

Links: None

Requirements: The Merchant Flees (Global) INCOMPLETE

Goal: Kill the Merciless Overseer and loot the treasure tile

Introduction:

Ignoring Argeise's warnings, you head to the diamond mine. "Sinister machinations" is, of course, a troubling phrase to throw around, but the phrase "considerable reward" trumps that in a heartbeat.

Heading into the damp underground cavern, you were expecting to find a few scraggly Vermlings to make easy work of. You certainly weren't expecting a pack of vicious hounds guarding the entrance. Finding this diamond may prove more difficult than originally anticipated.

1

You move through a tight crawlspace clearly more suited to the ratlike Vermlings into a large chamber full of rubble and Vermling miners on high alert. Toward the back of the chamber, a man in a dark robe cracks a whip and begins spitting orders at the miners, who turn their pickaxes away from the stone walls and toward you.

Boss Special 1:

All Vermling Scouts immediately take an extra turn using the action card drawn for them this round.

Boss Special 2:

The Merciless Overseer summons two normal Vermling Scouts for two characters, one normal and one elite Vermling Scout for three characters, or two elite Vermling Scouts for four characters.

Conclusion:

With the overseer dead and the diamond in hand, you head back to Jekserah to claim your reward. Her bodyguards escort you inside the manor where you find her somehow different—more harrowed and grim.

"Wonderful." She exchanges the diamond for a large purse full of coins. "This will serve beautifully as a focus for the incantations. I wonder if the cultists even knew what they had here. With this, I can summon an entire army of undead!"

She turns to you with a strange glint in her eye. "So then! Are you ready to overthrow the military of Gloomhaven and put control of the city into the hands of the Merchant's Guild? (11) Or do you not have the stomach to effect real change?" (12)

New Locations:

Gloomhaven Square A (11) (B-16),
Gloomhaven Square B (12) (B-16)

Global Achievement:

The Dead Invade

Rewards:

20 gold each
+1 prosperity

Maps:

12a
N1a




Hound


Vermling Scout


Merciless Overseer (Boss)


STUN Trap (x3)


Large Boulders (x4)


Boulder (x5)


Treasure Tile (x1)

☐ #10 C-7 Plane of Elemental Power

Links: Ruinous Crypt – #5
Infernal Throne – #21

Requirements: The Rift Neutralized (Global) INCOMPLETE

Goal: Kill all enemies

Introduction:

Your vision shifts and blurs around you. Nightmarish wailing pierces your ears. You feel your extremities stretching out, as if the universe is trying to tear you apart.

And then it stops. You open your eyes to see your feet are on solid ground, but around you whirls strange elemental energies—fire mixing with ice in torrential power. You catch your breath and glance back, relieved to see a void of darkness similar to the one that brought you to this place.

The relief is short-lived, however, as a booming voice fills the crackling air. "Who are you to slay my servants and invade my realm? This affront will not go unpunished!"

Before you the energies in the air begin to form vague demonic shapes. To go deeper into this unearthly place, you must fight your way through.





Conclusion:

As the final demon in sight screams and dissipates into the wind, you fall to your knees, thankful that the assault has stopped.

"Very interesting." The voice appears deep inside your head, clawing at your brain with its words. "You interlopers are unexpectedly powerful. I could certainly use your expertise to find something in your own plane."

The red rock below you rumbles and cracks, and a fiery fissure opens at your feet. "I open my realm to you. Come, let me speak to you face-to-face."

Having already made one leap of faith this day, you decide there's no harm in making another. The heat grows more intense as you descend, and scalding air billows up from below, slowing your fall. You land quite safely in what appears to be an underground temple. Before you stands a monstrous creature, horned and terrifying, holding a trident and standing on four hooved legs.

The voice still resonates from inside your head. "Brave and foolish. You should serve me well. There is an artifact of great power located in a forgotten temple along the Serpent's Kiss River. You can retrieve it for me, (22) or you can die here and now." (21)

New Locations:

Infernal Throne (21) (C-7),
Temple of the Elements (22) (K-8)

Party Achievement:

A Demon's Errand

Maps:

D1b
G1a
L1b
L3a



Flame Demon



Earth Demon



Sun Demon



Treasure Tile (x1)



Damage Trap (x3)



Altar (x1)



Hot Coals (x17)

11 B-16 Gloomhaven Square A

Links: Gloomhaven

Requirements: End of the Invasion (Global) INCOMPLETE

Goal: Kill the Captain of the Guard

Introduction:

Jekserah's plan is troubling, but it is certainly sound in some dark, twisted sense. You've seen the guards on the wall. They can barely fight back the Vermlings, and their taxation is strangling the town and your own pocket. With an army of undead, the merchants can govern the city into an age of prosperity and keep it safe from the forces outside the walls.

"So are you ready to take the fate of this city into your own hands, mercenaries?"

You nod in assent. "My army is ready. We march for the Ghost Fortress!" A commotion in the foyer startles you away from Jekserah's rally. Rushing into the room, you see a troop of soldiers standing over the bodies of Jekserah's Inox guards.



Maps:

D1a
H1b
L1a
L2b
E1a

Living Bones | Living Corpse | City Guard | City Archer | Captain of the Guard (Boss)



Treasure Tile (x1) | STUN Trap (x2) | Fountain (x1) | Wall Section (x6)



"This ends now!" Argeise points a crossbow at you. "I tried to warn you. Do you have any idea what you are unleashing on the city?"

"It's too late," Jekserah spits from behind you, "They can't stop us! My army has already dispersed into the city. It will only grow with every guard who falls."

Jekserah turns to you. "Head to the Ghost Fortress. If the Captain of the Guard falls, any resistance to our new order will fall soon after."

Special Rules:

All Living Bones and Living Corpses are allies to you and enemies to all other monster types.

1

With the guards' bodies in your wake stirring and rising as the undead, you knock through the fortress door. "Today we stand against the darkness!" The Captain of the Guard bellows at you, surrounded by soldiers. "To me! I will not let the city fall to this scum!"

Conclusion:

The last of the guard falls, and once more you see a transformation of the bodies into soulless walking corpses. Jekserah steps through the doorway behind you.

"You have done well, mercenaries—proved yourself in the face of these relentless pigs. With my bodyguards dead, you will be my new right hand, and we will rule over this city as it was meant to be ruled over. The last remnants of the old empire has finally fallen, and you should be proud.

"But there is still much work to be done. The merchant guild grows concerned about the declining quality of our water supply. We feel there may be some dark force at work below the sewers, poisoning the city. (18) I've also heard some talk behind closed doors of a dragon making roost in the Copperneck Mountains. Some merchants can be such children, but still, the reports are worth investigating. Whatever it is could be a threat to the city." (16)

New Locations:

Mountain Pass (16) (B-6),
Abandoned Sewers (18) (C-14)

Global Achievements:

City Rule: Economic
End of the Invasion

Rewards:

15 gold each
-2 reputation
+2 prosperity
"Skullbane Axe" design (Item 113)

☐ #12 B-16 Gloomhaven Square B

Links: Gloomhaven

Requirements: End of the Invasion (Global) INCOMPLETE
Goal: Kill Jekserah

Introduction:

As Jekserah outlines her plan, you find yourself slowly backing out of the room. Protecting this city with an army of undead is madness. You cannot give over all the power to an unscrupulous necromancer.

In mid sentence, Jekserah looks up at you and stops. "What is the matter?" She frowns. "Are you losing your nerve here at the end? You've already killed so many in my service. What is just a few more?"

You quickly turn and run for the door. Her army is too massive to take on without help.

"Foolish mercenaries," she laughs behind you. "I thought you'd want to join me in this new venture, but if you'd rather die like the rest of the military scum, that can be arranged!"

You race through Gloomhaven Square to the Ghost Fortress. Guards stop you at the gate and you hurriedly explain the threat looming behind you. Frantically you push past them, looking for the Captain of the Guard.

"This is truly troubling," the Captain says after you quickly outline Jekserah's plan. "We must move against this necromancer immediately!" The sound of steel on steel reverberates through the room, followed by the yells and screams of the guard outside.

"They are upon us!" The doors burst open and the decaying shapes of the living dead stream into the room. "To arms! Fight them back!"

Special Rules:

All City Guards and City Archers are allies to you and enemies to all other monster types.

1

The waves of undead crashing against your weapons have finally subsided as you reach Jekserah's manor and kick in the door. You see her in the foyer, shaking with rage.

"You will not defeat me! My army has been cut back, but the dead are fuel to my fire. My army is infinite and eternal!"

Boss Special 1:

Jekserah summons two normal Living Bones for two characters, one normal and one elite Living Bones for three characters, or two elite Living Bones for four characters.

Boss Special 2:

This is the same as Boss Special 1, except that Living Corpses are summoned instead of Living Bones.

Conclusion:

Jekserah collapses, the life fleeing her eyes. "I..." she whispers at you. "You have no idea what's coming..." (28)

"Infuriating." The Captain of the Guard steps

up behind you, wiping his blade on his tunic. "So much needless death, eating ourselves from the inside. At least it is over now."

He looks from Jekserah's lifeless corpse to you. "Listen, you have proven yourself this day. Without your warning and without your strength, we would have been overtaken by the undead. If you're interested, I may have some more work for you.

"First of all, we've had reports from the north about large flying creatures. People are afraid of dragons." He shakes his head in annoyance. "I'd like you to head to the northern pass and investigate. (16)

"Closer to home, however, there is some trouble brewing in the sewers below the Sinking Market. The wells in the area seem to be poisoned, and the sewers have become infested with snakes and sentient slimes, making further investigation difficult. I need you to discover the source of the poison." (18)

New Locations:

Mountain Pass (16) (B-6),
Abandoned Sewers (18) (C-14),
Outer Ritual Chamber (28) (E-4)

Global Achievement:

End of the Invasion

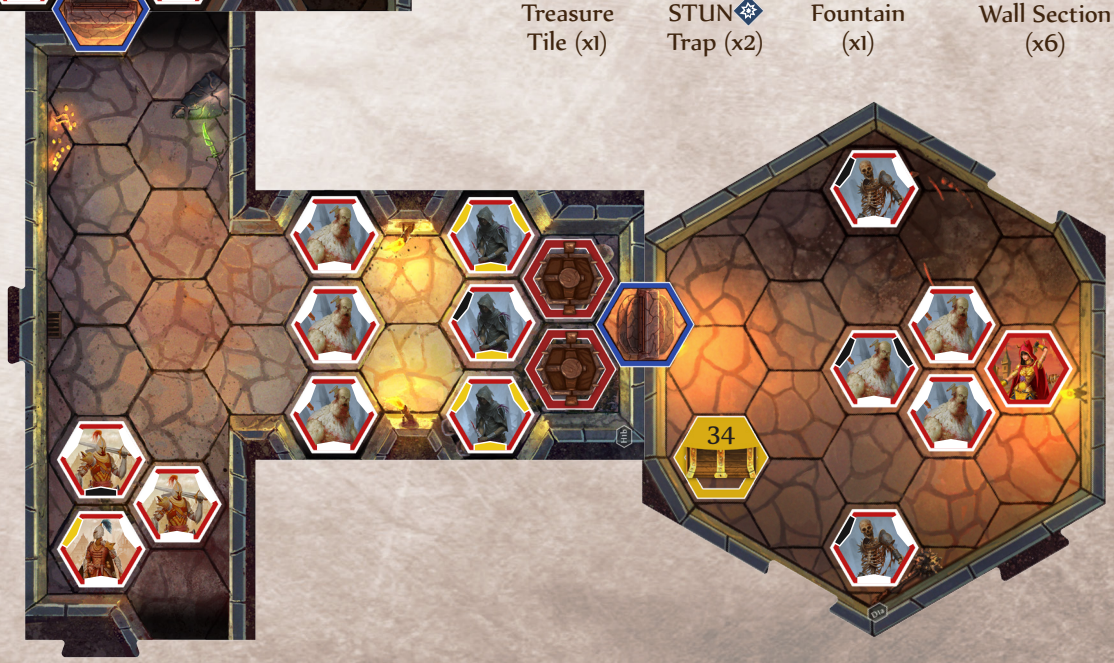
Rewards:

+4 reputation
"Skullbane Axe" design (Item 113)

Maps:

E1a
L2b
L1a
H1b
D1a





Living Bones | Living Corpse | Cultist | City Guard | City Archer | Jekserah (Boss)

Treasure Tile (x1) | STUN Trap (x2) | Fountain (x1) | Wall Section (x6)

#13 D-3 Temple of the Seer

Links: None

Requirements: None

Goal: Kill all enemies

Introduction:

You reach out to some of your contacts concerning Jekserah's location, and end up with an odd bit of information from the Sanctuary of the Great Oak. They say there is a temple high in the Watcher Mountains dedicated to some unseen force that can answer any questions asked of it. Visitors must survive the journey and the trials that await inside the temple first, however.

It is a tradition among the order of the Great Oak to send its members on a pilgrimage to this temple, where, faced with the prospect of any knowledge they desire, they decline to ask a question, putting all their trust in the Great Oak instead. The Sanctuary provides you with some basic directions, and you head off.

While your path is clear, the way is anything but easy. You risk falling to your death numerous times as you scale the cliff up to the temple. Braving the harsh winds and loose rocks, you finally reach the top and head through the threshold into a large, open foyer.

"I am afraid I cannot accept visitors at this time," a disembodied voice booms through the room. "Please come back in twelve years. I may be able to accommodate you then."

Before you can object, a group of massive stone constructs materialize before you.

"I know, I know," the voice says. "You have questions, I have answers. Unfortunately, if you don't leave now, you won't have a head to ask the questions in the first place."

You ready your weapons. There's no way you're going to climb back down that cliff with nothing to show for it.

1

You open the door to the inner chamber, and more enemies materialize before your eyes. Flying red lizards, wailing spirits, and great, terrifying bears that don't seem at all happy to have been suddenly transported here.

Conclusion:

As the last of the creatures falls, the temple becomes eerily silent. You call out, but the strange voice offers no response. You begin banging the walls with your weapons and yelling even louder, making it clear that you will not leave until you have answers.

"ENOUGH!" The power of the voice shakes the ground. "I could easily kill you, you know. But normally a threat is enough to send you pathetic lesser beings scrambling. I don't necessarily like murder, however, so I will make you a deal. I will answer a single question for you, and then you will leave this place without further incident and never return.

"So what would you like? Great power? (15) Great wealth? (17) Or is the location of the necromancer you are hunting really that important to you?" (20)

New Location:

Choose to unlock only one of the following:

Shrine of Strength (15) (B-11),
Lost Island (17) (K-17),
Necromancer's Sanctum (20) (H-13)



Maps:

M1a
N1b


Stone Golem


Cave Bear


Living Spirit


Spitting Drake


MUDDLE? and Damage Trap (x3)


Treasure Tile (x1)


Stone Pillar (x6)


Altar (x1)

14 C-10 Frozen Hollow

Links: None

Requirements: None

Goal: Kill all enemies

Introduction:

An enchanter has been called for, so an enchanter must be found.

Following reports of an Aesther in the Boiler District, you find yourself standing before an abandoned and decrepit tavern: the Crooked Bone. Opening the door, the inside looks exactly as the outside advertised: spiderwebs, splintered stools, and dusty, broken glass.

Stepping past the threshold, a translucent female suddenly appears before you. "Why have you come to this place, mercenaries? Your presence is unwanted, and you are disrupting my research."

You quickly explain why you have come and the woman's frown deepens.

"'Oh, look at the Aesther woman. She can fulfill all our wishes. All she has to do is wave her hands and our wildest dreams will come true.'" She sighs in frustration and actually does wave her hands. "Leave me in peace."

You don't move. She stares.

"Well, instead of disrupting, then maybe you could help. Scratch my back, maybe I'll scratch yours. That's how these things work, right?" The woman turns and walks towards a destroyed set of stairs, but after a few steps, she fades away entirely.

"I need an orb from the Frozen Hollow in the Copperneck Mountains." The woman's voice comes from directly in front of you, as if she hadn't moved at all. "Bring it back to me and I may help you."

A map drops at your feet. "My name is Hail by the way. Do not come back without the orb."

The map is easy to follow. Deep in the Copperneck Mountains, obscured by snow drifts, you find the opening to a dark, narrow cave. The wolf tracks around the entrance are troubling, but, with a firm resolve, you enter.

Special Rules:

Add three -1 cards to each character's attack modifier deck as a scenario effect.



Maps:

K1b
K2a
I2a


Hound


Living Spirit


Frost Demon

Treasure Tile (x1)


STUN Trap (x2)


Stalagmites (x2)


Rock Column (x6)

Large Boulders (x2)

Conclusion:

With the last of your adversaries dead, you approach the back of the chamber, where a small blue sphere floats above the floor. You slowly reach out your hand and find the orb cold to the touch. With a firm grip on it, the temperature is almost unbearable, but you quickly stash it into your pack and make your way back to the Crooked Bone.

You enter the abandoned tavern and call out to Hail. With no response, you wander around, observing the chaotic mess around you. You wonder how she gets any work done in this environment. As you approach the counter, Hail appears before you, holding the orb.

"Very interesting." She doesn't seem to notice you at all. "A rift in our plane, somehow contained within a spherical barrier. Good thing you didn't break this on your way back. You easily could have been sucked into a realm of pure frost and been frozen solid before you had time to breathe. Or something worse could have happened.

"It's just so confounding. Who would have the power to do this?" Hail takes a step to the left and disappears again.

You wait for what feels like hours, refusing to sit on the few stools that haven't yet fallen apart. You call out occasionally, but receive no response.

"Oh, you're still here." You turn around to see Hail in the middle of the room. "Good, I'd like to experiment on you if it's all right." She reaches out to you and you stumble backward, falling over a table that splinters into hundreds of pieces.

"Oh, don't be a baby about it. I'm pretty sure it will end well."

Hail explains that she wants to try to bring forth raw power from another plane and contain it in a small orb that could give enhanced powers to anyone possessing it. The containment process, however, requires a lot of gold metal.

"Now that you have helped me in my endeavors, I suppose I should return the favor," Hail sighs. "So what was it exactly that you wanted?" (7) (19) (31) (43)

Global Achievement:

The Power of Enhancement

#15 B-11 Shrine of Strength

Links: None

Requirements: None

Goal: Loot the treasure tile

Introduction:

Nestled in a high valley deep in the Copperneck Mountains, this shrine is not easily found or accessible, but luckily, you know the way.

The shrine lies on the edge of a giant frozen lake surrounded by ancient, towering trees. Adorning the structure's stone face are innumerable symbols of power and strength, but you cannot determine whether the shrine was dedicated to some specific entity or simply to the general concept of strength.

You enter through the large stone doors, hoping to find something within that increases your own power. As you walk along the entryway, you see a number of runic inscriptions carved into the walls. They are hard to make out, but you believe they profess an ideology of "Strength begets strength." In order to increase one's own strength, one must first demonstrate strength.

You open the next set of doors and come face-to-face with that ideology in practice. A powerful Savvas materializes in front of you and wordlessly begins to channel a destructive force in your direction. You will need to prove yourself to get at whatever is in this temple.

Special Rules:

Doors (a) are locked and open when any character occupies pressure plate (e) at the end of their turn.

Doors (b) are locked and open when all characters occupy a pressure plate on one of the H tiles at the end of a turn. For two characters, the plates (d) must be occupied. For three characters, the plates (d) and (e) must be occupied. For four characters, the plates (d), (e), and (f) must be occupied.

Conclusion:

You rush forward and take hold of the sigil of strength lying on a pedestal in the inner chamber. Immediately an overwhelming power surges through you and all of your foes disappear as quickly as they had appeared.

You feel a great strength welling up inside you. For an instant, your vision goes dark, and you see images of a strange runic alphabet.

The power dissipates and your vision returns. You quickly write down the symbols that you saw, though you do not know their meaning.

ᚢᛉᛇᚴᚱᚱ ᛉᛋᚴ ᚼᚱᛉ ᚴᚸᚢᛉ ᛋᛉ ᚼᚱᛉ ᚢᛉᚴᛋᚢᛉᚴ ᚴᚸᛇᛊᛇ. ᚦᛋᛋᚹ ᚼᛋ ᚼᚱᛉ ᛉᛊᚢ ᛋᛉ ᚷᛋᚴᚢ // ᛋᛊ ᚦᚸᛇᛉ ᛞ.

Reward:

20 experience each

#15: Shrine of Strength

Maps:

L1a
D1a
H1b
H3b
C1a



Stone Golem

Savvas Icestorm

Frost Demon

Wind Demon

Harrower Infester

Treasure Tile (x1)

Pressure Plate (x5)

POISON and Damage Trap (x4)

WOUND and Damage Trap (x4)

Stone Pillar (x5)

Wall Section (x2)

☐ #16 B-6 Mountain Pass

Links: Echo Chamber – #24

Requirements: None

Goal: Kill all enemies

Introduction:

There is a certain shaking of heads that happens along with the mention of dragons, as if the person saying it can't even believe the words coming out of their mouth. Dragons don't exist, they say, but some giant, winged beast has been sighted to the north, so you set off to see if maybe they do.

Your goal is the Icecrag, the tallest mountain in the Coppernecks. To get there, though, you'll need to head through the northern pass, a narrow corridor between two massive stone cliffs that is known for frequent avalanches and other dangers.

You tread carefully, watching high above you for any signs of an ambush. This wariness is what saves you from being crushed by a hail of boulders rumbling down the cliff side. You dive for cover as the rocks hit, then look up to see a group of Inox emerging from a concealed cave to one side of the pass.

They intended to kill you with the rocks, but your survival has only motivated them to pursue a more conventional option.

1

With the pass blocked by the avalanche, you enter the cave to face your aggressors. Inside you see a network of passages leading deep into the mountain. Perhaps they would be worth exploring once your foes are dead.

Conclusion:

What were Inox and demons doing together? And so far north? You rifle through their belongings, looking for some indication of their motivation. All you find is some crude scratchings referencing a "voice."

You glance toward the cave. There may be some clues farther down the tunnels.

To the north, Icecrag Peak looms large in the distance. (25) Still, you feel something calling you to explore the cave. (24) Not audibly, but there is a subtle and powerful urge.

You look down at the Inox's scribblings. A voice—yes, somehow that sounds familiar. You can almost hear it yourself.

New Locations:

Echo Chamber (24) (C-6),
Icecrag Ascent (25) (A-5)





Earth Demon | Wind Demon | Inox Guard | Inox Archer



Treasure Tile (x1) | Damage Trap (x4) | Boulder (x4) | Large Boulders (x3)

Maps:

B4b
A2b
K2a
I2a

#17 K-17 Lost Island

Links: Gloomhaven

Requirements: None

Goal: Kill all enemies

Introduction:

There are many undiscovered islands in the Misty Sea. Most are not worth finding, but still, you are confident that you will find vast riches on this particular one.

The sea voyage is largely uneventful. You follow the signs until you spy a small mass of land on the horizon.

It doesn't get much bigger as you get closer—just a simple piece of earth jutting out of the water, covered in trees and large rocks. On the opposite side of the island, you see the remains of a derelict ship. You drop anchor and paddle to dry land.

As your feet hit the sand, an arrow whizzes by your ear and another grazes your leg. Readying your weapons, you see numerous Vermlings scurrying about in the underbrush, preparing to attack your position. And then you hear the roar of a bear.

1

Who knew so many of these damned creatures could exist on such a small island? Entering their dwellings onboard the derelict ship, you see more emerge from the shadows. Along with them, however, you see the glinting of gold. This tribe has indeed amassed a great wealth in this ship.

Conclusion:

With the distractions of flashing swords and swiping claws put to rest, you investigate further to find great caches of gold below deck. Who knows what the Vermlings were using the gold for, but you have a good idea what you will use it for.

Reward:

25 gold each



Maps:

L1b
L3a
B3a
B4a
C1b


Vermling Scout


Vermling Shaman


Cave Bear


Treasure Tile (x1)


Damage Trap (x3)


Bush (x3)


Tree (x3)

☐ #18 C-14 Abandoned Sewers

Links: Gloomhaven

Requirements: None

Goal: Kill all enemies

Introduction:

From the center of the Silent Bridge, a city guard points you to a grating underneath the west side. "That's the best way into that hellhole. Good luck."

It takes a bit of climbing, but you eventually make your way down to the grate, which has been twisted and broken over the many years. You light a torch and step inside, following a narrow path up a slight incline, avoiding the stream of brown liquid running in the opposite direction. After a few minutes, the path opens up into a series of branching passageways.

You start to look around, deciding on which way to go, when hissing sounds echo through the stonework toward you. You hold fast to your weapons, straining to see multiple slithering shapes approach.

1

Navigating through the passageways, you find yourself in a large, open room with a cistern in the center. Around the cistern stand a group of Vermlings, who look up and snarl in your direction. This must be the cause of the poisoned water.

Conclusion:

The Vermlings lie dead, their dark blood mixing with the pools of water on the floor. Investigating further, you find no poisons of any kind on the corpses. Is it possible these vermin were not the cause and instead were just living here, away from the eyes of the guard? At the back of the room, large cracks are present in the wall, displaying a passage deeper into the depths. 23

And if you had some way to breathe underwater, 14 43 you may even be able to enter the cistern and find the source that way. 26

New Locations:

Frozen Hollow 14 (C-10),
Deep Ruins 23 (C-15),
Ancient Cistern 26 (D-15),
Drake Nest 43 (D-4)

Maps:

H1b
H3b
M1a




Giant Viper


Ooze


Vermling Scout


Treasure Tile (x1)


STUN Trap (x1)


Water (x24)

☐ #19 M-7 Forgotten Crypt

Links: None

Requirements: The Power of Enhancement (Global) COMPLETE

Goal: Protect Hail (a) until she reaches the altar (b)

Introduction:

"You want to do what now?" Hail stares at you blankly. "You've found a rift into the Plane of Elemental Power and you want to close it?" She sighs.

"Well, I did agree to help you." Hail begins tossing the orb you retrieved up and down in thought. "Okay, based on your description, it's going to take a little extra work to close a rift of that magnitude. I could do it myself, but it would take a while, and it may get troublesome if we were to be attacked by the other side in the middle of the incantation. It would be much easier to do if I had an elemental censer, which, really, is entirely too convenient, because I've been wanting to get my hands on one for my studies anyway.

"I knew a powerful elementalist who owned one many years ago. He's dead now, but I'll take you to his crypt personally. I'd advise against handling the censer on your own."

After a day's journey, you find an ancient, overgrown mausoleum resting along the Serpent's Kiss River.

"Stonebreaker really was a nice fellow. Getting crushed by massive boulders is just one of the hazards of being an elementalist, though." After clearing away the overgrown vines, you head down into the crypt.

"Oh great!" Hail says. "These blasted cultists are everywhere nowadays. Probably looking for the censer, too. Or they simply don't want you to have it."

You look at Hail with confusion, and she points to the shadows, where dark figures in black robes emerge.

"You shouldn't have come here, ghostface," one of them says

"Ugh," Hail sighs. "Dispatch these simpletons quickly. I'm already bored with them."







Maps:

D2a
D1a
C2b
C1a
I1b

#19: Forgotten Crypt

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect.

Hail (a), represented by a numbered token, has 4+(2xL) hit points. She is an ally to you and an enemy to all monster types. She acts on initiative 99 each round, performing "Move 2" towards the altar (b), opening doors and springing traps if necessary. The scenario is complete when she ends her turn in a hex adjacent to the altar. If Hail is killed, the scenario is lost.

1

There is no rest among these cursed undead. As you kick through the door into the next room, you hear more commotion from the entrance. "There's more of them behind us!" Hail yells.

Special Rules:

Spawn one normal Cultist for two characters or two normal Cultists for three or four characters at (c).

2

Special Rules:

Spawn one normal Living Spirit for two or three characters or two normal Living Spirits for four characters at (d).

3

Special Rules:

Spawn one normal Living Bones for two characters or two normal Living Bones for three or four characters at (e).

Conclusion:

Hail moves forward and grabs hold of the censer. She lifts it aloft and speaks a few words in an unknown language. Fire bursts forth and immolates the remaining undead, reducing them to ash.

Hail breaks the smallest of smiles. "Well, now that that annoyance has been dealt with, let's get on with the real fun. Show me to this rift of yours." (27)

New Location:

Ruinous Rift (27) (E-6)

Party Achievement:

Stonebreaker's Censer

Reward:

+1 prosperity

#20 H-13 Necromancer's Sanctum

Links: None

Requirements: The Merchant Flees (Global) COMPLETE

Goal: Kill Jekserah

Introduction:

One thing is for certain: you never would have found Jekserah's lair without help. Deep in the Dagger Forest, you would have become hopelessly lost hours ago if not for the detailed directions you carry.

