

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:

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.

It is also 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).

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

I1a
I2b

