

GLOOMHAVEN

INTO THE UNKNOWN

Welcome to the community-driven mini-campaign for the Gloomhaven reprint Kickstarter! Over the course of a month, these pages will grow to contain 10 all-new scenarios where the community dictates the story. Sound exciting? Here's how you play:

First of all, know that you are encouraged to participate even if you don't own a copy of the game yet. If you own Tabletop Simulator, you can play through the scenarios there. Or you can just watch videos of other groups playing if you want. Links to all that stuff is available on the main Kickstarter page, so, please, join in the adventure!

This mini campaign is completely separate from the campaign that comes in the Gloomhaven box. Right off the bat, this means you can't do anything related to that campaign while playing this campaign. This includes road and city events, donating to the temple, or unlocking pretty much anything. You cannot make progress toward personal quests while undertaking these adventures. In fact, it is highly recommended that you create brand-new level 1 characters to experience this campaign. They can be any of the starting six classes, or any other advanced class you have already unlocked. But they should be level 1 — fresh, aimless mercenaries, each with 30 gold to spend on items as normal.

It is recommended that you only use items 001-014 when you start the campaign. Every three scenarios played, the next level of prosperity items will become available for purchase (so items 015-021 when scenario 3 is finished, items 022-028 when scenario 6 is finished, and finally items 029-035 when scenario 9 is finished). If you don't want to spoil yourself on these advanced items, though, you don't have to use them! Unlock whatever you feel comfortable with.

Your level 1 characters will progress normally as you play through the scenarios, gaining experience, loot, and checkmarks from battle goals. They may not necessarily be interacting with the town in between scenarios, but they are always allowed to level up and buy items in between if they have enough experience or money.

Have fun!

Requirements: None

Goal: Kill a number of enemies equal to three times the number of players

Introduction:

The evening started off simply enough, with you having nothing better to do but join the rest of the cast-offs of society in the Sleeping Lion. Being a mercenary can sometimes be exciting, but mostly it is just boring. That's what strong drink is for.

The basic truth is that there is nothing else to do with your life. You're powerful. You can handle yourself in a fight, you know that much. And so you came to Gloomhaven, looking for sporadic work guarding trade caravans and loading cargo ships.

So far, however, the most action you've seen has been in this run-down tavern. Pretty much every night some disagreement between patrons turns bloody, and suddenly you're not bored anymore.

Turns out tonight is no different. Some Inox bumps into a man's drink, and it turns out the man isn't too friendly toward Inox. Then, wouldn't you know, the Inox isn't too friendly toward humans who aren't too friendly toward Inox.

Things naturally devolve from there. The next thing you know, chairs are flying across the room and no one even remembers how the fight began. It's every mercenary for themselves, and that boredom isn't going to alleviate itself.

Special Rules:

Characters must start on a starting hex adjacent to a monster.

Each monster on the board is an enemy to you and an enemy to every other monster on the board. Bandits and Inox will share monster ability cards, with all Bandit Guards acting before all Inox Guards in the initiative order, and all Bandit Archers acting before all Inox Archers in the initiative order.

Only character kills or character summon kills count toward the goal. The scenario is lost if there are ever not enough enemies on the board to fulfill the goal condition.

Conclusion:

You've beaten so many people senseless in the brawl that you start to get a little light-headed, much like a night with too many drinks. As the carnage wanes in the background, you lean against a table, overcome with an emotion.

Dissatisfaction. Normally these fights are the only thing that dispels it, but tonight, not even the thrill of a good brawl can fill the void inside of you.

Your life should mean more than this. You are wasting away in this den of wrath and debauchery. Given enough time, no doubt you will fade away into the background too, indiscernible from the rest of these drunks.

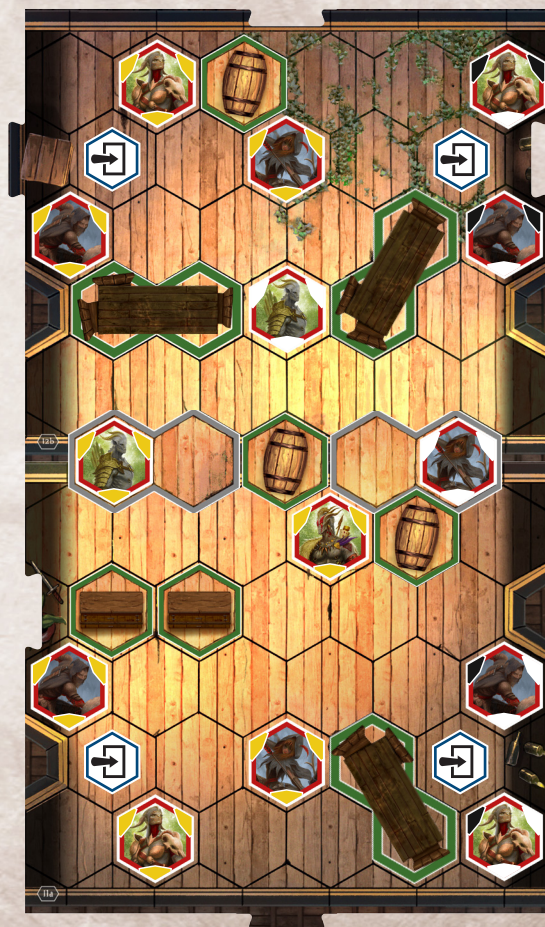
But it's not too late. You can still take your fate into your own hands and find true adventure. You just need to make the decision to change.

Where will you seek adventure?

- ① Head into the frozen peaks of the Coppernecks to the north.
- ② Head towards the bustling capital to the west.
- ③ Head in the direction of the Valrath deserts to the south.
- ④ Climb aboard a ship headed out into the eastern sea.
- ⑤ Ah, screw it. Stick around town to look for adventure.

Maps:

11a
12b



Bandit Archer



Bandit Guard



Inox Archer



Inox Guard



Inox Shaman



Barrel (x3)



Cabinet (x2)



Table (x3)

ROAD

Out onto the Misty Sea. It certainly does sound more grand and adventurous than anything else you can think of. Why traipse around the continent of your birth when you can head off into the unknown?

With this newfound determination in your heart, you wake up early the next morning and head down to the docks. There, you find two ships preparing to sail out east. One is a large, sturdy trade ship laden down with cloth, jewelry, and other goods from the Capital. The refined Valrath captain promises to pay you a wage to join his crew.

The other ship is a much smaller vessel of whirring gears and engines billowing smoke. The off-kilter Quatryl captain says you can climb aboard as long as you don't slow her down and "keep yer damn mouth shut" about what she's transporting.

Option A: Join the crew of the trade vessel. It will be slower, but far more safe and profitable.

Option B: Board the Quatryl ship. If nothing else, you could call the decision "adventurous."

Into the Unknown 2 A Quatryl Scorned

Decision Path: Boarding the Quatryl's ship

Goal: Kill the Smuggler Captain

Introduction:

Everything in your rational mind is telling you to avoid this ship — the overwhelming stench of caustic smoke, the loud banging as the rickety engines rattle around, and the vague mumblings of the captain about what lies in the ship's hold — all of it is telling you to walk away, but somehow your sense of adventure gets the better of you.

