GLOOMHAVEN

Welcome to the solo scenario book! In this document, you will find a solo scenario for each of the 17 classes in Gloomhaven—a scenario that can be played using that class and that class only.

These scenarios are locked until the town has achieved prosperity level 3 and two characters have retired. STOP reading until those two requirements have been met!

Note that these scenarios have no scenario numbers or stickers to go on the campaign map. You should not have any campaign interactions (events or sanctuary donations) before playing them, and they don't count for any specific location type in relation to personal quests. The scenarios can be played using an existing character from the campaign or a newly created character, but that character must be at least level 5 in all cases.

These scenarios are significantly harder than normal scenarios. They are designed to test your skill and knowledge of the class. It is recommended that you study the scenario before playing and choose your ability cards, items, and perks carefully. Characters can earn money, experience, battle goals, and personal quest progression as normal, but it is recommended that players focus solely on doing what they can to win.

The reward for each scenario is an item that is particularly beneficial for the class used in the scenario. You can find a companion PDF file with images of the 17 item rewards. These should be printed out on cardstock and cut out so players can use the items in the campaign.

Be warned that the following pages contain spoilers for the different classes available for play in Gloomhaven. You should only play the solo scenarios for the classes that have been unlocked in your campaign. To help avoid spoilers, below you will find a table of contents, sorted by class icons. Use this to find the scenarios of classes available to you and to avoid scenarios of classes not yet unlocked.

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Return to the Black Barrow

Requirements: Brute level 5

Goal: Kill all enemies

Introduction:

You sniff the air as you descend the familiar stone steps, and the stale smell of death and decay fills you with anger—an anger focused on yourself. You remember the first time you stepped down into these depths and smelled this odor. It was your first job after you arrived in Gloomhaven. And you remember being scared by it.

You would never have dreamed of exposing your fear to your companions. They were depending on you to lead the charge into your bandit foes. When you're this big, no one expects you to feel fear, but sometimes it's inevitable.

Still, your reaction to this place has haunted you ever since. When you began to hear rumors about a powerful weapon hidden in the depths of the Black Barrow, you jumped at the opportunity to return and face its dangers alone.

You are stronger now—more seasoned. Walking down these steps no longer fills you with dread, only excitement. You hope that more pathetic bandits have made this place their home since the last time you charged through these dark halls.

You reach the bottom of the steps and bash open the door. You are not disappointed.

Special Rules:

All monsters are one level lower than the scenario level.

1

Despite your numerous wounds, you press on into the final room. Everything is exactly as you remember—smug bandits and animated bones.

"You shouldn't have come—" An archer begins to talk, but you silence her with a dismissive wave of your hand. These fools aren't important enough to waste your time with speeches.

Conclusion:

You limp toward the stairs at the back of the room and can't help but let out a bellowing laugh. You are unstoppable—a force to be reckoned with.

Trailing blood, you make your way into the lower catacombs, looking for the telltale clues of your quarry. Perhaps it is luck, or perhaps the rest of the bandits were terrified of your laughter, but either way, you find the sword and leave without further incident.

Reward:

Imposing Blade (Item 134)

Maps:

1.1b
G.1b
L.1a





Bandit Guard | Bandit Archer | Living Bones | Damage Trap (x2) | Table (x2)

An Unfortunate Intrusion

Requirements: Tinkerer level 5

Goal: Protect at least one City Guard for twelve rounds

Introduction:

Ah, the joy of tinkering! Every spare moment you find, you spend at your workshop along the northwest wall in the Horn District. It is out of the way, but it is quiet, and the rent is cheap.

Recently you've been making great progress on constructing a handheld potion dispenser that could really be put to good use in combat. You are finishing the final stages of construction when—

"They're coming over the walls!" A great commotion erupts outside, completely breaking your concentration. In a huff, you slam your wrench down on the table and exit your workshop to see what is causing this annoying disturbance.

You look to the walls as you emerge from your door and witness a horde of small, furry creatures climbing over the parapet and descending into the city. Your eyes dart around in a panic, noticing only a small handful of guards in the area, desperately trying to hold back the Vermling swarm.

"We must protect the city until reinforcements arrive!" Yells one of the guards. You don't know about the whole city, but if those Vermlings destroy your workshop, you don't know if you can replicate the procedures that have gotten you this far in your research.

Special Rules:

All City Guards are allies to you and enemies to all other monster types. Their Shield value is reduced by 1. They share an attack modifier deck with you, but still act normally, following the actions of a monster ability card each round. If all four City Guards are killed, the scenario is lost.

At the end of every even round, four normal Vermling Scouts spawn at (a).

Conclusion:

You look at your empty bag of bombs and your spent fuel tank as yet more of the pernicious creatures pour over the wall. You load the last bolt into your crossbow and try to take aim, but you shake with exhaustion and fall to your knees.

As your enemies rush forward, you suddenly hear the clanking of armor from behind. A full battalion of soldiers advances past you to meet with the Vermling horde. The tide of the battle quickly turns, and in a few short minutes, the Vermlings all lay dead.

You cough and slowly stand back up. The soldiers don't even acknowledge your presence, but that is no matter. You finally have the peace and quiet to finish your work.

Reward:

Focusing Ray (Item 135)




City Guard


Vermling Scout


Vermling Shaman


Damage Trap (x2)


Wall Section (x2)

Maps:

N1b
G1b

Corrupted Laboratory

Requirements: Spellweaver level 5

Goal: Loot the treasure tile, then escape through the entrance

Introduction:

Power corrupts. Every Spellweaver knows this, and heeding it is part of your mantra.

