

□ #1

Just Another Night

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, 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:

l1a
l2b



Bandit Archer

Bandit Guard

Inox Archer

Inox Guard

Inox Shaman

Barrel (x3)

Cabinet (x2)

Table (x3)