Despite the her aloof demeanor, you catch a faint hint that Drey, the Quatryl Captain, actually does seem pleased to have you aboard. As the ship weighs anchor and sputters out of harbor, the grimace on her face could almost be construed as a smile.

"I may actually have hit a small bit of luck havin' you lot aboard," Drey says. "A contingency plan in case this thing goes sideways."

You try to press her on what exactly she means by "thing," but instead, Drey goes into a long, meandering story about how she used to be a smuggler. She and her best friend Luce worked for a man named Barty Half-Ear, building and repairing engines for his ship so that he could evade capture and have the upper-hand in a battle.

Drey and Luce lived well enough until one of the engines blew out during a bloody combat, leaving the ship vulnerable to be boarded. Barty lost many of his men in the ensuing carnage. As punishment for the failure, Barty killed Luce in front of the crew and threw her overboard.

You can see Drey shake with rage as she describes the events. "Just slit poor Luce's throat and made me watch as she bled out on the deck. I screamed and screamed, but

couldn't do nothin' else."

She then describes how she escaped Barty's ship and has been planning her revenge ever since.

It is at this point that a knot starts to form in the pit of your stomach. You begin to notice that the ship has not been following a straight course, but, rather, has been zig-zagging through the water since you left Merchant's Bay, almost as if you are hunting something.

"There the bastard is," Drey suddenly spits. "Stupid sod hasn't even changed his patrol pattern in all these years." You see a small white sail out on the horizon. As Drey lays down on the throttle, the sail grows quickly and steadily larger. You stare in wide-eyed horror as your ship continues to speed



Maps:

C1b
I1a
I2b
A1b
B2a

- Stairs (x3)
- Boulder (x3)
- Barrel (x3)
- Cabinet (x1)
- Dark Pit (x4)
- Shelf (x2)
- Bandit Archer
- Bandit Guard
- Ancient Artillery
- Treasure Tile (x5)
- POISON and Damage Trap (x6)
- Water (x5)

Into the Unknown 2: A Quatryl Scored

closer until you can see the shapes of men scrambling around on the deck. They look horrified, too.

An explosion rips through the air from cannon fire, but Dreyl expertly maneuvers the ship in evasion. Your ship is much smaller and has no apparent weapons, but that doesn't seem to faze Dreyl at all.

You desperately ask what she is planning, but she just stares ahead in grim determination and mutters, "We're gonna sink the bastard, even if it kills us all."

Before you can object to her line of reasoning, you are thrown to the ground as Dreyl flips a switch and the death trap lurches forward at an alarming speed. Dreyl has maneuvered around to the stern of the larger ship and you now race straight ahead on a clear ramming course. All you can do is brace yourself before the two ships collide and everything goes white.

When your vision returns, what lies before your eyes is a scene of chaos. The demolished bow of Dreyl's ship has punched a hole straight into the back hull of the larger vessel and water is pouring in at an alarming rate. Twisted metal and splintered wood litter the scene where the two ships have merged, and a foul, acrid gas rises up out of the ruined engines, permeating the area.

"The bombs," Dreyl coughs, lying wounded on the floor. "They didn't go off... use them... to kill Barty..."

There are indeed a number of small explosives that appear to have fallen out of a central casing due to the crash and now litter the floor. You're not especially inclined to follow the instructions of this suicidal Quatryl, but the crew on board the larger ship seems to be recovering from the collision, as well, and they don't seem to happy about what happened. Perhaps the bombs could come in handy.

Special Rules:

When you loot a treasure tile, place it on your character mat. These are bombs. If you have a bomb on your character mat, you may forego a top action (discarding one card instead) to throw the bomb, removing it from your mat to perform an "Attack 6, Range 4" action or destroy one obstacle within range 4.



As Dreyl still lies unmoving amidst the debris, you head toward the stairs to the upper part of the ship. It seems most of the smugglers have been taken care of now, but there are still a few more to deal with before you can safely take stock of the situation.

Special Rules:

Door ② is locked and opens when it is destroyed. It has 10 hit points, or, alternately, can be destroyed with a bomb as if it were an obstacle.



Through the wreckage of the door, you see one last bandit grabbing supplies and weapons from his desk — Barty Half-Ear.

"Who in the unending abyss are you morons?" Barty yells. "That the lovesick Quatryl came back is surprise enough, but that she somehow roped in a bunch of mercenaries to join her suicide mission? It boggles the mind.

"No matter, you poor saps. It's time for me to abandon this ship and for you to sink with it."

Special Rules:

The elite Bandit Guard is Barty Half-Ear, the Smuggler Captain. He gains Shield 1 (stacking with his normal Shield 1) and has (HxC)/2 hit points (rounded up), where H is an elite Bandit Guard's regular hit point value.

Conclusion:

With one last blow, Barty groans and keels over. He is still alive, begging you to spare his life. Before you can act, however, a massive explosion from below rocks the ship, and the entire structure begins to lurch and split apart.

It seems like Dreyl finally managed to get her explosives to work. You need get off this ship before the situation gets any worse. Looking out of Barty's shattered cabin window, you see the outline of a small island on the horizon. With any luck, you'll be able to find a dinghy on this doomed vessel and make your way back to dry land. You may even have time to take something — or someone — with you.

Rewards:

- 2 "Volatile Bombs" (Item 033)
15 experience each

What/who will you save?

- ① Haul Barty Half-Ear onto the dinghy with you.
- ② Search for Dreyl down below and attempt to rescue her.
- ③ Salvage some of the Quatryl's engines and machinery instead.

ROAD

It is difficult to keep your footing as the ship shudders and lists, slowly breaking apart at the seams. One of you swims through the lower part of the ship in a search of Dreyll while the rest head out to the deck looking for a dinghy. Barty is left to drown in his wooden coffin.

You manage to find both things you are looking for, but Dreyll is face-down in the water, badly burnt and not breathing. You pull her clear of the wreckage and get her on board the small lifeboat. One of you begins pumping her chest and blowing air into her mouth, while another, unconcerned for her fate, jumps back into the water to salvage some machinery from Dreyll's ruined ship.

You get Dreyll to breathe again, weakly coughing up lungfuls of water. Your other party member returns with only some basic tools and gears, and then you row toward the island on the horizon. As it gets closer, you see it is much larger than your initial expectations. The side facing you is lined with dangerous crags, but there appears to be an opening to a cave in the sheer cliffside.

Option A: Continue around the perimeter of the island, looking for a safer place to land and properly take care of Dreyll.

Option B: A dangerous cave! Adventure! Who cares about helping Dreyll recover from her injuries?

Decision Path: Search for a safe landing

Goal: Loot all bloodroot tokens

Introduction:

Your lust for adventure apparently has its limits. Faced with the choice between reckless excitement and securing the safety of the mad Quatryl who tried to kill you, well, it's an easy choice. Looking down at the shivering, battered figure of Dreyl lying in the center of the boat, you can't help but feel sympathy for her.

Her madness was driven by an understandable anger and need for revenge. Plus, she may be the only one who can help you get back to civilization.

Halfway around the north side of the island, the cliff walls thankfully recede and give way to a sandy shore. You beach the boat and carry Dreyl to dry land.

Your healing skills are able to stabilize her and bring her back to consciousness, but her burns are alarmingly severe. She can do little but moan in agony.