Still, one should not fear power because of its dark underbelly. When the noble path stands before you, power should be embraced.

Such thoughts are what led you to the Mixed District with the intention of discovering a more potent concoction to aid you in battle. And such thoughts have now resulted in you standing outside a small alchemy shop, staring down at a red-faced Quatryl.

"Oh, thank the Oak you've arrived on time," he sputters, pausing to catch his breath. "I was just finishing up the potion, when, ah, some of my test subjects, well, they got overly eager to get their claws on more of its power.

"I had to flee for my life, and I unfortunately left the vial down in the basement, guarded by my assistant."

The Quatryl points towards the door. "I'm sorry, but the subjects have overrun my lab. If you want the potion, I fear you'll have to find some way through them."

Wordlessly, you step forward through the threshold of the wooden building. Power corrupts, though sometimes it happens in unexpected ways.

Special Rules:

Door (a) is locked. When the treasure tile is looted, read (1).

1

You grab the reddish-black vial from the chest and suddenly hear the door slam behind you.

"That belongs to the master. Put it back."

You turn around to see the looming figure of a stone golem blocking your escape. That must be the alchemist's "assistant." Unfortunately, you'll have to go through it if you want to escape.

Special Rules:

Door (b) immediately closes and is locked. All monsters on the other side of the door become dormant and do not activate until door (b) is opened again.

One normal Stone Golem spawns at (c).

When the Stone Golem dies, immediately open doors (a) and (b).

Conclusion:

You race from the shop back into the sunlight, the corrupted monsters not far behind. As you clear the door, the alchemist slams it shut and bolts it from the outside. The monsters screech and bang angrily against the wood.

"Looks like you didn't manage to take out all of them," the Quatryl muses. "No matter, not your problem anyway. Glad to see you at least found the potion. Given the nature of how this whole situation turned out, you can take it free of charge."

You consider offering additional help, but you'd be pretty useless in your current state. It's time to head back to your room and get some rest. Then you'll be able to test the limits of your new power.

Reward:

Volatile Elixir (Item 136)

Maps:

G2b
I1b
A1b
A2a



Barrel (x2)

Black Imp | Spitting Drake | Stone Golem | Treasure Tile (x1) | Damage Trap (x5) | Stairs (x2) | Crate (x2) | Bookcase (x4)

Armory Heist

Requirements: Scoundrel level 5

Goal: Loot the treasure tile, then kill all enemies

Introduction:

"You interested in a job?" A burly Valrath with a scar running down the length of his left cheek stands over you.

Unscrupulous work is the only reason anyone hangs around in the foul stench of the Burnt Onion. It certainly isn't the company or the watered-down, piss-flavored beer. You tell the Valrath as much, as flippantly as possible, and he scoffs at you.

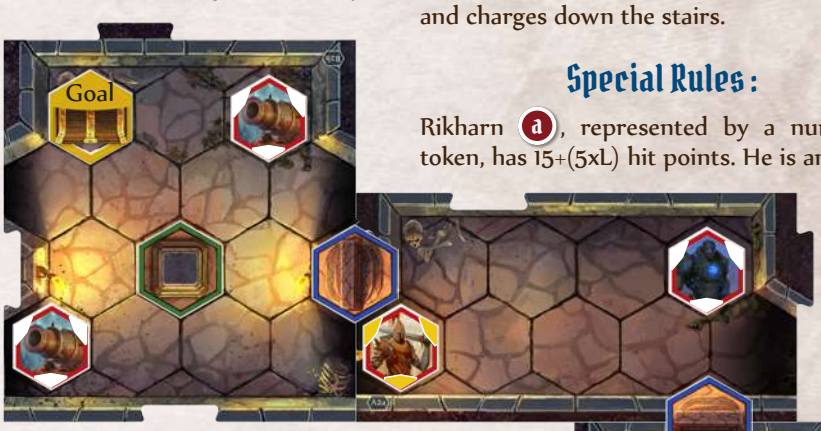
"Good. You look like you can handle yourself in a fight, and we'll be going up against some tough customers."

He sits down at your table and introduces himself as Rikharn. He begins to tell you about an armory held by one of the lesser mercenary guilds up in the Traveler's District.

"The guild is going out on some massive hunt tomorrow night, and there won't be many left behind to guard the vault," Rikharn says. "They'll be well-equipped, but 1 figure, between the two of us, we should have it covered."

Without any other concrete plans on your calendar, you agree to the job. It is why you are here after all.

The following night, Rikharn leads you to an expensive-looking house in north Gloomhaven and walks around to a hidden back entrance leading down into the basement. He grins and charges down the stairs.





City Guard | Stone Golem | Ancient Artillery | Treasure Tile (x1) | Damage Trap (x3)



Stone Pillar (x3)



Special Rules:

Rikharn (a), represented by a numbered token, has 15+(5xL) hit points. He is an ally to you and an enemy to all monster types. He acts on initiative 49 each round, performing "Move 4, Attack 4" (using the monster attack modifier deck).

All City Guards increase their Shield value by 3. All Stone Golems increase their Shield value by 4. When the treasure tile is looted, if Rikharn is still alive, read (1). Otherwise, the scenario is complete when the treasure tile is looted and all enemies are dead.

(1)

You lift open the lid of the chest and stare down at a solitary dagger. Confused, you hold it up so that Rikharn can see.

"Is that all?" He seems as dumbfounded as you. "Well, best hand it over. Maybe you can fish your cut of the job out of these dead guards' pockets."

