

**Requirements:** Seeker of Xorn Personal Quest  
**Goal:** Kill the Tormented Soul

### Introduction:

At dusk, you approach the old desolate crypt in a back alley of the eastern Coin District. The town-guard told you that it once belonged to a wealthy family who left the city decades ago due to a dispute with the military government.

You decide to split up to cover both entrances into the complex at once, and are greeted by some animated bones on the way in. Their rattling is accompanied by voices chanting in a chorus further in. There is definitely something foul at play here.

### Special Rules:

Add three CURSE  cards to each character's attack modifier deck as a scenario effect.

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Bursting into the main sepulchre, you witness the last phrases of incantation and the ensuing chaos thereafter. From a coffin a spectral form rises, glowing with a green hue. An unearthly screech pierces your ears.

### Special Rules:

The elite Living Spirit is the Tormented Soul. It has HxC hit points, where H is an elite Living Spirit's regular hit point value and it is immune to STUN , DISARM  and IMMOBILIZE .

### Conclusion:

After putting the Tormented Soul and the remaining cultists to rest, you search for clues to what was happening here. Rifling through the pockets of the dead intruders, you find a small parchment with ancient glyphs and a map showing an island east of the Lingering Swamp. Maybe there you can find answers.

Time to collect your fee from the guard for this dangerous errand.

### Rewards:

+1 reputation

Add City Event SoX2 to the deck

(Item 102)

B:  Gain "Sacrificial Robes"

A:  Gain 10 gold

Treasure Index



### Maps:

Ala  
A3b  
L2a  
L3b  
G1b  
N1a



Treasure Tile  
(x2)



Cultist



Living  
Bones



Living  
Corpse



Living  
Spirit



Stairs  
(x2)



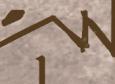
Dark Pit  
(x3)



Sarcophagus  
(x4)



Small  
Boulder  
(x5)



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# SoX 2 L-14 Flooded Crypt

Links: Gloomhaven

**Requirements:** Seeker of Xorn Personal Quest, Water-Breathing (Global) COMPLETE

**Goal:** Loot all treasure tiles, then all characters must escape through the exit **a**

## Introduction:

At the southern end of the Ward of Scales, a huge military vessel lies docked. The crew is in the process of boarding as you approach the captain on the pier.

"You must be the company of mercenaries sent by Argus. Come quickly on board, so that we can leave port. The Misty Sea is calm today, so we can make some headway."

Hours later, after a soothing journey along the western coast, the crew cast anchor and you prepare for the trip into the depths. With a quick gulp, you swallow the breathing spheres and jump into the waves. A short moment after, you can already hear the wails of the dead through the water. Approaching the entrance, vile eels slither towards you, eyeing you hungrily. Judging by the pieces of bone nearby, you are not the first adventurers to delve into their lair.

## Special Rules:

Add two CURSE  cards to each character's attack modifier deck as a scenario effect.

All characters and character summons deduct -1 Move from all of their Move abilities (this is not a scenario effect).

All Giant Vipers are Water Eels and add MUDDLE  to all their attacks.

The treasure tiles can only be looted using a Loot action, or, alternately, any character adjacent to a treasure tile may forgo a bottom action (discarding one card instead) to loot a treasure tile. They cannot be looted by normal end-of-turn looting.

## Conclusion:

Emerging from the depths in close proximity to the ship, you cough up seawater and the breathing spheres. As always, not the most pleasant experience. You hail loudly for the crew and they quickly throw you a rope.

As you climb back onto deck, you shiver a bit, feeling the gust of the wind cooling your wet skin and clothes. After you dry yourself and put on fresh garments, you have a brief moment to yourself to take a look at the treasures you uncovered. Even after you did all the heavy lifting, the crew still expects you to part with the majority of them. Investigating closer, you notice that the relics emit an aura of frost sending even more shivers down your spine.

## Rewards:

Add City Event SoX3 to the deck  
Choose only one of the following:

"Frigid Blade" (Item 077), or  
"Wand of Frost" (Item 083), or  
"Wave Crest" (Item 111)



## Maps:

A3a  
D2b  
J1b  
J2b



Giant Viper



Living Spirit



Lurker



Rubble (x6)



Rock Column (x2)



Stalagmites (x2)



Sarcophagus (x4)



Treasure Tile (x3)

SoX 3 0-2

# Crypt of the Ancients

Links: None

**Requirements:** Seeker of Xorn Personal Quest, Ancient Technology (Global) x3 COMPLETE  
**Goal:** Loot all treasure tiles and kill all enemies

## Introduction:

After many days of travel through the Watcher Mountains, you finally crest the highest ridge and spot a conspicuous gateway in a fairly smooth section of the tallest peak. The door at the entrance appears rusted and does not give at first, but with combined effort you manage to identify the locking mechanism and disengage it.

You enter a grand chamber marked by an eerie, almost deafening silence. A second door bars your way further into the complex. Trying to pry it open, you are interrupted by a shrill alarm. You're beset on both sides by ancient machines still beholden to their timeless instructions. Perhaps a nearby mechanism could put them to rest.

## Special Rules:

Add three CURSE  cards to each character's attack modifier deck as a scenario effect.

Doors **b** are locked and open when any two characters occupy pressure plates **a** at the end of their turn.

Door **I** is locked and opens when any two characters occupy pressure plates **c** at the end of their turn.

Night Demons are considered to have Flying  and deduct -1 Move from all of their Move actions.



With the sound of grinding gears and a heavy thud, the huge door creaks open. As the shrilling wail of the alarm subsides it is replaced by piercing ghastly shrieks.

More ancient machinery start to animate and dark specters begin to coalesce from the shadows.

## Conclusion:

The machinations of the terrors finally found their end! With your last speck of strength you were able to put them to rest. Now it's time for the fun part of this expedition, looting! With a quick resurgence of energy you work together to pry open the strongboxes you secured earlier.

You hoped to find some ancient relics or usable gear within the treasure chests, but you only find stacks upon stacks of schematics, which detail plans to an unfinished machine, and a purse with quite a hefty amount of coins in it. The money was probably intended as payment for the construction of the outlined apparatus, but now you can easily claim it as yours.

## Global Achievement:

Ancient Technology

## Rewards:

Add City Event SoX3 to the deck  
50 collective gold



## Maps:

G1b  
A2b  
A4b  
A1b  
A3b  
H3b



Treasure Tile  
(x2)



Ancient  
Artillery



Night  
Demon



Stone  
Golem



Damage Trap  
(x6)



POISON  and  
Damage Trap (x6)



Stone Pillar  
(x6)



Sarcophagus  
(x3)



Rubble  
(x4)