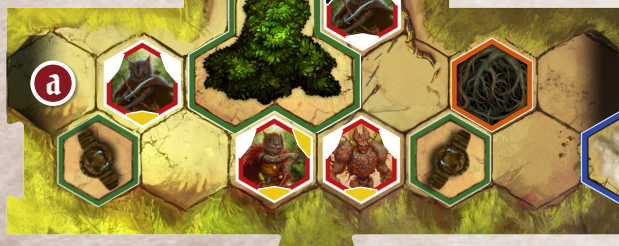
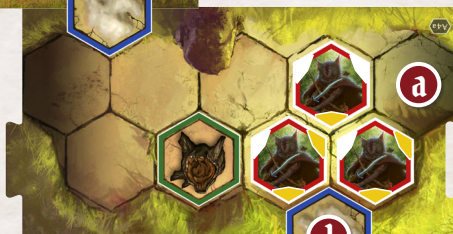
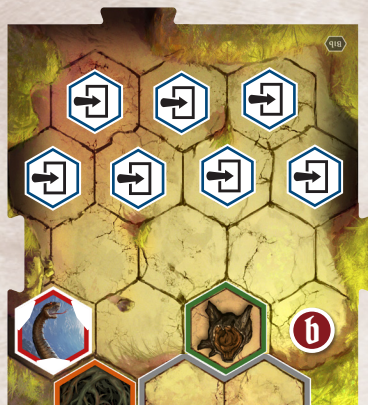
"Bloodroot..." she gurgles.

Yes. You remember that a salve of bloodroot can allieviate burns, and it is very possible that the root could be found on this island. Dreyl seems to think so, at least.

You stare off into the trees beyond the beach, thinking things through. You face a couple of problems. One is that there are very strange noises coming from the inner island — a low, eerie sound with a regular rhythm, accompanied by random, high-pitched screeching. It is off-putting to say the least.

Your other problem is that bloodroot is nearly indistinguishable from daggerroot, a highly toxic plant that causes debilitating poison with any amount of contact.

Dreyl moans again, and your resolve



Maps:

B1b
G1a
H2b
A4a
M1b



Giant Viper



Earth Demon



Vermling Scout



Vermling Shaman



Thorns (x4)



Stump (x3)



Totem (x3)



Log (x2)










Tree (x3)

Into the Unknown 3: Unreliable Medicine

solidifies. You will brave the strange forest to help her recover. It doesn't take long to find those problems, though.

Special Rules:

Shuffle numbered tokens 1-8 (two characters), 1-10 (three characters), or 1-12 (four characters) and place them facedown on hexes  (two characters),  and  (three characters), or , , and  (four characters). These tokens can be looted normally. If you loot an even-numbered token, you have found bloodroot, and four (two characters), five (three characters), or six (four characters) are need to complete the scenario. If you loot an odd-numbered token, however, you have found daggerroot, and you immediately gain POISON  and suffer 2 damage.



The eerie chant grows louder as you continue deeper into the dense forest. The presence of demons on the island is highly concerning, and you wonder if the noise is somehow connected.

And then you find the source. Vermiling shamans, engulfed in a dark energy and clearly up to no good.

Conclusion:

You race back to the shore, laden down with enough bloodroot to cover the small Quatryl's body in a soothing salve. It takes an hour to make the paste and apply it, but when it is finally done, Dreyll's moaning subsides. In another hour, she finally begins to speak again, though it is interrupted by soft sobs.

"I'm sorry..." she whispers. "I was just so... Luce... why did you save me?"

Dreyll begins to cry uncontrollably and it takes some time to calm her down once again, all the while, the strange low chanting continues from the forest.

The Quatryl says she can help you get off this island and back out onto sea in an adequate ship if you can bring her enough building materials.

"It's really up to you lot," she says quietly. "I have no reason for livin' anymore, other than to make up for my selfishness."

Rewards:

2 ✓ each
10 gold each

What is your next priority?

- ① Gather building materials for the ship.
- ② Investigate the inner island.
- ③ About that cave from earlier...

ROAD

You make your preparations, and Dreyll assures you she will be safe on the beach, so you head back into the dense forest toward the center of the island.

You move more carefully this time now that no one's life is on the line. You creep through the brush, making sure that nothing is alerted of your advance. The strange chanting sound gets ever louder.

After an hour, you begin to see signs of a clearing up ahead, and you can almost make out a large stone structure though the foliage. Suddenly, however, your attention is drawn to movement off to your right. You see an odd streak of color as a small, brightly dressed Vermling scout runs away from you toward the denser forest. No doubt it saw you and is going to alert others of your presence.

Option A: Ignore the Vermling and continue toward the stone structure.

Option B: Chase after the Vermling to make sure your presence remains hidden.

Decision Path: Chase after the Vermling

Goal: Destroy the totem and deliver an amount of meat equal to seven times the number of characters

Introduction:

Not wanting to be ambushed later by a pack of vengeful Vermplings, you pursue the fleeing figure back into the forest. Catching it or getting a clear shot proves more difficult than anticipated, however.

The Vermling continues to gain ground until you are barrelling through the trees with only vague idea of the direction you should be headed. Suddenly, you burst out into a clearing full of the small creatures, all of them dressed in the same colorful attire of plants and feathers.

At your arrival, the Vermplings hiss menacingly, but they do not appear to be armed. You are about to brandish your own weapons when one of them yells above the crowd.

"Wait!" It says. "These are ones I saw! These are ones who kill Blackbiters! They are not enemy!" You haven't quite arrived at that conclusion yourself yet, but you stay your hand as the Vermling walks closer to you.

"You kill many Blackbiter and their demons, yes?" He asks. Not sure what to do, you nod. "Good! You help kill more of them, yes?"

You nod again and the crowd of Vermplings visibly relaxes. You talk more with the one who recognized you, named Antgut, and you learn that this Vermling tribe, the Hollowbones, has been warring with the Blackbiters for many years. Only recently, though, did the Blackbiters begin employing the aid of demons.

Antgut is afraid the demons will turn the war in the Blackbiters favor, and the Hollowbones were preparing to attack their enemy's temple when you appeared.

"Before we fight," Antgut explains, "We need power of ancestors. We make ritual feast, and would be honor if you join us." Antgut explains that the most important task in the feast is the cooking of the meat. Drake carcasses, recently harvested from a nearby cave, must be butchered, brought to the cooking cave, and then returned to the banquet table, all the while a totem of the enemy tribe is danced around and attacked.

"It is very important meat cooked well and totem destroyed," Antgut says. "Sacred task, but I see you kill Blackbiter already. Ancestors choose you for task."

Special Rules:

Meat must go through an entire cycle before it is considered delivered. First, while adjacent to table **a**, a character must perform an attack action against the table **a** (ranged attacks do not automatically suffer disadvantage), where the amount of damage done is equal to the number of raw meat tokens picked up (use damage tokens placed on your character mat). Once a character is carrying meat, they cannot pick up more, though a character can lose any number of meat tokens from their mat whenever they want on their turn.

Once carrying raw meat, a character must then end a movement on a hex adjacent to hot coals **c** to place the meat tokens on that hex and begin cooking them. At the end of every round, all meat tokens on hot coals **e** are removed from the board, all meat tokens on **d** are moved to **e**, and all meat tokens on **c** are moved to **d**.