You laugh at his presumption and pocket the dagger. His face turns dark and he hefts his sword in your direction. "Fine, I suppose it's better if there were no witnesses anyway."

Special Rules:

Rikharn is now an enemy to both you and all other monster types. He has the same number of hit points as he did before the treasure tile was looted and performs the same actions on initiative 49 as before. The scenario is complete when all enemies, including Rikharn, are dead.

Conclusion:

With no one left to challenge you, the treasure is yours. You quietly leave the scene of death and carnage, leaving no witnesses of the crime. Job well done.

Reward:

Silent Stiletto (Item 137)

Maps:

E1a
H1b
A2a
B2b

Stone Defense

Requirements: Cragheart level 5
Goal: Kill all spawned enemies

Introduction:

The reminder is always there. Whatever successes you've had since leaving Savvas society, they are still colored by your humiliation and exile. The scar on your chest ensures you will never forget.

And yet, you constantly fight to erase your past failures. Perhaps if you prove your power enough times, the scar will hurt less.

During one of your long, solemn walks north of Gloomhaven, you feel a faint rumbling in the earth and the pull of some force beneath the ground. You know deep in your shattered chest that the earth is calling to you, pleading for aid.

You head farther north into the Copperneck Mountains and deep into the mouth of an ominous cave, where you find a crystalline rock hidden in the back of a large cavern.

The rock begins to vibrate and fill your ears with an eerie voice. "I feel the approach of danger—creatures which seek control over the earth and wish to use my essense for evil.

"I am the earth made sentient, and this is the heart of my power. I require a guardian to protect me from the threats that come. Are you up to this task?"

You touch the scar once again and nod silently, prepared to face the coming onslaught.

Special Rules:

At the end of the first three odd rounds, one normal Cave Bear spawns at (a) and one elite Ooze spawns at (b). At the end of the first three even rounds, one normal Sun Demon spawns at (c) and two normal Oozes spawn at (d). No enemies spawn after the sixth round.

Conclusion:

Your hands are covered in blood and grime, but the deed is done. The horde of monsters lies dead before you. You did not fail this day.

As you walk to the back of the cave, the rock vibrates once again. "You are a true guardian of the earth, and I owe you my continued existence. I bestow upon you this charm. It will enhance your control over stone and also will allow me to call to you if I am ever in need again."

Reward:

Stone Charm (Item 138)



Cave Bear

Ooze

Sun Demon

Rubble (x3)

Crystal (x1)

Rock Column (x3)


Large Boulders (x2)

Maps:
N1a
B4b

Rodent Liberation

Requirements: Mindthief level 5
Goal: Kill all enemies

Introduction:

"Help...us..." You wake up from a nightmare in a cold sweat. Somewhere deep beneath the city, your rat allies are in pain, and they need your aid.

You grab your gear and race through the dark tunnels of the sewer, heeding the swarm's psychic call. They have been imprisoned by some malicious force, and their will is being used in a dark ritual. You must set them free.

The calls are getting close when you run into an open chamber and encounter a group of your brethren—sickly looking Vermling Scouts holding an oddly defensive position to protect the door behind them. You ask what they are doing here, and their words are also defensive. Well, you have no qualms about slaying them to aid your friends.



Special Rules:

All Vermling Scouts are one level lower than the scenario level.

1

You hurry through the door, and a wave of noxious fumes hits your head with full force. Your mind reels as you realize some foul magic is afoot. You must stop it.

Special Rules:

You immediately suffer 5 damage and gain POISON. At the end of each round, you also gain POISON, unless you are already poisoned, in which case you suffer 3 damage. This effect ends once all altars (a) have been destroyed. Each altar has 3+L hit points.

2

Coughing and retching, you push into a suspicious alcove and find three more Vermlings in deep meditation, giving you just enough time to recover from the fumes before they wake and begin to move towards you menacingly.

Special Rules:

When all Vermlings are dead, read (3).

3

As the last Vermling falls, a brown smoke begins to rise from a grating in the center of the room. With horror, you realize you gave the ritual exactly what was required—a blood sacrifice.

Before your eyes, a massive Earth Demon materializes from the smoke. It is the last thing standing in the way of you freeing your friends.

Special Rules:

One elite Earth Demon spawns at (b). It has Hx2 hit points where H is an elite Earth Demon's regular hit point value.

Conclusion:

With the dark ritual finally put to rest, you feel a sense of relief washing over you from the rats. They begin to crawl out of various hiding places and swarm you in celebration. You feel your bond with them growing stronger, and the blade you wield surges with power.

Reward:

Psychic Knife (Item 139)

Maps:

E1a
H2b
D1a





Caravan Escort

Requirements: Sunkeeper level 5
Goal: Kill all enemies

Introduction:

It has been an uneventful set of days in Gloomhaven, but you are always looking for ways to help those in need. You hear from a source that a very valuable shipment of Orchid goods heading for the Capital is looking for guards, so you go to the Boiler District to offer your services.

"We've been getting numerous reports from merchants coming in that the East Road is swimming with bandits," the caravan leader says when you inquire about the job. "We will happily accept your help, no matter the cost you require."

You humbly decline to be paid, and the man's eyes go wide. All you want to do is prove your prowess and destroy the evil-doers of the world.

You prepare for the journey—not all the way to the Capital, but far enough to get the caravan clear of the Dagger Forest—and then head out of the West Gate. The first day is uneventful, but on the morning of the following day, you awake to yelling.

