NP1 · Memories of Gloomhaven

Requirements: "Beyond the End of the World" scenario complete
Goal: Light both flames of memory

Introduction:

The light on the cliff overlooking Gloomhaven has been shining for three days and two nights. You didn't know who lit it or why, but you couldn't resist the opportunity to find out. Even just looking through the window at the Sleeping Lion you could tell that something about the shine was different. Almost familiar. And that could only mean mystery, adventure, and perhaps even treasure.

It was meant to be a journey of a few hours at most, but you have been on your feet for the better part of a day, sweat stewing your feet, blisters growing bigger than your toes. The cliff is still as far away in the evening as it was in the noon. Was there ever even a cliff overlooking Gloomhaven? You don't recall, but right now, it's there, in front of you, constant bright shimmer crowning its edge.

As night sets in, you finally arrive at the bottom, and a few hours later, winding around, you make your ascent to the top, the unearthly shine a constant beacon. The light grows ever so slightly dimmer as you approach, until it is but a mere bonfire. Sat next to it is a Quatryl in a loose, tattered grey robe.

"You are almost late! Which is to say you are exactly on time. Don't look so dumbstruck! We've got the memories of an entire city to protect! Imagine what would happen if the fire went out. Inoxes not remembering Inoxes and Humans thinking they are Vermlings. People would drink at the port and load ships at the inn. The guards would storm the gates and the taxmen would hand out tithes each month. No way for a city to be. They are almost here now. Make sure they don't get to the flames."

Special Rules:

Keep track of the number of rounds. At the start of each round, spawn enemies according to the chart below.

Altar (a) starts the scenario with a random numbered token on it, representing a flame. At the end of each round, players collectively decide where on the map to add another flame token, so long as it is adjacent to an existing flame token. Flame tokens cannot be placed on walls or occupied hexes, but

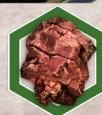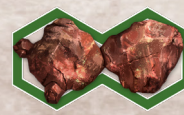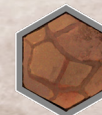| Round Number	Two Characters	Three Characters	Four Characters
1, 3	Normal Black Imp at (c) and (f)	Normal Black Imp at (c), (d), and (f)	Normal Black Imp at (c), (d), (e), and (f)
2, 4	Normal Giant Viper at (d) and (e)	Normal Giant Viper at (d), elite Giant Viper at (e)	Elite Giant Viper at (d) and (e)
5, 7	Normal Lurker at (g) and (h)	Normal Lurker at (g), elite Lurker at (h)	Elite Lurker at (g) and (h)
6, 8	Elite Black Imp at (c), elite Giant Viper at (f)	Elite Black Imp at (c), elite Giant Viper at (d) and (f)	Elite Black Imp at (c) and (e), elite Giant Viper at (d) and (f)
9, 11	Elite Lurker at (d) and (e)	Elite Lurker at (d), (e), and (f)	Elite Lurker at (c), (d), (e), and (f)
10, 12	Normal Black Imp at (c), (d), (e), and (f)	Normal Black Imp at (d), (e), (f), (g), and (h), elite Black Imp at (c)	Normal Black Imp at (g) and (h), elite Black Imp at (c), (d), (e), and (f)
13+	Elite Lurker at (c) and (f), two elite Giant Vipers at (a)	Elite Lurker at (c), (e), and (f), three elite Giant Vipers at (a)	Elite Lurker at (c), (d), (e), and (f), four elite Giant Vipers at (a)

Black Imp · Giant Viper · Lurker · Altar (x3) · Boulder (x3) · Large Boulder (x1) · Corridor (x6)

they can be placed on any other hex. A hex with a flame token is considered occupied. A flame token is an ally to you and an enemy to all monsters, with an initiative of 01 for the purpose of monster focusing. If a flame token ever suffers damage from an attack, it is removed from the map, though any character may lose a card from their hand to prevent the damage. Flame tokens are immune to all damage that is not caused by an attack. When there is a flame token in both hexes **b**, the scenario is won.

Conclusion:

Ducking just in time to evade an attack, in the corner of your eye you spot the Quatryl smash his staff into the rocky ground of the cliff. The flames erupt, engulfing enemies, friends, the cliffside. It washes everything away, until you and the lights are the only thing left in this world.

You wake up at the docks, seagulls shrieking, your friends sprawled on the cobbled path beside you. As you get up and dust yourself off, you look back towards where the cliff was, your eyes taking in the sights of the entire city as you turn around. You could swear it feels just a little bit more like home.

Reward:

Each player may, once per campaign, when a City Event is about to be resolved, call for a specific City Event number, find that card in the draw deck, and resolve that card instead of the City Event card on the top of the deck