While adjacent to hot coals **e**, a character must perform an attack action against the hot coals **e** (ranged attacks do not automatically suffer disadvantage), where the amount of damage done is equal to the number of cooked meat tokens picked up, up to the number of tokens on the hex (use damage tokens placed on your character mat). Again, once a character is carrying meat, they cannot pick up more.



Maps:

Lib
Mib
B4b



Vermling
Scout



Giant
Viper



Thorns
(x4)



Hot Coals
(x3)



Totem (x1)



Table (x2)

Into the Unknown 4: Unlikely Allies

Once carrying cooked meat, a character must then end a movement on a hex adjacent to table ❶ to deliver it.

If a character occupies a blue cave space on the end of their turn, they suffer 2 damage.

The totem ❶ has Cx18 hit points. It cannot be focused on by summons.

The Vermling Scouts block normal movement, but are otherwise considered allies to you. An ability card is revealed for them at the beginning of every round, as normal, but instead of performing the actions specified on the card, they instead, on their initiative, move as a group to surround a different thorns hex, keeping the same orientation with respect to each other. If their initiative value is 53 or lower, they move to surround the next clockwise thorns hex. If their initiative value is 54 or higher, they move to surround the next counter-clockwise thorns hex. If a hex a Vermling would move to is occupied, the Vermling instead moves to the empty hex closest to the hex it would have moved to. The next time it moves, it will attempt to return to the original surrounding formation.

When Cx3 pieces of meat have been delivered, read ❶.



Drawn by the smell of the meat, you see a group of huge snakes begin to emerge from the forest.

"Keep them away from the ritual!" Antgut yells.

Special Rules:

A Giant Viper spawns on hex ❾ at the end of every round. These spawns are all normal for two characters. They are normal every odd round and elite every even round for three characters. They are all elite for four characters. The Giant Vipers are enemies to you and the Vermling Scouts.

Conclusion:

With the meat delivered, the dancing and singing of the Hollowbone tribe ends abruptly and dramatically. As you clear out the rest of the vipers, you notice that the meat emits a faint golden glow. Disconcerted, you see the tribe crowd around the table and begin to feast. Antgut approaches you.

"We thank you greatly," he says with a smile. "Without you, ritual surely fail." You begin to hear an odd cacophony of noises around the table as Antgut continues.

"I lie, though," he admits. "Ancestors give us power, but not power to fight. Power to flee."

At this, you recognize the sounds around the table as those of birds cawing. Before your eyes, a number of Vermlings begin to change shape. They writhe on the ground in pain, flapping their arms wildly. Slowly, their limbs become wings, their mouths become beaks, and their feet become talons.

"You can eat meat, too," Antgut says noncommittally. "I not know if it work on non-Vermlings, but it all I can offer for help." He turns and begins to walk toward the table.

Rewards:

- 1 ✓ each
- 2 experience each for each Vermling alive
- "Necklace of Teeth" (Item 106)

What is your next move?

- ❶ Take some of the meat and return to Dreyll.
- ❷ Take Antgut hostage and demand the Hollowbones help you fight the Blackbiters.
- ❸ Leave the Hollowbones on amicable terms and continue your search of the inner island.

ROAD

You watch as the Hollowbone tribe finishes their feast and takes flight.

From the air, Antgut caws at you happily in thanks. You stuff your packs full of the strange meat and then resume your trek toward the stone structure farther inland.

It takes you a while to backtrack and find it, but the constant sound of chanting pulls you back to the clearing, where you get a better view of the temple. It is a towering building with a massive pyramid base and a multi-tiered spire above it. You cannot fathom how it was built, but feel confident the Vermlings did not do so on their own. It feels ancient and ominous. The chanting permeates the area, but you can't tell where it is coming from.

You carefully approach through the clearing, noticing some vague movement from the upper tiers of the spire. When you arrive at the base, you find a set of stairs carved into the surface of the stone leading upward. You also see an ornate opening to the pyramid and a set of stairs leading down into its depths.

Option A: Take the stairs upward toward the spire.

Option B: Descend into the darkness of the pyramid.

Into the Unknown 5 The Sun Spire

Decision Path: Head up the tower

Goal: Save Dreyll and kill all enemies

Introduction:

Seeing movement in the tower up above has cemented your decision, and you begin to race up the stone steps. As you ascend, the pyramid eventually tapers into a giant spire shooting up into the sky. You grab the hand holds carved into the vertical face of the stone structure and begin to climb.

Halfway up the tower, carried upon the ever-increasing winds, you begin to hear the sounds of commotion below you. A multitude of Vermplings are pouring out of the base of the pyramid and moving up the stone steps after you. Completely unable to fend them off while clinging for your life, you have no choice but to continue climbing upward toward the zenith.

Farther still up your ascent, with the swarm below hot on your heels, you begin to hear troubling sounds from above as well — the sound of a woman yelling. You recognize the voice as Dreyll's. You climb as fast as you can, finally reaching a large, open, circular platform to stand on. Above you, you can see two more smaller platforms, and it seems like Dreyll's voice is coming from the very top.

Getting there will not be easy, however. Demons and more of the wretched Blackbiters block your path. "When we sacrifice the small one," one of them taunts. "The demons will make this island ours!"

Special Rules:

All attacks made by any figure have PUSH added as a scenario effect. Flying figures are immune to this specific PUSH effect.

The three map tiles are not connected normally, but are considered to be on top of one another, with the C tile on top, the D tile in the middle, and the M tile on the bottom. Consider the walls of these tiles open space, such that if any non-flying figure is pushed into a wall on the C or D tiles, that figure falls onto the next tile down (e.g., C to D, or D to M) into the most logical corresponding unoccupied edge space. For instance if a figure is pushed off the top left of the C tile, it will land on the top left edge of the D tile. In the case of ambiguity, players decide which edge space the figure lands on. When a figure falls like this, it will suffer half the damage of a trap (rounded up) and any additional unresolved PUSH value is negated. Characters can also willingly move off the edges of the C and D tile for one movement to fall down to the next tile, but they will still suffer the same damage.

If a non-flying, non-character figure is pushed into a wall on the M tile, it dies

instantly and no money token is dropped. If a character is pushed into a wall on the M tile, he or she suffers trap damage and does not move. Whenever a monster pushes a character or character summon, the push will always be closer to the wall closest to the pushed figure.

Set up all three rooms at the beginning of the scenario. There is no line of sight between the rooms, though focus can still be found between rooms. In order to move from one room to the room directly above or below it, figures must move from one stair or rubble hex to the corresponding one in the other room, spending the requisite two movement for difficult terrain. Even flying and jump movements are subject to this extra movement (contrary to normal rules). The **a** stairs connect to each other, the **b** stairs connect to each other, and a figure can move from either **c** rubble to the **l** rubble and back.

Example: If a figure is standing in a hex adjacent to the bottom **a** stairs, it would take Move 4 (jumping, flying, or not) to move to the upper **a** stairs (two to move onto the lower stairs, and two to move onto the upper stairs).

Beginning in the third round, spawn a Vermling Scout in any unoccupied starting hex at the end of each round. These spawns are all normal for two characters. They are normal every odd round and elite every even round for three characters. They are all elite for four characters.

If **l** is not read by the end of the sixth round, the scenario is lost.