"Bandits are attacking! Defensive positions!"

Special Rules:

Six normal City Guards spawn at (a). All City Guards are allies to you and enemies to all other monster types. They are two levels lower than the scenario level and act on initiative 99 each round, performing "Move+0, Attack+0" (using your attack modifier deck).

Two normal Bandit Guards spawn at (b). Two normal Bandit Archers spawn at (c). One elite Bandit Guard spawns at (d). When all enemies are dead, at the end of the round, read (1).

(1)

"These look like members of the Red Raiders," one of the caravan guards says. "They normally travel in larger groups. There could be more nearby—we need to keep moving."

Without a moment to rest, the wagons quickly pack up and continue to head down the road. Though wounded and tired, you and the other guards do your best to keep the caravan hurrying along.

A tense hour goes by without event, but then an arrow whistles by your head, and you look into the northern brush to see the large figures of an Inox war band approaching.

Special Rules:

Return your figure to the entrance hex and return all living City Guards to (a) in whatever order you prefer, keeping any damage and conditions on them.

One normal Inox Guard spawns at (c). One elite Inox Shaman spawns at (d). One elite Inox Archer spawns at (e). Then begin a new round. When all enemies are dead, at the end of the round, read (2).

(2)

"We must not tarry!" A guard coughs. "More of the beasts could be anywhere. Press on!"

Despite your misgivings, the caravan quickly moves down the road, giving you and the guards no chance to catch your breath. For another hour, you pray that the wagons make it through this dangerous territory without further incident, but you are not so lucky.

You notice the small, furry shapes of Vermlings bearing down on you, and you prepare once again for combat.

Special Rules:

Return your figure to the entrance hex and return all living City Guards to (a) in whatever order you prefer, keeping any damage and conditions on them.

Maps:

L1b
L3a




City Guard


Bandit Guard


Bandit Archer


Inox Guard


Inox Archer


Inox Shaman


Vermling Scout


Vermling Shaman


Cave Bear


Wagon (x4)


Log (x3)

Two normal Vermling Scouts spawn at b. Two normal Vermling Shamans spawn at c. One normal Cave Bear spawns at d. One elite Vermling Scout spawns at e.

Conclusion:

You are at the end of your abilities, but when the last of the Vermlings fall, you once again press on with the caravan. The carnage you have seen this day will stay with you for a long time, but that is not the present concern. You push until you cannot possibly take another step. You collapse to the ground, and in that moment, you know that you have kept the caravan and its goods safe, delivering it through the dangerous territory.

You lie in the dirt, surrounded by the caravan now finally able to stop and rest. As you fade in and out of consciousness, a vision comes to you: a blinding light reaching down from the heavens; a voice commending you on your fight against evil; a warm feeling removing your body's exhaustion.

When you open your eyes, you see nothing, but you do feel restored. There is a heavy weight on your chest, though. Looking down, you see a glorious shield resting on your armor. No one seems to know where it came from.

Reward:

Sun Shield (Item 140)

Unnatural Insults

Requirements: Berserker level 5
Goal: Kill the Inox Necromancer

Introduction:

At first you thought it was just a by-product of spending too much time within the city. A strong uneasiness built up inside you until you could no longer bear it.

That is when you realized it wasn't this disgusting blight of human activity that was causing the unease, but rather, there was an unnatural threat to your old home in the forest—a disturbance in the wilderness.

You race back to your tribe, searching for the cause. They tell you of an Inox necromancer from a rival settlement who has invaded the nearby burial ground and begun to harvest corpses with the intent of overrunning your village.

The hatred burns bright and deep. This unholy disgrace has the gall to not only desecrate the resting place of your ancestors, but threatens your home as well?

You wordlessly heft your axes and march off into the trees. This insult is deserving of every drop of blood that bastard has to shed.

Special Rules:

Doors 1 are locked. When all enemies in the first two rooms are dead, immediately open doors 1.

1

The fog lifts, and before you stands an imposing Inox adorned with bones and skulls of many different creatures and races.

"What whelp has come to oppose my rise to power?" He laughs as you spit curses at him about disrupting the natural order.

"You have the fetid stink of the city upon you and dare to lecture me on what is natural?" He sneers. "When you die, I will burn your corpse to ash. It would not be fit enough to serve in my army."

Special Rules:

The Inox Shaman is the Inox Necromancer. Whenever it would cause a negative condition to be applied to you, it instead summons one normal Living Corpse.

Conclusion:

The necromancer falls as you hack at him, but it does not quell your rage. You scream with primal fury, and, blow after blow, his corpse becomes further disfigured and mutilated.

You do not notice when his undead minions turn to dust or when his allies flee into the trees. You only notice when every last ounce of energy is drained from your limbs and you are forced to drop to the blood-soaked ground.

Once you have rested and the red slowly leaves your vision, you look down at the mangled skull of your enemy and begin to

work. After tearing off the skin and sinew, you craft a ghastly mask from the bones—one that will warn every enemy of your tribe that you are not to be trifled with.

Reward:

Mask of Death (Item 145)





Maps:

G1a
M1b
C2a
D1b

Storage Fees

Requirements: Quartermaster level 5

Goal: Loot the treasure tile, then kill all enemies

Introduction:

You take wheezing, shallow breaths as you run through the streets of Gloomhaven. Going with all the haste your girth allows, you race towards the Old Docks, where you have been storing some of your excess supplies at a shipping warehouse. The arrangement was all well and good until you heard some chatter at the Burnt Onion about a band of thieves planning on robbing the place.

