

# GLOOMHAVEN

## CAPITAL INTRIGUE

Welcome to the second community-driven expedition for Gloomhaven! Over the course of ten weeks, I will release ten all-new scenarios where the community dictates the story. Nothing is written out beforehand, so the community has control over where this expedition goes. Here's how you play:

This mini campaign is completely separate from the campaign that comes in the Gloomhaven box. In fact, it doesn't take place in Gloomhaven at all. 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 classes you have unlocked during your Gloomhaven campaigns, but should be new characters — fresh, bright-eyed 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 all enemies

### Introduction:

The capital city of White Oak — the heart of human civilization. You have lived here all your life, performing your duties and dreaming at a chance for adventure.

The closest you come to an exciting life is every year at the Festival of the Oak — a grand celebration that takes over the entire city. Exotic musical performances, trinkets from across the sea, entertainment and

merchandise of all possible shapes and sizes. Nothing, however, can hold a candle to the Arena of Blood and Glory.

Sure, when the festival first began hundreds and hundreds of years ago, the arena never would have been allowed as an event. Its mercenary philosophy of, “To the winner, spoils; to the loser, death,” runs rather contrary to the teachings of the Oak. Even now, many of the more devout have called for

sanctions against the event, but it has grown so popular and lucrative, the merchant leadership would never dare step in the way.

For you, though, its popularity means a chance to move up in the world. You and a group of friends have been training for years, hoping to enter the competition, and the day has finally arrived.

You stand in a small wooden cell, shoulder to shoulder, waiting for the doors in front of you to open out into the main arena where you will meet your fate. The roars of the crowd filter through the walls around you and fill you with an nervous, ephemeral energy.

“Have we got a special match coming up next!” The bellowing of the announcer rattles the cell door. “Four teams enter the arena, but only one will leave!” The crowd responds with fervor to the promise of blood.

“First up, we have a local group of ruffians, looking to make a name for themselves, going up against some soldiers hoping to bring some extra coin home to their families. Are you ready to see who comes out on top?” The crowd erupts in more cheers.

“No, no, no. That wasn’t nearly loud enough! Show these contestants that we want to see action! Bone-crunching, limb-tearing action!”

The yells from the crowd grow louder still, into a deafening blast that rattles your skull. And then your cell door opens up into the light.

### Maps:

- B1a
- B2a
- B3a
- B4a
- L3a
- Lib



City Guard    City Archer    Inox Guard    Inox Shaman



Rending Drake    Spitting Drake    Treasure Tile (xi)



Damage Trap (x6)    STUN and POISON Trap (x6)    Stone Pillar (x4)

## Capital Intrigue 1: Blood and Glory

### Special Rules:

Doors **a** are open. Doors **2** and **3** are locked. At any time, starting at the end of the second round, if ever one of the B tiles has no monsters occupying it or the door leading to it, the tile and door to the tile are removed, and any character or character ally occupying those hexes suffers trap damage and is moved to the empty hex on an L tile closest to the door removed.

At the start of the third round, read **1**.



As you circle the soldiers, readying your weapon for a strike, you hesitate for the briefest of moments. Your thoughts turn to their families, left without parents. But no one forced them to come to this place. At this point, it is either you or them, and it sure as hell isn't going to be you.

"What do you think, folks?" The announcer's voice booms once again through the arena. "Is this taking too long? Are you bored?" The crowd shouts with excitement.

"Let's make it a little more interesting, shall we? Turn on the traps!"

### Special Rules:

Take numbered tokens 1-3, shuffle them up and create a face-down pile. Flip over one at the beginning of each round (including this one) before character ability cards are selected. If there are none left to flip, shuffle them up again and create a new face-down pile. Each of the three tokens corresponds to a different danger that will activate at the end of the round.

Trap 1 - Electrified Fence: every hex on the L tiles that is adjacent to a wall is affected.

Trap 2 - Spinning Blades: every hex adjacent to one of the stone pillars **i** is affected.

Trap 3 - Gouts of Flame: every hex with a corridor tile, as well as every hex in the same row as **t** is affected.

Each figure on an affected hex at the end of the round suffers half trap damage, rounded up.

At the start of the sixth round, read **2**.



"No, no, no!" The announcer's voice once again returns. "The man next to me is snoring! This won't do at all!" The crowd cheers in anticipation.

"I say it's time we release our next contenders! Maybe that will keep my sleepy friend here awake! From the eastern wilds, I give you a savage tribe of Inox, eager to show they can best any human competitor! These barbarians know no pain or mercy, so take care your poor children don't fall into the pit!"

### Special Rules:

Open door **2**. The Inox in the revealed room are allies to each other, but enemies to all other monster types.

At the start of the eleventh round, read **3**.



"Oh no, my neighbor's head is nodding again! You know what that means, right?" The crowd erupts in jubilant happiness.

"By now, I am sure you are wondering what is behind door number four. They are the most ferocious beast in the known world. They killed two of my men just getting them into that cage, and now we're going to open the gate and let the fury of nature take its course! Stand back, ladies and gentlemen, because these things can spit acid, and I'm sure you don't want poor little Timmy's face melting off!"

### Special Rules:

Open door **3**. The drakes in the revealed room are allies to each other, but enemies to all other monster types.

### Conclusion:

The crowd roars around you. For once, they are cheering for your survival instead of your destruction. You have bested every challenge. The traps whir to a stop as you collect your friends and exit the arena, eager to get your hands on the large reward.

The pit boss smiles as he hands you a large pouch of coins. "I didn't think you all were going to make it out there, but you impressed me. Come back next year and we'll be able to get you an even better, higher paying fight."

You nod silently and walk toward the exit. With all this money at your disposal, you feel light on your feet. The city and its festival is open to you now in ways you hadn't yet imagined.

### Rewards:

30 gold each

### Where will you go next?

- 1 To the bazaar, to purchase trinkets from far-off lands.
- 2 To the fortune-teller, to find guidance about your wealth.
- 3 To the menagerie, to see more exotic and dangerous beasts.
- 4 Back home, to rest and recover from your wounds.

Treasure Tile: Jagged Sword (Item 25)