Maps:

Mla
Dia
Cla



Vermling Scout



Sun Demon



Black Imp



Vermling Shaman



Stone Pillar (x2)



Stairs (x4)



Rubble (x3)



Altar (x1)

Into the Unknown 5: The Sun Spire

1

You arrive at the top of the spire to see two Vermlings huddled around an altar. Dreyl is tied up on top of it, throwing a non-stop stream of profanities at them.

It looks like she has been cut in numerous places, and a troubling amount of her blood has been collected in a bowl at the altar's center. It glows with a dark energy.

"You are too late!" One of the shamans cackles. "We have called down the aid from the stars! Soon all our enemies — including you — will be burned in never-ending sky fire! We will show you death!"

It is time to free Dreyl and show them how gravity works.

Special Rules:

Immediately spawn two normal Vermling Shamans at 1. Continue spawning Vermling Scouts as before. The scenario is complete when no enemies, including the spawned scouts, are left on the board.

Conclusion:

With the platforms secured from both above and below, you finally have time to take stock of the situation, free Dreyl from her bonds, and heal her wounds.

Completely cut off from the ground by a pack of gibbering Vermlings, you discuss your options and mention the strange meat you were given by the Hollowbones.

"Are you mad?" Dreyl says. "Did the Vermlings bite you one too many times and give you the red fever? Eat that horrid, diseased meat on the off-chance it turns you into birds? That's ridiculous! Surely there must be another way."

As Dreyl continues to scold you, a blinding ray of light shoots down from the sky onto the altar. The central column of the tower begins to glow red-hot, all the way down to its base at the pyramid. Before you know it, the entire structure is shaking wildly and fissures begin to form in the ground far below.

"I guess we're out of options!" Dreyl yells. "Hand over that meat before we all fall to our deaths!"

Without thinking, you begin to ingest the

foul-tasting flesh as quickly as possible. Midway down the spire, the stone cracks, and the platforms you are standing on careen toward the earth, flinging you out into the open air.

You are preparing for the end when your arms suddenly sprout feathers. You begin to flap them wildly as other odd changes to your body occur. It is incredibly painful and disorienting, but you soon find yourself soaring through the air as a bird, along with Dreyl and the rest of your party.

You have significant misgivings about how long this transformation will last, but the island below continues to crack and split, leaving less and less habitable earth on which to land.

Rewards:

20 gold each

Where will you fly?

- 1 Return to the island, landing in the mountains on its far north side.
- 2 Fly west back toward the mainland.
- 3 Fly east farther out to sea.

ROAD

Riding high on the grand experience of flight, you throw caution to the wind and fly east out toward the open sea, leaving behind the crumbling waste of the island.

It is exhilarating and wonderful and everything you hoped it would be, up until the point where your feathers begin to fall out and you find yourself plummeting toward the vast, empty ocean.

The landing is harsh, but staying afloat becomes even harsher as the hours roll by, the sun drops low, and you see dark clouds on the horizon. Luckily, as the desperation sets in, you also see a small ship with tattered sails approaching you. With the last of your energy, you yell and splash your arms. In a matter of minutes, you have been rescued, dragged onto the deck of a rickety, makeshift boat and come face-to-face with none other than Barty Half-Ear.

Option A: Attack Barty. Dreyll's vengeance must be exacted.

Option B: Make peace with Barty. Without his expertise, you don't like your chances in the coming storm.

Decision Path: Make peace with Barty

Goal: Protect Dreyl and Barty for 12 turns

Introduction:

"Well, ain't that a sight for the ages," Barty says as he stands over you. "Some mad sellswords crash into my ship, leave me for dead, force me to piece together a new boat from the wreckage, and then suddenly they appear in the stark middle of the sea looking for rescue.

"Not only that, but you still have this traitorous Quatryl with you!" He jabs at Dreyl with an oar. "What kind of world is this, where the likes of her can yet be breathin'?"

"You murderous bastard!" Dreyl spits out as she coughs up sea water. "Only after I see you dead will I allow myself to die."

"Murderous!" Barty feints indignation. "Why, correct me if I'm wrong, lass, but did I not just save your skin? Would you like me to throw you back into the sea?"

Dreyl yells in anger, and you step in to stop the altercation from turning bloody. You point to the horizon, reminding everyone that a storm is approaching. You'll be able to sort out your differences when and if you get through that alive.

"Aye," Barty says while Dreyl sulks in silence. "Thanks to you, this ship is a broken fraction of what she once was, and I have no crew. I can steer us through, but I'll need your help. I sense the work of the angry sprits of the sea."

"This isn't over, Half-Ear!" Dreyl shouts over the growing sounds of the storm. "Just stay away from me until we're through!"

Special Rules:

Dreyl **a** and Barty **b** are both allies to you and enemies to all monster types, however they are also enemies to each other. Dreyl performs a "Move 4, Attack 3" (using the monster attack modifier deck) action every round on initiative 50. Barty is considered to have an initiative of 01 for the purposes of focusing, but does nothing on his turn. Both Dreyl and Barty have 6+2xL hit points, and the scenario is lost if either one dies. Any time Dreyl or Barty suffers damage, any character can lose a card from their hand to completely negate the damage.

At the beginning of every round, after selecting character ability cards as normal, reveal an ability card for all three monster types, regardless of whether there are any of that type on the board. The initiative values on these cards will determine which type of enemy spawns. For two characters, one monster of the type with the highest initiative spawns at the beginning of every odd round, and one monster of the type with the lowest initiative spawns at the beginning of every even round. For three characters, one with highest initiative spawns in first round, one with the highest and one with the lowest spawn in the second round, lowest in the third round, highest and lowest again in the fourth round, and then the cycle repeats in the fifth round. For four characters, one with the highest and one with the lowest spawn every round. These spawns are all normal in rounds 1-6 and all elite in rounds 7-12.

Wind Demons always spawn at **c**, Lurkers always spawn at **d**, and Frost Demons always spawn at **e**. In any round in which a Wind Demon spawns, all character and character ally movement abilities are increased by 1. In any round in which a Frost Demon spawns, all character and character ally movement abilities are decreased by 1. When a Lurker is spawned, all characters and character allies, excluding Barty, are pushed 1 away from the spawning Lurker.



Maps:

B2a
11a
H3a

Conclusion:

Before the storm even clears and the rest of the angry creatures and pushed back into the sea, Dreyl and Barty are back at each other's throats, with Dreyl brandishing a mean-looking electric baton in Barty's direction.

"It's time for you to pay for Luce's murder, Half-Ear," Dreyl says.

"Oh, please," Barty scoffs. "Your friend had been stealing from me for a long time, and everyone knew. Had to make an example. It's as simple as that."

"So you kill her in cold blood?" Dreyl says. "If you had no mercy then, why should I show you any now?" Dreyl swings the baton at Barty, and he dodges out of the way.

"Put that toy down 'fore you hurt yourself, girl," Barty chides. "Do you think those mercenaries you tricked will side with you on this one? You poor saps need me to navigate to dry land."

"I don't care, you human piece of garbage!" Dreyl yells. "As long as I can see you take your last breath, nothing else that happens afterwards will matter!"

"Come now, friends" Barty addresses you, dodging another swing from Dreyl. "We clearly have a problem here. This crazed Quatryl and I ain't gonna last on the same ship together. Her stupidity overwhelms me. It's time to choose."