Not on your watch! You arrive at the warehouse, and you are momentarily relieved to find the location quiet and peaceful. That is, until it crosses your mind that the theft could have already taken place.

You hurry through the front door, cursing when you realize that your stash is all the way at the back, and the place is trapped against intruders at night. Still, you must check on your goods.

Special Rules:

When the treasure tile is looted, read 1.

1

A wave of relief washes over you when you open the chest and see all your supplies still inside. The sound of shattering glass, however, makes the relief short-lived. You look up to see bandits climbing in through the warehouse windows.

"Grab all the valuables, boys!" A big one in back yells. "And kill the witness!"

Special Rules:

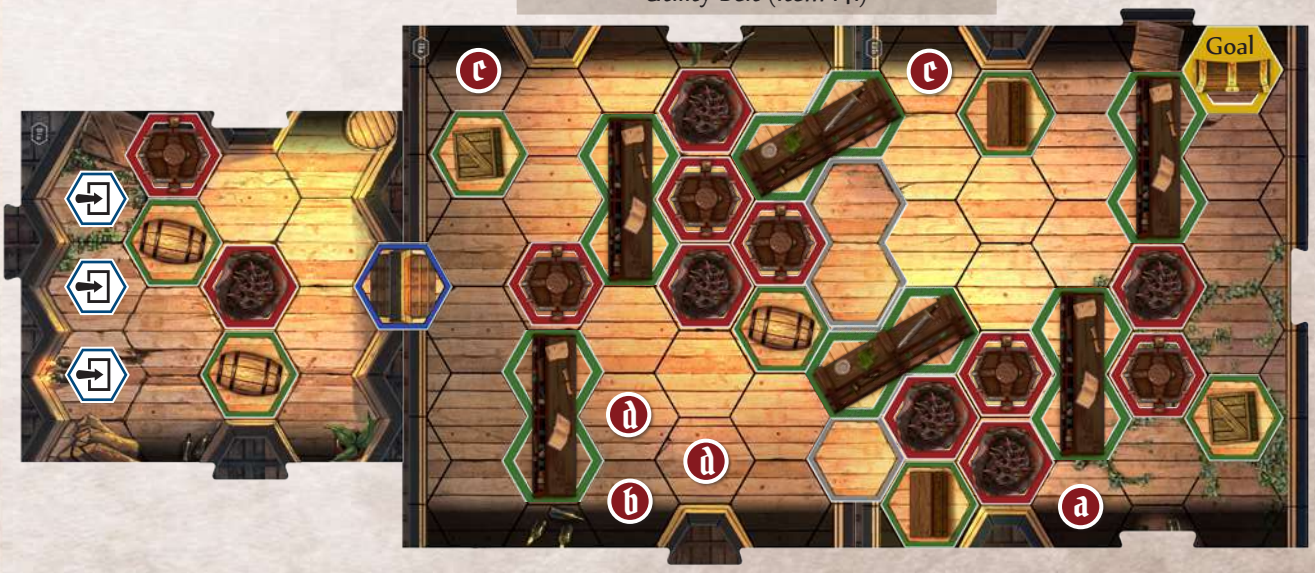
One normal Bandit Guard spawns at a. One elite Bandit Guard spawns at b. Two normal Bandit Archers spawn at c. Two normal Hounds spawn at d.

Conclusion:

You sheathe your many weapons and look around in thought. Clearly this place is not as safe as you had hoped. You previously decided that the extra supplies were just too much to carry around with all your other gear, but this encounter has filled you with a new resolution to make it work. You set to the task of fashioning a new belt to hold everything, and then you strap it around your waist. Job well done.

Reward:

Utility Belt (Item 141)



Maps:

B1a
11a
12b



Hound | Bandit Guard | Bandit Archer | Treasure Tile (x1) | Damage Trap (x6) | STUN Trap (x6) | Crate (x2) | Barrel (x3) | Cabinet (x2) | Bookcase (x4) | Shelf (x2)

Plane of Wild Beasts

Requirements: Summoner level 5
Goal: Kill all enemies

Introduction:

Your power is fading. It would be imperceptible to most, but you can feel it all the same. Each time you pull something from the infinite planes, it becomes ever so slightly harder. You can feel the planes pulling back.

Or, at least, that is what you thought at first. When you studied the phenomenon, you discovered that really only one specific plane was pulling back—the plane from which you draw many of your companions: the Plane of Wild Beasts.

Your curiosity is piqued by this revelation, and so you step across the threshold into the chaotic plane full of dangerous creatures, searching for answers. It doesn't take long to find them.

"The audacity of it," a voice booms out over the trees. "First, you pull my loyal subjects from their homes to be beaten and slaughtered at your whims. Then, you step foot in my sanctuary yourself without the slightest bit of respect for my power. I shall enjoy watching those very same subjects now tear you limb from limb."

You hear rustling in the bushes and prepare yourself to fight.

Special Rules:

At the end of the first round, one normal Hound spawns at a. At the end of the second round, one normal Spitting Drake spawns at b. At the end of the third round, two normal Hounds spawn at c. At the end of the fourth round, one normal Spitting Drake spawns at d. When all these enemies are dead, read 1.

1

"Insolence!" The voice is louder now, closing in on you. "Your desire for power, for domination, will be your undoing. You could have fled my realm at any time, but you remain, convinced that you have the strength to acquire whatever you desire. You think your quest for knowledge has no end, but you are wrong. It ends here. I will crush you myself!"