After various twists and turns, you find yourself staring at an ancient mausoleum, hidden in the growth of the forest. A massive tree trunk mostly blocks the entryway. This building must have been built ages ago and was long forgotten by time.

You squeeze past the tree trunk into the dark halls of the tomb. You light a torch and wait silently, listening for sounds of inhabitants. It is faint, but to your left you hear a shuffling sound. You move closer and open a set of stone doors. Ahead of you, the torchlight catches shadows of the living dead. It looks like Jekserah is hard at work rebuilding her army.

1

Jekserah has unfortunately had ample time to reanimate the corpses here, but they are no match for your skills. You knock down one last door to come face-to-face with the necromancer herself.

"I don't know how you found me, but it matters little. You have mistakenly assumed that I ran because I was afraid to fight you. I was just holding out some hope that you would come to your senses in time. It is a pity that your minds cannot think beyond what is at the end of your blades. What corpses you have destroyed so far will now be replaced with your own."

Boss Special 1:

Jekserah summons two normal Living Bones for two characters, one normal and one elite Living Bones for three characters, or two elite Living Bones for four characters.

Boss Special 2:

This is the same as Boss Special 1, except that Living Corpses are summoned instead of Living Bones.

Conclusion:

Jekserah collapses, the life fleeing her eyes. "I..." she whispers at you. "You have no idea what's coming..." (28)

With one more hack of your blade, you separate her head from her body and hastily leave the wretched place full of mangled corpses. You return the head to the Captain of the Guard and are paid handsomely for the bounty on her.

"If you are interested, I may have some more work for you," he says grimly.

"First of all, we've had reports from northern scouts of sightings of a large flying creature. They're afraid of dragons." He shakes his head in annoyance. "I'd like you to head to the northern pass and investigate. (16)

#20: Necromancer's Sanctum

"Closer to home, however, there is some trouble brewing in the sewers below the Sinking Market. The wells in the area seem to be poisoned, and the sewers have become infested with snakes and sentient slimes, making further investigation difficult. I need you discover the source of the poison." (18)

New Locations:

Mountain Pass (16) (B-6),
Abandoned Sewers (18) (C-14),
Outer Ritual Chamber (28) (E-4)

Rewards:

20 gold each
+2 reputation
+1 prosperity

Maps:

J1a
K1a
C1a
D1a





Living Bones | Cultist | Night Demon | Living Corpse | Jekserah (Boss) | Treasure Tile (x1) | STUN Trap (x4) | Sarcophagus (x3)

☐ #21 C-7 Infernal Throne

Links: Plane of Elemental Power – #10

Requirements: The Rift Neutralized (Global) INCOMPLETE

Goal: Kill the Prime Demon

Introduction:

Before you can even reach for your weapons, the demon senses your intent.

"Fools!" His voice tears at your skull and you reel in pain. "You dare go against me in my own seat of power? You have made a grave mistake this day!"

In a burst of flame, his massive form vanishes into the darkness. "To me, my servants! Grind these mortals into the stone. Decorate my palace with their entrails!"

1

You lift back the veil of darkness to reveal the main room of the palace. In the center, you see the huge demon laughing. "You should have fled my realm while you had the chance, worms. In this place, you cannot possibly harm me." He places a giant, clawed hand upon an altar of black glass in front of him. A swirling rift of chromatic energy emerges and pulses, bathing the demon in an aura of protection.

Special Rules:

The Prime Demon and the altar (a) share hit points, initiative, and immunities. The Prime Demon cannot be damaged in any way. Instead, damage must be done to the altar.



Maps:

E1a
J1a
J2a
D1a
D2a


Sun Demon

Frost Demon

Night Demon

Wind Demon


Earth Demon

Flame Demon

Prime Demon (Boss)

Treasure Tile (x1)

Altar (x1)

#21: Infernal Throne

Boss Special 1:

The altar jumps to the next hex in the order of (a), (b), (c), (d), (e), (f), and then back to (a). If the hex is occupied by a figure or other overlay tile, that figure or tile is moved to the nearest unoccupied hex. If the altar moves into an unrevealed room, that room is immediately revealed, opening all doors between it and other revealed rooms.

The altar then summons one normal demon for two characters or one elite demon for three or four characters. The type depends on the location: (a) Frost Demon; (b) Wind Demon; (c) Night Demon; (d) Earth Demon; (e) Flame Demon; (f) Sun Demon.

The Prime Demon then performs "Move+2, Attack-1."

Boss Special 2:

This is the same as Boss Special 1, except that the demon summoned is normal for two or three characters or elite for four characters.

Conclusion:

With one final blow, the rift grows chaotic, spinning wildly and shooting tendrils of energy out at odd angles. A sharp whine emerges from it that increases in intensity until the sound echoes throughout the palace. In a brilliant flash of light, the void collapses in on itself and then explodes outward, sending a shock wave that destroys all demons in its path.

As the wave hits the Prime Demon, his aura dissipates and a scream pierces your mind. His legs buckle underneath him and he collapses on the floor, crashing into countless shards of stone.

As this happens, the screaming stops and the palace grows oddly quiet. With the threat destroyed, the only sensible thing left to do is loot the place and make your way back to your own plane.

Global Achievement:

The Rift Neutralized

If Artifact: Lost is complete:
Artifact: Recovered

Rewards:

50 gold each
+1 prosperity
Add City Event 78 to the deck

☐ #22 K-8 Temple of the Elements

Links: None

Requirements: A Demon's Errand (Party) or Following Clues (Party) COMPLETE
Goal: Destroy all altars (a)

Introduction:

Your road has led you here to the Temple of the Elements in search of an ancient artifact. It apparently holds great power, but anything more than that is very foggy at this point. You enter the decaying stone structure to see for yourself what all the fuss is about.

As you step inside, your eye catches signs of recent visitors—a broken twig, footprints in the dust. You approach the main chamber and ready your weapons as a group of hooded figures emerge from the shadows.

"You're too late, fools. We control this temple now, and all its power serves us."

1

Moving on from the entrance chamber, you find a large central room with many exits. In the center stands another group of cultists, preparing incantations around a reddish clay vessel, roughly the size of a skull.

"The artifact is ours, and it has made our minions more powerful than ever. You cannot hope to stop what is coming. Even if you strike us down, the Gloom will bring forth your end." The cultists raise their hands and a barrier surrounds the artifact.

Special Rules:

Each altar (a) has 4+(CxL) hit points. For each altar that isn't destroyed, regardless of whether it has been revealed, the maximum hit point and attack values of all demons is increased by 1 and their movement and range values are increased by 0.5 (rounded up). Melee attacks do not increase in range.

Conclusion:

With the altars smashed, the demons vanish and the protective barrier around the artifact finally dissipates. You approach the center of the temple and reach out for the vessel but stop short. You feel a powerful darkness emanating from the thing, and behind that, a deep sadness.

This artifact has been corrupted, and it seems to almost be cognizant of that fact. All of these feelings flash in your mind as a warning. It could be used for great evil. but would you fight for that evil (35) or against it? (36)

After some effort, you use a thick cloth to get the vessel into your bag. Perhaps it would be best to bring it to an enchanter rather than mess with it yourself. (14) (31)

New Locations:

Plane of Night (31) (A-16),
Gloomhaven Battlements A (35) (A-14),
Gloomhaven Battlements B (36) (B-14)

Global Achievement:

Artifact: Recovered

Maps:

B2b
M1a
D1a
D2a
C1a
C2b





Living Bones | Cultist | Earth Demon | Flame Demon | Frost Demon | Wind Demon | Treasure Tile (x1) | Altar (x4)

23 C-15 Deep Ruins

Links: Gloomhaven

Requirements: None

Goal: Occupy all pressure plates simultaneously

Introduction:

Deciding to brave the dark passages beneath the Gloomhaven sewers, you light a torch and head deeper down. Ruined brickwork eventually gives way to passages made of intricate stone in a state of extreme disrepair.

You see an unrecognizable runic language etched into the walls. It would be hard to read even if you knew the language because of all the fractures and missing chunks of stone.

Following the passage, you eventually make your way to a larger room full of ruined machinery you cannot begin to understand. You see a door on the opposite wall, but as you step forward, a clanging sound rings out through the room, almost like an alarm. Then the machinery moves and springs to life, clearly intent on attacking any intruders. That would be you.



Maps:

- 11b
- K2b
- D1a
- M1a

Stone Golem

Ancient Artillery

Living Bones

Living Spirit

Treasure Tile (x2)

Damage Trap (x3)

Boulder (x6)

Pressure Plate (x4)

Special Rules:

Add three -1 cards to each character's attack modifier deck as a scenario effect.

1

You fight your way through the room of machinery and find corridors heading to your left and right. You hear the alarm ringing from both directions. To shut it off, you may have to split up.

Special Rules:

There are a number of pressure plates equal to the number of characters. For two characters, the plates a exist. For three characters, the plates a and b exist. For four characters, the plates a, b, and c exist.

Conclusion:

With the last switch depressed, the alarm finally, thankfully, subsides. The cannons' lights go off and their guns point downward, lying dormant. The machinery sputters and dies, the cogs stopping their rotation. Within a matter of seconds, the entire chamber becomes as dead as it was before, leaving you to continue to explore in peace.

Heading down a narrow passage at the back of the left room, you find the corridor descends into a pool of brackish liquid. You can see a vague light in the distance under the water. A quick swim should take you farther into this underground world. 26

Global Achievement:

Ancient Technology

Party Achievement:

Through the Ruins

#24 C-6 Echo Chamber

Links: Mountain Pass – #16

Requirements: None

Goal: Open all doors (fog tiles)

Introduction:

You step into the cave, heeding the call of a voice in your head. It is alluring, with an edge of danger. You could be walking into a trap, a hapless lamb in some sinister game. Reading these fears, the Voice issues you calm assurances. Everything will be fine, just continue descending into the darkness.

Against all reason, you continue.

In flashing images and thoughts, the Voice attempts to explain itself. It has been trapped by some powerful force deep in the earth. It needs your help to get out. You express curiosity about who imprisoned it and why, but the Voice falls silent at the thought.

And that silence is troubling, deep in the dark. You are hopelessly lost, until the Voice returns and continues to direct you, with no answers to your questions.

The Voice flashes images of the monsters placed to guard it. And it gives you a plan: if you can connect all the rooms in its chamber, its voice will be able to resonate and take form once again, giving it the ability to banish its captors.

The Voice tells you you are near. It tells you to prepare yourself.

Conclusion:

The last of the fog dissipates and a wind immediately picks up, circulating throughout the chambers of the prison. Its speed grows rapidly, starting as a breeze and escalating to a cyclone in a matter of seconds.

And then you hear the Voice: a sound carried on the wind—a great and terrible sound. There is a powerful cry and all the remaining monsters are destroyed—disintegrated and scattered among the storm.

"Thank you, my friends. It is good to finally be rid of those pests." The Voice rattles your bones as it speaks. "And now that that is done, I ask you to aid me again. I am still a prisoner here, trapped in the wind. In order to take a more corporeal form and leave this land, I require my vessels of power returned to me."

You fall to your knees as the sound subsides, your head ringing from the vibration. The Voice just destroyed your adversaries as if they were nothing. You cannot imagine what it would be capable of if you were to give it more power.

"Do not worry, I have no desire to bring calamity to your land. I only wish to be on my way, to be free and unencumbered by this plane. I give you now a vision of where you can find the first vessel. They thought to hide it from me, but I can see it as if it were right in these chambers.

#24: Echo Chamber

"Please, bring it to me."

In a show of goodwill, the Voice directs you back to the entrance of the cave. Far away from its influence, you have a decision to make. You can do its bidding, (32) or you can try to get to the bottom of what exactly the Voice is instead of just meddling with powers you do not understand. (30)

New Locations:

Shrine of the Depths (30) (N-15),
Decrepit Wood (32) (L-11)

Party Achievement:

The Voice's Command

Maps:

L2a
A2b
G2a
J1b
D2b
B4b



Rending Drake

Ooze

Living Spirit

Treasure Tile (x1)

STUN Trap (x4)

Rock Column (x4)

Nest (x2)

#25 A-5 Icecrag Ascent

Links: Scorched Summit – #34

Requirements: None

Goal: All characters must escape through the exit (a)

Introduction:

The Copperneck Mountains are not accommodating. Beyond the pass, the weather gets progressively worse the farther north you travel. Your packs are unbearably heavy. The cold is in your bones. And then you start climbing the Icecrag.

Without yet having seen any signs of a giant, winged beast, you begin to wonder whether all this trouble is even worth it. Multiple times you contemplate turning back, dreaming of the warm glow of the Sleeping Lion's hearth.

But you begin to hear something strange. Your ears pick up a screeching sound in the wind. It is not large—possibly even just the wind flowing through a small space. But still, it is something. You move forward, and then you see the wolves. They are right upon you, white fur among the flurries of snow.

Special Rules:

Add two (-1) cards to each character's attack modifier deck as a scenario effect.

Escape occurs when all characters are either standing on an exit (a) or have become exhausted while standing on an exit (a). If any character becomes exhausted while not occupying an exit (a), the scenario is lost.

1

You get through the wolves, thankful that the snow didn't slow you down too much. You assume the fight is over, but the screeching begins again, this time much closer. You look through the white storm and see red shapes scurrying toward you.



Maps:

K2a
N1a
G2a

Hound

Rending Drake

Spitting Drake

Treasure Tile (x1)

STUN and Damage Trap (x4)

Boulder (x6)

Large Boulders (x4)

Conclusion:

Everything within you wants to stop—to fall over and rest in the snow. But you know you wouldn't get up. You know you would get torn to pieces by giant, red claws. So you press forward, beyond all reason. Until, finally, the drakes stop pursuing and the mountain summit is in sight.

The wind calms as you approach the peak. It is a nice change from the torrent of biting pain that came before. The air is thin, but you are above the clouds now and so the weather is relatively peaceful. It makes it very easy to see the giant, winged lizard perched atop a jagged boulder.

"Welcome to my mountain, intrepid adventurers." A gravelly voice booms forth from the creature, surprising you with its eloquence.

"I hate to back you into a corner, but now that you have come to me, face-to-face, your options are unfortunately limited. I am not particularly hungry at the moment, so I could be convinced to let you live, if you agree to help me in a small matter.

"A group of Savvas subdued me in my sleep and removed one of my flame glands, presumably to study. I cannot let this insult go unpunished and would greatly appreciate you taking it back from their city, killing as many of them as you can in the process." The drake clacks its claws against its stone perch in anger. 33

"Or, if you wish to be cliché," the creature says with a sigh, "you could simply attack me. Slay the dragon, save the princess, and all that.

"Except I have no princess, and I'm not a dragon—just a drake who has lived a long time and does not wish to end his life today. So if you do attack me, I will fight back, and you will most assuredly die." 34

New Locations:

Savvas Armory 33 (A-7),
Scorched Summit 34 (A-4)

Party Achievement:

The Drake's Command

#26 D-15 Ancient Cistern

Links: Gloomhaven

Requirements: Water-Breathing (Global) or Through the Ruins (Party) COMPLETE

Goal: Cleanse all water pumps

Introduction:

The water grows dark, black as a cloudy night sky. You cannot see your hands paddling in front of your face, but you press on. Before too long, you spot a light in the distance. It takes all the effort you have left, but eventually the light grows bigger and you emerge from a pool of fetid water, grateful that you can breathe freely once again.

The relief, however, is short-lived. The room is swarming with menacing green masses of ooze and undead. You flop out onto dry land and try to catch your breath, readying your weapons for another battle.

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect.

1

Following the signs of corruption, you find your way into the final room of the chamber, hoping to finish off the rest of your adversaries quickly. Instead, horror invades your mind as you view the scene before you.

Four water pipes stand vertically in the back of the room, clear conduits for the pumping of the city's water. Attached to the pipes, however, are writhing black masses, poisoning the water running through. When you enter, some of the black mass drips down from the pipes, coalescing into the forms of small, bulbous imps with mouths full of teeth.

The horde of demons and undead isn't exactly a welcome sight, either.

Special Rules:

A number of water pumps equal to the number of characters are present and must be cleansed to complete the scenario. Any character adjacent to a water pump may forgo a bottom action (discarding one card instead) to cleanse the pump. For two characters, pumps are located in water hexes a. For three characters, pumps are located in water hexes a and b. For four characters, pumps are located in water hexes a, b, and c. At the end of each round, all pumps that have not been cleansed summon one normal Black Imp.

Conclusion:

By the time the fight is over, the walls and floor are a mess of black ooze. None of it is pulsating anymore, though, which is a step in the right direction. A simple mop can clean the remnants, now that the dark presence has been removed.

#26: Ancient Cistern

You approach the back wall and bemusedly wipe away some of the grime with your finger. Most of it comes off easily, but a chalky black streak remains. Curious, you take your sleeve and begin wiping the wall more vigorously, quickly revealing some sort of runic language. With enough cleaning, you find lettering covering the entire back wall.

The letters are unrecognizable, but you jot them down and head back to town, bringing the writings to a language expert at the University.

"It's part of a ritual," says a bespectacled Quatryl, staring down at your crude writing. "I am not myself entirely familiar with the specifics, but it seems to be a ritual to 'welspar'...err, corrupt.

"I believe such corruption would require the use of a conduit." The Quatryl peers even more intently at the writings. "Ah, here! Something referred to as 'The Artifact,' housed at the Temple of Elements."

The Quatryl rushes over to a bookcase overflowing with texts, "Ah, interesting! I've heard of that before." He disappears behind a large stack of tomes.

"Yes! The Temple of the Elements." His head pops out above the books. "The Temple of the Elements, said to house the Vessel of the Elements, a powerful ancient artifact capable of giving shape and power to the elemental residues around us.

"The book says the temple isn't even that far from here—somewhere around the fork in the Serpent's Kiss River. If you're looking to get the bottom of the corruption, I'd start there." (22)

New Location:

Temple of the Elements (22) (K-8)

Party Achievement:

Following Clues

Rewards:

10 gold each
+1 reputation
+2 prosperity



Maps:

M1a
J1a
C1a
L1a

Living Corpse | Ooze | Night Demon | Black Imp | Water (x11)

Treasure Tile (x1) | STUN Trap (x4) | Boulder (x2) | Large Boulders (x1)

☐ # 27 E-6 Ruinous Rift

Links: None

Requirements: Artifact: Lost INCOMPLETE (Global) and Stonebreaker's Censer (Party) COMPLETE

Goal: Protect Hail (a) for ten rounds

Introduction:

On the way back to the Ruinous Crypt, Hail seems almost happy as she trudges through the mud with you, eager to help fight back demons and undead.

"It's been so long since I've been outside of Gloomhaven," she says, swaying the elemental censer back and forth as she walks. "The city is necessary for my studies, but it feels good to take a small break and travel this plane again. And with so much less danger this time, as well."

You look at the Aesther questioningly. "Sure, cultists and demons aren't exactly friendly encounters, but last time I traveled these lands...well, that is something I swore I would never speak of."

Hail grows silent until you arrive at the crypt. Opening the ancient doors, you half expect the place to be teeming with cultists and demons once again, but the stone halls are as silent and barren as death. You move towards the main chamber where you find the giant rift, hovering above a demonic altar.

"Well, you certainly weren't kidding," Hail says. "This thing is a beauty! The girth and stability—quite impressive!" Hail walks around the perimeter of the altar, throwing sand in the air and watching it fall.

"I'm pretty sure I can close it, thanks to old Stonebreaker's censer here. I can't imagine the forces on the other side of this rift are going to be all too happy about it, though."

Hail raises the censer above her head with one arm and plunges the other elbow-deep into the rift. "Gather round, ladies and gentlemen! This is going to be one killer party."

Special Rules:

Hail (a), represented by a numbered token, has 4+(2xL) hit points. She is an ally to you and an enemy to all monster types. She has an initiative of 99 for the purpose of monster focusing. If Hail is killed, the scenario is lost.

At the end of the first round, one demon spawns on hex (b). At the end of the second round, one demon spawns on hex (c). At the end of each round after the second, two different demons will spawn at (d) and (e) at the end of every odd round, and (b) and (c) at the end of every even round.

The type of demon that spawns cycles in the order of Night Demon, Wind Demon, Frost Demon, Sun Demon, Earth Demon, Flame Demon and then back to Night Demon. All spawns are normal for two characters. Wind, Sun and Flame Demons are elite for three characters. All spawns are elite for four characters.

Conclusion:

Hail screams out with hair-raising intensity. You look to her, afraid that more demons got past you and are attacking her. Instead, you see her pulling her hand back out of the rift. Her forearm is withered and smoking.

As her gnarled fingers clear the chaotic energies of the rift, it wavers and begins to shrink. A great wind picks up in the chamber and the demons fighting with you show fear for the first time. Instead of digging their claws into you, they grab at the stone floor, desperate to stop the pull of the rift.

Their efforts are futile, however. Every last one is sucked back into their own plane. The tear shrinks to one brilliant point and disappears.

Hail collapses, and you run to her side. "Oh, don't mind me," she coughs. "I'll be fine. This old body has seen far worse."

She breaks into a fit of coughing, that soon turns into laughter. "That really was something, though, wasn't it? If there's one thing I can depend on you for, it's a challenge.

"Here, help me up. I need to get back to Gloomhaven immediately. I have many new thoughts for my research. Feel free to come by any time and I'll figure out some way to properly thank you."



Map:

M1a

Global Achievement:

The Rift Neutralized

Reward:

+1 prosperity
100 gold each
This money must immediately be spent on enhancements


Night Demon


Wind Demon


Frost Demon


Sun Demon


Earth Demon


Flame Demon


Altar (x1)

☐# 28 E-4 Outer Ritual Chamber

Links: Sanctuary of Gloom – #29

Requirements: Dark Bounty (Party) COMPLETE

Goal: Kill all enemies

Introduction:

As you enter the crypt, a familiar face greets you at the bottom of the stairs. He grins from ear to ear. "Ah, so you have come. Again, we thank you graciously for your help in taking out that pesky necromancer. Come, let me make introductions."

The hooded figure leads you through a stone door and into a large room. He points at a black, flaming rift in space.

"This," he says, failing to mask his giddiness. "Is our master: the Gloom. It wanted to thank you personally for murdering so many of our brothers and setting back our plans."

Out of the rift, a group of horrendous, bloated corpses appears and shambles toward you.

"You are worthless fodder!" The figure suddenly screams in exhilaration. "Did you think you could come back into our graces so easily? You are here to die! Then you can join our cause as a corpse, just like the rest of these unworthy fools!"

Conclusion:

You drop your weapons, exhausted. Thankfully, no more undead seem to be coming through the rift, but still, its existence and the presence of this Gloom is troubling.

"You have done well." A cold, low voice penetrates the silence. It seems to be coming from the darkness in front of you. "My minions may not be able to forgive. But I can.

"Come. Come to me. Step into my realm. Embrace the inevitable."

The rift stands before you. You can see this through to the end, (29) or you can turn around and leave this place, ignoring the call of the Gloom.

New Location:

Sanctuary of Gloom (29) (E-3)

Party Achievement:

An Invitation

Special Rules:

All Living Corpses are two levels higher than the scenario level, up to a maximum of 7.



Maps:

M1a
C1a
C2b


Living Corpse


Cultist


Living Bones


Night Demon


Sun Demon


Treasure Tile (x1)


Altar (x1)

#29 E-3 Sanctuary of Gloom

Links: Outer Ritual Chamber – #28

Requirements: An Invitation (Party) COMPLETE

Goal: Kill all enemies

Introduction:

Within the cultist sanctum, you step into the black rift. After a blinding pain and flashing images of clawed demons and flayed corpses, you end up in a place much like the one you left. A large stone room is visible before you.

"Tricked again." The low voice returns to you. "Truly amazing that creatures as stupid as yourselves have caused me so much trouble. No matter. You will rot here, completely cut off from your home." In an instant of dread, you turn to see the rift that brought you here shrink and close.

"There will be no last stand. You will simply waste away. You will die without valor in a foreign place and there is no recourse. I leave you now forever. Good-bye."

Special Rules:

Add three -1 cards to each character's attack modifier deck as a scenario effect.

Doors (a) are locked and open when they are destroyed. They have 4+L hit points.

Conclusion:

You bang on the walls, desperately hoping for something to continue fighting against in this exile. You grow tired. Your vision darkens.

In your next breath, you find yourself lying in the grass outside of the cult's hideout.

"Know that I have spared you." The low voice returns. "Your persistence intrigues me. I invite you to break yourself against me. It will be more entertaining than the last time I brought gloom to this world."

You bolt upright and rush back into the crypt. Dead bodies of the cultists litter the floor.

"I am not here anymore. These shells have served their purpose. My roots are now deep and you will soon encounter my endless power once more. I look forward to the day."

Global Achievement:

The Edge of Darkness

Reward:

15 experience each

Maps:

E1a
D1a
D2a
J1a




Living Bones


Living Corpse


Living Spirit


Black Imp


Treasure Tile (x1)


Nest (x4)


Rubble (x5)

30 N-15 Shrine of the Depths

Links: None

Requirements: The Voice's Command (Party)

Goal: Loot the treasure tile

Introduction:

"So, there's a disembodied voice somewhere deep in the Copperneck Mountains, and it wants you to collect vessels that will help it escape its confinement?" A bookish Quatryl at the University adjusts his glasses to look up at you. "And you want to know exactly what this voice is?"

He laughs nervously. "Heh, okay, well, I'll do what I can. I'll start with rituals that could separate a voice from its host..." The Quatryl sort of drifts off in the middle of his sentence and wanders over to some bookshelves, where he leafs through various texts.

You decide to head to the market for a few hours. When you return, the Quatryl rushes up with excitement.

"I've found it!" He waves a book in your face. "I hit a number of dead ends until I realized the voice wasn't separated, it was just the only thing that can get through the barrier created to imprison it, which implies that the barrier itself was extra-planar, most likely created by the Aesthers ages ago.

"So I did some digging through all the texts we have on Aesther rituals—which isn't much, they're very reticent about such things—but luckily I found this book. It is a specific recounting of the binding of a demon in the Copperneck region you referred to. Apparently the creature was so strong, the Aesthers enlisted the help of the Savvas and the Harrowers, too. They claim it was powerful enough to lay waste to the entire continent.

"If it's asking you to help free it, I'd strongly recommend against it. The accuracy of the text is admittedly a little questionable, but whatever this voice is, it was bound for a reason."

The Quatryl finally stops waving the book around and begins to flip through the pages. "In fact, if you can hear the voice from outside the cave, and it has such a strong influence over you, it sounds as if the barrier is weakening, as the author warns.




Ooze


Lurker


Deep Terror


Treasure Tile (x1)


IMMOBILIZE and Damage Trap (x2)


Water (x24)


Stairs (x2)


Boulder (x3)


Wall Section (x2)

Maps:

E1a
L1a
N1b

"Apparently there is a scepter that could be used to strengthen the binding ritual, but the author says it has been placed on an island along the south shore for safekeeping. There's a simple incantation detailed in the text to open the door to the shrine."

Two days later, you stand before the ruined structure, which now sits half-sunk in the water-logged earth. You speak a few foreign words and the door creaks open. You get the strong sense that the door is not the only thing between you and this scepter.

Special Rules:

The treasure tile can only be looted using a Loot action. It cannot be looted by normal end-of-turn looting.

Conclusion:

You grab hold of the scepter and the entire building shudders violently. A dark energy bursts forth, piercing through the chests of the monsters still attacking you. They all fall over dead and the shuddering stops.

As you get back to your feet, however, a sharp pain suddenly pierces your skull.

"You have been misled," the Voice speaks into your mind. "Do not bring that scepter to me! If you free me, I guarantee no harm will come to you. But I cannot say the same if you approach with the scepter. Whatever you think you are doing, you are wrong."

As quickly as it came, the pain stops. You tighten your grip on the scepter and race out of the shrine, eager to bring it to the Echo Chamber and silence the Voice. (42)

New Location:

Realm of the Voice (42) (C-5)

Party Achievement:

The Scepter and the Voice

Reward:

10 gold each

☐ #31 A-16 Plane of Night

Links: Gloomhaven

Requirements: The Power of Enhancement (Global) and Artifact: Recovered (Global) COMPLETE

Goal: Destroy the rock column (a)

Introduction:

Hail rubs her hands in excitement.

"On this day, I can tell you that, for the first time, I do not regret turning you inside-out when we met," she says matter-of-factly. "The Vessel of the Elements! And you say it was under my nose the whole time? Amazing how some things get forgotten so easily."

She reaches out to touch it, but quickly recoils her hand. "Oh, so this is why you brought it to me? And here I thought it was a token of friendship." She frowns.

"That," she says, pointing at the artifact, "is a clear case of bad gifting. You're going to have to clean this thing out before I can accept it.