Rewards:

"Storm Blade" (Item 078)
10 experience each

What will you do?

- ① Kill Barty Half-Ear to keep Dreyl happy.
- ② Send Dreyl off in a raft to keep Barty Half-Ear safe.
- ③ Keep them both on board and continue to try to keep the peace.

ROAD

It takes a tremendous amount of effort and vigilance, keeping an eye on both Dreyl and Barty all hours of the day and night. It seems to work for the first few days...

In the afternoon of the fifth day sailing east, however, as you are sitting in the cabin for a meal, eyeing each other silently, Dreyl starts to cough and retch. It grows more violent until she is kneeling on the floor heaving up blood. You try to aid her, but nothing you do seems to help, and within moments, she makes one last gurgle and collapses to the ground.

Dreyl is dead. You look up at Barty, who stands over her with an expression of smug satisfaction.

"Oh, come now. It was always going to be me or her. I tried to warn you of that, but you refused to choose. So I did the choosin' for us all. You're welcome."

Option A: Accept the situation for what it is and continue sailing with Barty.

Option B: Take out Barty before he poisons you too.

Decision Path: Try to take Barty out

Goal: Kill all enemies

Introduction:

You move toward Barty with grim determination, but your vision begins to blur, and your knees buckle as the whole cabin spins around you.

"A pity," Barty sighs. "I had truly hoped we'd be able to get along — I have your antidote right here after all — but that damned Quatryl is still clouding your judgement, and it looks like I just can't take the risk."

Your vision goes white around the edges, and your consciousness fades in and out as Barty speaks. "Don't worry. The poison won't kill you. Why break something you can still profit from?"

The next thing you know, you find yourself face-down in a bed of hay, your head pounding fiercely. You try to move, but make little progress due to fatigue and the iron chain around your ankle. You are in a prison of some sort, surrounded by metal bars and a hard stone floor. As you groan and shift up into a sitting position, a figure approaches your cage.

"Well, I'll be," an obese Orchid says, peering through the bars. "That lying sack of refuse actually told the truth. Me, I thought you'd never wake up, but the Prophet had faith in the smuggler's antidote."

The Orchid laughs with joy, his purple, scaled skin straining to hold in his excessive fat. "Barty told us you were quite powerful, but equally stupid, so I hope you provide the Prophet with some worthwhile entertainment."

"Rest up. Your first fight will be arranged for tomorrow."

The Orchid walks off and you spend the rest of the day huddled in your dimly lit cage, trying in vain to determine how much time has passed and where exactly you ended up. After an interminable amount of time, the fat orchid returns dragging behind him many great lengths of chain.

"All right, it is time for your fight," he says. "We've put together something really special for you, so try not to die too quickly."

He pauses for effect. "One way to die quickly is to attack me or attempt any sort of escape. It will not end well for you. I'm going to go into your cages one by one and attach your leg irons to one of these chains. Just follow the chain out that back door into the antechamber of the fighting pit. You'll find your equipment there, and when you are ready, we'll begin the show."

Not knowing what else to do, you comply with the Orchid's commands and equip your gear in the antechamber as massive waves of cheers and yells from outside rattle the doors to the fighting pit. One voice rises above the din, but as you strain to hear it, the doors to the pit suddenly burst open.

You see a circular stadium before you with a central area full of blood, bones, and dismembered corpses. Hundreds of shouting Orchids sit in the concentric rings of seats looking over the pit. You have little time to take better stock of the situation, though, as there is a gargantuan bear in the pit with you. Its truly massive shape is covered in scars and fresh wounds. It looks incredibly angry.

Special Rules:

The Cave Bear is two levels higher than the scenario level, up to a maximum of 7. This is the Witch Bear. It has $(HxC)/2$ hit points (rounded up), where H is an elite Cave Bear's regular hit point value. In addition, add 1 to its attack value for 2 characters or 2 to its attack value for 3 or 4 characters. At the end of the round in which the Witch Bear dies, read ①.

Maps:

M1a



Cave Bear



Rending Drake



Spitting Drake



Stone Golem



Damage Trap (x2)



Stone Pillar (x4)



The crowd gasps as the bear falls to the ground dead, overcome by its wounds. You breathe a sigh of relief, looking over the impressed crowd. You see a small female Orchid in white robes emerge from under an awning and stare down at you. You feel her gaze penetrate your soul.

"They can take more," she says simply and then returns to her seat.

The crowd gasps again as cages around the perimeter of the pit are opened, releasing a number of deadly drakes.

Special Rules:

Spawn two Vicious Drakes at ① and two Spitting Drakes at ②. All spawns are normal for two characters. The Vicious Drakes are elite and the Spitting Drakes are normal for three characters. All spawns are elite for four characters. At the end of the round in which the last drake dies, read ②.



This time the crowd cheers as you finish the last of your foes, and, once again, the robed Orchid emerges and stares down at you.

"They can take more," she says. "Show me the Doctor's latest creation."







Into the Unknown 7: Arrival in Chains

The crowd immediately becomes silent and you can hear some commotion from behind the robed Orchid. Suddenly, the ground beneath you begins to shake, and an explosion from the center of the arena knocks you back.

As the smoke clears, you see a giant shape rising slowly from a hole in the floor of the pit. A golem made of metal and stone towers over you.

Special Rules :

All characters and character summons suffer 2 damage at the end of each of their turns as a scenario effect. All characters and character summons occupying  or a hex adjacent to  take trap damage and are pushed 2 away from . Any overlay tiles on these hexes are removed.

Spawn an elite Stone Golem at . It is the Rocket Golem and is two levels higher than the scenario level, up to a maximum of 7. It has $(HxC)/2$ hit points (rounded up), where H is an elite Stone Golem's regular hit point value. In addition, it has a range of 4 for its attacks instead of "-" (the ability card with initiative 83 is still a melee attack), and it also deals 2 damage to any enemy adjacent to any enemy it performs an attack against.


Conclusion :

The heat from the Golem finally subsides, and you look up once again to the robed Orchid, dreading what she will say next. As she emerges from the awning, the cheering crowd once again falls silent.

"True specimens of combat," she announces. "We have been entertained. Return them to their cages to await our future desires for diversion."

The chains around your ankles grow taut, drawing you back into the antechamber doors. You have no desire to perform in this prison until you are killed. You may be weak, but now could be your best chance for escape.

Rewards :

2  each
"Steel Ring" (Item 091)

How will you escape?

- ① Break your leg irons and climb up out of the fighting pit.
- ② Bide your time and wait for a better opportunity.

ROAD

Though you are exhausted, you find renewed strength and attack your chains with ferocity, breaking free of the iron. As you clamber up the side of the fighting pit, all of the Orchid onlookers scream and flee. You see a contingent of guards surround the Orchid in the white robe and lead her away from your location.

Not knowing what else to do, you race in the direction of the crowd, hoping they are moving toward an exit you can use to escape. You are stopped, however, by a surprisingly calm Orchid in dark robes emerging from the shadows ahead.

"You were expected," he says. "Come with me if you desire your freedom." Without another word, he returns to the shadows, clearly expecting you to follow. You look back up toward the exit you were heading to. A number of armed guards are forming up to block your advance. Getting through them won't be easy.

