

Requirements: Previous scenario was failed and not linked to Gloomhaven

Goal: Destroy all skulls (a, b, c) and kill the Memory Wraith

Introduction:

You had your chance. If only you would have done it a little differently, you would not be fleeing right now. The expression of disappointment, fatigue and self loathing you would not grace your companion's faces. You were somewhere else a second ago but can see it now, that critical moment. The that's not true. You've spent an eternity in wrong choice made. But it is too late.

The wooden walls of the cabin are charred black. Not from any fire, but damp seeps through them, washing out the colour drip by drip, filling the air with a sense of lingering disappointment. You could have sworn you would not grace your companion's faces. You were somewhere else a second ago but can see it now, that critical moment. The that's not true. You've spent an eternity in

this empty place, your companions sitting in solemn silence with you, your only thought: regret. This could almost be your childhood home, you recognise the structure, you trace the outlines in your mind. But nothing is the same anymore. No more personal knick-knacks line the cupboards, instead it's empty and abandoned. No more laughter as you run through the corridors, instead it is dead silent.

She's standing in front of you as if she always had been. Is she your mother? Certainly looks like her. She's ethereal and kind. You look to your companions and they all share the same expression, one of familiarity. Of recognising something long lost or perhaps forgotten. She places her hand on you. On all of you. And one by one, your memories start fading away. You see glimpses of your life flow out of your bodies, like pictures weaved into ghostly tapestries. One circles around a pile of skulls on the floor, eventually entering it. Others flow further away into the dark recesses of the cabin, out of sight. Something is very very wrong. The form of your mother distorts and becomes grotesque. She flees into the dark recesses with your memories. You must reclaim them, or you know they will be lost forever.



Maps:

H3a
I1a
I2b
B1a

When a card is taken, the player chooses a card to remove from their character's hand and places it in a separate pile off to the side. That card cannot be used in any way. If a character has a card taken, and they have no cards in their hand, the card is removed from their discard instead. If they have no cards in their hand or discard, that character is immediately exhausted instead.

Any time a character is attacked by a Living Spirit, one of their cards is also taken.

Each time a skull is destroyed, a single character can return all of their taken cards to their hand and become immune to having their cards taken for the rest of the scenario.

The End of the World

For two characters, skulls are located in rubble hexes **a**. For three characters, skulls are located in rubble hexes **a** and **b**. For four characters, skulls are located in rubble hexes **a**, **b**, and **c**. Each skull has 4+2L hit points.



As you clutch onto strands of returning memories, you realize that you are not at all at home. Perhaps a distorted image or an ethereal dimension - or worse.

And the ghostly visage of your mother is not your mother. Something else. Something that feeds on every fiber of your being and if she continues to feed, you will not be anymore. Wherever you look there's only walls, no windows. No doors apart from the one you're standing in right now. There is no way out. Your only hope - stop her.

Special Rules:

The elite Living Spirit in this room is the Memory Wraith. It has $2+(HxC)/2$ 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.

Whether the scenario is completed or failed, read the corresponding conclusion. This scenario can never be attempted again.

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 characters or two normal Living Spirits for three or four characters.

Conclusion (Success):

The last skull lies in front of you. You prepare for a strike, ready to shatter the bones. Instead of a skull, you see your own face looking back at you. It cries out in pain and anger. For a moment you pause, steel yourself. You know what you need to do.

But is it too late? No! You've made the right choices after all. You recall a vision of failure, of self doubt and despair but at that critical turning point, you have found whatever resolve you needed. And you are the victor. Your foes are vanquished.

Rewards:

15 experience each

Consider the previous scenario a success, reading its conclusion and gaining its completion benefits

Conclusion (Failure):

You wake up in a tent by a tree, on a sunny day, on the road to Gloomhaven. For once, the sky is beautiful, the air is warm. Your bones ache after battle - you'll need much more than a night's sleep in a tent to recover from your loss. Why did you lose? What happened? You can't remember. You had a dream as well, of a cabin, but you can't recall that dream either. Like most of them, it will leave you never to be thought of again, just another memory of things that never happened. You gather your gear and set off. Back to the city. Maybe lady luck will shine on you next time.

Penalty:

Each character permanently removes a card from their pool of available ability cards