"The artifact has been attuned to the Plane of Night, capable only of corrupting and destroying everything it comes in contact with. You could wreak a lot of havoc with this, but with such strong attunement, there's no way to control its power. You'll need to break the connection to balance it out."

You stare at Hail blankly. "Oh, what, do I have to do everything?" she asks incredulously. "Okay, look, I'm not going to go in there and fix it, but I suppose I can transport your essences through to the other side so that you can sever the shadow link yourselves."

Hail begins to move her hands fluidly back and forth. Occasionally a hand disappears down to her wrist, only to re-emerge, clutching colorful magics, which she begins to scatter over you.

"So it's all very simple. Soon you will find yourselves in the Plane of Night. Just look around for a giant black pillar extending infinitely into the sky, and then destroy it. Once you do that, I'll bring you back here."

Before you even have time to object, your vision goes dark. At first you feel as though you are falling, but then realize you are standing on solid ground. Your vision adjusts, and you begin to see features in your surroundings. You are in a cave, covered in a slick, black slime. And there are demons—so many demons.

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect. At the start of every round, move the Dark elemental token to the Strong column and move the Light elemental token to the Inert column.

(1)

Just as you are beginning to think that Hail sent you to the wrong place, you gratefully see the outline of a tower in the distance. The thing is massive, with twisting ropes of darkness weaving in and out of one another, reaching up through an opening in the cavern ceiling above you.

Special Rules:

The rock column (a) has (8+L)xC hit points.

Starting from the current round, at the end of every odd round, one normal Night Demon for two or three characters, or one elite Night Demon for four characters will spawn in hex (b). At the end of every even round, one normal Night Demon for two characters, or one elite Night Demon for three or four characters will spawn in hex (c).

Conclusion:

With one last swing, the tower of black rope severs. The strands writhe and whip around, quickly ascending out of the cave, as if falling away up into the sky. The ground shudders. Cracks form beneath your feet, and there is a loud grating noise as the whole chamber shifts and begins to crash downward.

As true panic sets in, you are whisked back into the Crooked Bone with Hail standing in front of you.

"Oh my, that connection receded much more quickly than I had anticipated. You're quite lucky I was able to pull you out of there before the whole place collapsed in on itself.

"The attunement has certainly been severed, though. The artifact is perfectly balanced." Hail picks up the vessel with her hands and studies it closely. "A true marvel."

"All fun aside, though, if you're looking for the entity who could have attuned it in such a way, I may have something for you there." She sets down the vessel and pulls a map out of the air, laying it on a rickety table. "After the connection to the Plane of Night was severed, I briefly felt a tug on the artifact from three different locations. It was being used as a power source, but with the source depleted, the tugging stopped almost immediately.

"I was still able to pinpoint the locations," Hail states triumphantly, marking the map. "Here, out in the Misty Sea, deep under the surface. (43) (37) Another one in the dark parts of the Dagger Forest. (38) And finally one high atop the peaks of the Coppernecks." (39)

Hail straightens up and reaches for the artifact. "I'll keep this safe here."

You look at her disapprovingly. "Okay, fine," she says. "You can hold on to it. Probably safer with you anyway. Just promise you'll let me take a closer look at it some time."

New Locations:

Doom Trench (37) (G-18),
Slave Pens (38) (G-2),
Treacherous Divide (39) (B-11),
Drake Nest (43) (D-4)

Global Achievement:

Artifact: Cleansed





Maps:

G2a
J1b
L2a

☐# 32 L-II Decrepit Wood

Links: None

Requirements: The Voice's Command (Party) COMPLETE

Goal: Reveal the G tile, kill all revealed enemies, and loot the treasure tile

Introduction:

The thick wood recedes as you close in on the location of the first vessel of the Voice. Through the trees, you see a decaying wooden structure with collapsed walls and a rot that seems to be seeping into the surrounding area. The trees and plants around the building are equally forlorn and decayed.

The Voice claims the place is home to a sect of militaristic Harrowers, highly aggressive and territorial. No one would dare get close to this area unless they had an extreme death wish.

So there's nothing left to do but kick down the door and find the vessel somewhere in the Harrowers' coffers. Alternately, you've scouted a side entrance that could let you avoid some confrontation, but may lead to other dangers.

Conclusion:

The Harrowers proved quite difficult to take down, but in the end they fell just like any other foe. Feeling the rot of the place seeping into your bones, you hurriedly ransack the dwelling and locate the small earthen pot shown to you by the Voice.

When you pick it up, the Voice fills your head. "Good! Yes, excellent! The infesters were but one guardian employed to block my passage. I give you now the second location. (33) Please bring the vessels back to me. I will reward you greatly." (40)

New Locations:

Savvas Armory (33) (A-7),
Ancient Defense Network (40) (F-12)

Maps:

H2b
I1a
L1b
A4a
G2b





Harrower Infester | Giant Viper | Deep Terror | Black Imp

Treasure Tile (x1) | WOUND and Damage Trap (x6) | POISON and Damage Trap (x3) | Nest (x3) | Huge Boulders (x1) | Large Boulders (x4) | Table (x2)

☐# 33 A-7 Savvas Armory

Links: None

Requirements: The Voice's Command (Party) or The Drake's Command (Party) COMPLETE

Goal: Loot all treasure tiles, then all characters must escape through the exit (a)

Introduction:

Commanded by a powerful creature to retrieve a priceless treasure, you now plot how to infiltrate a Savvas city and break into an armory deep inside their mountain.

"Assaulting the Savvas directly is hopeless," the creature told you. "But there is a passage on the north side of their city that leads directly to their vault."

It's a long, harrowing journey, navigating to the far side of the mountain, but eventually you find the hidden entrance.

"You will need to act quickly," the creature instructed. "As soon as you enter, the Savvas will sound an alarm. You'll need to get what you came for and get out before you are overwhelmed by reinforcements."

You reach a simple wooden door at the end of the tunnel. Carefully trying the door, it doesn't budge. It's rather flimsy, so you should be able to break it down easily, but you'll have to abandon a stealthy approach.

Special Rules:

Door (b) is locked and opens when it is destroyed. It has 4+L hit points.

Door (1) is locked and opens when all characters simultaneously occupy one of the pressure plates (c) at the end of a turn.

1

You hear the alarm ringing clearly in the distance. You've kicked over a hornets' nest and it's just a matter of time before you are swarmed. You enter the inner chamber and scan the room. There's a lot of treasure here. Best just to grab it all.

Special Rules:

At the end of the current round, one normal Savvas Lavaflow for two characters or one elite Savvas Lavaflow for three or four characters will spawn in hex (d). At the end of the round in which the last treasure tile is looted, one normal Savvas Icestorm for two or three characters or one elite Savvas Icestorm for four characters will spawn in hex (d). Escape occurs when all characters are either standing on an exit (a) or have become exhausted while standing on an exit (a). If any character becomes exhausted while not occupying an exit (a), the scenario is lost.

Conclusion:

You round the corner just as a ball of fire flies in your direction. It explodes on the far wall and collapses the tunnel behind you. You break into a full sprint and, within minutes, emerge from the mountain and continue speeding into the surrounding foothills. With a safe distance between you and your pursuers, you finally collapse to the ground and rest. After a while, it becomes clear that no Savvas are chasing you, so you get up and continue your quest with the treasure in hand. (40)

Party Achievements:

The Voice's Treasure
The Drake's Treasure





Savvas Icestorm

Savvas Lavaflow

Wind Demon

Frost Demon

Flame Demon

Earth Demon

Treasure Tile (x4)

Pressure Plate (x4)

Damage Trap (x6)

Rubble (x5)

Maps:

A3b
A4b
C2b
I1b
M1a

#34 A-4 Scorched Summit

Links: Icecrag Ascent – #25

Requirements: The Drake's Command (Party) COMPLETE and The Drake Aided (Global) INCOMPLETE

Goal: Kill the Elder Drake

Introduction:

Standing before the great, proud drake, you see nothing to discuss with the monster. If it wants your help, it is certainly for a nefarious purpose. The drakes you've met previously certainly haven't been very kind. You ready your weapons with determination.

"So, it's to be that way is it?" The drake sighs. "Well, I suppose I could eat, if you insist." It takes in a deep breath.

Special Rules:

The Elder Drake occupies all three hexes of the obstacle it is on. If a figure can target any one of these hexes, they can target the Elder Drake, and the Elder Drake can use any of its hexes to determine what it can target.

The Elder Drake cannot be forced to move or change positions in any way. The huge boulder obstacles cannot be destroyed.

Boss Special 2:

The Elder Drake summons two Zephyrs, represented by numbered tokens, then flies to the next perch of boulders in the order of (a), (b), (c), and then back to (a).

Zephyrs cannot be damaged in any way. They perform "Move 2, Attack C" immediately before the Elder Drake's turn every round.

Conclusion:

With one final blood-curdling screech, the giant drake falls off its perch and crashes to the snowy ground. It appears to still be alive, but its breaths are weak and shallow.

"Bloodthirsty and obtuse. I don't know why I should have expected more," the drake whispers. "Congratulations on your stunning success. I'm sure you will be heralded as heroes upon your triumphant return. Adorned in crowns of gold and cloaks of silk. Riches will be laden upon you and five thousand..."

The drake's whispers trail off and the breathing stops. Needless to say, the drake's sarcastic predictions do not come to pass. You report your deeds to the Gloomhaven authorities and receive a modest reward to add to the modest amount of treasure you found on the scorched summit.

Global Achievement:

The Drake Slain

Lost Party Achievement:

The Drake's Command

Rewards:

20 gold each
+2 reputation
+1 prosperity

Maps:

L2a
L3b




Rending Drake


Spitting Drake


Elder Drake (Boss)


Treasure Tile (x1)


Nest (x4)


Huge Boulders (x3)

35 A-14 Gloomhaven Battlements A

Links: Gloomhaven

Requirements: A Demon's Errand (Party) COMPLETE and The Rift Neutralized (Global) INCOMPLETE

Goal: Destroy door 1 and kill the Captain of the Guard

Introduction:

"Ah, wonderful! You have returned with the artifact." The massive demon clutches it, his claws clacking against the metal vessel. It looks so small in his hands, but somehow the demon looks small holding it.

"With this we are ready to make an assault against your realm. Come! Help me fight against the humans and I will set you at my right hand, where you will earn many riches. What say you?"

You smile and nod. Finally you will get the recognition you deserve.

Giant winged creatures swoop down and grab you with their talons. A massive force of demons rushes towards the rift into your plane. Once through, they quickly make their way to the city walls of Gloomhaven. The intimidating figure of the Prime Demon marches to the front.

"Hear me, denizens of this pathetic world! The time of demons is upon you once again! Relinquish your city to me and you may yet live. The only ones I wish to kill are those foolish enough to oppose me."

"We will never fall!" At the top of the Old River Gate, you see the small figure of the Captain of the Guard. "You underestimate our power, and that will be your undoing!" He makes a small gesture, and with a crack, a huge ballista bolt sprouts from the Prime Demon's chest.

"Hrruugh!" The demon staggers back. "Away from my throne, I am unfortunately vulnerable." It breathes heavily. "Take my place at the head of my army. Crush this wall and bring me that human's head!"

Special Rules:

Door 1 is locked and opens when it is destroyed. It has (7+L)xC hit points.

All demons are allies to you and enemies to all other monster types. They still act normally, following the actions of a monster ability card each round. If, on any demon's turn, it can move within range to attack the door, it will focus on the door and act out its turn normally. Otherwise, it will choose its focus following normal rules.

Set up the City Archers grouped at a and b at the beginning of the scenario. Do not set up the other enemies on the B and I tiles until either the door 1 is destroyed or a character or character ally moves onto tiles B or I, at which point normal room reveal rules are followed.



Maps:

L1b
L3a
I1b
B2b


Flame Demon


Frost Demon


Earth Demon


Wind Demon


City Guard

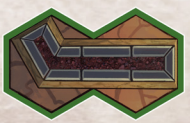

City Archer


Captain of the Guard (Boss)


Treasure Tile (x1)


STUN and Damage Trap (x5)


Stone Pillar (x2)


Wall Section (x6)


Stairs (x2)

35: Gloomhaven Battlements A

1

As you hack away at the wooden door, an explosion erupts from it, sending gouts of flame dancing among splinters of wood and shards of rock. A shock wave blows you from your feet and you recover to see nothing but billowing smoke where the door once was. The way is clear. Now it's time to bring down the Captain.

Conclusion:

"Traitorous idiots!" The Captain spits blood in your face. "You've doomed everyone in this town! Why would you do this?"

A shadow is cast over his fallen body. You look to see the tall, bleeding figure of the Prime Demon standing over him. "Wealth, power, all the things you humans scrabble after every day of your miserable lives. These mercenaries, however, were fortunate enough to find someone who would actually give it to them instead of making empty promises.

"I will stay true to my word. Only those who opposed me will die. The rest are free to continue to live and toil in this place under my rule. I will return to my realm and plan my next move."

Over the next few weeks, the city settles back into its routine. Very little changes, except that demons become an everyday sight in the city and taxes are now given to these overlords instead of the human overlords Gloomhaven had previously.

One day, you wake to find a deformed demon standing over you, holding a parchment that looks like some sort of skin. "I find myself desiring your help once again, mortals," it reads. "It appears that many opposition forces in Gloomhaven escaped my grasp and are now camping out in the southern foothills, plotting to take back the city. Such machinations are surely fruitless, but still it is better to crush them now than to wait to see what they do." 45

New Location:

Rebel Swamp 45 (M-9)

Global Achievements:

City Rule: Demonic
Artifact: Lost

Lost Party Achievement:

A Demon's Errand

Rewards:

30 gold each
-5 reputation
-2 prosperity
Add City Event 79 to the deck

36 B-14 Gloomhaven Battlements B

Links: Gloomhaven

Requirements: A Demon's Errand (Party) COMPLETE and The Rift Neutralized (Global) INCOMPLETE

Goal: Kill the Prime Demon

Introduction:

"Ah, wonderful! You have returned with the artifact." The massive demon clutches it, his claws clacking against the metal vessel. It looks so small in his hands, but somehow the demon looks small holding it.

"With this we are ready to make an assault against your realm. Come! Help me fight against the humans and I will set you at my right hand, where you will earn many riches. What say you?"

It slowly dawns on you the many mistakes you have made that have led you to this moment. You never should have brought the artifact. Now he wishes to destroy Gloomhaven, and you must find a way to stop him.

As quickly as you can, you turn and run, pulling a crude bomb out of your pack and throwing it at the pursuing demons. You hear a bellowing roar and then a crash as the explosion collapses the hallway behind you. Perhaps you may have enough time to return to the city and warn them.

You scramble up the cliffs of the elemental plane and jump through the rift. You race southward, hardly stopping to catch your breath. Eventually, thankfully, the Old River Gate on the north side of the city looms on the horizon. You approach with haste and summon the Captain of the Guard.

"This is most troubling," he says after you explain the situation. "You may have doomed this city with your actions, but you may yet be able to save it."

"A force approaches!" You look up at an archer making panicked gestures to the north. Racing to the top of the battlements, you see an army of demons moving toward the gate. The Prime Demon emerges from the army's ranks and bellows out.

"Hear me, denizens of this pathetic world! The time of demons is upon you once again! Relinquish your city to me and you may yet live. The only ones I wish to kill are those foolish enough to oppose me."

"We will never fall!" The Captain of the Guard stands next to you on the battlements. "You underestimate our power, and that will be your undoing!" He makes a small gesture, and with a crack, a huge ballista bolt sprouts from the Prime Demon's chest.

"That'll teach him!" the Captain shouts at you. "Keep them at bay! I must head to the other gates and prepare for assaults there as well." He grabs you with a firm hand. "Don't let them through!"

Special Rules:

Do not set up the Prime Demon. It will spawn at 2 only once door 1 is destroyed. The Prime Demon starts the scenario with twice the number of hit points indicated on its stat

card. At the end of each round in which door 1 is not yet destroyed, the Prime Demon suffers (2xC)+L-2 damage.

Door 1 is locked and opens when it is destroyed by demons. It has 10+(2xL) hit points. It cannot be healed and is not considered an ally to you. If, on any demon's turn, it can move within range to attack the door, it will focus on the door and act out its turn normally. Otherwise, it will choose its focus following normal rules.

All City Archers are allies to you and enemies to all other monster types. They still act normally, following the actions of a monster ability card each round. They are set up at the start of the scenario.

At the end of each round, one demon will spawn. Starting with a, they will spawn in the order of a, b, c, d, and then back to a. a spawns Flame Demons, b spawns Earth Demons, c spawns Frost Demons and d spawns Wind Demons. For two characters, all spawned demons are normal. For three characters, Earth and Wind Demons are normal, Flame and Frost Demons are elite. For four characters, all spawned demons are elite.

If, at the end of the eighth round, after the Prime Demon suffers damage, the door is still not destroyed, it is automatically destroyed.

1

With a terrifying roar, the great demon commander leaps forward from the back ranks and lands the final blow against the old gate. It buckles and gives way under his force. He seems winded, though, and is clearly very injured. If you can take him down, the whole attack force should be dispersed.

Boss Specials:

Ignore the special abilities on the Prime Demon's stat card. It performs "Move+0, Attack+0" for each special instead.



Flame Demon · Frost Demon · Earth Demon · Wind Demon · City Archer · Prime Demon (Boss)

Conclusion:

The demon bellows and falls, shaking the earth as it crashes down. Its clawed hand opens to reveal the artifact. "I thought it would give me enough power. I thought it could sustain me on this plane. I was foolish, and now look at me. Broken and destroyed at the feet of mortals. Humiliating." The demon gurgles and goes still.

The Captain steps up beside you. "The rest of the force is dispersing," he says. "It was unpleasant, but we prevailed, thanks to you."

Global Achievement:

The Rift Neutralized

Lost Party Achievement:

The Demon's Errand

Rewards:

10 gold each
+4 reputation
Add City Event 78 to the deck





Treasure Tile (x1) · STUN and Damage Trap (x5) · Stone Pillar (x2) · Wall Section (x6) · Stairs (x2)

Maps:

L1b
L3a
1lb
B2b

37 G-18 Doom Trench

Links: Gloomhaven

Requirements: Water-Breathing (Global) COMPLETE

Goal: All characters must escape through the exit (a)

Introduction:

You stare at the first location on Hail's map. Out in the middle of the ocean, far beneath the waves. Of course it is.

You look out across the endless Misty Sea. According to the map, you've arrived at the proper coordinates. Nothing left to do but shove the water-breathing orb down your throat and dive into the depths.

Using small rocks that emanate light, you sink down into the depths. After a few minutes, the extreme discomfort of breathing through the orb gives way to a mere mild annoyance. And still you descend.

You hit the bottom of a trench, and shadowy figures emerge from the murky waters. Guardians of whatever you are looking for, no doubt. The last thing you want to do right now is fight, but you must press on.

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect.

Escape occurs when all characters are either standing on an exit (a) or have become exhausted while standing on an exit (a). If any character becomes exhausted while not occupying an exit (a), the scenario is lost.

Conclusion:

You press ever forward, leaving the wretched trench. Looking behind you, you see the figures of more Lurkers waiting in the shadows, but they do not pursue. Perhaps they are afraid of whatever lies ahead.

You go deeper through a crack in the earth until your path shifts suddenly upward. You emerge from the cold, unforgiving water into an air pocket deep beneath the waves. You spit out your water-breathing orb, grateful to finally breathe normally and take a short rest.

Through the darkness ahead of you, you see an expansive cavern, which houses a massive stone structure. This unnatural sight, so far removed from anything you are familiar with, fills you with irrational, foreboding dread. (47)

New Location:

Lair of the Unseeing Eye (47) (H-18)

Party Achievement:

Through the Trench

Maps:

J1b
H2a
K2a



Lurker | Deep Terror | Harrower Infester | Stalagmites (x5) | IMMOBILIZE and Damage Trap (x5) | Treasure Tile (x1)

☐# 38 G-2 Slave Pens

Links: Tribal Assault – #44

Requirements: None

Goal: Kill all enemies and protect the Orchid (a)

Introduction:

"This section of the forest is a maze of thorns and angry spirits," Hail says, pointing to the second location on the map. "You'll never find the corruption on your own. You'll need a guide—someone who knows the Dagger Forest better than they know themselves. There is a group of native Orchids that may be able to help."

When you arrive at the Orchid camp, however, you find something wholly unexpected. It is a scene of massacre and devastation. Burned-out buildings and disfigured corpses. Judging from the wounds, you figure a raiding party of Inox did this.

Luckily, Inox don't feel a particular need to cover their tracks. You are able to follow their trail deeper into the woods, where eventually you find a slave labor camp—Inox guards overseeing a group of ragged Orchids and humans working to construct catapults and other machines of war.

The camp is not particularly well-guarded from intruders, and, after eliminating a couple key lookouts, you are able to slip into the slave pens and free one of the Orchids.

"Yes, I can guide you through the deeper forest," the Orchid says. "But I cannot abandon my brethren or let what these Inox are doing go unanswered." He moves over to a guard's corpse and picks up a blade.

Maps:

C2a
A4a
M1b
H2b
D1b



Inox Guard

Inox Archer

Inox Shaman

Stone Golem

Treasure Tile (x1)

Damage Trap (x5)

Stump (x4)

"You can help me if you want, but either way, blood must be spilled in this place." The Orchid rushes forward at a group of Inox, yelling wildly. Soon the whole camp is bustling with hostile activity. If you want a guide, it looks as though you'll need to keep him alive.

Special Rules:

The Orchid (a), represented by a numbered token, has 6+(3xL) hit points. He is an ally to you and an enemy to all monster types. He acts on initiative 99 each round, performing "Move 3" toward the shaman on the D tile, opening doors and springing traps if necessary. If the Orchid is killed, the scenario is lost.

Conclusion:

With the last of the Inox and their golems dead, the Orchid drops his sword and falls to his knees.

"Thank you," he says. "They killed my family when they came. They said my children were not strong enough workers."

The Orchid dips his fingers in a pool of blood and begins to paint his face with it. "I thought killing them all would help, but I still feel hollow.

"I owe you a debt for what you have done. I will gladly lead you into the western forest. (48) On the way, however, I would like to check on a neighboring Orchid village. I fear that this may not be the last of the slaving Inox tribe." (44)

The Orchid stands and turns to you, his face now a red mask of ferocity and hatred. "I am called Redthorn. Follow me."

New Locations:

Tribal Assault (44) (F-3),
Shadow Weald (48) (E-1)

Party Achievement:

Redthorn's Aid

Reward:

+1 reputation

#39 B-11 Treacherous Divide

Links: Nightmare Peak – #46

Requirements: None

Goal: Destroy the altar (a)

Introduction:

You climb the frozen peaks of the Copperneck Mountains, lamenting that every location Hail has sent you is in the most unforgiving, inhospitable place possible. As you near the base of the mountain you seek, one of the tallest in the range, you look up at the larger of the two peaks.

The massive spire is hopelessly daunting. There is no way to scale it directly. Luckily, the mountain's secondary peak has a much more gradual incline. You begin your ascent, hoping that it will be easier to cross over to the main peak once you get higher.

As you near the secondary summit, after trekking around the mountain and through the snow, you catch a glimpse of a narrow bridge joining the two peaks. It looks treacherous, with a sheer drop to an icy death on either side. Still, it is better than nothing.

Unfortunately, you find yourself not alone as you move to the bridge. Figures in dark cloaks and demons made of ice wait for you across the divide.

A voice booms out over the howling wind. "You are not welcome here, mortals. All that awaits you is the embrace of death."

You ready your weapons. You can hardly see through the blizzard, but you are determined to make sure death embraces someone else.

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect.

At the start of every round, move the Ice elemental token to the Strong column and move the Fire elemental token to the Inert column.

The dark pit obstacles cannot be destroyed.

1

As quickly as you can, you escape the rising storm of ice to find some semblance of shelter in a cave. With every step, the angry wind bites deeper.

There are more enemies in the cave, of course, but you are more concerned about the glowing white orb behind the crytalline demons. The pieces all start to fall into place. They are controlling the weather here, blocking your passage to the peak. If you can destroy the orb, you hope the punishing weather will subside.

Special Rules:

The altar (a) has 6+(CxL) hit points.

Conclusion:

Pieces of the shattered orb fall to the snowy floor along with the corpses of the enemies who stood in your way. The screeching of the wind outside the cave lessens to a faint murmur. You exit to see clear skies above you and a path to the peak. (46)

At this altitude, without a cloud in sight, you find yourself looking out over the horizon, marveling at the wondrous expanse of mountains and the forests and plains beyond them. You can even see the faint outline of Gloomhaven in the distance.

Looking to the west, your curiosity is piqued by a lake high in the mountains and a small stone structure resting at its edge. You make a note of the building—it might be worth investigating in the future. (15)

New Locations:

Shrine of Strength (15) (B-11),
Nightmare Peak (46) (A-11)

Party Achievement:

Across the Divide

Reward:

10 experience each

Maps:

L2a
N1a
D2b




Cave Bear


Frost Demon


Spitting Drake

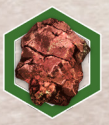

Cultist


Living Bones


Treasure Tile (x1)


IMMOBILIZE and Damage Trap (x3)


Altar (x1)


Boulder (x3)

Dark Pit (x6)

☐# 40 F-12 Ancient Defense Network

Links: Timeworn Tomb – #41

Requirements: The Voice's Command (Party) and The Voice's Treasure (Party) COMPLETE

Goal: Occupy both pressure plates (a) simultaneously

Introduction:

"There is but one vessel left," the Voice calls to you. "We are so very close.

"The last group that worked to imprison me was a guild of humans who have long since passed from this earth. Even their graves are no longer known in this time.

"But I know. I know all."

Visions of a tomb fill your head. It is rife with traps and other deadly instruments. You somehow have knowledge of how to find it, deep under the eastern Coppernecks.

"The vessel was buried with the head of the guild, in a tomb designed to kill all those



Maps:

M1a
K2b
C1a
L1a
D2a
D1a
A4b

foolish enough to enter," the Voice says. "This will be your most difficult task. Before you can even enter the tomb, you will have to disable the defense network built around it.

"I can show you the way inside. Once there, you will need to split up and simultaneously activate a series of switches on opposite sides of this gauntlet of pain. They thought they could hide their secrets from me, but they were mistaken."

Sure enough, you are able to find the entrance to the tomb in a cave under the mountains. You drop down into the ruins and a blaring alarm immediately fills the room. The whole expanse before you lights up in red and a number of mummified corpses at your feet begin to stir and rise.

Special Rules:

Add three -1 cards to each character's attack modifier deck as a scenario effect.

Conclusion:

From opposite ends of the network, you active the switches in the order shown to you by the Voice. As quickly as it came, the alarm subsides and the walls of the rooms open, leading you back to the entrance. There, the center of the floor slides away, revealing a narrow ladder descending down into the dark.

"The way to the tomb is clear," the Voice says. "Go now, and retrieve what is mine." (41)

New Location:

Timeworn Tomb (41) (F-13)

Global Achievement:

Ancient Technology

41 F-13 Timeworn Tomb

Links: Ancient Defense Network – #40

Requirements: The Voice's Command (Party) COMPLETE

Goal: All characters must escape through the exit a

Introduction:

After descending the ladder, you creep your way through the musty tomb. With the defense network turned off, everything seems dormant. It should just be a simple matter of retrieving the vessel and getting out of this ghoulish place.

You approach the sarcophagus in the center chamber, and it occurs to you that the Voice has not spoken since you entered the tomb. You don't think much about it and grab hold of the vessel at the foot of the stone coffin.

The eerie silence is pierced once again by the high-pitched sound of a siren. It reverberates throughout the small room and assaults your ears. From the corners of the shadows you see movement—automated guns designed to kill all intruders.

You grow furious at the Voice for not warning you about this extra security, and then channel that fury into doing whatever it takes to emerge from this tomb alive.

1

You break out of the main room into an antechamber. What was once dormant is now teeming with the living corpses of those long ago entombed here. And more than that, the way back to the surface is now closed off. You look around, desperate for some way to stop this situation from going from bad to worse.

Special Rules:

Do not set up the Stone Golems or Ancient Artilleries in this room until any character occupies pressure plate b at the end of their turn. Once this happens, follow the normal rules for spawning new monsters. In addition, the door 2 is locked and can be opened once any character occupies pressure plate b at the end of their turn.

2

You push through the unlocked door, arriving back at the tomb entrance, and your heart sinks at the sight of the narrow ladder leading up to freedom. You will have to escape this deathtrap one at a time.

Special Rules:

At the end of every round, any character standing on hex a is removed from the map and can no longer participate in the scenario. Any summons they own are also removed. If any character becomes exhausted, the scenario is lost.