Option A: Follow the robed Orchid into the shadows.

Option B: Fight your way out through the main exit.

Decision Path: Follow the mysterious Orchid

Goal: Kill all enemies

Introduction:

You follow the Orchid into the darkness as he weaves a path through twisting and forking passages. Multiple times on the path, after you have passed through some corridor, he moves a false wall into place behind you to stop anyone from following. On the one hand, you feel safe, but on the other, you are totally lost and vulnerable.

Eventually the passageway opens up into a large stone room and you see three more Orchids sitting around a wooden table, discussing a number of blueprints scattered across its surface. They look up at you as you enter.

"So you were correct, Ashtooth" one of the sitting Orchids says to the one you followed. "This is good. Using them is the most ideal plan."

You start to object, but Ashtooth raises a hand to silence you. "There is no need to speak. We will explain everything you need to know, and then you will execute the plan. It is the only way for you to escape this island."

The Orchids sit you down at the table and begin to speak. Their manner is much

different than the manner of those you encountered outside. They are far more calm and deliberate.

The Orchids explain that this island is not far off from the mainland where they are from, and its residents have become increasingly problematic over the last few years. Apparently a charismatic Orchid emerged

from the mainland society and began teaching that the true path was not one of knowledge and meditation. The true path was to follow her and embrace hedonistic pleasures, trusting that this prophet would take care of their needs.

"Our lifestyle is not easy," Ashtooth says. "But it is necessary. And anyone who can call our people away from their task has nothing but evil in their hearts. The Prophet must be destroyed. When you do that, her followers will disperse, and you will be free to leave the island without interference. If you do not destroy her, there is no way to avoid the ones currently looking for you."

Ashtooth explains the plan, showing maps of the old tunnels of a ruined Quatryl fortress that lead into the keep where the Prophet resides. You study the blueprints until you are sure you can find your way into her inner sanctum.

The Orchids assure you that the tunnels will be clear, but when you near the main keep, you run right into a group of patrolling undead and a passageway clearly trapped against intruders.



Maps:

C1a
H1b
B2b
B3b
I1b

- | | | | | |
|------------------|-------------------|------------|-------------|--------------------|
| | | | | |
| Living Bones | Ancient Artillery | Ooze | Stone Golem | Treasure Tile (x1) |
| | | | | |
| Damage Trap (x5) | STUN Trap (x5) | Water (x8) | Shelf (x2) | |

Into the Unknown 8: The Doctor's Lab

Special Rules :

Any time a trap **a** is sprung, spawn a Living Bones at **b**. Any time a trap **c** is sprung, spawn an Ancient Artillery at **d**. The spawns are all normal for two characters. The Living Bones are normal and the Ancient Artillery are elite for three characters. All spawns are elite for four characters.

Door **1** is locked and becomes permanently unlocked as soon as both pressure plates **e** are simultaneously occupied by characters at the end of a turn. The door can then be opened normally.



You open the door to find an old Quatryl with his back to you, hunched over a giant creature of metal and stone in the middle of a laboratory. It is similar to the golem you encountered in the fighting pit, however, this one is hollow.

"My mistress said you would be coming," he coughs. "All those traps... I thought I'd have more time." The Quatryl climbs up onto the golem and inserts himself into the central metal chamber. The golem begins to move like a marionette, mimicking the movements of Quatryl inside.

"Oh well," he says. "I haven't quite figured out proper waste containment, but it will have to do for now."

Special Rules :

The Stone Golem is one level higher than the scenario level, up to a maximum of 7. This is the Doctor. At the end of each of the Doctor's turns, whether it was stunned or not, the Doctor will summon an Ooze. This Ooze is normal for two or three characters or elite for four characters.

Conclusion :

You beat down the Doctor's "waste" product until it stops moving and then move over to the ruined golem where the Doctor is still coughing inside.

"I'm not sure what I expected," the Doctor laughs quietly. "You did destroy my rocket golem after all."

"Still, I find myself confused as to how you found this place. Are you working for my mistress's enemies? And if so, why? I'd be happy to arrange an audience with her for you. Surely you could arrive at a beneficial arrangement with her."

Rewards :

15 gold each

How will you proceed?

- ① Agree to an audience with the Prophet to arrange for your release.
- ② Agree to an audience with the Prophet with the intent of betraying and attacking her.
- ③ Incapacitate the Doctor and continue toward the inner sactum on your own.

ROAD

You silence the Doctor and then move quickly through the tunnels beneath the ruined keep. By keeping to the plan, you are able to remain undetected. Passing through secret walls and ascending hidden stairs, you are able to reach what Ashtooth identified as the Prophet's inner sanctum.

You enter the main chamber to find the Orchid in white robes surrounded by a number of guards.

"So, you have come to fight for your freedom, yes?" She says. "I will admit that you have me at a disadvantage. I did not expect you to come so far so quickly. Still, you were expected, and so I have a proposal for you. If you lead me to the mainlanders who are helping you, I will let you go and give you the location of the smuggler who enslaved you. If you insist on the destructive course set before you, however, your friend Barty will escape your grasp."

Option A: Attack the Prophet.

Option B: Make a deal with the Prophet.

Decision Path: Attack the Prophet

Goal: Kill the Prophet

Introduction:

You draw your weapons as the Prophet rises to her feet and dusts off her robe.

"Again you surprise me," she says. "I will give a warning: I know your capabilities. I know you are about to die. You should flee."

The Prophet moves faster than you expect and exits the room through a door in back, leaving you with her many guards.

Special Rules:

All Cultists summon normal Living Spirits instead of normal Living Bones.



You open the back door and see the Prophet at the end of a long hallway.



Hound

Cultist

Living Spirit



Damage Trap (x2)

Stone Pillar (x2)

Maps:

L2b
J1a
B2b
B3b

"I can see the many futures you hold," she calls out to you. "The many paths you could have taken. But you have made the wrong choices. The path you are on leads to your death. I will show you."

The Prophet raises her hand, and your vision goes blurry. The hallway before you feels off-kilter, and your head spins. You lose your balance and fall to your knees, watching in horror as the scene in front of you vibrates and splits apart. The hallway slowly becomes two hallways heading off in different directions. The Prophet stands simultaneously at the ends of both.

"Turn back or die," she says and then disappears behind the doors at the ends of the halls.



You see the Prophet standing at the back of a small room at the end of the hall. No doubt she also stands at the back of the other room at the end of the other hall. You finally have her cornered, but she doesn't look concerned.

"You do not understand the infinite strands of time spreading out in all directions," she states. "You cannot hope to defeat me."

Special Rules:

Immediately open the other door 2.

Both the elite Cultists on the two B tiles together are the Prophet. They each have $(HxC)/2$ hit points (rounded up), where H is an elite Cultist's regular hit point value. At the end of each round, remove damage from the more damaged of the two Cultists until they have the same amount of damage and remove any negative condition that is not affecting both of them. If one of the Cultists has damage equal to or greater than its hit points, it only dies at the end of the round, after the Cultists' hit points are evened out (i.e., one can only die if the other also dies). In addition, the Prophet gains advantage for all its attacks. The Prophet cannot enter or pass through doors 2.

Into the Unknown 9: Skewed Perspective

Conclusion:

The Prophet grunts as you strike her one last time. A look of confusion crosses her face.