Special Rules:

One elite Cave Bear spawns at e. It has Hx2 hit points, where H is an elite Cave Bear's regular hit point value.

Conclusion:

The spirit roars and disappears into the wind, leaving nothing but a small, translucent beast-shaped gem.

"Your power is truly great." The spirit's voice seems calmer now—more of a whisper through the air. "Perhaps it is I who was wrong. You have earned my respect and my allegiance. Use this power to protect my subjects in battle."

Reward:

Phasing Idol (Item 142)

Maps:

L1b
L3a





Harvesting the Night

Requirements: Nightshroud level 5

Goal: Kill six Night Demons

Introduction:

The darkness calls to you. It whispers its secrets in your ear. It draws you ever closer to its endless abyss, but you know to never get too close. You stay right on the edge, using its power for your own designs, but never letting it fully consume you.

Your latest scheme should prove no different. You have devised a way to distill the essence of the Plane of Night into a pure, physical form. Its presence should come very much in handy on your future missions.

All that is left to complete your work is to harvest the black souls of night demons and condense them into potent liquid darkness.

You prepare yourself, and then step into the colorless void. Directly ahead of you, you see your first victim through the inky wisps of black dancing through the realm. Let the harvesting begin.

Conclusion:

With enough souls of the night drawn into your flask, you quickly step back into your own plane before the remainder of the demons have a chance to get the upper hand and attack you in your weakened state.

That is what being an assassin is all about, after all. Striking when you have the advantage and then retreating back into the shadows when the job is done.

And the job is indeed done. With a few alchemical adjustments, your potent elixir is ready for use. You hope that it will keep you right on the edge of the abyss and not send you toppling over into a void of madness.

Reward:

Smoke Elixir (Item 143)

Maps:

G2a
D2b
L2a
A2b
B4b





Night Demon | Deep Terror | Rock Column (x3) | Nest (x2) | Dark Pit (x2)

Plagued Crypt

Requirements: Plagueherald level 5
Goal: Kill all enemies

Introduction:

You creep through the ruins of yet another long-forgotten crypt, looking for answers. The voice of Xorn, the god of the plague, spoke to you as you hibernated. It warned you not to grow complacent in your endeavors. It said that following the path of the plague would never be easy.

The voice directed you to this location, which is full of foul creatures without a purpose. It is your job to harness their power and shape it into something that can properly bring glory to Xorn.

You find a set of narrow stairs, overgrown with a black moss. Descending, you come to a large room of pillars and coffins. There are four ominous, ornate doors leading in different directions.

"Here lie the vermin and pestilence that will relinquish their power to you," Xorn says. "Strike them down and take their poison as your own."

There is a flash of light and six green, glowing figures appear around you. "I cannot aid you directly, but I offer you some protection. Use these spirits however you wish."

As the voice subsides, you hear a loud grating of stone against stone. The doors are slowly opening. It is time to prepare yourself.

Special Rules:

Door (b) opens at the beginning of round 2.
Door (c) opens at the beginning of round 5.
Door (d) opens at the beginning of round 8.
Door (e) opens at the beginning of round 11.

Spirits of Xorn (a), represented by numbered tokens, have 4+L hit points. They are allies to you and enemies to all monster types. They do not perform any actions and have an initiative of 99 for the purpose of monster focusing. They use your attack modifier deck for the purposes of BLESS and CURSE.

Conclusion:

The last of the creatures falls victim to your swarm, and you slowly, meticulously harvest its venom along with the rest until you have a large coin purse full of sacs and glands.

Using your many claws, you raise the purse up as an offering. In a flash of green light, the bag disappears, and in its place you find a brooch radiating dark energy.

The halls of the crypt are silent, but you know you have fulfilled your purpose here. You return to Gloomhaven, eager to continue down the path of the plague.

Reward:

Pendant of the Plague (Item 144)



Maps:

M1a
A1a
C1a
C2b
D1a

Giant Viper


Black Imp

Stone Pillar (x4)


Sarcophagus (x4)

Battle of the Bards

Requirements: Soothsinger level 5

Goal: Kill the Song of the Deep

Introduction:

"I want to hire you to play at the Brown Door, and I need you to perform right now." The proprietor of the popular bar sits across from you at a nearby inn and stares at you stone-faced. You try to object to the incredibly short notice, but he raises a hand in protest.

"I booked a Vermling singer for earlier tonight," he continues. "An unconventional choice, for sure, but I had heard good things about her—calls herself the Song of the Deep.

"Everything was going great until my patrons started doing weird things. They all fell silent, as if in a trance, and then began to act out the song the Vermling was singing. When some of my guards tried to stop the patrons from hurting themselves, they were viciously attacked. It's like the Vermling had taken over my patrons' minds and completely swayed them into doing whatever she wanted.

"I escaped and tried to get the city guards to do something about it, but of all the people who've gone in, no one has come out. My only hope is that another performer, such as you, can counteract the Vermling's influence."

You sigh and make your way to the Brown Door. Not to help the owner—he's a scumbag—but to stop this Vermling from giving all bards a bad name.

Outside the entrance, the owner has assembled a motley assortment of street toughs to assist you. They look a little nervous, going up against something they don't understand, but even just tuning your lute seems to calm them a bit. Then you begin to strum and walk into the bar.

Special Rules:

The Bandit Guards and Bandit Archers are allies to you and enemies to all other monster types. Both are two levels lower than the scenario level and act on initiative 49 (guards first and then archers), performing a "Move+0, Attack+0" action (using your attack modifier deck).

