

Section 01

Entryway to the Hospital:

You barge into the hospital and immediately notice that the most of the room is ablaze. A massive hulking figure of living inferno towers in the center of the room. Beyond that a huge stack of toppled crates blocks the back entrance.

In the far corner of the room you spot a cowering Valrath girl, hiding under a pile of garments. Her hands are clasped over her mouth and her eyes dart around the room as she does her best to still her movements.

To your left, beneath the receptionists chair a human boy quivers in fear as a Drake crawls his way.

A set of doors on opposite walls lead further into the complex. Distant sobbing quickly brings you to the realization that more children are trapped in the building. You have to make haste and dispose of these creatures fast, before their blind rage and destruction takes the life of the poor innocent ones.

Special Rules:

The crates (b) have 2+C+L hit points.



Flame
Demon



Rending
Drake



Sun
Demon



Hot Coals
(x5)



Crate
(x2)



Stone
Pillar (x1)



Table
(x1)

Conclusion

Out of the Ashes:

You quickly usher out the last of the children from the burning hospital. Just in time, as the blaze's uninterrupted feast finally weakened enough of the buildings structural integrity to collapse it.

As it comes rumbling down the small Vermling boy squeaks in terror, only to settle down as a bigger Orchid girl hugs him to herself. You lead them to arms of the caregivers, where the other children are already waiting safe and sound.

It will take some time and resources to rebuild the building after this incident, but at least none of the children got seriously harmed. The physicians shower you with thanks as tears stream down their cheeks.

In the background the general populace of Gloomhaven raise their voices in cheers and applause for the quick rescue. Some clergy of the Temple of the Oak join your group and promise to tend to the children until the Ward of Care is restored to its former state.

One of them speaks up: "You accomplished a great deed for the community today."

The elite Sun Demon is the Avatar of Blaze and has Hx3 hit points, where H is an elite Sun Demon's regular hit point value, and it is immune to STUN ⚡, DISARM 🔪 and IMMOBILIZE 🕸️. Instead of using the Sun Demon ability cards use the Boss ability cards.

Boss Special 1:

All children on tiles L1a, L2b, and L1b suffer one damage. (place 1 damage token next to the tiles L1a and L2a until they are revealed instead)

Avatar of Blaze performs:

Attack ⚡ +0, Target ⚪ 2, Range ⚪ 3

Boss Special 2:

Avatar of Blaze performs:

Move ⚪ -2, Attack ⚡ -1

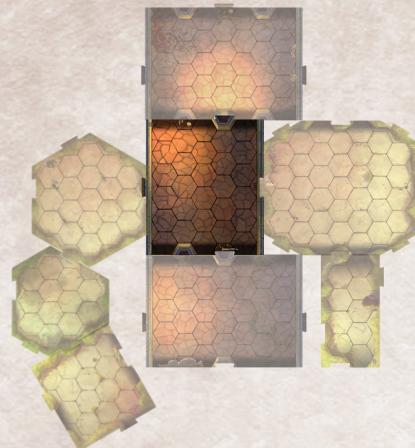
Heal 💧 L+1, Target ⚪ 3, Range ⚪ 5

Section Links:

When any character opens door (2), read section 2 on page 3.

When any character opens door (3), read section 3 on page 3.

Layout:



The group heads back towards the Sleeping Lion to wind down after the exhausting endeavor. Time to cool off with a good beverage and some relaxing music after all the heat of the battle.

Hopefully the citizen of Gloomhaven will consider donating in good will to the hospital.

Rewards:

+3 reputation

The gratitude of all the children you rescued within the Ward of Care

Section 02

The Hall of Knowledge:

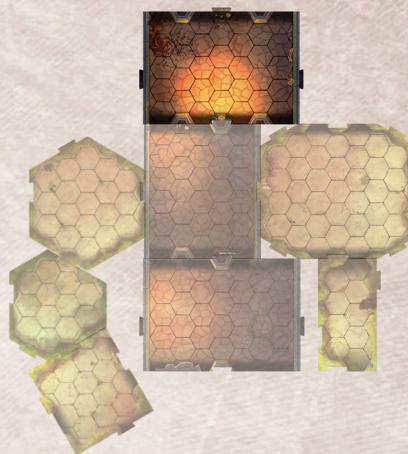
The northern door leads into a chamber lined with bookcases holding knowledge of treatments and cures of various diseases and ailments. A few books are already scattered about and have already started to smoulder. As you enter, a menacing drake turns its head in your direction and releases a loud rumbling growl.

Between the shelves, a pair of kids hide from the creatures nearby, while two more on the far end are cornered by a flame demon. You have to intervene quickly.

Special Rules:

Each child ① in this room suffers damage equal to the number of damage tokens next to tile L1a, then discard all damage tokens next to tile L1a.

Layout:



Flame
Demon



Rending
Drake



Hot Coals
(x2)



Bookcase
(x4)

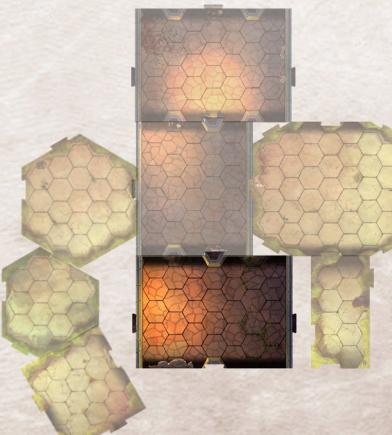
Section 03

Canteen:

You bust through the door and find yourself in a stone hall filled with wooden tables. You spot a number of dishes, the remnants of the latest meal that must have been abandoned when the fire broke out. A pile of embers suggests there was once another table. Near that a flame demon draws power from the heat and grows to a menacing size.

Glancing through the room you spot a trio of children in one corner. A brave Orchid girl stands protectively before the other two. As you meet her gaze she quickly points to a shadowed corner where you see a little Vermling boy that is very much in danger of being eaten by a drake. You nod and spring into action.

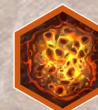
Layout:



Flame
Demon



Rending
Drake



Hot Coals
(x2)



Table
(x2)

Special Rules:

Each child ① in this room suffers damage equal to the number of damage tokens next to tile L2b, then discard all damage tokens next to tile L2b.