Conclusion:

With the grinding sound of the golems echoing from below, you quickly climb out of the ruin. Only then does the Voice return to you.

#41: Timeworn Tomb

"My captors were more clever than I anticipated, I'm afraid. Something blocked my influence from reaching inside the tomb. Luckily, you were able to navigate the dangers without my assistance. I am happy you found my prison and that you decided to be the avatars of my release. After all this time, I will finally be free."

With all three vessels in hand, you make your way back to the mountain cave and into the Echo Chamber. You place the small earthen pots in the center of the cavern and wait.

It is difficult to notice at first, but, over time, a faint tremor in the floor and walls begins to grow until it is difficult to even keep your footing. You barely dodge out of the way as a large rock falls from the ceiling.

Then there is a flash of light, and before you floats a swirling green mist in the shape of many long, intertwined tendrils.

"I had almost forgotten what it felt like to not be imprisoned." For once you hear the Voice not from inside your own head, but emanating from the figure in front of you. "It is quite wondrous. I am sure that before too long, I will forget the horrid feeling of powerlessness.

"It is time to leave this realm," the Voice says. "There is much to be remedied from my prolonged absence. But first, I must give you a proper thanks. I shall hold up my end of the bargain and bestow upon you great power and wealth."

The green light spreads forth and illuminates you, providing you with the most wonderful feeling of warmth. And then it is gone.

All that is left is a stone tablet in the center of the room with strange, cryptic markings.

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Global Achievement:

The Voice Freed

Rewards:

50 gold each
25 experience each
2 ✔ each
+2 prosperity

Maps:

M1a
L1a
E1a




Ancient Artillery


Living Corpse


Living Spirit


Stone Golem


POISON and Damage Trap (x6)


Treasure Tile (x1)


Pressure Plate (x1)


Sarcophagus (x1)

42 C-5 Realm of the Voice

Links: None

Requirements: The Scepter and the Voice (Party) COMPLETE and The Voice Freed (Global) INCOMPLETE

Goal: Destroy all vocal chords

Introduction:

You stand before the entrance of the mountain cave, scepter in hand. Once again, the Voice calls to you. "Your intentions are noble. You fear me and wish to keep me imprisoned. I understand, but what you are doing will only lead to disaster and ruin.

"That scepter was not created to strengthen my prison. I created it! I used it to imprison one of my greatest foes—a being of death and hatred. I do not know what will happen when you bring that thing to my chamber, but I can guarantee you no good will come of it!"

You block the Voice's lies from your mind and venture into the cave. The passages are forked and twisting, but the scepter pulls on your arm, leading you down the proper path.

You make your way to the Echo Chamber, and, before the Voice can speak another word, you raise up the scepter and channel its power. A black fog oozes from it and envelops you. The Voice screams out once more, but there is no coherence in the sound—only pain.

The fog begins to dissipate and, for a moment, you feel relief, until you see that you are not in the Echo Chamber anymore, but some dark and hostile realm instead. The Voice rings out again, but somehow it is different: "The power of the Voice is mine! You will be the first I destroy with it!"

Special Rules:

Each vocal chord, represented by numbered tokens 1-6, has 2+(LxC/2) hit points (rounded down). While each of the different chords are alive, they create a detriment to the players according to the following list:

1: All monsters add +1 Attack to all their attacks.
2: All monsters gain Advantage on all their attacks.
3: All monsters heal 1 hit point at the start of each of their turns.
4: All characters and character summons suffer 1 damage at the start of each of their turns.
5: All characters and character summons gain Disadvantage on all their attacks.
6: All characters and character summons deduct -1 Attack from all their attacks.

Conclusion:

A strong note of dissonance rings out as you snap the last chord, and then there is silence. Your vision fades, and you return to the Echo Chamber, now empty and still. You search the cavern for signs of the Voice, but all you find is a stone tablet covered in foreign glyphs.

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Lost Party Achievement:

The Voice's Command

Global Achievement:

The Voice Silenced

Maps:

L2a
J1b
J2b




Night Demon


Wind Demon


Living Spirit


Altar (x2)


Treasure Tile (x2)

☐# 43 D-4 Drake Nest

Links: None

Requirements: The Power of Enhancement (Global) COMPLETE

Goal: Kill a number of drakes equal to four times the number of characters

Introduction:

"Oh my, you think I can help you to breathe underwater? How adorable." Hail stares at you with an exasperated look. "I mean, who do you think I am? Where would I even begin?"

Hail turns around and begins to pace. "You'd need drake scales, of course—something to filter the air out of the water. And if you consider the water's separate elemental properties..." She trails off and disappears in the process.

Maps:

I2a
N1a
G2a
A2b
A3a
E1b





Flame Demon



Rending Drake

Spitting Drake



Treasure Tile (x1)



STUN Trap (x6)

Nest (x2)

Boulder (x6)

You are used to her behavior by now and wait patiently for her return. It takes an hour.

"Okay, yes, you have intrigued me. I accept your proposal. Bring me some drake scales and I'll see what I can do. I know of a drake nest on the northern border of the Dagger Forest. I'll draw you a map."

The map's not great, but it does get you to the mouth of a cave, and there is a distinct hissing emanating from within. Hail wants you to gather as many scales as you can carry, so it's time to get to slaughtering.

Conclusion:

The waves of red-scaled lizards seem unending, but you have harvested a significant number of corpses and make a calculated retreat. At the mouth of the cave, you break into a full sprint and the drakes don't seem too interested in pursuing you. You begin the strenuous task of lugging the hides back to the Crooked Bone.

Hail silently takes the bloody mass of scales from you when you arrive and then disappears for a good two hours. When she returns, she holds out a handful of small, blue orbs.

"Okay, so all you need to do is lodge one of these into your throat when you go underwater and it should filter your inhaling and exhaling into the water.

"It will be incredibly painful, and you'll have a beast of a time getting them back out when you get back on dry land. I don't envy you at all, but it should get the job done." 26 37

Hail grins from ear to ear. "I'm very happy with the result actually. Thanks for providing the interesting challenge. Now get out of my house."

Global Achievement:

Water-Breathing

44 F-3 Tribal Assault

Links: Slave Pens – #38

Requirements: Redthorn's Aid (Party) COMPLETE

Goal: Kill all enemies and protect all captive Orchids a

Introduction:

Redthorn leads you from the ruined Inox slaver camp northeast into the dense forest. "The other village is not too far from here. It is well-hidden, but I fear the worst."

Even when faced with seemingly impassable walls of plant life, the Orchid quickly and effortlessly moves through the trees and opens passages for you to take as well. "The Inox and the Orchids used to live in relative harmony here. We weren't necessarily friendly, but we left each other alone.

"In more recent years, however, the Inox have become increasingly aggressive and territorial, encroaching on our land and attacking our people. Their destruction of my village is just the latest step in a long path of escalations. I don't know what caused the behavior, but after watching my family die in front of me, I believe the only course of action is to exterminate the monsters before they burn down every Orchid village in the forest."

Redthorn drops into silence and quietly motions you forward. He points into the trees. You don't see anything at first, but then you pick out aberrations in the foliage—buildings well-hidden among the trees. Recognizing these, you also begin to notice figures moving around a clearing near the buildings. Horned figures.

"Inox! I hope we are not too late!" Redthorn readies his bow and begins to creep forward. "Come, mercenaries. Help me save my people and rid the world of these savage creatures."

You move quickly through the trees, emerging into the clearing with weapons drawn. Your arrival comes not a moment too soon, as you see a large Inox in the center of the clearing preparing to kill one of the captive Orchids.

Redthorn notches an arrow into his bow. "No Orchids will die this day!"

Special Rules:

Redthorn b, represented by a numbered token, has 6+(3xL) hit points. He is an ally to you and an enemy to all monster types. He acts on initiative 01 every round, performing "Move 3, Attack 3, Range 3" (using whichever attack modifier deck you prefer).

The captive Orchids a, represented by numbered tokens, have 4+(2xL) hit points. They cannot be healed and are not considered allies to you. They are enemies to all monster types and have an initiative of 99 for the purpose of monster focusing. Any character may lose one card from their hand to negate any one source of damage a captive Orchid suffers. If any captive is killed, the scenario is lost.

If any character is adjacent to a captive Orchid, they may forgo an action (discarding one card instead) to free the captive, immediately removing them from the map. For each captive freed, Redthorn adds +1 Attack to all his attacks.

Conclusion:

With the Inox dead, you move around the camp, untying the captive Orchids and helping them to their feet. They offer you their subdued thanks with nods of their heads.

"We are a reserved people," Redthorn says as he approaches. "Don't expect them to throw you a party, but know that you have done a monumental good here today. Most of these residents would have been slaughtered had we not arrived when we did."

He falls into silence with a downcast stare. "I still feel it in the pit of my stomach. I thought slaying my captors would make it go away. I thought saving another village would compensate for failing my own. But it doesn't. The guilt is still there, and I have been changed by it.

"This village is not my village, but even if it were, I could not stay. I no longer belong. If you need my help in the future, you can find me among the trees."

Rewards:

Open envelope

+2 reputation

Maps:

B1b
B3a
B4a
M1b
L1b




Inox Guard


Inox Archer


Hound


Inox Shaman


IMMOBILIZE and POISON Trap (x4)


Bush (x3)


Cabinet (x2)


Tree (x1)


Table (x1)

45 M-9 Rebel Swamp

Links: None

Requirements: City Rule: Demonic (Global) COMPLETE

Goal: Destroy all totems (a)



Introduction:

At the behest of the demon lord, you head into the Lingering Swamp to destroy the last vestiges of opposition to demonic rule.

The swamp is a horrid place, full of bugs, muck, and a general uneasiness. Surely the rebels are not intending on making a permanent base here. Without some sort of magical intervention, there's no way they could build any structures.

And then you see the cleansing totems. A group of guards is erecting a campsite right in front of you, using the totems to purify and dry up the land around them. You figure this would be a perfect opportunity to strike the rebel force. If you can destroy all of their totems, they'll have a difficult time making this swamp hospitable.

Special Rules:

Add two (-1) cards to each character's attack modifier deck as a scenario effect.

Each totem (a) has 1+C+L hit points. Any monster performs "Heal 2, Self" at the start of its turn if it is within two hexes of a totem.

Conclusion:

You crush the last of the totems and your boots sink back into the muck. You walk over to a severely injured guard, his blood mixing with the sludge around him. You grab his collar and pull his face close to your own, interrogating him on the location of the remaining rebels.

"I'll tell you," he gasps. "But only because I know that you are not truly evil. Instead of hunting us down, (49) fight with us. (50) Help us take back the city from those demons. Head east, to the border of the Watcher Mountains. Look to the north of the ash tree grove. Talk with the commander. Help free the city..."

The light fades from his eyes and you drop him back down into the mud. That was easy enough.

New Locations:

Rebel's Stand (49) (N-7),
Ghost Fortress (50) (C-17)

Rewards:

20 gold each
-2 reputation

Maps:

G1a
M1b
F1b
D1b



City Guard

City Archer

Hound

Treasure Tile (x1)

POISON and Damage Trap (x3)

Stump (x3)

Totem (x6)

Log (x3)

#46 A-11 Nightmare Peak

Links: Treacherous Divide – #39

Requirements: Across the Divide (Party) COMPLETE

Goal: Kill the Winged Horror

Introduction:

With the ice altar destroyed, climbing the rest of the way up the mountain is thankfully uneventful. You are almost enjoying yourself, admiring the view of the entire countryside, when the view grows suddenly dark, despite it only being midday. You are very close to the peak now, and you surmise that this development has something to do with the evil presence at the summit.

A sharp screeching rings out, and you crouch down squinting through the darkness. Near the peak you see many dark shapes scrabbling and writhing, as if the mountain itself is alive. Squinting further, you notice that the writhing is moving down the mountain toward you. It seems your presence has not gone unnoticed. You ready your weapons and prepare to fight your way to the peak.

1

You make your way through the dark fog and find a small clearing at the summit. The screech once again pierces your ears, and a massive demon with a multitude of sharp claws and leathery wings lands before you.

"You dare approach my nest?" You can barely make out the words from its high-pitched wailing. "I will harvest your corpses and feed them to my children!"

Boss Special 1:

After the Winged Horror attacks, all eggs currently on the map are destroyed, and each spawns one normal Night Demon in the hex it occupied.

Boss Special 2:

After the Winged Horror performs the attacks listed on the stat card, it summons a number of eggs equal to the number of characters. Each egg, represented by numbered tokens, has 2+(L/2) hit points (rounded up). They have an initiative of 99 for the purpose of summon focusing.

Conclusion:

The giant demon screeches one last time, its timbre and intensity modulating wildly as it spasms in its death throes. Not wanting to get close to its flailing claws, you wait for the creature to expire. When it finally does, a stillness washes over the area and day once again breaks in the sky above. (51)

The view is grand, apart from the blood and carnage that litters the peak. You take it all in and then slowly begin to make your way back down the mountain, satisfied that whatever evil was lurking here will no longer trouble Gloomhaven.

New Location:

The Void (51) (A-15)

Global Achievement:

End of Corruption



Maps:

J1b
K2a
I2a



47 H-18 Lair of the Unseeing Eye

Links: Gloomhaven

Requirements: Through the Trench (Party) COMPLETE

Goal: Kill the Sightless Eye

Introduction:

You wander through the massive stone structure beneath the waves for what feels like hours. Somehow the lack of any sign of life in this place makes it all the more terrifying. There is only a horrid stillness that eats away at you with every echoing step you take.

And just when you feel as though you cannot go any farther, you feel its presence. Something old and powerful waits for you at the end of this corridor. It calls to you, inviting you to climb into its open maw, embracing the sweet release of infinity.

This is what you came to defeat, but without even seeing it, you are filled with unending hopelessness. You cannot even dream of defeating such a creature.

You shake your head and attempt to guard yourself from the negative feelings. You didn't swallow those throat-crushing breathing spheres and swim down to the bottom of the ocean just to fail now.

You must move forward. You must destroy this threat.

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect.

1

You reach the final chamber and find the horrible creature—a giant eyestalk with a gaping maw full of teeth instead of an iris.

Once again you feel its influence. You begin to see the pointlessness of your actions. You understand that giving into its warm embrace is the only true course of action.

But once again you refuse. It grows angry at this, undulating its many tentacles in hostility. The room shakes violently and the corridor from which you entered begins to collapse. You may have resisted its maddening call, but the fight is far from over.

Special Rules:

At the end of each round, all characters and character summons still occupying the J tile suffer 3+L damage. The Sightless Eye cannot be forced to move or change positions in any way.

Boss Special 1:

Before attacking, the Sightless Eye summons one normal Deep Terror for two characters or one elite Deep Terror for three or four characters.

Boss Special 2:

Before attacking, the Sightless Eye summons one normal Deep Terror for two or three characters or one elite Deep Terror for four characters.

Conclusion:

With the giant eye dead, all of its minions wither and die with it. Thankfully, the room stops shaking as well. You can't get out the way you came in, but you are able to explore the structure further, free of the crushing dread that permeated the air previously. (51)

It is a long journey, but you find your way out of the trench, return to the boat, and head back to Gloomhaven, resolving to never do something like that again.

New Location:

The Void (51) (A-15)

Global Achievement:

End of Corruption



Maps:

J1a
M1a

Lurker

Deep Terror

Harrower Infester

The Sightless Eye (Boss)

Water (x9)

Treasure Tile (x2)

#48 E-1 Shadow Weald

Links: None

Requirements: Redthorn's Aid (Party) COMPLETE

Goal: Kill the Dark Rider

Introduction:

Redthorn leads you deep into the Dagger Forest. The brush grows thick, and twisting passages through the wild foliage leave you entirely confused. All the brambles and thickets and thorns start to look depressingly the same. Often the way seems completely blocked, but somehow the Orchid finds a way through.

Eventually, a fine grey mist begins to permeate your surroundings and you come across a dismal, dead clearing.

"This was once the heart of the forest," Redthorn whispers. "Unreachable by any normal means. Safe and perfect.

"And then it came. Now this place houses nothing but horrors and nightmares."

The Orchid looks down at the black earth. "Truly, this place terrifies me. Whatever creatures haunt these shadows, I cannot help you fight them, but if you survive, I will show you the way back."

As Redthorn disappears into the mist, you begin to see other forms moving at the edge of your vision. And then you hear the hoofbeats, like a terrible thunder rolling through the trees. The sound gets closer and closer until the ground beneath your feet tremors at the approach.

Special Rules:

All characters start with MUDDLE as a scenario effect.

Initially the Dark Rider is not set up on the map. The Dark Rider is also removed from the map immediately after it performs any melee attack.

If the Dark Rider is not present on the map at the start of its turn, it appears at one of the marked hexes (or the closest unoccupied hex) and then carries out its actions. Starting with (a), it appears in the order of (a), (b), (c), (d), (e), (f), and then back to (a).

Boss Special 2:

In between moving and attacking, the Dark Rider summons one normal Forest Imp for two characters or two normal Forest Imps for three or four characters.

Conclusion:

The headless spectre screams as you land one final strike against it, and its form begins to dissipate, black wisps of smoke escaping from the cracks in its armor.

The giant warhorse continues to stomp forward through the clearing, but it ages rapidly before your eyes. Grey hairs sprout feverishly out of its mane, and the horse shrinks as its muscles wane.

Before it even reaches the edge of the clearing, the horse falls over as its brittle bones give way, and with it, an empty set of rusted armor. Within seconds, the horse and its rider are reduced to dust.

Redthorn appears out of the thinning fog. "I don't know how you did it, but I can already feel the forest lighten. It will take a long time, but I think the heart of the forest may one day be restored. (51)

"Thank you," the Orchid smiles. "Come, let me lead you back to civilization."

New Location:

The Void (51) (A-15)

Global Achievement:

End of Corruption

Maps:

L1b
L3a





49 n-7 Rebel's Stand

Links: None

Requirements: City Rule: Demonic (Global) COMPLETE

Goal: Kill the Siege Cannon

Introduction:

Following the directions given by the dying guard, you are able to easily locate the rebel camp. The poor fool thought you would join with the rebels to help overthrow the demons, but such hopes were childish and unfounded. You are here to kill and destroy.

Without hesitation, you rampage through the camp in the foothills of the Watcher Mountains. You set fire to their tents and slay anyone who stands before you.

The last battalion of guards hesitates as it faces you, then the humans turn and flee. "Arm the siege weapon!" One of them calls as they crest the hill.

You give chase. This should be interesting.

1

Fighting through the first wave of soldiers, you arrive at a clearing. The rest of the guards are standing around a very large mechanical cannon.

"We will use this machine to destroy the walls of Gloomhaven and take back our city," one of the guards says to you with a hard stare. "It should be able to make short work of you scum as well."

The cannon whirs and vibrates, glowing red-hot at the end of its barrel. "It's ready! One of the operators yells. "Get out of the way!"

Special Rules:

The Ancient Artillery does not act and has an initiative of 99 for the purposes of summon focusing. It also has Hx2 hit points, where H is an elite Ancient Artillery's regular hit point value. This is the Siege Cannon.

Each round, instead of acting normally, the City Archer who is closest to the artillery (or the one who acts first in the case of a tie) performs "Move 3" toward a hex adjacent to the artillery that is not labeled b. If the archer is then adjacent to the artillery, it fires, causing damage equal to the elite artillery's Attack value on all characters and character summons in hexes b and the columns above those hexes (including all of the G tile).

If, at the end of a round, no City Archers are present on the map, one normal archer spawns at a.

Conclusion:

The cannon lies ruined and broken at your feet, and with it, any hope the rebels had of assaulting Gloomhaven. The guards who are still alive scatter, and you return to the demon-ruled Gloomhaven victorious.

"So you have crushed the pathetic upstarts?" You stand before one of the Prime Demon's liaisons. "Good. You have proven yourselves an incredibly effective tool, and my master will compensate you greatly for your service."

Global Achievement:

Annihilation of Order

Rewards:

50 gold each
-3 reputation

Maps:

G1a
L1b
L3a





Giant Viper

City Archer

City Guard

Ancient Artillery

Treasure Tile (x1)

Thorns (x4)

Stump (x3)

#50 C-17 Ghost Fortress

Links: Gloomhaven

Requirements: City Rule: Demonic (Global) COMPLETE and Annihilation of Order (Global) INCOMPLETE

Goal: Loot all treasure tiles

Introduction:

You follow the dead guard's directions into the foothills of the Watcher Mountains. Not to kill and destroy, but to help. The rebels seem wary at first, but they eventually open up.

"To tell you the truth," the rebel captain says, "we are in desperate need of your help. We've spent all our resources constructing a cannon capable of punching through Gloomhaven's walls, but once that is accomplished, we don't have the numbers or arms necessary to engage the demon force and drive them out of our home."

The captain unfurls a map of the city onto a table. "But you could be our secret weapon. If you could take the armory of the Ghost Fortress just as we break through the north wall, we could then converge at the fortress and make our stand there. Once we are properly armed and have you at our side, the demons won't stand a chance. Most of the citizenry are unhappy under their occupation and will rise up when they see we have the advantage. What do you say?"

Three days later, once the rebels are able to get their cannon into position, you sneak into the Ghost Fortress, preparing to take the armory. You decide a two-pronged assault will be the best way to get your hands on the weapon caches quickly. You hear the distant explosion of the cannon and spring into action.

Special Rules:

No more than half the characters (rounded up) may enter the scenario from the same room.

The treasure tiles can only be looted using a Loot action. They cannot be looted by normal end-of-turn looting.




Night Demon


Sun Demon


Earth Demon


Wind Demon


Treasure Tile (x4)


DISARM and Damage Trap (x4)


Stone Pillar (x6)

Maps:

B2b
B3b
N1b
C1a
C2b
I1b

Conclusion:

You secure the last of the armory stock just as the rebel fighters break through into the fortress. Cleaning out the demons from the rest of the building becomes short work after that.

With a strong foothold in the town and the populace on your side, the tide quickly turns against the demons. The battle is still long and difficult, as more forces continue to arrive from the elemental plane, but it ultimately only brings the residents of Gloomhaven into stronger unison, fighting against a common enemy. And with you no longer fighting for them, the demon force eventually relents and retreats back to its own plane.

The next weeks are difficult, as the citizenry rebuilds the walls and everything else that had been destroyed in the prolonged battle. They also need time to trust you again after your ill-conceived betrayal.

But Gloomhaven does bounce back in time. It is full of resilient people and the port is vital for trade. It never feels quite the same afterward, but at some point, it at least still feels like home.

Global Achievement:

City Rule: Militaristic

Rewards:

+3 reputation
-2 prosperity

51 A-15 The Void

Links: Gloomhaven

Requirements: End of Corruption (Global) x3 COMPLETE
Goal: Kill the Gloom

Introduction:

"Oh, good, you have returned." Hail meets you at the door of the Crooked Bone with a dour expression. "We need to talk."

She has always come across as humorless in your interactions, but her mood today feels somehow different. There is a focused seriousness to it.

"Ever since you've been traveling around the countryside, hunting down the corruptive influences affecting the artifact, I've begun to feel a presence I haven't felt in a long time.

"Bastian. The poor man always meant well, but..." Hail's voice trails off as the ground begins to shake beneath your feet. It's nothing catastrophic, but the tremor is deeply disturbing.

"That was the strongest one yet. They've been occurring more and more frequently and I fear the worst." Hail produces a handful of green grass and throws it up into the air with an elaborate hand movement. The blades fall in a curious pattern, fading to a dark brown long before they touch the ground.

"He's in the city," she says with an icy expression. "Somewhere deep within the Void. We all hoped—"

Hail is once again cut short by a violent shifting in the earth, worse than before and without end. The Aesther ushers you outside, where you see a massive black column of smoke to the northeast.

"There is no time!" She hands you a small pouch filled with what feels like sand and small rocks. "This should protect you from the worst of the Void's influence. You must find him there and stop him from returning this world to ash."

Hail refuses to say anything more, resolutely pointing you in the direction of the smoke.

As you approach the black column, it becomes clear that it is not smoke but a whirlwind of black sand extending far into the sky. The tremors continue, but you race towards the vortex as quickly as you can. Only when you reach the edge of the Void do you hesitate.

You look around you at the other residents of Gloomhaven, staring up at the terrible black cloud in mad horror. No one else will end this. It is up to you.

You clutch the pouch Hail gave you and step forward onto the black sand. You immediately feel a sharp pain across every point of your body simultaneously, as if you are being eaten from the inside out. The pouch fills you with a dull numbness, however, and you continue to advance, moving towards the center of the Void to enter the whirlwind.

The sand has been brushed away at the eye of the vortex, revealing a smooth stone floor with a descending staircase at its center. You walk down the steps.

#51: The Void

You find yourself standing in a large stone room covered in odd runic symbols. There is an unearthly coldness to it, and the dull pain of the Void persists.

"Those brave enough to enter here will be the first torn apart." An arresting voice echoes through the chamber around you. "The rest I will hunt down like game and devour, but I do think I will enjoy this more."

As your eyes adjust to the low light, you see a shadowy form in the center of the room. With time, you are able to focus on the image of an Aesther with two long, thin blades.

"I have waited many years to reap this harvest," he says with a wicked grin. "At one time, I had convinced myself that I would find more delight in watching you slowly kill yourselves, but with my meddling brethren and the deaths of my wards, I have returned to my original design.

"I am not unhappy at the development. Even the patience of an immortal has its limits."

The Aesther flashes its blades in a mesmerizing dance. "Come then, brave lambs. Who will be the first to embrace the Gloom?"

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect. Each character or character summon suffers 2 damage at the end of each of their turns.

The dark pit obstacles cannot be destroyed.

Boss Special 2:

Before attacking, the Gloom jumps to a marked hex. Starting with (a), the Gloom jumps to a marked hex in the order of (a), (b), (c), and then back to (a).

Conclusion:

Two swords fall to the stone floor with a sharp ring. The Aesther stands limp, a look of shock on his wounded face.

"How dare you," he mutters. The voice that was once smooth and hypnotic is now gravely and dark. "I have waited thousands of years, and you presume to rob me of the fruits of my labors?"

The Aesther's mouth drops slack in death, but still the figure stands, as if held up by invisible strings. "You can destroy my vessel and banish me from this plane, but it will never be enough. I am eternal. I will return. I will feast on this world once again!"

At this, the body of the Aesther crumples to the ground and fades out of existence.

The dull pain subsides, and you ascend the staircase to a bright, clear sky. The tremors and vortex of black sand are gone and all those gathered around the Void look very relieved when you emerge from the confrontation.

You let the people know that whatever calamity had descended upon them has now been averted. They cheer and celebrate your strength.

You return to Hail and she offers her heartfelt thanks, but refuses to speak more on the issue. "I overstepped my oath in a moment of panic, saying what I did. Please, the danger has passed. Let us speak no more of it."

Global Achievement:

End of Gloom

Rewards:

+5 reputation
+5 prosperity
Add City Event 81 to the deck
Add Road Event 69 to the deck

Maps:

M1a
D1a
D2a





The Gloom (Boss)

Treasure Tile (x1)

Altar (x1)

Dark Pit (x2)

52 0-14 Noxious Cellar

Links: Gloomhaven

Requirements: "Seeker of Xorn" personal quest

Goal: All characters must loot one treasure tile

Guest design by: Marcel Cwertetschka

Introduction:

After skulking around in far more crypts than you'd like, you finally find a hint to the remains of Xorn in an ancient sarcophagus—a tome with strange glyphs that glow in an eerie green hue.

With some amount of study, you uncover a obscure passage in the text giving directions to an old shack in the Sinking Market. However, once you arrive at the house, you don't notice anything particularly interesting. Looking through the tome again, you see references to entering through an archway, but the building has nothing of the sort.



Spitting Drake

Vermling Scout

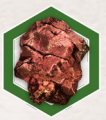
Ooze


Living Corpse


Vermling Shaman


Treasure Tile (x4)


POISON and Damage Trap (x4)


Boulder (x6)


Large Boulders (x3)

Sarcophagus (x4)


Huge Boulders (x2)

Maps:

M1a
K1a
K2b
J1a
J2a

That's when you see it: a set of long, flat stones in the dirt in front of the house, fanned out radially to form a large circle. You wouldn't have thought much of it, but one of the stones is curved at the top, like the apex of an archway. Inspecting it further, you notice a small switch and press it with curiosity.

The stones sink into the ground, each one progressively farther, until they form a circular staircase leading downward to the fully exposed archway. You descend the stairs and go through the entry into a round cellar without any other visible exit. As you begin to search for more clues, you hear the grating of stone and look around to see the staircase slowly ascending back upward.

In a panic, you renew your efforts to search the room. When you find an odd switch covered in glyphs, you press it in desperation. Immediately, the ground shakes, and several massive boulders fall from the ceiling.

Once the dust settles, you see you are alone, and the stone walls slide away to reveal doors and a host of unwelcoming enemies. At least the glyphs on the switch are the same as in the tome. You have found the right place.

Special Rules:

Add two CURSE cards to each character's attack modifier deck as a scenario effect.

The obstacles in the center room cannot be destroyed or moved through in any way. They also block line of sight for ranged abilities. Characters can only start in sections of the center room that contain monsters.

The treasure tiles can only be looted using a Loot action, or, alternately, any character adjacent to a treasure tile may forgo a bottom action (discarding one card instead) to loot a treasure tile. They cannot be looted by normal end-of-turn looting. If any character becomes exhausted before they loot a treasure tile, the scenario is lost.

Conclusion:

Inside the chests, you find the pieces to a gruesome staff, adorned in maggots, with a decayed skull at its head. When you grab the last piece, another set of hidden doors slides open behind the chests. Judging that you have no choice but to take this new route, you enter. After a while you come upon an intersection of five paths where you rejoin your party and follow the final path back up to the surface.

You return to your quarters and piece together the fragments of the staff. Despite its fearsome appearance, you cannot discern its function. You do, however, notice some carvings on the shaft. Deciphering them with the help of the tome, you find instructions to enter a secret room in one of the crypts you had previously searched. You have your next destination. 53

New Location:

Crypt Basement 53 (F-11)

53 F-11 Crypt Basement

Links: None

Requirements: "Seeker of Xorn" personal quest

Goal: Survive for ten rounds

Guest design by: Marcel Cwertetschka

Introduction:

You return to the Crypt of the Damned and approach the hidden entrance into the lower basement. With the help of the tome, you unlock the passage downwards, and your nose is immediately assaulted by a horrendous, vile stench. Green fumes arise from below. You cover your face with a piece of cloth and begin to descend.

The stairs lead to a circular room with a strange-looking forge at its center. A ghostly apparition stands beside it and turns at your arrival. "Apprentice of Xorn! I see you have brought his staff to restore it to its former power. I am the warden of this place, tasked with reforging this implement of Xorn's power. Bring the broken staff to the forge quickly."

As you come closer, you notice out of the corner of your eye a number of shambling figures moving in the shadows. "There are many forces in this world who would strongly prefer Xorn to remain as he is," the apparition says.

"You must hold off their servants while I work. Keep up your guard and strike them down swiftly before they overwhelm you!"

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect.

All doors are locked and open automatically at specific times. Doors a open at the start of the second round, doors b open at the start of the fourth round, door c opens at the start of the sixth round, and door d opens at the start of the eighth round. The scenario is complete at the end of the tenth round.

Conclusion:

Finally the ethereal warden finishes his work and lifts the Staff of Xorn high over his head. A powerful pulse of green light emanates through the room, reducing all remaining enemies to dust.

The specter moves toward you and offers the staff. "Take it. Bring it to the Palace of Ice in the northern mountains and unseal the tomb of Xorn. You have done well so far. Your journey is almost over."

As you grab the staff, the ghost begins to fade from view. "Thank you for allowing me to fulfill my duty, releasing me from my bonds to this realm. Now I can finally rest."

With the job complete, you quickly leave the crypt. At least the next location should be a change of scenery after all this rotten flesh and these poison-filled beasts. 54

#53: Crypt Basement

Once you reach the exit, your lungs fill with fresh air and you can finally breathe freely again. You begin to walk back towards Gloomhaven, leafing through the tome to look for references to this "Palace of Ice." As you depart, however, an eerie feeling creeps through you. You feel as though someone is watching you. Looking around, you see no one. You double your walking pace, eager to return home.

The entire way, you just can't seem to shake the feeling.

New Location:

Palace of Ice (54) (D-8)

Reward:

The Seeker of Xorn receives:
"Staff of Xorn" (Item 114)
The Seeker cannot sell this item.



Maps:

M1a
J1a
J2a
D1a
D2a


Ooze


Living Corpse


Living Spirit

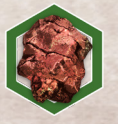

Living Bones


Giant Viper


Treasure Tile (x1)


IMMOBILIZE and POISON Trap (x6)


Stone Pillar (x6)


Boulder (x2)


Altar (x1)

#54 D-8 Palace of Ice

Links: None

Requirements: "Seeker of Xorn" personal quest, "Staff of Xorn" item equipped

Goal: Place the fully charged Staff of Xorn on the altar (a)

Guest design by: Marcel Cwertetschka

Introduction:

Traveling high into the Copperneck Mountains, you realize you should have packed some warmer clothes. The weather gets worse the higher you climb, and you feel frozen through by the time you finally arrive at your destination. Still, the hard road to the peak was worth all the trouble. An overwhelming sight stands before you: a giant crystalline structure composed of icy filigree rests atop the mountain.

Once inside, your wildest imaginations could not compare to the beautiful architecture that surrounds you. Natural crevasses, solid frozen lakes, and stalagmites are paired with Savvas-built pillars, mural carvings, and ice domes spanning overhead.

Despite all of this, however, there is a foulness in the air. A green mist clings to the floor and walls as you venture farther, and the Staff of Xorn seems to pulse dimly with energy. The pulses grow stronger as you enter a long hallway, and you see a group of large animals appear from behind an ice formation. Underneath matted fur, you catch glimpses of bones and rotten flesh. Something is not right about these bears.

Special Rules:

All Cave Bears add POISON to all their attacks.

1

In the main room, a large altar sits near the far wall. Many creatures have gathered here to protect it, however. Foremost among them is a group of Harrower warriors. The staff pulses even stronger the closer you get to them. It seems to hunger for their energy—to consume them and take their power for itself.

Special Rules:

Only the character equipped with the Staff of Xorn can inflict damage on the Harrower Infesters. For each point of damage inflicted on the Harrower Infesters, place a damage token on the Staff of Xorn card as well. When there are 2xCx(L+1) tokens on the item card, the Staff of Xorn is fully charged.

The scenario is complete when the Seeker of Xorn ends their turn adjacent to the altar (a) after the staff is fully charged. If the Seeker of Xorn becomes exhausted, the scenario is lost.

Conclusion:

You place the Staff of Xorn onto the altar, and its power is sucked into the stone in a vortex of green light. The vortex grows, swallowing all of your remaining adversaries.

Suddenly a voice echoes through the palace: "You have returned my power, but that is not enough. I will take this body as my vessel!" The vortex condenses into a sphere that hits the Seeker in the chest faster than you can react. The Seeker falls to the ground dead.

You rush to the corpse, only to find horrendous insects bursting out of its skin. You step back in horror as the grotesque insect horde arises and speaks. "I am reborn! The plague walks the earth once more!"


Cave Bear


Living Spirit


Frost Demon


Harrower Infester


Treasure Tile (x1)


POISON and Damage Trap (x6)


IMMOBILIZE and DISARM Trap (x6)


Stalagmites (x5)


Stone Pillar (x4)


Altar (x1)

Maps:

G2a
N1a

Rewards:

Immediately retire the Seeker of Xorn

Add City and Road Events 59 to the decks instead of the normal retirement events for the class

Open envelope



☐# 55 G-5 Foggy Thicket

Links: Bandit's Wood – #56

Requirements: "Take Back the Trees" personal quest

Goal: Loot the treasure tile in the third room

Introduction:

It was on your last foray into the Dagger Forest that you saw it—that unmistakable shade of purple—a small scrap of fabric torn by a tree branch. It wasn't much, but it was everything to you.

You picked up a trail and followed it until you were enveloped in a thick, lingering fog. You lost the trail, but you resolved to return soon, once the fog had dissipated.

So here you are, days later, and the thick fog still blocks your path. In the intervening time, you have thought of nothing else, except exacting revenge on the bandits who destroyed your village. The fog stopped you once, but you now stand resolute. It will not stop you again.

You collect yourself and step into the unknown.

Special Rules:

Add three -1 cards to each character's attack modifier deck as a scenario effect.

There is no defined map for this scenario. Instead, you will play through a random dungeon created by a modified dungeon deck (see Random Dungeon Deck on pp. 50-51 of the rule book for details).

Instead of using the entire monster and room decks, use only "Mangy," "Wild," "Scaled," "Cutthroat," "Tribal," and "Infected" for the monster cards, and use only "Trail," "Encampment," "Clearing," "Road," "Cabin," and "Crossroads" for the room cards. Use the suggested difficulty for penalties (minor penalty in the second room and major penalty in the third room).

In the third room, replace whatever is normally in the "12" hex with a treasure tile. The tile can only be looted using a Loot action. It cannot be looted by normal end-of-turn looting.

Conclusion:

The fog seems to be sapping your strength as you stumble through it, one painful step at a time. Just when you think you can't make it any farther, however, you find a hidden cache of supplies marked with the purple emblem of your quarry.

You quickly open the cache and find a detailed map of the area with precise instructions on navigating your way to the camp. You snatch it up and flee off into the trees, away from the fog.

With this map, you feel your quest is finally nearing its end. 56

New Location:

Bandit's Wood 56 (G-4)

Reward:

10 collective gold





☐# 56 G-4 Bandit's Wood

Links: Foggy Thicket – #55

Requirements: "Take Back the Trees" personal quest

Goal: Kill all enemies and protect at least one captive Orchid

Guest design by: Marcel Cwertetschka

Introduction:

With knowledge of the right path to the bandit camp, you follow the landmarks and make your way through the forest easily. You step onto a rough path, where you are greeted by a group of bandits and their hounds.

"Well, what fresh meat is this?" one of them asks, unclipping the dogs' leashes. "You just took your last wrong turn." You hear screams in the distance and you shrug off the bandit's intimidation, not wanting to waste more time on this rabble.



1

You reach the main bandit encampment in a large, open clearing. Looking beyond the formidable force of enemies before you, you see a group of ragged Orchids off to one side—more victims of these monsters.

The captive Orchids notice your arrival and use the opportunity to slip out of their bonds and overwhelm one of their distracted captors. You smile, knowing your family will be avenged this day.

The bandits look back and forth between you and the escaping captives in a panic. One of the guards hefts his sword and charges. "Kill them all! No one shall escape!"

Special Rules:

The captive Orchids (a), represented by numbered tokens, have 4+(2xL) hit points. They are allies to you and enemies to all monster types. They act on initiative 50 every round, performing "Move 3, Attack 3" (using whichever character attack modifier deck the players prefer). If all three captive Orchids are killed, the scenario is lost.

Conclusion:

With the last of the bandits dead, one of the surviving captives approaches your group and falls to his knees. "I thank you for rescuing us," he says quietly. "Know that my tribe will forever be your ally."

As he gathers his companions and heads off into the forest back home, you survey the carnage around you. The group of bandits has indeed been eradicated and you feel relief finally knowing revenge was delivered for your village. There are plenty of spoils here to help you start a new life as well—a first step towards a more secure future.

Rewards:

"Take Back the Trees" quest complete
Open envelope
10 gold each
+2 reputation

Maps:

L3a
C2a
A4a
M1b



Hound | Bandit Archer | Rending Drake | Bandit Guard | Treasure Tile (x1) | Bush (x6) | Log (x3)

57 0-14 Investigation

Links: Gloomhaven

Requirements: "Vengeance" personal quest

Goal: Kill the Infiltrator

Guest design by: Marcel Cwertetschka

Introduction:

Gathering information concerning your friend's death was not an easy task, but your relentless investigation finally leads you to knowledge of a certain corrupt lieutenant stationed in the western barracks. Apparently he is known for turning a blind eye to certain crimes in the Sinking Market and he was on watch the night your friend was murdered. Now it is time to bash down some doors, and get some answers through any means necessary.

1

It seems you've interrupted the houndmaster feeding his dogs. He doesn't look very pleased by your intrusion.

"I guess my pets could use some fresh meat," he grumbles, letting loose the chains.



Maps:

F1b
C1a
I1b
A1a
C2b



2

You have found the main barracks, and as the door opens, a foreboding feeling comes over you. You recognize the lieutenant in the corner bellowing out orders. "Alarm! Intruders! Don't let them get away! Slay them!" You are on the right track. Bring him to justice, then search his remains for clues.

Special Rules:

When the elite City Guard in this room dies, replace him with an elite Harrower Infester that is one level higher than the scenario level, up to a maximum of 7. This is the Infiltrator.

3

"Halt! Trespassers! What are you doing in the provision storage of the city watch?" You turn to see two guards emerge from a door behind you. This wasn't what you were after, but you don't have any time to explain. Hopefully you can dispatch the guards quickly.

Special Rules:

Spawn two normal City Guards for two characters, one normal and one elite City Guard for three characters, or two elite City Guards for four characters at (a).

4

You interrupt a training exercise for several new recruits. The master isn't pleased with the disruption and calls upon his trainees to practice their skills on his unwelcome guests.

Conclusion:

Combing through the remains of the Infiltrator, you find a schedule to a meeting outside the city in a remote shack. There are notes about harvesting corpses. You look forward to crashing this meeting and exacting your revenge. (58) With the spy revealed, the remaining city watch thanks you for exposing him.

New Location:

Bloody Shack (58) (E-15)

Reward:

+1 reputation

58 E-15 Bloody Shack

Links: Gloomhaven

Requirements: "Vengeance" personal quest

Goal: Kill the Harvester

Guest design by: Marcel Cwertetschka

Introduction:

You surround the small shack on the Hook Coast and ready your weapons. However, the owner of this place is not totally unprepared. Tall earth elementals and a patrol of Harrowers accompanied by grotesque black imps guard both entrances. You spring into action, hoping to be rid of them all before they can sound an alarm.

Special Rules:

No more than half the characters (rounded up) may enter the scenario from the same room.

1

As you burst through the front door, you notice a strange-looking pedestal covered in blood. It holds a curved, serrated dagger that glows red. Recalling your dead friend's wounds, you have a strong suspicion this was the weapon that murdered him. It's time to return the favor to its owner.

Special Rules:

Only the character seeking vengeance may loot the treasure tile. Doing so gives them the Occult Dagger. This is not an items but having it will be useful in the scenario.

2

Piles of rotting bones adorned with occult glyphs greet you as you enter the back room. At the center, a malicious human figure sits on a throne of skulls. He stands, gathering necromantic energies from the surrounding bone piles. "I feel the desire for vengeance burning bright within your heart. I will feast well upon it!"

Special Rules:

The City Guard is one level higher than the scenario level, up to a maximum of 7. This is the Harvester.

Each bone pile (a) has L+(2xC) hit points. For each bone pile present on the map, the Harvester gains Shield 1 and heals C-1 hit points at the end of each round. The character with the Occult Dagger adds PIERCE 4 to all their attacks targeting the Harvester.

Conclusion:

Bloodlust is a strange thing. Once it is sated, it leaves a hollow shell of a person behind. The dagger clatters to the floor as a cold, numb feeling spreads through you. The job is done, and it is time to move on, however hard that may be.

Rewards:

"Vengeance" quest complete
Open envelope X
+2 reputation



Maps:

C2a
D1b
G2b
B1a



☐# 59 F-1 Forgotten Grove

Links: None

Requirements: "Finding the Cure" personal quest

Goal: Kill all enemies and loot the treasure tile

Introduction:

It's a gruesome process, harvesting the essence of the Forest Imps you've slain, but nothing will stand between you and saving your village. You saw worse when the old blacksmith started bleeding from his eyes.

With enough essence in hand, you head to the alchemy wing of the University, where one of the researchers had promised to help you locate the curative plants found deep within the Dagger Forest.

"It will take some time to isolate the compound," the helpful Quatryl says as she pours the liquid into a large beaker. "Once I have it, though, I should be able to form a sort of compass that will point you to the grove you seek."

It takes a week, but the Quatryl finally calls you back to her lab and hands you a small circular device. "That should do it!"

And the compass does prove to be successful. After a day trudging through the dense forest, you come upon a peaceful, secluded grove. Or, at least, it should be peaceful. Instead the place is teeming with wild, angry animals, eager to sink their teeth into unwelcome intruders.

Special Rules:

The treasure tile can only be looted using a Loot action. It cannot be looted by normal end-of-turn looting.

Conclusion:

With steely determination, you fight your way through the wild animals and reach the plant you seek at the back of the grove. When you lean down to inspect it, however, you see that the plant bears no fruit. It has been harvested very recently.

With confusion you glance around the grove, looking for clues to where the fruit could have gone. That's when you see the deep axe marks in all of the trees around you. Someone chopped at the bark, not intending to cut the trees down, but only to wound them.

Whoever it was wanted to anger the wildlife and have them viciously attack whomever came to this grove. And then you notice the faint tracks of a Quatryl in the dirt. That conniving little... (60)

New Location:

Alchemy Lab (60) (B-15)


Cave Bear


Hound


Forest Imp


Treasure Tile (x1)


Thorns (x3)


IMMOBILIZE and Damage Trap (x3)


Bush (x3)


Log (x3)


Tree (x3)





Maps:

M1b
D1b
A4a
L3a

☐# 60 B-15 Alchemy Lab

Links: Gloomhaven

Requirements: "Finding the Cure" personal quest

Goal: Loot all treasure tiles, then all characters must escape through the entrance


Ooze


Giant Viper


Hound


Rending Drake


Spitting Drake


Treasure Tile (x4)


IMMOBILIZE and MUDDLE Trap (x2)


Nest (x1)


Bookcase (x4)

Maps:

12b
G2b
B1a
B2a
B3a
B4a

Introduction:

You arrive at the University with a fire in your belly, ready to take down that double-crossing Quatryl and get back the cure you've worked so hard to find. As you approach the alchemy department, however, you are troubled by the strong smell of smoke. You run forward and find the entire building in flames.

Scanning the gathering crowd, you see the Quatryl run out of the building in a panic. She glances toward you, and her expression turns to one of surprise and terror.

"As if this day couldn't get any worse," she laments as you grab hold of her collar. "I know, I know. I sent you to get killed by wild animals in the forest. Yes, of course you're upset. I don't blame you, but if you want the cure, time is running out."

She points a raised hand toward the flaming door. "I was running some experiments, feeding the plant to some test subjects, when one of the oozes suddenly combusted, causing the lovely bonfire you now see. If you want the plant, it's in there—inside the cages with my test subjects."

An explosion shakes the earth and a gout of flame emerges from the doorway. Without a thought, you drop the Quatryl and head into the burning building. All your work will not be for nothing!

Special Rules:

At the beginning of the seventh round and every round thereafter, all figures suffer 2 damage as a scenario effect. At the end of the twelfth round, if the scenario has not been completed, it is lost.

After all treasure tiles have been looted, all characters must return to an entrance hex to complete the scenario. If any character becomes exhausted before all treasure tiles are looted or while not occupying an entrance hex, the scenario is lost.

Conclusion:

You race out of the building, dodging a rain of burning debris. You barely make it through the door and clear of the structure before the whole thing collapses into a flaming mountain of rubble.

You cough violently, and scan the crowd once more. The Quatryl is nowhere to be found. You had no time to restrain her and now she is no doubt long gone, most likely fleeing the city.

It matters not. However arduous and harried the journey was, the end result is that you now have the cure necessary to save your village. It is time to leave Gloomhaven and return home.

Before leaving, though, you give some of the cure to the alchemists of the University. You hope that it can do some good in Gloomhaven as well.

Rewards:

"Finding the Cure" quest complete
Open envelope X
+1 prosperity

☐ # 61 n-11 Fading Lighthouse

Links: Pit of Souls – #62

Requirements: "The Fall of Man" personal quest
Goal: Loot all treasure tiles

Introduction:

You knew it would be in the Lingering Swamp—you have a sense about these things. You didn't know what you were looking for, though, until you saw it—a lighthouse on a distant shore, calling to you with its beam.

You had looked away for a second to get the attention of a companion, and when you then turned back to point, the lighthouse was gone. Most people would have written off the experience, claiming they were seeing things, but you knew it was a sign. You knew you would find the lighthouse again and, with it, the answers you seek.

It took a bit of coordination, but now here you stand on the southern cliffs overlooking the Misty Sea. Before you, an antiquated lighthouse fades in and out of sight, somehow caught between two planes of existence.

The building was clearly made by those who came before. You enter it without hesitation, knowing that this place's unique condition is the key to your search. You need to find some documentation of what happened here—journals, notes, letters, any clues you can uncover.

Special Rules:

The monsters in the scenario are split into two groups. Oozes and Giant Vipers constitute "Group 1." Flame Demons and Frost Demons constitute "Group 2."

During all odd rounds, starting with the first, only Group 1 monsters activate and can be affected by abilities. During these rounds, Group 2 monsters do not activate and are unaffected by all abilities. All figures can move through hexes containing Group 2 monsters, but cannot end their movement in those hexes.

During even rounds, the exact opposite is the case. Group 2 monsters act normally, while Group 1 monsters do not activate and are unaffected by all abilities.

The treasure tiles can only be looted using a Loot action. They cannot be looted by normal end-of-turn looting.



You reach the top of the lighthouse with a stack of old journals under your arm. Scanning the floor, you see one more book lying precariously close to a Flame Demon. You also notice, however, the light source in the center of the room, slowly rotating and pulsing with an odd energy. You study it for a second, realizing that it seems to be rotating at the same frequency that the building is oscillating between planes. Perhaps if you could stop the rotation, you could ground the lighthouse in your own plane.

Conclusion:

You grab the last book and then reach up and smash the beam. In a bright flash, all the monsters are sucked into another plane and the lighthouse falls silent, no longer fading in and out. You gather all the books and head back down to the ground floor to study them.

They are mostly useless, but one of the books is exactly what you are looking for: a journal of a young girl who was in the lighthouse when it was changed.

The text is old and the pages crumble, but you are able to make out some of the details. The girl, Eva, and many others fled from their city of Eastport when a horde of demons invaded.

She expresses some confusion over exactly where the demons came from, but the details of the many horrors she witnessed are very clear. Many of her friends were torn apart or eaten alive.

One of the head researchers of Eastport's academy gathered all the survivors he could find and fled the city, hoping to hide out in this lighthouse. When it was clear that the demons had followed them and they had nowhere else to run, the researcher sent them all down to the hidden basement and attempted to perform an inter-planar ritual to save them.

You close the journal. He wanted to escape the demons by transporting the entire lighthouse to another plane, but it is evident that, one way or another, the ritual went horribly wrong.

The only thing left to do is investigate this hidden basement. (62)

New Location:

Pit of Souls (62) (O-11)



Maps:

M1a
A1a
D1a
A3b
C1a


Ooze


Giant Viper


Frost Demon


Flame Demon

Treasure Tile (x4)


STUN and Damage Trap (x2)


Nest (x1)


Stone Pillar (x5)


Stairs (x4)

Wall Section (x2)

#62 0-11 Pit of Souls

Links: Fading Lighthouse – #61

Requirements: "The Fall of Man" personal quest

Goal: Kill the Hungry Soul

Introduction:

It takes some searching, but after moving aside a large, overturned bookcase, you find a wooden hatch leading down into the dark. As you descend the rickety wooden ladder, a deep sense of foreboding envelops you.

You shouldn't be down here, but your curiosity presses you forward. You light a torch and investigate. As you begin to move through the room, you hear faint whispers coming from the shadows. Something crunches under your foot, and you look down at a mangled skeleton. The bones are covered in teeth marks and are scattered in an odd pattern across the floor.

Suddenly, a piercing screech echoes through the basement. The spirits are angry and restless here. You see the bones begin to rattle and stand up.

With whatever horrible fate that befell the people here, their souls have been unable to move on. You must put them to rest.

Special Rules:

At the beginning of every round, one Living Bones spawns at both (a) and (b). These Living Bones are normal for two characters, (a) is elite and (b) is normal for three characters, or both spawns are elite for four characters.

When ten Living Bones have been killed, read (1).

1

As you destroy more and more of the shambling skeletons, you begin to see the faint shimmer of their souls drift toward the back of the room, where they coalesce and infuse a large pile of bones. With enough skeleton broken and crushed, the glowing bone pile begins to vibrate and move.

"You should not have come here! I continue to feast on my victims even in death, but their spirits have grown stale. You wish to disturb us here? Free my prisoners from their phantasmal chains? Now those chains will bind you instead!"

Out of the pile of bones, a form begins to take shape. It is a massive collection of skulls, ribs, femurs, and others bones, which create a fearsome, six-armed beast of malice.

Special Rules:

Spawn one elite Living Bones at (c). This is the Hungry Soul. The Hungry Soul has (HxC)/2 hit points (rounded up), where H is an elite Living Bones' regular hit point value. It also has an additional Shield 5 above its regular shield and adds +2 Attack to all its attacks.

Living Bones will continue to spawn as per the previous special rules. For every Living Bones present on the map other than the Hungry Soul, the Hungry Soul reduces its Shield by 1, to a minimum of 0.

Conclusion:

With one final blow, the mass of remains blasts apart and a great burst of light shoots through the room, returning the remaining enemies to inanimate bone.

"Thank you travelers." A disembodied voice echoes through your head. "I tried to save these people, but instead damned them to eternal torment. You have now freed us, and we are forever grateful."

You call out to the voice, desperate to know what happened in Eastport, why the demons attacked, and where they came from.


Living Bones


Living Spirit


Treasure Tile (x1)


Damage Trap (x5)


Rubble (x6)

Maps:

M1a
B2b

"We brought this upon ourselves. In our studies, we tried to travel beyond this world, but in the end, we only managed to open a rift to a hellish nightmare. The demons came through and overwhelmed us like a rising tide.

"And even in that folly, I learned nothing. I brought these people here and again unleashed powers I did not fully understand. I am so ashamed."

The voice fades from your mind. You call out to it, but there is no response. At least you have found the answers you sought, though your heart is no lighter for it.

Rewards:

"The Fall of Man" quest complete
Open envelope
10 experience each



☐# 63 M-1 Magma Pit

Links: None

Requirements: None

Goal: Kill all enemies

Introduction:

An active volcano would certainly not be your top choice for places to look for riches, but the information you found seems to indicate there is a hidden cache of treasure at the peak of Mount Ash, high in the Watcher Mountains. Curious about what may be found in such an inhospitable place, you prepare for a difficult journey.

After a day of trekking through the foothills, you begin your ascent of the formidable volcano, praying with every step that this massive pot of boiling lava doesn't happen to start pouring out its contents while you are at the mouth of the spigot.

The climb is thankfully short, however, due to many areas of shallow, rocky terrain. You reach the peak, hoping you'll be able to find the cache easily, but instead you are surprised to find a primitive group of Inox consorting with Flame Demons. They notice your presence as you crest the ridge. Amidst the heat and ash, you prepare for their attack.



Maps:

K1b
12a
D2b

Special Rules:

All characters start with WOUND as a scenario effect.

Conclusion:

The last of the Inox shrieks and collapses at your feet. Though less armored than most Inox, this particular group made up for it with an almost otherworldly ferocity. And fighting alongside demons? The thought is truly troubling. It seems the influence of these demons is growing, and you are grateful that you have at least managed to push them back in some small way.

And the treasure is nice as well, of course. You stow it in your packs and begin to make the long journey back home.

Reward:

15 gold each



Vermling Scout



Inox Guard



Inox Archer



Flame Demon



Treasure Tile (x1)



Hot Coals (x11)

☐# 64 K-16 Underwater Lagoon

Links: Gloomhaven

Requirements: Water-Breathing (Global) COMPLETE

Goal: Kill all enemies

Introduction:

"Looks to be off the coast of the Chained Isle," the ship captain says as he studies the map you found. "I won't be mooring anywhere near that wretched place, but I'll get you close enough for you to go explore this underwater cave of yours with a dinghy and a bit of swimming."

It seems like a solid enough deal, so you shake hands and head out into the open water on the captain's trade vessel. Not too far out to sea, a large mass of land appears on the horizon. After another hour, the captain drops the sails and the ship stalls in the water.

"Close enough, I'd say," the captain says. "Crew's starting to get shifty. We've approached from the west side, so you should be able to find your landmarks when you get near the shore. We'll be waiting for you here when you return. Though if the spirits take you, we won't be waiting too long."

You board the dinghy and begin rowing toward the island. Luckily, it doesn't take too much time to find the triangle of rocky outcroppings along the coast detailed by your map. Rowing to their center, you ingest the horribly constricting breathing spheres and dive down beneath the waves.

After getting your bearings, you manage to see a conspicuous tunnel and swim down through it until it turns upward and you emerge from the water into a beautiful earthen cave full of colorful, crystalline plant life. In the distance, you see a pool of water that radiates a vibrant shade of blue.

Unfortunately, you also see the more hostile forms of life that inhabit the cavern. Oozes stir at your presence and advance toward you, hungry for an easy meal.

Conclusion:

Finally, a peace falls over the cavern and you take a moment to savor the calm. You'd love to spend hours here, so far removed from the rigors and annoyances of everyday life. But the captain said he wouldn't wait long, and getting stranded here would certainly not be ideal.

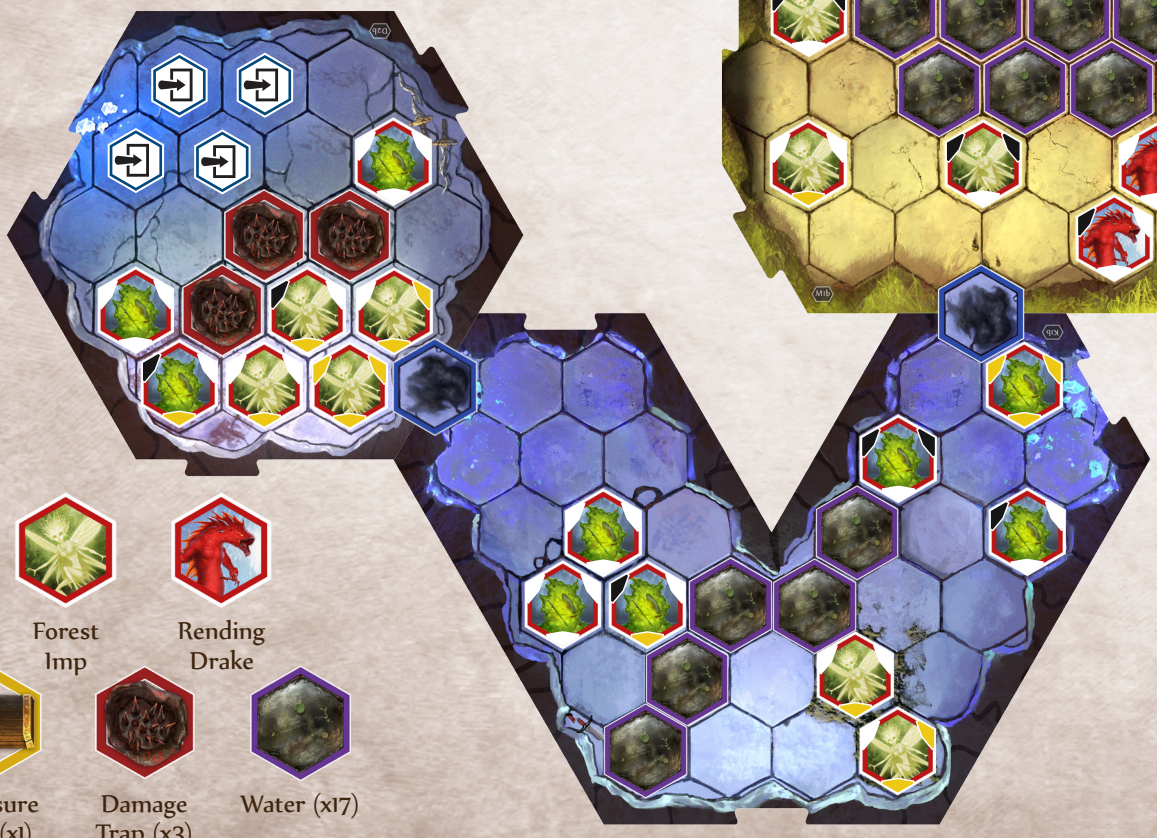
You take one last moment to breathe it all in, then head back through the cave and jump into the underwater tunnel. Luckily the merchant ship is still right where you left it, so you row over to its side and get hoisted back on board. The captain casts a suspicious eye toward you, as if perhaps you might be possessed by whatever spirits he's afraid of, but somehow you pass muster and the ship sails back to Gloomhaven.

Reward:

10 experience each

Maps:

D2b
K1b
M1b





Ooze

Forest Imp

Rending Drake



Treasure Tile (x1)

Damage Trap (x3)

Water (x17)

☐# 65 L-5 Sulfur Mine

Links: None

Requirements: None

Goal: Kill all enemies and loot all treasure tiles

Introduction:

It's not necessarily the Sulfur Mine's location that's a secret—its stench is easily noticeable from a mile away. However, the map you found also makes particular mention of a powerful artifact from a dead civilization—some sort of steam-powered drill that could have many uses if put in the right hands.

As you get closer, the rotten smell only grows stronger until you can barely breathe. You're

Maps:

H1a
H2a
B1a
B2a
B3a
B4a
12b



Vermling Scout | Hound | Inox Shaman | Treasure Tile (x5) | Damage Trap (x2)

Barrel (x2) | Boulder (x6) | Cabinet (x2) | Shelf (x2)

already wondering whether this trip is worth it even before you notice distinct signs of a Vermling nest and hear a deep howling coming out from the mouth of the mine.

With Vermlings running about, you doubt any sort of intricate contraption has been left intact, but you hold your breath and step into the tunnel nonetheless. Perhaps some information about the drill can be salvaged from this unfortunate situation.

Special Rules:

Add four CURSE cards to each character's attack modifier deck as a scenario effect.

Conclusion:

You don't even bother reading all the scraps of paper you find lying around the mine. You simply stuff them into your pack as you kill all the creatures that stand in your way.

Only once outside, when you are again able to breathe freely, do you attempt to piece together the various fragments of some sort of schematic. There are many intricate formulas on the papers, written in some archaic language.

Hopefully with enough study and the right tools, you'll be able to recreate this fabled drill.

Global Achievement:

Ancient Technology

Reward:

"Ancient Drill" design (Item 112)

66 G-14 Clockwork Cove

Links: Gloomhaven

Requirements: None

Goal: Occupy pressure plate (e)

Guest design by: Mathew G. Somers

Introduction:

The writings you discovered claim there is some sort of ancient machinery to be found along the coast north of Gloomhaven. Indications show that the place used to manufacture something in an era long past. Who knows what valuable technology there is to find buried in the ruins?

You charter a small ship and head out. Sailing along the coast, you eventually find the small inlet indicated on the map. Dropping anchor, you head to the rocky shore where you see an opening in the cliff face. Not knowing what to expect, you step inside.

Special Rules:

Door (1) is locked and opens when any character occupies pressure plate (a) at the end of their turn.

1

After traversing the entryway, you open a heavy metal door, unleashing a cacophony of whirling gears and moving machinery. The entirety of the ancient cavern is part of some huge, intricate mechanical system that is still alive and operating deep beneath the earth.

Unfortunately, its guardians are still alive as well, and it will take more than brute force to navigate through all this chaos.

Special Rules:

Doors (1), (f), (g), and (h) are locked and will only remain open as long as any character occupies the corresponding pressure plate. If any character moves off a pressure plate, the corresponding doors close unless another pressure plate corresponding to the same door is also occupied. If any figure occupies a door when it closes, it suffers trap damage and moves to the nearest unoccupied hex.

Pressure plate (a) corresponds to door (1). Pressure plate (b) corresponds to doors (1) and (f). Pressure plate (c) corresponds to doors (f) and (g). Pressure plate (d) corresponds to doors (g) and (h).

Doors (i) and (j) are also locked and open permanently when any character occupies pressure plate (d) at the end of their turn. The scenario is complete when any character occupies pressure plate (e) at the end of their turn.

Conclusion:

With the last plate activated, a massive boom echoes throughout the chamber and the gears slowly grind to a halt. Luckily, this seems to sap the power of the guardians, as well, and what was once a raucous turmoil is now eerily quiet. The gears lay dormant and the machinery no longer whirs.

Global Achievement:

Ancient Technology


Maps:
J1b
C1a
D1a
D2a
C2b
A1a
A2a
36
16
Ooze
Ancient Artillery
Living Spirit
Stone Golem
Treasure Tile (x2)
Damage Trap (x4)
Water (x11)
Pressure Plate (x5)

67 K-2 Arcane Library

Links: None

Requirements: None

Goal: Kill the Arcane Golem

Guest design by: Rob Daviau

Introduction:

It looks like the old writings you found of the mad mystic Morsbane were true. His ramblings spoke of some great treasure he locked away that would only grow more powerful and valuable with time. The evil bastard is long dead by now, but, following the writings, you find the ruins of his once-great tower.

Now, it is little more than rubble. Whatever treasures lay inside are either gone or were buried deep, but you are not so easily deterred. At the base of the hill, you see an overgrown stone door. Unfortunately, it is guarded by many menacing forest creatures.

1

The door nearly falls off its rusted hinges as you push against it, allowing you to make your way into a water-logged tunnel beneath the tower. Scanning the room, you immediately see words scratched deeply into the stone wall: "I am a monster. I am evil. I am soulless."

Special Rules:

Door 2 is locked and will only remain open as long as at least one character occupies a pressure plate a. If any figure occupies the door when it closes, it suffers trap damage and moves to the nearest unoccupied hex.

2

The door swings open to reveal a pristine library with a massive stone golem at its center. Surprisingly, the golem speaks in a gravelly, hard voice. "No! Why have you come here? I have destroyed all there was to take. Why do you force me to kill?"



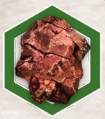
Forest Imp

Cave Bear

Stone Golem



Treasure Tile (x1)



Boulder (x3)



STUN and Damage Trap (x6)



Water (x11)



Tree (x2)



Bookcase (x4)

Special Rules:

The elite Stone Golem is one level higher than the scenario level, up to a maximum of 7, and it has HxC hit points, where H is an elite Stone Golem's regular hit point value. This is the Arcane Golem. It cannot enter or pass through door 2.

Conclusion:

The glyphs on the golem's limbs begin to fade and chunks of stone fall from its frame as it utters two more words: "Thank you."

Rummaging through the library, you find a journal detailing how the golem was given intelligence and the capacity to learn. What it learned, however, was that it was a soulless monster, and that it could not connect with anything else since it was commanded to never leave and to kill all intruders. You also find a glowing power core inside the golem's body.

Global Achievement:

Ancient Technology

Reward:

"Power Core" (Item 132)







Maps:

L3a
G1b
A2a
M1a

68 n-8 Toxic Moor

Links: None

Requirements: None

Goal: Kill all enemies and protect the tree (a)

Guest design by: Mathew G. Somers

Introduction:

After finding evidence of a great, vibrant tree that rests in the heart of the Lingering Swamp and learning that it has unique healing properties, you head to the south to see the thing for yourself.

When you locate it, however, the scene is not at all what you expected. Amidst poisonous waters, the giant tree stands ablaze. A number of drakes and other dark creatures scurry around it.

"It's a mating ritual," an old Inox woman says as she approaches you in a panic. "I've seen it up north. The drakes burn down trees as a show of their strength, but...but that tree is sacred. Please, you must do something! If the tree dies, my village will have no way to sustain itself."

Special Rules:

All characters start with POISON as a scenario effect. Any time any character or character summon with POISON enters a water hex, they suffer trap damage. If any character summon has POISON, it treats water hexes like traps.

Set up the tree (a) at the beginning of the scenario. It has 17 hit points and suffers 2 damage at the end of every round, even before its room is revealed. After its room is revealed, if there are no Rending Drakes on the M tile at the end of a round, it does not suffer damage. It can be healed like any normal ally once it is revealed, but the tree cannot be affected by any other abilities. If the tree is destroyed, the scenario is lost.

Conclusion:

With the final creature destroyed, you are finally able to turn your attention to the tree and put out the blaze. It is heavily charred, but it should survive.

"I cannot thank you enough for what you have done, strangers," the old Inox says. "I don't know why you showed up when you did, but I believe it was the work of the spirits. You are a miracle!"

The woman scratches her head. "I cannot fathom what would cause drakes to travel so far south, though. Perhaps there is something working against the spirits as well."

She hands you a couple of potions. "In any case, please take these as a token of my thanks. My tribe extracts the healing powers of the tree to make them. I hope they are of some use to you."

Reward:

2 "Major Healing Potions" (Item 027)

Maps:

C2a
G1a
B1b
M1b



Rending Drake

Black Imp

Giant Viper

Living Corpse

Treasure Tile (x1)

Water (x20)

Tree (x1)

69 F-8 Well of the Unfortunate

Links: None

Requirements: None

Goal: Bring the doll to the well (a)

Guest design by: Mathew G. Somers

Introduction:

You have found some writings which document the existence of an old well in the plains northwest of Gloomhaven. According to a legend, if you drop something of value into the well, it will grant any wish. Intrigued, you go in search of it. A short distance from the well's supposed location, you run across a finely dressed middle-aged man crouched down and weeping into his hands.

"There is no hope left. My daughter is dying, and no medic can help her, no matter what money I throw at them. I went searching for anything that could possibly save her, and my last hope was to throw this doll of hers down the well and wish for a miracle."

The man sobs violently, then continues. "But the whole shrine is overrun by Vermlings. There's no way to get to the well. She's doomed!" You sigh and grab the doll. For a price, you'll get the doll to the well.

Special Rules:

At the beginning of the scenario, choose one character to hold the doll, signified by placing a treasure tile on that character's mat. The doll can be passed to another character, but only if another character performs a Loot action within loot range of the character holding the doll. If the character holding the doll becomes exhausted, place the treasure tile in the hex they occupied. The scenario is complete when the doll is brought to a hex adjacent to the well (a).

Door (1) is locked and opens when any character occupies pressure plate (b) at the end of their turn.

(1)

Special Rules:

Spawn two normal Vermling Scouts and one normal Vermling Shaman for two characters, two elite scouts and one normal shaman for three characters, or two elite scouts and one elite shaman for four characters at (c). Additionally, place two damage traps at (d). If any non-flying figure is in one of the hexes, it immediately springs the trap.

Conclusion:

You cast the doll into the well and return to the man, who thanks you with coin. A few days later, you hear that the daughter succumbed to her disease and you are glad you didn't throw anything of value down the well yourself. Some legends can't be trusted.

Reward:

15 gold each

Maps:

L3a
B1b
J1a
D2a





☐ #70 1-17 Chained Isle

Links: Gloomhaven

Requirements: None

Goal: Kill all demons

Introduction:

The Chained Isle is well-known to any sailor, and they all avoid it like death. It is said that any ship that gets too close to the island is attacked by angry spirits, pulled onto the sharp rocks off its coast and never heard from again.

Miraculously enough, you believe you've found an account of the origin of the spirits. It is the journal of a man from a long-dead civilization that experienced some sort of calamity. A group of these people fled to the sea, but were chased by the demons they were running from. Their ship ran aground on the Chained Isle, the people were slaughtered, and their souls were eternally tortured by their pursuers.

The writer of the journal apparently hid in the boat and then escaped the island on a makeshift raft, but not before witnessing firsthand the horrors that had driven these spirits to madness.

The journal even details the location of a cave on the island where the demons gather. If you could find the cave and destroy the demons, you might be able to put these souls to rest.

It is incredibly difficult finding a ship that will go near the Chained Isle, but after explaining your intention to rid the island of its spirits, one captain finally agrees. He anchors a safe distance away from the shore and sends you off in a rowboat. You land on the beach without incident and then carefully make your way toward the cave. As you get close, you see that the entrance is teeming with demons, and your only option is to fight.

Maps:

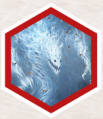
- L3a
- L1b
- A3a
- D2b
- A2b
- E1b







Night Demon



Wind Demon



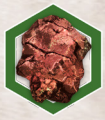
Living Spirit



Treasure Tile (x1)



Damage Trap (x5)



Boulder (x5)



Tree (x3)



Thorns (x4)



Log (x3)

Special Rules:

Normal Living Spirits spawn at the end of every round. For two characters, a Living Spirit spawns at (a) every odd round and at (b) every even round. For three characters, a Living Spirit spawns at (a) every odd round and at both (a) and (b) every even round. For four characters, a Living Spirit spawns at both (a) and (b) every round.

Living Spirits cannot be damaged in any way but are still vulnerable to conditions and other attack effects. Every time a demon dies, players may remove any one Living Spirit from the map.

1

You reach the back of the cave, desperately trying to stay ahead of the converging swarm of spirits behind you. Ahead of you, more powerful demons await your approach.

"There is no hope for you, fools!" The monstrous demon of violent currents speaks through a howling wind. "Our army of slaves is innumerable. They will consume your flesh and add you to their ranks."

Conclusion:

The last of the demons is destroyed, and an unearthly howling echoes throughout the room as the spirits around you slowly fade from view. You stay on guard, but the wind and anger subsides, and the cave grows peaceful. You can no longer feel the overwhelming sense of dread that hung over you since you first stepped foot on the island.

You emerge from the cave to bright rays of sun shining through the tree branches and the chirping of birds. When you return to the ship, the captain looks incredulous that you are still alive, much less that you claim to have dispelled the spirits. It may take a while for the city to accept that the island is now safe, but you are certain that, with time, your deeds will improve trade.

Reward:

+2 prosperity

☐ #71 K-5 Windswept Highlands

Links: None

Requirements: None

Goal: Loot all treasure tiles, then all characters must escape through the exit (a)

Guest design by: Mathew G. Somers

Introduction:

You have found what looks like some long-forgotten alchemist's log book. Most of it is faded gibberish, but you are able to make out one section about the brewing of potions. The alchemist claims his work is such high quality because of the addition of "jerry root."

You have never heard of the plant, but you find an accompanying map that leads you to the highlands where it grows. If you can harvest some of this root, you may be able to make a profit off it in Gloomhaven. It won't be easy, though. Strong winds blow across the plateaus and a number of dangerous creatures have made a home of the place.

Special Rules:

Strong winds will force characters and character summons to move one hex in a different direction at the end of every round as a scenario effect. Starting with to the left in the first round, winds force movement in the order of left, up, right, down, and then back to left. When forced to move left or right, players may choose either of the two available hexes to move into. This movement is resolved in initiative order.

The Spitting Drakes on the map are asleep and do not act until they are woken up. This happens either when any character or character summon attacks, damages, places any negative condition on, or ends any movement (including the forced movement at the end of the round) adjacent to the drake. While a drake is asleep, character summons will not attack them unless directly controlled by a character. When a drake awakes, follow the rules as if it has just been spawned.

Doors (b), (c), and (d) are locked. Door (b) opens when the first treasure tile is looted, door (c) opens when the second treasure tile is looted, and door (d) opens when the third treasure tile is looted.

Escape occurs when all characters are either standing on an exit (a) or have become exhausted while standing on an exit (a). If any character becomes exhausted while not occupying an exit (a), the scenario is lost.

Conclusion:

You grab what jerry root you can, and then carefully climb back down the mountain before the rest of those drakes wake up. You just hope all the pain and trouble was worth it.

You return to Gloomhaven and head to the Mixed District in search of someone who may be interested in the roots. Luckily, you find a tinkerer willing to brew you some potent power potions in exchange for the plants and the recipe you discovered.

Reward:

2 "Major Power Potions" (Item 041)

#71: Windswept Highlands



Maps:

G2a
H2b
A2b
A4a
L3a
A3a
B1b
C2a

Spitting Drake

Wind Demon

Sun Demon

Treasure Tile (x3)

Damage Trap (x5)

Bush (x2)

Tree (x1)

☐ # 72 H-12 Oozing Grove

Links: None

Requirements: None

Goal: Destroy all trees and kill all Oozes

Guest design by: Mathew G. Somers

Introduction:

"Do come in." The wealthy Councilman Greymare ushers you into his office, then sits at his desk. "Dominic tells me he's writing a book about the corruption of the military and needs my support to keep him from ending up in chains beneath the Ghost Fortress. It is a heavy request, but you may be in luck, because I have an equally heavy request that you are perfectly equipped to handle.

"Until recently, I had an estate out in the Corpsewood that was harvesting fruits and vegetables. Good farmland is at a premium here, and I figured if the estate were hidden away and guarded, it should have been able to sustain itself. Unfortunately, I haven't heard from my stewards in over a week. I sent some men to investigate, but they haven't returned, either."

Greymare sighs. "I need someone capable to head out there and find out what's going on. It would also be nice if you could neutralize the situation so I can get my farmland back. Do that, and I'll support your little book."

You agree and head off into the Corpsewood to locate Greymare's estate. Expecting Vermlings and the like, you are a little taken aback by the scene you find upon your arrival. The farmhouse is covered in a thick, slimy mold and you find numerous skeletons, completely picked clean, around the property. It is as if this place has been abandoned for years, not days.

Following the trail of dense mold, you come upon a grove of fruit trees. Here, the slime is thicker, and when you prod it with your weapon, it ripples and reacts. Suddenly, the grove is alive with movement and hostility.

Special Rules:

At the end of every round, a tree summons one Ooze in the order of tree (a), tree (b), tree (c), and back to tree (a). This Ooze is normal for two characters, normal every odd round and elite every even round for three characters, or elite for four characters. If any tree has been destroyed, no Ooze is summoned on the round in which the destroyed tree would summon an Ooze.

Each tree has Cx(3+L) hit points.

Conclusion:

The green mold covering the ground ripples and convulses as the final tree crashes to the earth. Maybe it's your imagination, but you can almost hear it screaming.

Then all the slime turns brown and becomes still. You are not sure this land will every grow crops again, but you neutralized the threat. Hopefully that is enough for Greymare to hold up his end of the bargain.

Rewards:

+1 reputation
+1 prosperity



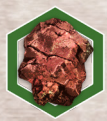
Maps:

M1b
L3a
L1b


Ooze


Forest Imp


Giant Viper


Boulder (x6)


Bush (x6)


Log (x3)


Tree (x3)

#73 n-5 Rockslide Ridge

Links: None

Requirements: None

Goal: Kill all enemies and loot all treasure tiles

Guest design by: Mathew G. Somers

Introduction:

As you climb this area of the Watcher Mountains, you begin to realize why no one ever tried to get back the Codex. If you were an Inox trying to protect your tribe, this seems like a pretty ideal place to set up camp.

Constant tremors in the earth cause frequent rock slides along the mountain face, making the climb incredibly difficult. The Inox must have another way up, but without any knowledge of the area, you decide that the only way is the hard way. You ready your weapons as you hear the rumble of falling boulders.

Special Rules:

The boulders at (a) and (b) are rolling down the mountain toward the left side of the map. At the end of every round, both boulders in each row will move one, two, or three hexes to the left. The players choose the number of hexes moved, but both boulders in each row must move the same number of hexes and each row of boulders must move a different number of hexes.

These boulders are not affected by any ability or overlay tile. The boulders destroy any obstacle in their way, but do not affect traps. If any boulder moves onto a hex occupied by any figure, that figure takes trap damage. If the boulder stops in any figure's hex, that figure is forced to move one hex to the left.

When any boulder reaches the leftmost hex of its row, it is immediately placed at (b) in its row and continues any movement it has to the left.

The dark pit obstacles cannot be destroyed.

(1)

You enter the mouth of the cave and come face-to-face with an angry Inox shaman.

"Get back, city rats! This land is ours and will not be defiled! Run back down the mountain or feel our wrath!"

You smile wryly at the Inox. You didn't climb all the way up here just to go home empty-handed.

Special Rules:

The Inox on tile E cannot enter or pass through door (1).

Conclusion:

With the Inox dead, you take stock of what you found in the cave. It is mostly earthen pots full of ash and bits of bone, but among their belongings, you do find a large tome. It is hacked up and falling apart, but most of the pages are still readable. You carefully stow it in your pack and head back to Gloomhaven.

"You are my heroes!" Dominic says when you return with the Codex. "This is everything I could have ever hoped for. I mean, sure, it could be in better shape, but no matter. I will begin studying it immediately."

Reward:

+1 reputation

Maps:

L3a
M1b
E1b





#74 1-14 Merchant Ship

Links: Gloomhaven

Requirements: High Sea Escort (Party) COMPLETE

Goal: Kill all enemies and keep the ship afloat

Guest design by: Mathew G. Somers

Introduction:

"Every ship I send out gets attacked and robbed," Gavin whispers to you from across the table. "There must be someone on my crew telling the pirates where to find us."

He sighs. "I'd like to hire you to stow away on one of my ships, wait for the bandits to board, and then get rid of them once and for all. Simple enough?"

The task does seem simple until you are sitting in the hold of a ship and a cannon blast suddenly tears a hole in the side of the hull, knocking you off your feet. Before you know it, the ship is taking on massive amounts of water and pirates are swarming the deck.

Special Rules:

Remove water tiles (a) for three characters. At the end of every even round for two characters or every round for three or four characters, one water tile is added to the B tile adjacent to any existing water tile. If a water tile cannot be placed because the B tile is full, the scenario is lost. Characters may pick up any water tile through normal looting and then get rid of it by ending their turn in one of the hexes (e). Each character can only hold one water tile at a time.

Doors (1) and (2) are locked. Door (1) opens at the end of the third round and door (2) opens at the end of the sixth round.

1

There's another crash and you hear an awful grinding of wood. Another hole emerges in the opposite side of the hull and more pirates stream through.

Special Rules:

One normal Deep Terror spawns at (a) for two characters, one elite Deep Terror spawns at (a) for three characters, or two normal Deep Terrors spawn at (b) for four characters.

2

Special Rules:

Two normal Deep Terrors spawn at (c) for two or three characters, or two elite Deep Terrors spawn at (c) for four characters.

Conclusion:

You keep the ship afloat long enough to transfer the cargo and crew over to the pirate ship, whose former crew is now all dead. You don't know who was informing the pirates, but this battle will make anyone think twice about attacking a merchant ship.

When you return, Gavin is quite pleased, confident that he will be able to continue his business across the sea.

Rewards:

10 gold each
+2 prosperity

Maps:

B1a
G2b
I1a
I2b




Bandit Guard


Bandit Archer


Lurker


Deep Terror


Treasure Tile (x1)


Barrel (x3)


Table (x2)


Water (x14)

☐ # 75 G-12 Overgrown Graveyard

Links: None

Requirements: Grave Job (Party) COMPLETE

Goal: Dig up all graves and kill the Bloated Regent

Introduction:

"So, a contact of mine has been telling me about this old graveyard in the Corpsewood just packed to the gills with all sorts of valuables," Nick explains. "Problem is that it's packed to the gills with undead, too. With your skills, though, I figure we could ransack the place and make off with a nice, hefty profit. What do you think?"

After negotiating your cut, you find yourself standing on the outskirts of the ancient burial ground, thinking that perhaps this wasn't the best idea. A sense of foreboding washes over you as you survey the moss-covered graves and shambling shadows in the distance.

Special Rules:

Each grave, (a) and (b), may be dug up by any character by spending 1+C movement while adjacent to it. The total movement does not have to be spent all at once, and damage tokens may be used to track the progress of the digging. Once any grave has been fully dug up, one normal Living Corpse will spawn in the nearest empty hex. For two characters, this Living Corpse is normal for all graves. For three characters, this Living Corpse is normal for (a) graves and elite for (b) graves. For four characters, this Living Corpse is elite for all graves.

(1)

You find a large, ornate sarcophagus at the back of the graveyard, and the screeching of spirits assaults your ears. "Do not disturb the treasures of the regent! They are not for peasant hands!"

Special Rules:

The grave (c) can be dug up like any other grave, and it will spawn one elite Living Corpse. This Living Corpse is the Bloated Regent and has (HxC)/2 hit points (rounded up), where H is an elite Living Corpse's regular hit point value.

Conclusion:

"Well done, indeed," Nick marvels when you emerge from the graveyard with the stolen valuables. "It'll take me ages to find buyers for all this old crap, but, trust me, there are plenty of people who just go crazy for this kind of stuff."

He methodically goes through everything you have and then counts out a large sum of money into a hefty coin purse.

"Given what I expect to unload all this for, here's your agreed upon cut. Pleasure doing business with you!"

Reward:

60 gold each



Maps:

G1a
L1b
L3a
B1b



#76 L-3 Harrower Hive

Links: None

Requirements: Bravery

Goal: Reveal all rooms and kill all enemies

Guest design by: Mathew G. Somers

Introduction:

"So, you think you've got what it takes to make it in this work? You think you're skilled enough to live a long, fruitful life and not have your time in this world cut short by some lucky Vermling's blade?"

An old man with scars crisscrossing his face stares at you with his one good eye. You've never seen him before he sat down in front of you at the Sleeping Lion, but you confidently answer his question nonetheless.

"Ha-ha-ha, well, you've got the stones at least," he laughs. "That's something, but it's far from everything.

"Word's come straight from the Capital that there's a group of Harrowers slaughtering people on the East Road. We don't know why, but we think we've located their hive someways south at the edge of the Watcher Mountains. Trouble is, though, we can't find anyone brave or stupid enough to go in there after them.

"What do you say? Are you up for the challenge? You could come back a hero, or you could just get you face sucked off by the bug men."

