

GLOOMHAVEN

THE BLACKSMITH AND THE BEAR

Welcome to the fourth 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. 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 (with 30 gold to spend on items as normal) to experience this campaign. They can be any of the classes you have unlocked during your Gloomhaven campaigns, and you can also play any of the starting characters from Frosthaven and Jaws of the Lion, whose print and play files can all be found here: shorturl.at/befm6.

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!



Goal Kill both Savvas

Introduction

You kill for a living. It's kind of your thing. People give you money, and then you solve their problems with violence. Your profession does not typically require subtlety.

And so now, traipsing through the Copperneck Mountains, you are wondering where you went wrong. There hasn't been anything to kill in days.

Back in Gloomhaven, you were hired by a blacksmith to search for a rare metal he needed for a lucrative commission. Something called "star iron". It wasn't clear how'd you'd be killing things, but the Coppernecks can be a dangerous place.

"Can" being the operative word. This search has been as dull as an executioner's axe after a full day's work. That is, until two Savvas emerge from the ridge above you.

"You trespass upon a sacred site!" one of them yells down at you and then begins

making threatening gestures. "Flee or face the wrath of the earth!"

You try to be civil and explain what your are doing, but at the mention of "star iron", the two Savvas go absolutely berserk, howling and throwing elemental magics at your head.

You weigh your options. Given their position at the top of the ridge, it will be a difficult fight, but if you flee, they're sure to cut you down. The only choice is to do what you do best.

Special Rules

The Savvas Icestorm is the Black Blizzard. It has CxH hit points where H is the regular hit point value of an elite Savvas Icestorm. Hexes **A**, **B**, and **C** are considered adjacent to it for the purposes of summoning.

The Savvas Lavaflow is the Smith's Forge. It has CxH hit points where H is the regular hit point value of an elite Savvas Lavaflow. Hexes **D**, **E**, and **F** are considered adjacent to

it for the purposes of summoning.

The obstacles cannot be destroyed.

Both the Black Blizzard and the Smith's Forge cannot move and are immune to STUN and all forced movement. They will each create an avalanche at the end of each of their turns, causing all characters and character allies in a specific column of hexes (a lettered hex and all hexes directly below it) to suffer trap damage. The column affected is based on the initiative value of their drawn monster ability card.

Black Blizzard:

- A**: 14, 98 (Summon Frost Demon)
- B**: 35, 47
- C**: 19, 70, 98 (Summon Wind Demon)

Smith's Forge:

- D**: 22, 51, 97 (Summon Flame Demon)
- E**: 68
- F**: 31, 41, 97 (Summon Earth Demon)

Conclusion

The Savvas yells in pain and teeters on the edge of the rift before keeling over and toppling off, landing with a crash at your feet. It was tough, for sure, but you were tougher.

You sit for a minute to collect yourself. You're still no closer to this "star iron", but, judging from the Savvas' reaction to its mention, it very well could be close. You just need to rest for a bit before heading further into this "sacred site".

Before you've had much of a breather at all, however, an earth-shaking bellow sounds above you, higher up the ridge. You look up, expecting more Savvas, but instead, you see a massive bear—larger than any you've encountered before—covered in snow-white fur. It is barreling down the mountain, charging straight at you.

Rewards

- 10 gold each
- 1 ✓ each



Scenario Key



Earth Demon



Flame Demon



Frost Demon



Savvas Icestorm



Savvas Lavaflow



Wind Demon



Boulder (x2)



Large Boulder (x4)



Huge Boulder (x1)