1

After the decisive battle in the entryway, your allies are emboldened. You rush forward into the next room, only to narrowly dodge a barrage of crossbow bolts from the stage on other side.

"You have no hope, Soothsinger!" A deep bellow echoes from behind the curtains on the far wall. "Take your pathetic band of drunkards and leave me be! The Song of the Deep is within us all. It is only a matter of time before it begins calling to you, as well."

2

At last, hiding in a green room backstage, you find the Vermling bard, guarded by two more of his enthralled victims.

"Your performance is admirable, Soothsinger, but how much longer can you hope to play?" The Vermling's unnaturally deep voice clouds your mind. She strums a strange lute as she speaks, weaving a tapestry of sound that buries you in reverberating unease.

"Can you keep up your petty songs long enough to stop me? Even as you falter, the Song of the Deep continues on into the infinite. Your soul will be mine soon enough!"

Maps:

B1a
I1a
G2b
A1b





Bandit Guard | Bandit Archer | City Guard | City Archer | Stone Golem | Vermling Shaman | Cabinet (x2) | Barrel (x2) | Table (x3)

Special Rules:

The Vermling Shaman is the Song of the Deep.

Conclusion:

A dissonant chord rings out as the Vermling falls, her lute clattering to the floor. The bellowing sound of the Song of the Deep is cut short, and its oppressive weight is immediately lifted.

Those of your allies who were not cut down laugh and breathe a sigh of relief. The danger has passed.

The owner of the Brown Door thanks you for your help and offers you a generous portion of the drink sales whenever you come to play. The real reward, however, is the bloody lute you pulled from the dead hands of the Song of the Deep. It is a true work of art.

Reward:

Master's Lute (Item 146)

Corrupted Hunt

Requirements: Doomstalker level 5
Goal: Kill all enemies

Introduction:

Your thoughts often turn to the village you used to call your home. You have chosen this mercenary lifestyle, and sometimes that choice causes a guilt to well up inside you—a shame that you are not using your skills to help protect your village from forces that would do it harm.

There are others there to protect it, and you know deep down that the path you have chosen is also an important one, but still the guilt comes. And so, whenever you get the chance, you return to your people to check in.

You are disturbed on your most recent visit to hear that scouts have reported a pair of powerful demons who have invaded the woods near your village, corrupting the animals in the area. A number of hunters express their desire to slay the creatures, but you will not hear of it. You will perform the duty to your village and wipe out the demons and their corruption by yourself.

It is a short hike to the location reported by the scouts, and you immediately feel a shift in the wind when you approach. Something unseen and dangerous lies nearby. The hunt has begun.

Special Rules:

The Hound is the Ghost Wolf. It gains INVISIBLE◆ at the start of each round.

1

As you move forward, the earth rumbles and a giant demon made of dirt and stone rises up from the ground.

"So, the little Orchid has come to kill us, has he?" It rumbles. "What can one hunter hope to achieve against our power? You will be crushed!"

Special Rules:

The Earth Demon is the Deep Earth. It has Hx2 hit points, where H is an elite Earth Demon's regular hit point value.

2

An intense heat greets you as you move into the next clearing. Before you stands a demon blazing with flame. The fire is so intense, the edges glow blue.

"We have been granted extraordinary power, hunter," the demon spits and hisses. "One such as you cannot stop our rise!"

Special Rules:

The Flame Demon is the High Flame. Add +2 to its Retaliate, the Range of its Retaliate, and its Shield.

3

While searching for further corruption, you stumble across a nest of vipers, and they are not happy about your presence. As they emerge, you sense in them a dark viciousness. Clearly they too have been tainted and must be destroyed.

Special Rules:

All Giant Vipers add +1 Attack to all their Attacks.

Conclusion:

With the last of the beasts put to rest, you again feel a change in the wind as the corruption dissipates. Not wanting to waste the corpses, you fashion a beautiful cloak from their hides and take the meat back to your village.

The people there offer a muted thanks that temporarily assuages your guilt, allowing you to return to the life of a mercenary once more.

Reward:

Cloak of the Hunter (Item 147)

Maps:

D1b
C2a
G1a
A4a
F1b





Hound | Earth Demon | Flame Demon | Giant Viper | Spitting Drake | Nest (x2) | Stump (x2) | Log (x2) | Tree (x2)

Aftermath

Requirements: Sawbones level 5
Goal: Save all wounded allies

Introduction:

A great, thunderous sound wakes you from your sleep—a calamitous noise of men shouting and earth cracking. As you leap from your bed, pull on some clothes, and grab your equipment, the chaos outside only heightens. There are screams and a powerful rumble of stone and fire that shakes the ground, nearly knocking you off your feet.

You race toward the disaster as fast as you can, but by the time you arrive, the immediate danger has already passed. Whatever attacked has been driven off, but they left in their wake a scene of devastating destruction.

Buildings lie in ruins. Great sections of the wall have been toppled over, leaving stone and rubble scattered throughout the area. More pressing, however, is the number of dying soldiers screaming and moaning in their death throes. You immediately set to work on saving as many of them as you can.

Special Rules:

All City Guards are allies to you. They do not act and have no initiative. All revealed City Guards suffer 1 damage at the end of each round, and are only considered saved, and will thus stop suffering damage, when fully healed (i.e. all damage tokens have been removed). If any City Guard dies, the scenario is lost. You may give the City Guards medical pack cards, in which case, they would immediately heal for the value on the card (4 or 8 damage).