Maps:

B1b
E1b
H2a
G2a
B4b
A2b
A3a



Giant Viper | Living Bones | Night Demon | Harrower Infester | Treasure Tile (x1) | STUN Trap (x6) | Stalagmites (x3) | Rock Column (x3)

Not one to back down from a challenge, you make your way to the Watcher Mountains, where the old man said there'd be a Harrower hive. You wander through the foothills for hours without finding any sort of evidence of it, and then you begin to hear a faint buzzing.

You approach the nearby cliff face and it grows louder. The Harrowers are in the rocks, and you are going to have to dig them out.

Special Rules:

Each character discards three ability cards at the start of the scenario as a scenario effect.

Each wall (a) can be destroyed through damage. Characters can target and attack the walls like any regular enemy, but character summons will not attack walls unless directly controlled by a character. Each wall has C+(L/2) hit points (rounded up).

Each map tile is considered a separate room, and when any wall is destroyed, the room or rooms on the other side are revealed and a corridor overlay tile is placed on top of the wall hex. Additionally, when any wall is destroyed, all enemies adjacent to it gain STUN.

Conclusion:

Night Demons and animated dead—this was certainly a foul congregation of Harrowers up to no good. When you return to Gloomhaven to meet up with the old man at the agreed upon location, though, he is nowhere to be found. Asking around at the Sleeping Lion, no one even seems to remember him ever being there.

After a few hours of searching, you begin to question whether you dreamed the whole thing. The Harrowers were real, that's certain. Perhaps the bastard just didn't want to pay you for the completed job and ran off. All that work for nothing. He had better not show his face around here again.

#77 B-17 Vault of Secrets

Links: Gloomhaven

Requirements: None

Goal: Loot all treasure tiles and kill all City Guards before the alarm is raised

Introduction:

You look down at the paper Dominic handed you. The Vigil is operating out of the estate of some powerful noble from the Capital named Deslin. The whole property is heavily guarded, but Dominic somehow discovered a secret tunnel into the vault underneath the Deslin estate, through the west wall of the New Market.

Under the cover of night, you search out the secret entrance and head into the tunnels. Dominic warns that the Vigil's security is more advanced than anything else in the city. If any alarm is sounded, all exits will close and you will be swarmed and killed by more guards than you can count.

Your only hope is to infiltrate the Vigil's vault in secret and make sure that any guard alerted to your presence does not get the chance to raise an alarm.

At the end of the tunnel, you prepare to open the door and silence all opposition on the way to the vault's secret libraries.

Special Rules:

City Guards do not act normally, but instead perform "Move 2" toward the closest pressure plate (a) to raise the alarm. After their movement, they will perform all other non-move abilities on their ability card as best as possible.

City Guards can open door (1) if they enter its hex, revealing the room beyond it. If any City Guard occupies a pressure plate (a), the scenario is lost.

1

"What in the—?" A guard moving barrels jumps up in surprise. "Intruders! Sound the alarm! Release the hounds! Power the golems! The Vigil will stand tall!"

Special Rules:

When the left treasure tile is looted, spawn one normal City Guard for two characters or one elite City Guard for three or four characters at (b).

When the right treasure tile is looted, spawn one normal City Guard for two or three characters or one elite City Guard for four characters at (c).

Conclusion:

Searching through the vault libraries, you find both the Codex and Dominic's book without too much trouble. You find many other strange texts among the shelves: "Golems and Constructs," "The Algox of the North." There is a lot of hidden knowledge here, but there is no time to sort through it all. More of the Vigil could come down the stairs at any moment and alert the entire estate to your presence.

#77: Vault of Secrets

You grab what you came for and run for the exit, stepping over the corpses of the guards who stood in your way. You are barely clear of the tunnels when you hear an alarm high above you on the other side of the market wall. Without hesitation, you continue your escape, getting as far away from the estate as possible. Then it's just a simple matter of returning the books to Dominic.

Reward:

5 experience each

Maps:

M1a
N1b
B2b
B3b




City Guard


City Archer


Stone Golem


Hound


Treasure Tile (x2)


STUN and Damage Trap (x3)


Barrel (x2)


Stone Pillar (x2)


Pressure Plate (x2)


Table (x2)


Bookcase (x4)

☐ # 78 B-14 Sacrifice Pit

Links: Gloomhaven

Requirements: None

Goal: Kill all enemies and stop the sacrifice

Guest design by: Timo Multamäki

Introduction:

Could this be the lair of the Ravens? Little is known about their motives except that their machinations cannot be good for the city. They have been blamed for multiple kidnappings within Gloomhaven and some even believe they are responsible for the local demon attacks.

Who knows if the city guard could handle whatever is beyond the threshold of this ramshackle building? It is best if you deal with these villains yourself.

You step inside the unassuming structure and see a set of stairs in the corner leading down. Doing your best to remain silent, you make your way into an expansive basement made of blood-spattered stone and littered with bones.

"You! You are not supposed to be here!" A group of guards appear on the far end of a long hallway. "You will not stop the sacrifice! The Ravens will feast on your corpse!"

1

You burst through the door at the end of the hallway and see a naked man in chains kneeling in the center of the room. Around him are many figures in dark robes.

"Get him up! Get him to the altar!" one of the figures yells as he moves towards the prisoner. "The rest of you deal with these intruders. Once our dark master feeds on the innocent blood, our unwelcome guests will be destroyed by his power!"

Special Rules:

The two Cultists (b) do not act normally but instead perform "Move+0" simultaneously to bring the victim (a), represented by a numbered token, to the altars (d) and sacrifice him. The Cultists will first move to a hex adjacent to the victim, then move to (c) or the nearest hex adjacent to the altar. After the cultists move, the victim, represented by a numbered token, will then move the same number of hexes to be adjacent to them, preferably to the left of the right Cultist and to the right of the left Cultist. If a Cultist starts its turn adjacent to the altars (d), and the victim is also adjacent to the altars, the victim is sacrificed and the scenario is lost.

The two Cultists (b), as well as the victim (a), are immune to forced movement, IMMOBILIZE, and STUN, and can also open doors.

Conclusion:

Once all the Ravens are dead, you smash the altar to pieces and free the man, covering him in one of the cult's black robes.

"Th-thank you so much," he sobs. "I was sure I was dead. They said I was lucky, that my blood was going to be what brought their Raven god back to life. I thought they were referring to some kind of bird, but they kept chanting about mandibles and a carapace."

Luckily, you won't have to find out exactly what the Ravens were trying to set free. Their corpses can join their god in permanent death.

Reward:

+3 reputation

Maps:

F1a
M1a
I1b





Bandit Guard

Bandit Archer

Cultist



Living Bones

Black Imp



Boulder (x2)

Altar (x2)

☐ # 79 K-12 Lost Temple

Links: None

Requirements: Fish's Aid (Party) COMPLETE

Goal: Kill the Betrayer

Guest design by: Jared Gillespie

Introduction:

Half expecting to find nothing when you arrive at the location pointed out on Fish's map, you are surprised to see the remains of a temple, half sunk in the mud, overgrown with weeds, and its stone carvings mostly washed away. You have no clue what the purpose of the temple could have possibly been, but even in its prime, it could not have been very grand.

"Untouched in centuries by the look of it," Fish says, searching through the weeds. "Aha!" He uncovers a pair of oddly-shaped holes and inserts the rods.

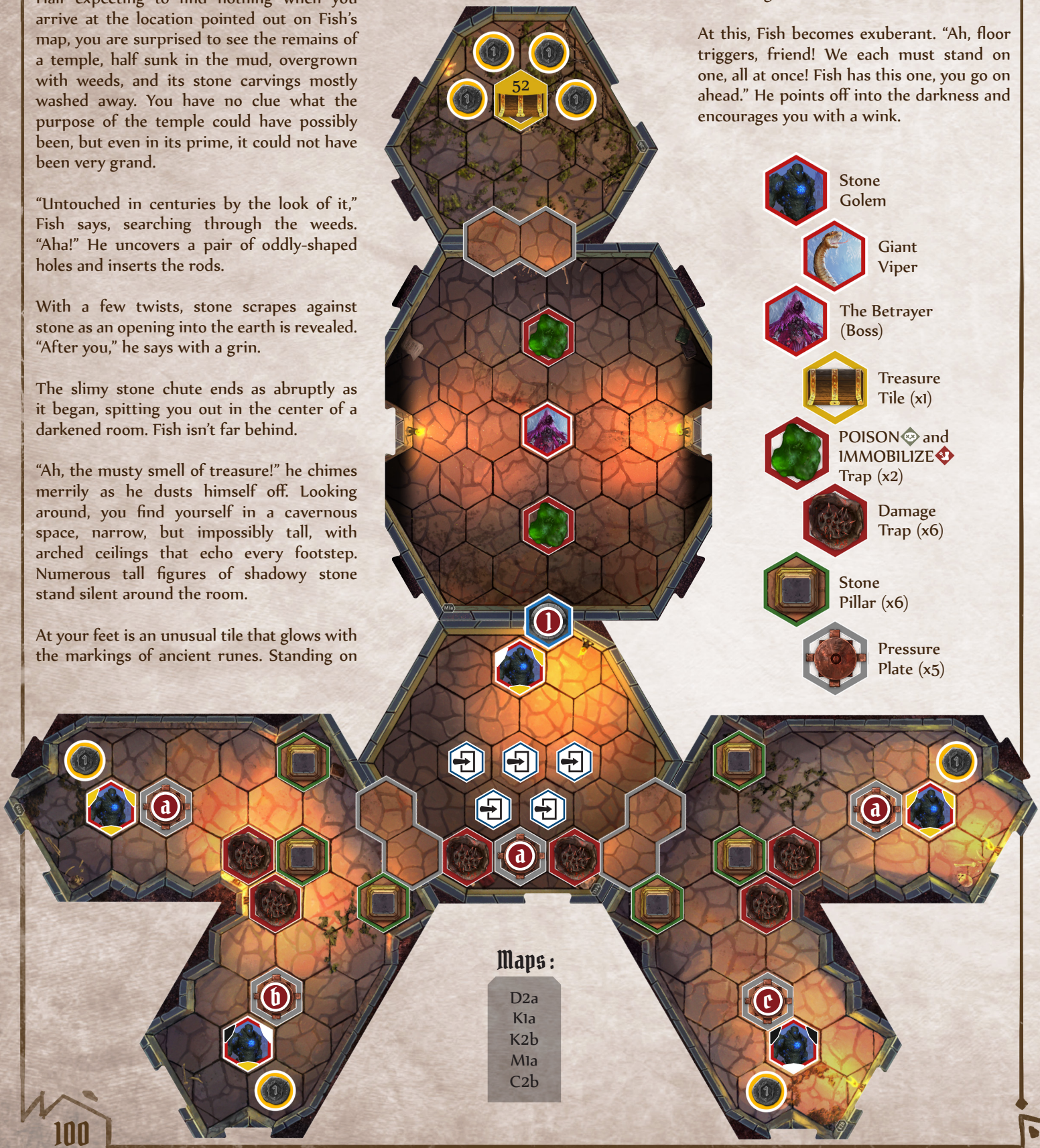
With a few twists, stone scrapes against stone as an opening into the earth is revealed. "After you," he says with a grin.

The slimy stone chute ends as abruptly as it began, spitting you out in the center of a darkened room. Fish isn't far behind.

"Ah, the musty smell of treasure!" he chimes merrily as he dusts himself off. Looking around, you find yourself in a cavernous space, narrow, but impossibly tall, with arched ceilings that echo every footstep. Numerous tall figures of shadowy stone stand silent around the room.

At your feet is an unusual tile that glows with the markings of ancient runes. Standing on the runestone, you feel it give slightly and something mechanical whirs.

At this, Fish becomes exuberant. "Ah, floor triggers, friend! We each must stand on one, all at once! Fish has this one, you go on ahead." He points off into the darkness and encourages you with a wink.



- Stone Golem
- Giant Viper
- The Betrayer (Boss)
- Treasure Tile (x1)
- POISON and IMMOBILIZE Trap (x2)
- Damage Trap (x6)
- Stone Pillar (x6)
- Pressure Plate (x5)

Maps:

D2a
K1a
K2b
M1a
C2b

#79: Lost Temple

Special Rules:

Door 1 is locked and opens when all Stone Golems are killed. The Stone Golems cannot act or be affected by any abilities until all pressure plates are simultaneously occupied at the end of a turn. When this happens, draw an ability card for them as if they had just been revealed. Set up plates a for two characters, plates a and b for three characters, or plates a, b, and c for four characters.

Fish, represented by a numbered token, has 6+(2xL) hit points. He is an ally to you and an enemy to all monster types. He begins at a on the D tile. He acts on initiative 99 every round and will move onto his starting location if moved off, then perform "Attack 3" targeting all enemies adjacent to him. If Fish is killed, the scenario is lost.

1

The door slides away to reveal a plain stone tomb with a large sarcophagus in the center. Fish runs forward and pushes away the heavy lid. "Finally, my master, you are free from your chains!" You look on in confusion as the stone coffin crumbles away and a black mist emerges, enveloping the duplicitous thief.

"Yessss, and now the Betrayer will consume your flesh and your soul, just as I have done in ages past!" Fish's muffled screams die as the mist coalesces around him, forming into the shape of a robed Savvas. "They were all so easily corrupted, just as you are. The thief's soul was a good start, but I want yours, as well!"

Boss Special 1:

The Betrayer summons one elite Giant Viper for two characters, one normal and one elite Giant Viper for three characters, or two elite Giant Vipers for four characters. All characters and characters summons are also forced to perform "Move 4" in initiative order, ending as far away from the Betrayer as possible.

Boss Special 2:

All characters and character summons are forced to move to the closest hex adjacent to the Betrayer. The character who will play two cards latest in the turn order is then mind controlled, forcing them to act as if their enemies were allies and their allies were enemies this round. On their turn, they will perform "Move 2" and then the top action of their leading initiative card. Afterwards, they discard both played cards, regardless of whether the cards would normally be lost. All summons the affected character owns are also mind controlled and perform normal actions.

Conclusion:

The evil Savvas screams as you hack away at its stony flesh. Black mist begins to seep out of its wounds and dissipate into the air. "My power wanes, but it will grow strong yet again. My corruption is inevitable!" The Betrayer crumples into a pile of dust on the floor. Eager to be gone from this place, you gather what treasure you can find and make a hasty exit.

Reward:

15 gold each

#80 K-1 Vigil Keep

Links: None

Requirements: None

Goal: All characters must loot one treasure tile and then escape

Guest design by: Mathew G. Somers

Introduction:

You awake, face pressed against the cold stone of a dungeon floor, and try to remember the events that brought you to this moment.

You were investigating a stronghold in the Watcher Mountains, supposedly owned by a group of militant humans known as the Vigil. Invited or not, when you were discovered by a patrol as you attempted to find a way in, you were swarmed and thrown into these cells. At least you found a way inside. Now you just need to find a way back out.

"Well, my, my," a familiar voice says from the other side of the cell door. "I certainly did not think I'd be seeing you today. Guard, open the cell."

The door swings wide and you see the large, bulging outline of the Quartermaster in front of you, shaking his head. "What are you doing getting yourselves mixed up with the Vigil?"

He steps into the cell and leans down to whisper quietly to you. "I don't know what you're doing here, but I do know that people in these cells don't usually come out until the Vigil feels like doing a little target practice, if you get my meaning. You all need to get as far from here as possible.

"I can help you to an extent, but I can't risk ruining my business relationship with them. The Vigil purchases a lot of weapons from me." The Quartermaster carefully hands you a small, iron key. "Take this. Wait about fifteen minutes for me to conclude my business and be well on my way, then unlock your shackles and run like mad.

"Don't try to take them all on. There are too many. It looks as though they are holding your equipment in the far room. Just get to that and then make your way to the stables. They'll have a much harder time catching you if you're on horseback."

The Quartermaster stands up and clears his throat. "And I would say that next time you'd better think twice about messing with my sister, but we all know there isn't going to be a next time for you lot. Not after the Vigil is done with you!" He turns and stomps out the door, which promptly closes behind him.

Fifteen minutes later, you are out of your shackles and hastily opening the door to your cell, ready to kill anyone foolish enough to stand in your way.

Special Rules:

Until a character loots a treasure tile, they gain Disadvantage on all attacks and cannot use any items. Each character can only loot one treasure tile.

After each character has looted a treasure tile, they must all reach the B tile to complete the scenario. If any character becomes exhausted while not occupying the B tile, the scenario is lost.

1

Fully equipped and ready to go, you swing open the dungeon door and are greeted by sunlight and fresh air. Unfortunately, you are also greeted by sirens and a number of Vigil troops amassing on the bridge in front of you, intent on blocking your escape.

"Seems like now is as good a time as any to start some target practice," an archer on the far side of the bridge yells at you, his crossbow at the ready. "Make your last seconds on this earth count!"

Conclusion:

With a trail of dead and wounded behind you, you dodge the swings of more Vigil guards and quickly climb up onto the stable's horses. You spur them on and trample through the flimsy, wooden door.

Driven by sheer terror caused by the battle, the horses gallop faster than you could have anticipated, bolting down the mountainside path. By the time the animals finally run out of steam, you've lost your pursuers and are halfway back to Gloomhaven. You make a mental note to avoid the Vigil in the future.


City Guard

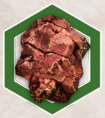

City Archer


Ancient Artillery


Hound


Treasure Tile (x4)


IMMOBILIZE and Damage Trap (x5)


Boulder (x6)


Bush (x3)

Reward:

10 experience each

Maps:

A1a
H1b
L1a
J1a
D1b
B1a

81 D-2 Temple of the Eclipse

Links: None

Requirements: None

Goal: Kill the Colorless

Guest design by: Marcel Cwertetschka

Introduction:

On your way to the location indicated by the Aesther, dark clouds loom over you. A light drizzle begins to fall as you approach a small temple hidden in the Dagger Forest.

The building seems abandoned, but once you are inside, you are transfixed by a fascinating sight: an eternal twilight sky spans over you. Caught between night and day, the room is illuminated by a strange glow. A quick survey of your surroundings, however, indicates that you are not welcome. Demons of light and shadow approach.

Special Rules:

At the start of every round, move the Light and Dark elemental tokens to the Strong column, and move the Fire, Ice, Wind, and Earth elemental tokens to the Inert column.

Looting the first treasure tile gives the character the Crystal of Zenith. Looting the second treasure tile gives the character the Sphere of Midnight. These are not items, but having them will be useful in the scenario.

1

Finally reaching the entrance to the sanctum, you prepare for the last challenge. You open the door to a place stuck between eternal darkness and blinding light. Two huge demons flank a Savvas whose chest pulses with black and golden lights. Savvas cannot normally master those elements, but by the look on its face, you guess that doing so drove it mad.

Special Rules:

If any character is adjacent to the altar (a) at the end of their turn, they may discard the Crystal of Zenith or the Sphere of Midnight to cause the Colorless to suffer 2xC damage.

Boss Special 1:

The Colorless consumes Dark to summon one normal Night Demon for two or three characters or one elite Night Demon for four characters, then gains INVISIBLE.

Boss Special 2:

The Colorless consumes Light to summon one normal Sun Demon for two characters or one elite Sun Demon for three or four characters, then gains Shield 1 and heals itself.

Conclusion:

With all your strength, you drive your weapon deep into the Savvas's chest, shattering its cores. Suddenly, the unnatural light and darkness is pulled towards the wound, gathering inside it before bursting out in a huge blast. The empty body of the Savvas drops dead to the floor.

The twilight around you returns to normal as you gather your loot and leave the temple. One last time, you stare up at the ceiling and marvel at the impossibility of this place.

Reward:

10 experience each

Maps:

J2a
J1a
D1a



82 M-6 Burning Mountain

Links: None

Requirements: None

Goal: Sacrifice one artifact or escape with all artifacts

Guest design by: Jeremy Kaemmer

Introduction:

Following the Inox trail, you find the remains of their village, burned and collapsed into a crevasse. A dark cloud hangs over the mountain directly behind it. You follow an old stone road, seemingly untouched, as it winds its way up the scorched terrain and ends at a cliff several hundred meters high.

You find a pair of great stone doors, warm to the touch and intricately carved into the side of the mountain. Once inside the doors, you see pools of liquid flame illuminating the room beyond in an eerie, red glow. Charred corpses of Savvas are scattered everywhere. The earth shakes violently and a number of demons turn their gaze toward you.

Special Rules:

All doors are locked and one will open automatically whenever one elite monster is killed in the order of (a), (b), (c), (d), (e), and finally (f). When door (c) opens, read (1).

1

The Savvas gathered in this back chamber as their last stand. A number of them lie around the area, their bodies mangled and roasted. A throne occupies the room's center, and atop it sits the body of a regal Savvas holding a hammer and a helmet. Scorched into the wall behind him are the words: "Folly. The Beast awakes. Impossible to control the Mountain's power. Return them and it shall sleep again."

Special Rules:

Once the treasure tile is looted, the character holding the items from it may end their turn at (g) and remove one of the items from the game to complete the scenario. In this case, read Conclusion A. Alternatively, after looting the chest, all characters may return to an entrance hex before becoming exhausted. In this case, read Conclusion B. If the scenario is lost, reset the treasure tile.

Conclusion A:

You cast the artifact into the growing pool of liquid flame around you. It sputters and greedily engulfs the item. The rumbling and shaking, constant up until this point, begins to dissipate. The golems cease their movements, and the demons seem to have vanished. The cloud of soot still hangs in the sky as you trek back home, but the mountain seems to sleep. For now.

Reward:

+1 reputation

Conclusion B:

You burst through the stone doors, heat and ash licking at your backs. The shaking of the mountain reaches a crescendo as you careen down the old stone road, now splitting with fissures. The sky has turned black and massive boulders come rumbling down the slopes. You barely escape back to Gloomhaven, but the volcano's devastation is felt even there.

Rewards:

-1 reputation
-2 prosperity



Earth Demon | Flame Demon | Stone Golem | Treasure Tile (x1) | WOUND and Damage Trap (x5)

Maps:

K1a
C1a
D1a
I1b
B2b

83 C-15 Shadows Within

Links: Gloomhaven

Requirements: Bad Business (Party) COMPLETE

Goal: Kill all enemies

Guest design by: Kim and Tim De Smet

Introduction:

It is almost midnight when you arrive at the Silent Bridge. Looking around, you find a dead raven hanging over the side. Farther down, you see a small opening at the base of a column, illuminated by a dim light.

You climb down on a rope, and, between all the dirt and trash, you find a wooden door, marked with the same raven symbol. This night has changed, and not for the better.

You burst through the door and hear an eerie crying at the far end of a stone hallway. Around you are robed men and their guard dogs. Something sinister is brewing.

1

When you open the stone door, you see an altar in the middle of the room, pulsing with a strange, red energy. One of the cultists turns to you and lowers her cape, revealing a smile. It is the woman from the Brown Door.

"Just in time for the sacrifice," she says as she turns to the altar. "We needed strong blood to complete our ritual." The cultists begin chanting as you heft your weapon and charge.

Special Rules:

All characters and character summons suffer 1 damage at the start of each of their turns if they are within two hexes of the altar (a). All monsters heal 1 damage at the start of each of their turns if they are within two hexes of the altar. Do not set up the Flame Demons until all Cultists are dead. At that time, read (2).

2

The last cultist crashes to the floor and you try to catch your breath. Suddenly, the altar starts to tremble, smoke and fire rising from its core. Demons made of flame emerge from it and an inferno engulfs the room. You realize that you have failed to stop the ritual.

Special Rules:

All characters and character summons suffer 2 damage at the start of each of their turns. At the start of every round, move the Fire elemental token to the Strong column.

Conclusion:

The fire stops, and the only thing that remains on the altar is a small, glowing amber core. You pick it up and it feels surprisingly cold in your hand. You are able to sell the gem for a nice profit, and you resolve to never help crying women in taverns ever again.

Reward:

40 collective gold

Maps:

H1b
I1b
M1a




Hound


Cultist


Living Bones


Living Spirit


Flame Demon


Altar (x1)


Stone Pillar (x2)

84 0-12 Crystalline Cave

Links: None

Requirements: Tremors (Party) COMPLETE

Goal: Kill all enemies and protect the crystal (a)

Guest design by: David Isakov

Introduction:

When the Quatryl said it would be deep in the mountains, you did not expect it to be this deep. Your journey through the Coppernecks has been long and unpleasant, following the pulses of this crystal that was attuned to lead you to the source of its disturbances. You just hope that all of this trouble will be worth it in the end.

You are climbing a particularly steep, snow-covered mountain when the crystal begins vibrating wildly, and then the earth around you begins to tremble as well. You look for more stable ground, but it is too late. The ground gives way beneath you and you slide down into a dark crevasse.

Luckily, the snow cushions your landing, and you discover that the darkness you fell into is not dark at all. Before you sits a massive crystal the same color and structure as the one you hold. A light shines forth from the larger crystal, illuminating the surrounding area. As you move closer to examine it, a group of demons appear behind you.

"My call has been answered in the nick of time." An otherworldly voice fills the cavern. "Please, they have come to destroy me. I beg for your assistance."

Special Rules:

The crystal (a) has 4+C+(2xL) hit points. It cannot be healed and is not considered an ally to you. If, on any monster's turn, it can move within range to attack the crystal, it will focus on the crystal and act out its turn normally. Otherwise it will choose its focus following normal rules.

Twice during the scenario, when the crystal suffers damage, any character may lose one card from their hand to have it suffer no damage instead. Place a numbered token on the crystal to symbolize this. If the crystal is destroyed, the scenario is lost.

At the start of the fourth round, place a corridor tile on hexes (b) and reveal the adjacent room. At the start of the sixth round, place a corridor tile on hexes (c) and reveal the adjacent room. At the start of the ninth round, place a corridor tile at (d) and reveal the adjacent room.

Conclusion:

As the last demon falls, the earth trembles yet again and the light from the crystal fades. Terrifying noises echo throughout the chamber and you brace for more demons to attack.

Instead, the voice returns. "I thank you for your intervention. My meditation had gone on for much longer than expected, and the demons were hunting for me, so I sent out a shard to call for help."

Light begins to return to the cavern, and you see a glowing Orchid standing in front of you, massive crystals protruding from his head, back, and shoulders. "I know now what must happen. Please, keep the shard as a token of my thanks. You should now be able to control its power."

In a flash of light, the Orchid disappears and you find yourself lying in the snow at the foot of the mountain you were climbing. You scratch your head, sigh, and then turn back toward Gloomhaven.

Rewards:

"Resonant Crystal" (Item 133)
+1 prosperity





Maps:

L2a
A3a
A2b
E1b

☐# 85 M-3 Sun Temple

Links: None

Requirements: None

Goal: Kill all enemies

Introduction:

Following the instructions you were given, you find a tunnel near the northern edge of the Watcher Mountains and head through it. You emerge from the passage into a tiny valley with steep cliffs on all sides. There is not much of note here—just some scattered patches of grass and a small pond—until the sun is directly overhead.

The edge of the pond shimmers and before you appears the outline of a large stone building. You stare in awe as the Sun Temple materializes out of thin air. You quickly approach the large set of stone doors, knowing you have very little time before the sun passes and the temple vanishes.

Except the doors will not budge. Whatever threat lies inside has barred them. You use everything you have to pound against them, shaking the foundation of the structure.

And then a way does open, just not the one you had expected. Your violent attacks cause the stone steps beneath you to crumble away, and you find yourself falling down into a cavern below the temple. When you land, your party is separated and in the presence of hostile foes.

Maps:

C1a
C2b
F1a
I1b
D1a
D2a



Special Rules:

No more than half the characters (rounded up) may enter the scenario from the same room.

If the party has the "Sun-Blessed" achievement, then at the start of every round, move the Light elemental token to the Strong column, and move the Dark elemental token to the Inert column.

1

Entering the inner sanctum, you find a group of Sun Demons gathered around two altars, defending them from the last remnants of the Night Demon army.

"We thank you for distracting our foes long enough for us take this chamber," one of the Sun Demons says. "Now begone! We will take this temple's power for our own and destroy all those foolish enough to stand in our way!"


Hound

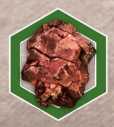

Black Imp


Night Demon


Sun Demon


Damage Trap (x5)


Stone Pillar (x4)


Boulder (x4)


Altar (x2)

You are familiar enough with demons to know that handing a sacred temple over to them is a bad idea. It looks as though you will just have to destroy them all.

Special Rules:

All Sun Demons are enemies to both you and all other monster types.

Conclusion:

The last of the Sun Demons falls dim as you land one final blow, sending it to the floor.

"Curse you!" it spits. "With the power of the sun on this plane, we could have been immortal!" And now they're the furthest thing from immortal. Good riddance.

You take one last glance around the chamber, knowing you have little time left before the structure fades away, and you see a beautiful, brilliant orb rise up from one of the altars. You reach out to touch it, and the orb just feels right in your hands, as if the temple is rewarding you for keeping it safe.