"A mistake..." she whispers. "I thought I understood. Your path... it opens up before you. But this path... for me... is closed."

She falls over, and, as she lands, the two hallways and two rooms snap back into focus and instantly merge together, forming but a single hall, a single room, and a single corpse of a white-robed Orchid on the ground.

With the Prophet dead, you return to Ashtooth in the ruined tunnels as planned. The Orchids display little emotion as you relate what took place in the keep. They simply nod their heads and offer a reserved thanks.

"This is good," Ashtooth says. "We had doubts the plan would succeed, but now the Prophet's followers will disperse and return home. And you — you will once again have your freedom."

Ashtooth leads you through another set of winding, forking paths until you arrive at an archway leading into the open air. Ahead you see a number of small ships moored to a pier.

"We must stay behind to see the rest of our plan through," Ashtooth says. "But you should go. Take a ship and be free."

As you go to leave, Ashtooth holds out a talisman to you. "Take this," he says. "With it, you will always be welcome among my people. They are but a short journey from where we are. The Quatryls are farther south along the coast. And the one who sold you — I suspect he is headed back toward the western continent."

Rewards:

"Empowering Talisman" (Item 017)
20 experience each

Where will you sail?

- ① Sail east toward the Orchids.
- ② Sail south toward the Quatryls.
- ③ Sail west back toward Gloomhaven.

ROAD

Faced with the prospect of sailing wherever you desire with pure freedom, you decide to head out into the open ocean — to the west back toward Gloomhaven. Thanks to the time you spent on Barty's ship, you have enough knowledge to operate the sails and make progress across the ocean.

After such an eventful trip crossing the sea the first time, you are almost disappointed at the monotony of your return trip. The days stretch on, and all you see before you is a vast, endless expanse of water.

And then you see it — the recognizable shape of the cracked and ruined island you left behind. You sail closer and begin to circle around the half-sunk crags when you spot the familiar outline of a cave in the sheer cliff face. Moreover, moored right outside the cave is an Orchid ship of similar design to your own.

Option A: Investigate the cave.

Option B: Continue on toward Gloomhaven without distraction.

Decision Path: Investigate the cave

Goal: All characters must escape through the exit **a**

Introduction:

It takes some effort to navigate safely through the crags surrounding the cliff face and find a place to moor your own boat, but once it is done, you eagerly make your way into the cave, looking for one last adventure. And in this regard, the cave does not disappoint.

After navigating through a series of narrow spaces and sharp descents, you come to a large open cavern whose walls flicker at the edge of your torchlight. And at the far end of the space, you see a figure you'd recognize anywhere as he fiddles with a number of large sacks of gold. Your arrival catches his attention, and he looks up with a face of pure shock and bafflement.

"It can't be..." Barty mutters, trying to get his bearings. "Like a bad penny you lot are. I would think this was the work of the dark spirits that linger here, trying to play a trick on me, but even they could not be so cruel."

Barty hefts his bags of treasure in one hand while his other reaches for a switch on the wall. "It's a shame. I liked this hideout, but I guess I'll have to find some place else to store all the money I got for selling you to the Orchids."

He presses the switch and sprints away from you down a corridor. You move to give chase, but are suddenly thrown to the ground as the entire cave begins to vibrate wildly. The passageway behind you collapses completely, and in front of you, a large boulder falls from the ceiling, blocking off Barty's escape route as well.

And if that wasn't enough, you feel the presence of an evil energy. Dark shapes begin to rise up out of the shaking earth in anger. You need to get out of this room before you are buried in rubble.

Special Rules:

The crystal **1** is considered a locked door that is opened when destroyed. It has $Cx(4+2xL)$ hit points. When destroyed, replace it with a corridor tile and read **1**.

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.

Shuffle numbered tokens 2-10 and place them face down next to the map tiles. At the end of

the first nine rounds, flip over one numbered token at random and place obstacles in all of the hexes on tile N that correspond to the number of the token. If the number covers one hex, place a single-hex obstacle of any kind on that hex. If a number covers two hexes, place a two-hex obstacle, and if a number covers three hexes, place a three-hex obstacle.

Any figure that is in a hex where an obstacle is placed suffers double trap damage and is forced to move into an adjacent hex. If there are no viable adjacent hexes to move into, that figure dies (if a monster or character summon) or is exhausted (if a character).

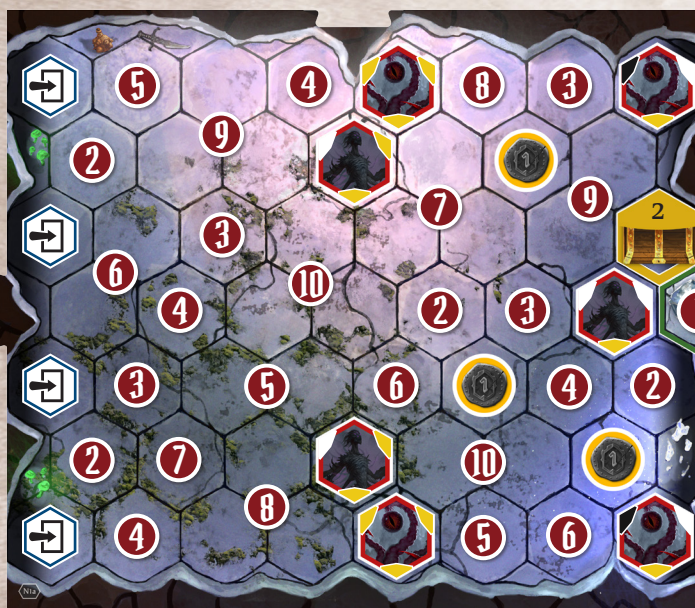
At the end of the tenth round, the N tile is removed from the board and any figure still on it dies or is exhausted.



You break through the boulder as the cavern collapses around you. You are able to move on, but you are not yet out of danger, and Barty is nowhere to be found.

Special Rules:

At the end of the eleventh round, hexes **1** and **b** have obstacles placed in them, with the same consequences as in the previous room. At the end of each subsequent round,



Maps:

N1a
G2a



Treasure Tile (x1)



Night Demon



Deep Terror



POISON and Damage Column (x6)
Trap (x6)



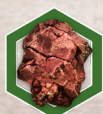
Stone Column (x6)



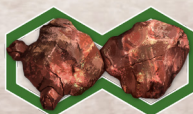
Stalagmites (x6)



Crystal (x1)



Boulder (x6)



Large Boulders (x4)



Huge Boulders (x4)

Into the Unknown 10: Panic Room

three more obstacles are placed in the three hexes directly to the right of where they were placed in the previous round.

Conclusion:

You continue to limp through the tunnel as it descends into the darkness, the rumbling and crashing of the collapsing passage still close behind you.

Visions flash through your mind of the comfort and niceties that awaited you, had you returned to Gloomhaven or visited the eastern continent. But instead, your curiosity got the better of you. Barty, completely surprised, still managed to get the better of you, too.

In fact, you are wondering where Barty could have gotten to when the path in front of you suddenly turns downward into a sheer drop off.

You stand on the edge of an abyss. You glance back to see that the vengeful collapsing cave is still rumbling toward you. You look back down at the empty darkness below, hesitate, and then leap into the unknown.

Treasure Tile 2:

