

Requirements: Escape the Sleeping Lion

Goal: Kill the Memory Wraith

Introduction:

You leap through the entrance hoping to escape what you presume is a mirage of the Sleeping Lion, only to find yourself back at your table again. The shifty man is nowhere to be seen, and neither is anyone else. Apart from the queen herself. You remember her fully now. A ghost weaving ethereal tapestries from whatever essence she's leeching from you. You have to stop her once again.

Special Rules:

Note that this is a new room. Take care to re-setup the tiles as indicated and remove any coins or other tiles still present from the previous iteration.

All characters start in the exact same state they ended the previous scenario in, including conditions, damage taken, and card locations. Any active summons should be resummoned immediately as a free action, retaining any damage and conditions they have as well.

The elite Living Spirit is the Memory Wraith. It has $2+(H \times C)/2$ hit points (rounded up), where H is an elite Living Spirit's regular hit point value. It also has an additional Shield 1 and uses the "Boss" ability deck to act instead of the "Living Spirit" ability deck. It cannot be stunned.

Any time a character suffers damage from an attack from the Memory Wraith, one of their cards is taken. Damage from traps or regular Living Spirits does not cause cards to be taken. Figures can jump and fly, and obstacles can be moved and destroyed normally.

Boss Special 1:

Each character has one of their ability cards taken.

Boss Special 2:

The Memory Wraith summons one normal Living Spirit for two or three characters, or two normal Living Spirits for four characters.

Conclusion:

You wake up at a tankard littered table in the Sleeping Lion. Faint whispers remind you of a raucous night, but it was one ale too many to remember. Gloomhaven wakes with you, and you sense the city needs you once again. Today you are ready for it.

Reward:

If "The End of the World" was failed, all characters that participated in both scenarios can return the card previously removed from their card pool

Otherwise, gain 20 experience each



Deep Terror



Living Spirit



Damage Trap (x4)



Wooden Door (x2)



Barrel (x3)



Cabinet (x2)



Crate (x2)



Table (x3)



Shelf (x2)



Bookcase (x4)