As you pick up the orb, the walls around you fade. The ceiling becomes translucent and you can see the sun moving behind the mountain peaks in the sky above you. Before you can react, you find yourself standing outside next to the small pond, the temple nowhere in sight.

Reward:

"Orb of Dawn" (Item 121)

86 D-15 Harried Village

Links: Gloomhaven

Requirements: None

Goal: Save seven villagers before five are killed

Guest design by: Adam and Brady Sadler

Introduction:

The Hook Coast is a ramshackle collection of huts to the south of Gloomhaven whose residents are primarily poor fisherman. Outside the walls of the city, this is a dangerous, chaotic place that experiences constant Vermling attacks. The cycle is simple: the Vermlings attack, the villagers escape to the sea on their fishing boats, the Vermlings are driven off by the city guards, and then the villagers return to rebuild their huts.

When you arrive at the Hook Coast, you weren't expecting to drop into the middle of a Vermling attack, but it was admittedly in the realm of possibility. What is more troubling, however, is the number of sick villagers unable to flee the attack with proper haste.

If you want any information about this disease, you'll need to make sure as many villagers make it to their boats as possible.

Special Rules:

Villagers (a), represented by numbered tokens, have 3+L hit points. They cannot be healed and are not considered allies to you. They are enemies to all monster types and act on initiative 99 each round, performing "Move 3" toward the end of the docks (b). Once they reach (b), they are removed from the map and saved. If five villagers are killed, the scenario is lost.

At the beginning of every odd round, one Vermling Scout spawns at both (c) and (d). These scouts are both normal for two characters, elite at (c) and normal at (d) for three characters, or both elite for four characters. At the beginning of every even round, one Vermling Scout spawns at both (e) and (f). These scouts are both normal for two characters, normal at (e) and elite at (f) for three characters, or both elite for four characters.

Do not set up the Lurkers until the end of the round in which the first villager is saved.

Conclusion:

You run forward and jump onto the large fishing boat at the end of the docks as it untethered its lines and pushes out into the water. By the time the Vermlings swarm the docks, you are out in the open sea.

"Thank you for holding off those wretched beasts," one of the sick passengers says. "Without you, most of us on this boat would be dead. Why are you here anyway?"

You explain how you have been sent by the city guard to investigate the diseased water, and the man snorts. "Ha, as if those feckless guards could do anything helpful. We've been complaining to them for weeks about the water supply, and they've done nothing. For them to send someone now, it must be affecting people within Gloomhaven's walls.

"Whatever the cause, I certainly won't turn away a well-meaning mercenary. I can lead you to the source of all these problems right

now. We traced the poison to a small cove to the south. The foul creatures inside are pumping out an endless supply of tainted ooze into the ocean." (87)

New Location:

Corrupted Cove (87) (1-9)

Party Achievement:

The Poison's Source

Reward:

+2 reputation

Maps:

B1b
A4a
M1a
B2a
B3a
H3a



87 1-9 Corrupted Cove

Links: Gloomhaven

Requirements: The Poison's Source (Party) COMPLETE

Goal: Kill the Giant Ooze

Guest design by: Adam and Brady Sadler

Introduction:

With the source of the corruption inaccessible by land, you take a small boat into the cove, which is faced on three sides by high rock walls. At the base of the far cliff, you see an inlet into a dark cavern, and the water coming out of it is a sickly green color.

You moor the boat inside the cavern and jump out onto a stone floor covered in a sticky, slippery ooze. You are resolved to find the source of this horrid corruption, but a number of Lurkers in front of you seem to want to stop you in that endeavor.

Special Rules:

Add three CURSE cards to each character's attack modifier deck as a scenario effect.

1

Battling through the Lurkers, you make your way into the main chamber of the cavern, which is dripping with a thick, putrid slime. At the center of the room sits a massive lump of sentient ooze, pulsating with malignant bile.

Around you, other dark creatures emerge from the muck. The mass in the center seems to be controlling them. If you can find some way to destroy it, you may be able to end the corruption.

Special Rules:

The elite Ooze at the center of the room is the Giant Ooze. It has HxC hit points, where H is the hit points of a regular elite Ooze. In addition, place four numbered tokens on the Giant Ooze. The Ooze gains Shield 2 from each token and one is removed every time any Ooze dies.

If any character ends their turn on one of the water hexes (a), the water tile is removed, and the character gains Shield 2 on all Ooze attacks and immunity to POISON for the remainder of the scenario. Each character can only gain this benefit once.

Conclusion:

Unable to sustain itself any longer, the giant mass quivers and then loses its form, spreading its gelatinous goo all over the already slimy floor. The other creatures around you dissolve into the muck, as well.

You wipe the ooze from your weapons and your body, thankful that whatever cancerous evil was here has now been destroyed. Some of this poisonous liquid may still seep into the ocean, and it will take a long time for the effects of what is already there to dissipate, but at least it will not get any worse.

As you return to your boat, you can already see the flow of the ooze waning. You head back to Gloomhaven and report the news.

Rewards:

+1 reputation
+1 prosperity

Maps:

D2b
L2a
L3b







88 0-16 Plane of Water

Links: Gloomhaven

Requirements: Water-Breathing (Global) and Water Staff (Party) COMPLETE

Goal: Bring the Lurker King's claw to the crystal (a)

Introduction:

You hold the Summoner's staff in your hand and concentrate on its vibrations between the planes. It was hard to notice at first, with all that water rushing out, but the staff is speaking to you—inviting you to cross the threshold into another plane.

You cannot help but feel as if this whole series of events was more than just coincidence. You were meant to find the staff in the road. You were meant to travel to the Plane of Water. You cannot fathom why, but you are willing to find out. You swallow the breathing orb and let the staff take you away.

Traveling across the planar barrier, it feels as though you are being torn apart, but the trip is thankfully short. Just as your mouth opens to scream in pain, it fills with water, and you open your eyes to see that you have arrived. Hostile figures gather around you as you contemplate your purpose here.

Special Rules:

All character and character summons deduct -1 Move from all of their Move abilities as a scenario effect.

(1)

You move into a large, open chamber and begin to feel the effects of a powerful current. Peering ahead, you can see a large, formidable Lurker struggling with a smaller figure. At your arrival, the crab-like creature looks in your direction and a chorus of aggressive claw clicking reverberates toward you through the water.

The gargantuan Lurker pushes the figure up against the back wall and touches it ceremoniously with the tip of its claw. In a flash, the figure is encased in a cage of ice and you are finally able to recognize who it is: the Summoner. You were meant to come and save her. Even if you have to tear off that thing's claw and use it to dispel the ice, well, then that is exactly what you will do.

Special Rules:

In the large room, all characters and character summons are forced to move one hex in the direction of the current at the end of each round, unless they are occupying a hex directly behind an obstacle or wall hex in the direction of the current. If they cannot move because of another figure, an obstacle, or a wall, they suffer 3 damage instead. Current movement is resolved from the top of the map to the bottom, and the direction of the current is determined by the Lurker initiative each round, even or odd, as designated by the diagram below.

The elite Lurker next to the crystal (a), is the Lurker King. When it dies, it drops a claw, signified by a treasure tile, instead of a money token. Any character holding the claw deducts -2 Move from all their Move abilities. The claw may be passed to another character, but only if another character performs a Loot action targeting the hex occupied by the character holding the claw. If the character holding the claw becomes exhausted, place the treasure tile in the hex they occupied. The scenario is complete when the claw is brought to a hex adjacent to the crystal (a).

EVEN ↖ ↗ ODD



Conclusion:

You touch the dead claw to the prison, and the ice vanishes. Instantly, you find yourself back in your room, with the Summoner in front of you. "I was foolish in my studies and was captured," she says. "You found the signs and rescued me. Please, keep the staff as a token of my thanks." As soon as you take hold of the staff, the terse Aesther disappears.

Reward:

"Staff of Summoning" (Item 120)



Maps:

D2b
G2a
N1a



89 C-17 Syndicate Hideout

Links: Gloomhaven

Requirements: Sin-Ra (Party) COMPLETE

Goal: Kill all enemies

Introduction:

You follow the Nightshroud through the dark streets of Gloomhaven until he stops in an alley facing a run-down office building in the Old Docks.

"I hope you weren't expecting anything grandiose," he says. "The Sin-Ra like to keep a low profile, which is why most people don't even know they exist. But this, my friends, is their heart, and I intend to stab at it until it stops beating.

"I will stick to the rooftops, eliminating the lookouts and making sure no one goes in or out of the place. Once I give you the signal, your job is to rush in and kill everything that moves."

Before you can ask what the signal is, the Nightshroud has vanished. You spend a couple of minutes in confusion until a familiar black dagger whistles through the air and impales the ground at your feet. Taking that as the signal, you draw your weapons and charge in.

Special Rules:

All Cultists summon elite Giant Vipers instead of normal Living Bones.

Conclusion:

You look around at the blood-soaked floors of the assassins' den, coming to grips with the carnage you caused.

"A job well done," the Nightshroud says, silently emerging from the shadows. "I wasn't sure you had it in you, but this is true assassin's work. Every last one of the syndicate met their end tonight. They thought to hunt us, but we were hunting them."

He holds out a bag of gold to you. "It is only right that I share part of my commission with you. I was hired by a rival guild in the Capital to remove the Sin-Ra. It was never my intention to involve you, but when you mouthed off to that guard...well, I have never been one to pass up an opportunity."

You take the pouch in stunned silence. "I hope we don't meet again," the Nightshroud says as he walks away. "You never know what side of the contract you may end up on."

Reward:

50 collective gold



Maps:

H3a
I2b
B1a
B2a
B3a

#90 1-7 Demonic Rift

Links: None

Requirements: None

Goal: Close the rift

Introduction:

In the middle of the night, you find your way to the location marked on your map. You see the Spellweaver standing in the center of a field with a censer in hand, staring at a flickering light off in the distance.

"The dangers around Gloomhaven grow every day," she begins. "Forces beyond my knowledge have been opening rifts into the Plane of Elemental Power, allowing demons access to our world. I have been able to close a few of them, but this one—"

She points toward the light. "This one is much older and much more entrenched than the others. I will need your help."

She turns and looks at you for the first time. "We will need to close it from both sides, and there will be many demons guarding it. Are you ready?"

Special Rules:

Characters can only travel from the left room to the right room and back through the altars (a). A character may spend 1 movement to move from any hex adjacent to one altar to any hex adjacent to the other altar. Character summons and monsters cannot move this way.

At least one character must be present in the left room at all times or the scenario is lost. In addition, if at least one character is not present in the right room at the end of every even round, one Night Demon will spawn adjacent to the altar in the left room. The spawns are all normal for two characters, every second spawn is elite for three characters, or all spawns are elite for four characters.

When all demons are dead and there is at least one character in each room, read (1). If only one character is not exhausted, the scenario is lost.

(1)

The rift between the planes undulates wildly, expelling great gusts of wind that nearly knock you off your feet. Within the wind, you hear the voice of the Spellweaver. "It is almost over. I will now expel the spirits holding the portal open. Destroy them and we will be victorious."

Special Rules:

At least one character must be present in both the left and right rooms at all times or the scenario is lost. One Living Spirit spawns at all (b) and (c) hexes. The spawns are all normal for two characters, the (b) spawns are elite and the (c) spawns are normal for three characters, or all spawns are elite for four characters. The rift is closed when all Living Spirits are killed.

Conclusion:

The rift crackles with dark energy and pulses with a chaotic aggression, fighting against its destruction. You take a step towards it and it explodes in a flash of brilliant light.

When your vision returns, you find yourself once again standing in a field, with the Spellweaver looking into the distance. She reaches out her hand, probing the night air with her fingers. Eventually, she is satisfied that the rift is gone and turns towards you.

"Thank you for your help," she says. "I know you don't normally work without payment. All I can offer you is this censer. It seems most of its power was drained closing the rift, but it should still have enough for your purposes, if not mine."

You take it from her outstretched hand and she stares intently at you. "Be careful. There are many powerful and dangerous forces at work in this world." She then silently turns and walks off into the darkness.

Reward:

"Black Censer" (Item 128)



Maps:

M1b
D1b
C2a


Earth Demon


Wind Demon


Night Demon


Living Spirit


Treasure Tile (x1)


Damage Trap (x3)


Thorns (x3)


Hot Coals (x5)


Altar (x2)

☐ # 91 E-2 Wild Melee

Links: None

Requirements: None

Goal: Kill all enemies

Introduction:

Following the drunken logger's directions through the Dagger Forest, you come upon a clearing full of tree stumps and crushed foliage. In the distance, you can hear the din of a human work crew.

There is a rustling behind you, and you turn to see a massive armored bear covered in scars staring down at you. Atop it rides the Beast Tyrant.

"Ah, the spirits said you would help me in this matter," the Beast Tyrant says. "I only wish you had arrived sooner. All this destruction has since driven my ancestors mad. The only thing I can hear now is their endless screams.

"Please, you must help me drive back these humans and bring the spirits peace. The forest cannot handle any more wounds." You nod in assent, and the Beast Tyrant leads you through the underbrush to the edge of the logging camp.

"Without the power of the spirits, I am useless," he says. "But I will send in my animal companions to help you. The only way to stop this plague is to kill every single one of those hairless parasites!"

Special Rules:

All Cave Bears and Hounds are allies to you and enemies to all other monster types. They still act normally, following the actions of a monster ability card each round.

1

Up ahead of you, more humans await, but your attention also turns to a disembodied, high-pitched wailing.

"Prepare yourselves, boys," one of the loggers yells. "Here comes another one!"

You think he is talking about you until a ghostly form materializes in front of you, all chains and volatile anger. It screams and thrashes around with a blind hatred for everything near it. It, unfortunately, must be put to rest along with all these bandits.

Special Rules:

All Living Spirits are enemies to you and all other monster types.

Conclusion:

The forest falls silent as the last of the loggers are killed and the spirits dissipate. No wailing, no chopping, just silence.

The Beast Tyrant walks out of the underbrush with a grim look. "It is unfortunate that the spirits had to be banished from this place, but there was no helping it," he says. "The pain of the forest drove them mad. I hope one day this grove comes back, and with it, the means for my ancestors to find their way home.

"It may be a long time before I hear their voices again, but I will still stay and protect this place as best I can. I thank you for your help. Without you, I fear to think what might have happened."

A number of animals gather around the Vermling as he turns and shuffles back into the forest. "Know that you always have my support whenever you need it."

Reward:

2 ✓ each

Maps:

H2b
G1a
M1b



Cave Bear | Hound | Bandit Guard | Bandit Archer

Living Spirit | WOUND and Damage Trap (x6) | Stump (x4) | Log (x1)

☐# 92 C-14 Back Alley Brawl

Links: Gloomhaven

Requirements: Debt Collection (Party) COMPLETE

Goal: Kill all non-city enemies

Introduction:

You nonchalantly walk around to the alley behind the Sleeping Lion and find the Inox and a large group of thugs waiting for you.

"Last chance," she says. "Pay up, or you won't be leaving this alley alive."

Despite her extra muscle, it is just as funny as the first time she said it, and you can't help but laugh. To think these thugs would presume to extort you.

"Very well then, I guess there is nothing more to discuss." At this, the thugs draw their weapons and poise to attack. You can't wait to show them just how ridiculous their threats sound.

Special Rules:

Do not set up the City Guards or City Archer until door 1 is opened.

1

You round the corner of the alley and narrowly dodge a lance of fire that whizzes by your head. At the end of the street, a robed Savvas stands with his hands outstretched, channeling another burning projectile.

You will certainly admit that you did not expect such low-rent thugs to hire a Savvas to do their dirty work. That couldn't have come cheap.

And if that wasn't enough, you hear the sounds of whistles behind you. It looks as though the city guards have arrived to break up the party, but these debt collectors have insulted you one too many times for you to just let this go. This party's not over until you say it's over.

Special Rules:

Set up the City Guards and City Archer now. The City Guards and City Archer are enemies to you and all other monster types. You may attack them, but if a City Guard or City Archer is killed, the scenario is lost.

Conclusion:

With the final thug on the ground and bleeding, you drop your weapons and raise your hands in a nonthreatening pose as more city guards arrive on the scene. The captain of the squad eyes you with disappointment.

"And what? I suppose they were the ones who started it and you were just defending yourself?"

You open your mouth to speak when the owner of the Sleeping Lion chimes in from behind you. "Aye, I saw the whole thing. Jumped they were by these foreign types. Had no choice but to put them down."

The captain's eyes narrow to slits. "Listen, you undisciplined ruffians. I'm trying to make Gloomhaven a safe, peaceful place. I can't have you mercenaries running around, spilling blood in the streets!

"Luckily, your friend back there is vouching for you, and your victims do indeed look like unsavory criminals, so I'm going to let you off with a warning. But if I ever catch you doing garbage like this again, so help me..."

The captain trails off in a rage and then storms out of the alley, his squad close behind. The owner of the Sleeping Lion walks up and claps you on the back.

"Hey, I'm just happy you took the fight outside my bar this time."

Rewards:

10 gold each
-3 reputation



Maps:

H3b
F1a



Bandit Guard | Bandit Archer | Inox Guard | Savvas Lavaflow | Flame Demon | Earth Demon



City Guard | City Archer | Damage Trap (x2) | Barrel (x1) | Crate (x2)

93 n-17 Sunken Vessel

Links: Gloomhaven

Requirements: A Map to Treasure (Party) COMPLETE

Goal: Kill all enemies

Introduction:

You clutch the faded map to your chest as if it were a blanket protecting you from the strong northern winds. You've been sailing your small rented ship along the coast for what feels like ages, looking for this forgotten shipwreck. Maybe if you hold the map closer, that will make its charts and figures more accurate and decipherable.

With little hope remaining, you finally catch a glimpse of a foreboding island on the horizon. As it gets closer, you see the definite outline of a battered ship pinioned against the island's shoals, half sunk and barely held together.

You sail around to the far side of the island, where a remote and inviting beach allows for safer anchoring. The thought of what treasure awaits you onboard the ship now warms you against the wind, but your thoughts also turn toward what dangers might be guarding it. As your dinghy makes its way to the shore, you see a school of Lurkers rise up from the surf to greet you. Who knows how long they've been following your ship from the depths, waiting for the opportune time to strike?

Special Rules:

All characters start with IMMOBILIZE as a scenario effect.

Conclusion:

The spirits seem calm and the Lurkers have retreated. You have looted what you can from the ship and are very eager to sail back to Gloomhaven to get your feet onto warm, dry land.

You take one last look at the strange island and its impaled ship, then do exactly that.

Reward:

10 experience each

Maps:

G1a
K2a
I1a
B3a





Lurker | Frost Demon | Living Spirit | Treasure Tile (x1) | STUN and Damage Trap (x3) | Thorns (x2) | Rock Column (x6) | Crystal (x2) | Barrel (x2) | Water (x13)

☐# 94 F-12 Vermling Nest

Links: Payment Due – #95

Requirements: None

Goal: Kill all enemies and loot the treasure tile

Introduction:

The nest is not hard to find. Vermlings are not exactly known for their subtlety. In fact, you smell the stench of rotting meat and wet animal fur long before you lay your eyes on the crude holes and piles of brush that make up the Vermling swarm's home.

You carefully survey the area. As the man described, there is a pit back behind the nests, but it's hard to see what lies at the bottom without alerting the Vermlings. You surmise that you will have to do as the man suggests and slaughter these vile creatures before you can take proper stock of the treasure.

You head around to the opposite side of the nest and prepare to attack.

1

With the screams of dying Vermlings at your back, you approach the final nest. Many more of the creatures stand before you, baring their teeth.

To the right of the nest, you see an orb of black glass on a crude stone pedestal. A deep crack runs through the glass, nearly splitting the orb in half, and you cannot help but feel as though you have seen it somewhere before.

Equally unnerving is how out of place the orb looks in these dirty surroundings. And why is it here when all the other treasure is supposedly in the pit?

You shake the questions from your mind and focus on the task at hand—killing Vermlings.

Conclusion:

The Vermlings and their animal allies lie dead at your feet, and you heft the cracked orb in your hand. When you first saw it, it almost projected an aura of malevolence, but now, as you look at it up close, it seems much more mundane. Not wanting to break it, you hold it against your chest and head over to the pit where all the treasure is supposedly located. (95)

New Location:

Payment Due (95) (G-12)

Party Achievement:

Through the Nest



Maps:

H2b
M1b
C2a
D1b

Hound


Vermling Scout


Vermling Shaman


Cave Bear


Treasure Tile (x1)


Damage Trap (x6)


Totem (x3)


Nest (x4)


Log (x3)

☐# 95 G-12 Payment Due

Links: Vermling Nest – #94

Requirements: Through the Nest (Party) COMPLETE

Goal: Kill the Prime Lieutenant

Guest design by: Travis Chance

Introduction:

You walk to the edge of the pit and get an immediate feeling of unease. There is no treasure here—just a gaping hole in the face of the earth. You try to take a step back, but find yourself frozen in place. The black orb in your hand pulses and floats out into the space over the abyss. It pulses again and a voice rings out in your head.

"The greed of fools is a great motivator. You would presume to kill my lord, the great Prime Demon, and then walk free in your world as if no recourse was coming? The arrogance! Your punishment is now at hand. Step forward into my prison of torment, and languish in your sins for the rest of eternity!"

Every piece of your conscious mind tries desperately to move away from the edge, but instead you find yourself stepping forward and then tumbling headlong into the darkness of the pit. As the black envelops you, the familiar sensation of passing between planes returns.

The horrendous pain eventually subsides, and you feel gritty stone against your skin. Then you hear an odd din of unearthly voices. You open your eyes to see you are in some sort of arena. High above, demons and other creatures look down and cheer. In front of you is a sturdy gate of iron bars, and beyond that, a twisted-looking Savvas laughs.

"And so your judgment begins!" it yells. "You have slain a demon lord, and it is up to me to prove you unworthy of such an action. All you need to do is find a way through these gates and best me in combat. You will then be returned to your boring, mundane world. However, if, as I suspect, you are bested by my prison, then I will receive the honor of torturing you for the rest of your short lives!"

Special Rules:

Shuffle numbered tokens 1-6 and place them facedown on hexes a. These tokens can be looted normally. Door 1 is locked and can be opened when all tokens 1-4 have all been looted. Additionally, until all tokens 1-4 have been looted, one Flame Demon will spawn in a hex on the G tile closest to 1 at the end of every odd round, and one Earth Demon will spawn in a hex on the G tile closest to 1 at the end of every even round. The Flame Demon is normal for two characters or elite for three or four characters. The Earth Demon is normal for two or three characters or elite for four characters.

All figures who ends their turn in a water hex suffer 1+L damage.

Each boulder has 3+L hit points.



Maps:

G1b
D1a
K2b
E1a



Deep Terror | Flame Demon | Earth Demon | Savvas Lavaflow | Damage Trap (x4) | STUN and POISON Trap (x4) | Stone Pillar (x3) | Boulder (x5) | Water (x19)

95: Payment Due

1

The iron bars swing wide and before you stands the antagonistic Savvas, shrouded in flame. The demons above cheer on the spectacle, hungry for more carnage.

"I'm so glad you could join me for the main event," the Savvas says with a grin. "Prepare to be judged!"

Special Rules:

The Savvas Lavaflow is the Prime Lieutenant.

Conclusion:

The Savvas howls and drops to its knees. "Perhaps you are worthy," it sneers.

With one swift swing of your blade, you separate its head from its shoulders and the body drops lifeless to the floor. The demons roar with a mixture of indignation and excitement as you hold the head into the air.

You catch a glimpse of an object falling toward you and dodge out of the way as the black glass orb smashes to the ground, shattering into thousands of pieces. As it does so, it pulses one more time. In the blink of an eye, you are once again standing in the Corpsewood, looking down upon a dark pit on the edge of a Vermling Nest. You might think it all a dream, but instead of a cracked orb, you now hold the Savvas's severed head in your hands.

Reward:

"Skull of Hatred" (Item 119)



Treasure Index

Do not read this information except to reference the contents of specific numbered treasure tiles that have been looted

01: ☐ Random Item Design

02: ☐ Gain "Tower Shield" (Item 032)

03: ☐ Gain "Splintmail" (Item 044)

04: ☐ Gain 15 gold

05: ☐ Gain "Chainmail" (Item 023)

06: ☐ Gain "Hooked Chain" (Item 039)

07: ☐ Random Side Scenario

08: ☐ Gain 1 ✓

09: ☐ Gain "Wave Crest" (Item 111)

10: ☐ Gain 10 experience

11: ☐ Random Item Design

12: ☐ Gain "Magma Waders" (Item 099)

13: ☐ Suffer 5 damage, gain POISON and WOUND

14: ☐ Gain 10 experience

15: ☐ Gain "Pendant of Dark Pacts" (Item 045)

16: ☐ Gain 10 gold

17: ☐ Gain 20 gold

18: ☐ Gain 15 gold

19: ☐ Random Item Design

20: ☐ Random Item Design

21: ☐ Suffer 5 damage

22: ☐ Random Item Design

23: ☐ Gain "Drakescale Armor" (Item 103)

24: ☐ Suffer 5 damage

25: ☐ Gain 25 gold

26: ☐ Gain 20 gold

27: ☐ Gain "Orb of Twilight" (Item 122)

28: ☐ Gain 15 gold

29: ☐ Gain "Endurance Footwraps" (Item 097)

30: ☐ Gain 1 ✓

31: ☐ Random Item Design

32: ☐ Random Item Design

33: ☐ Gain "Weighted Net" (Item 019)

34: ☐ Gain "Amulet of Life" (Item 024)

35: ☐ Gain "Drakescale Boots" (Item 098)

36: ☐ "Rocket Boots" design (Item 096)

37: ☐ Gain 1 ✓

38: ☐ "Ring of Skulls" design (Item 123)

39: ☐ Suffer 5 damage

40: ☐ Random Item Design

41: ☐ Gain "Black Knife" (Item 053)

42: ☐ Random Item Design

43: ☐ Suffer 5 damage, gain POISON and WOUND

44: ☐ Random Side Scenario

45: ☐ Random Item Design

46: ☐ Suffer 3 damage, gain POISON

47: ☐ Gain "Steam Armor" (Item 104)

48: ☐ Gain 30 gold

49: ☐ New Scenario: Lost Island (17) (K-17)

50: ☐ Gain "Second Skin" (Item 101)

51: ☐ Random Side Scenario

52: ☐ Gain "Heart of the Betrayer" (Item 131)

53: ☐ Random Item Design

54: ☐ Gain "Doomed Compass" (Item 124)

55: ☐ Gain 1 ✓

56: ☐ Gain "Star Earring" (Item 069)

57: ☐ Gain 15 gold

58: ☐ Gain "Drakescale Helm" (Item 108)

59: ☐ Random Item Design

60: ☐ Gain "Skullbane Axe" (Item 113)

61: ☐ Gain "Versatile Dagger" (Item 040)

62: ☐ Gain "Helm of the Mountain" and "Mountain Hammer" (Items 110 and 115)

63: ☐ Random Item Design

64: ☐ Gain 30 gold

65: ☐ "Horned Helm" design (Item 107)

66: ☐ Gain "Volatile Bomb" (Item 033)

67: ☐ Gain 10 gold

68: ☐ Gain "Helix Ring" (Item 130)

69: ☐ Gain "Robes of Summoning" (Item 100)

70: ☐ Random Side Scenario

71: ☐ Random Side Scenario

72: ☐ "Fueled Falchion" design (Item 116)

73: ☐ Random Item Design

74: ☐ Random Item Design

75: ᗒᖉ ᐞᑕᘎᘎᕲᗒ ᑎᖉᖉᐻ, ᐞᑕᐣ ᔑᘜᖉ ᘎᖉᕴᐣᘎᔑᐢ ᘎᐢᑕᖉ ᘎᔑᕴᕲᕲᐣ ᐞᖉ ᖉᕲᑕᕴᑎ.
☐ ᐞᐣᐣ ᐞᑎ ᐢᕲᑎᐣᐣ ᔑᕲ ᑕᑎ.
ᔑᘜᖉ ᕲᕴᐢᘎ ᔑᘜᐞᕴᔐ ᐢᖉᖉᐣᐣ ᔑᕲ ᑎᕲ ᐞᑎ ᔑᑎᖇ ᔑᘜᖉ ᘎᘎᖉᔑᐣᕲᘎ ᑎᐞᘎᖉᘎᐣᐢᘎ.
ᑎᖉᕴᑎ ᒐᐞᐢᑌ "ᑎᑕᑎᐣ" ᔑᕴᑎ ᕴᕲᔑᐣᐞᕴᔐ ᖉᐢᑎᖉ.