When revealed, City Guards (a) should have damage tokens placed on them until their current hit point value equals 2, City Guards (b) should have damage tokens to make their current hit point value 4, and City Guards (c) should have damage tokens to make their current hit point value 7. All obstacles have 4 hit points.

1

You get closer to the ruined wall and see nothing but more devastation. The rubble has buried many men here, including a gravely wounded lieutenant moaning for help through blood-filled lungs. You grimly resolve to save them all.

Special Rules:

The elite City Guard is the Lieutenant and has Hx3 hit points, where H is an elite City Guard's regular hit point value. Place damage tokens on him until his current hit point value equals 4. He suffers damage and is saved in the same manner as the other City Guards. In addition, begin tracking the rounds, with the current round being round 1. If the Lieutenant is not saved by the end of the tenth round, the scenario is lost.

Conclusion:

Many died tonight, but you take solace in having saved all that you could. The lieutenant is especially grateful and commissions a special coat to be made for you. You head back to your room, and, like always, the endless screams of dying men in your memories eventually gives way to a peaceful sleep.

Reward:

Doctor's Coat (Item 148)

Maps:

A1a
G1b
A3b
N1b



Elemental Secrets

Requirements: Elementalist level 5

Goal: Kill all enemies

Introduction:

The study of the elements consumes you. Though the cores in your chest prove your mastery over them, they do not mean the quest for knowledge and power is complete. They only mark the beginning of a much larger journey.

That journey eventually brings you back to the Temple of the Elements. After your earlier excursions here, you knew there was more power waiting for you, somewhere in the temple's depths. And so, you return seeking knowledge.

After some investigation, you feel a strong pull of elemental energy that draws you to a false wall. Behind it, a set of stairs leads down into the unknown. As you descend, you grow faint with the influx of elemental influence. By the time you reach the bottom, you feel the elements coursing through your veins like they never have before. With this power, you are confident you could take on anything, which is good, since you see a number of demons emerge from the shadows ahead of you.

Special Rules:

At the start of each round, move one specific element to the Strong column. Starting with Air in the first round, move elements in the order of Air, Ice, Earth, Fire, and then back to Air, repeating the cycle.

In addition, you may choose your ability cards for the round after revealing the enemy ability cards, instead of before.

Conclusion:

This energy is indeed potent, allowing you to anticipate your enemies' moves and destroy them with an efficiency that would not be possible otherwise. Now that the nexus has been cleared of demons, you stay and study the elemental energy extensively.

It takes days, but eventually you emerge from the temple with a new understanding and appreciation of the elements. You return to Gloomhaven and work to turn that knowledge into equipment that can better harness and convert elemental power.

Reward:

Elemental Boots (Item 149)



Maps:

H1b
B2b
B3b
C2b

Flame Demon

Earth Demon

Frost Demon

Wind Demon

POISON and Damage Trap (x3)

The Caged Bear

Requirements: Beast Tyrant level 5

Goal: Kill all enemies

Introduction:

You spend most nights outside Gloomhaven's walls. You feel much more comfortable among the trees and beasts. The city can be so restrictive. And it stinks.

You are awoken in the middle of the night by the sound of a howling wolf. But it is no ordinary howl—the animal is in distress. You call upon your bear and head toward the troubling call.

"That's far enough!" Your search is cut short by the voice of another Vermling. You stop and peer into the darkness, making out the forms of many animals on the far edge of a clearing. The Vermling steps out from among them.

"The wilderness has deemed you a traitor, and has tasked me with destroying you." You begin to object, but the Vermling yells over your voice. "You spend your powers helping that blight of a city instead of destroying it! The city is a scar upon the land, and it needs to be healed!

"Your actions have made you unfit to wield nature's force, and you are thus sentenced to death!" She raises a staff, and you feel the earth give way beneath you.

You hit the ground hard, and as the moonlight streams into the underground cavern through the rubble, you do not see your bear. It is close—you can feel it—but you'll have to fare on your own for a while. This is all the more troubling with the realization that there is still a beast in the cave with you. It is just not friendly.

Special Rules:

Instead of summoning your bear to a hex adjacent to you, you begin on the entrance hex on the right and your bear begins on the entrance hex on the left.

The obstacles in this scenario cannot be moved through, even with Jump or Flying. The bottom action of Disorienting Roar cannot be used.

Maps:

D2b
B4b
G2a
N1a
E1b





1

The words of the rival Vermling echo in your mind, but you simply cannot believe them. And even if you did, you certainly wouldn't go down without a fight. You press on into the darkness.

Special Rules:

Immediately open door a.

2

As you are forced to slay more and more beasts in your efforts to be free of this prison, your anger grows. This is madness and cannot be the will of nature. Despite your work as a mercenary, you have always put your dedication to the wilderness first. You will find this treacherous Vermling and make her answer for her lies.

Special Rules:

Immediately open door b.

3

You see a light up ahead—a way out of this cavernous prison—but you also see the object of your burning rage—the Vermling who sent you down here.

"Even when your power forsakes you, you still have the determination to fight through my beasts and stand before me," she says. "How futile."

There is much you wish to say to this liar, but it all comes out as a single primal yell, with the full force of nature behind it. You see fear in your enemy's eyes as you charge forward with your bear at your side.

Special Rules:

Immediately open door c.

Conclusion:

You stand over the corpse of the Vermling and spit. Clearly your powers have not left you. You have proven that definitively. You pry the staff she was using out of her dead hands and then leave her there to rot. The corpse will feed the earth and, in due time, create life once again.

Reward:

Staff of Command (Item 150)

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