

F1 Watching the Vigil

Requirements: Found Gloomhaven

Goal: Kill all City Guards and City Archers

Introduction:

You agree to help the strange guild and immediately begin preparations to intercept the Vigil in their raid. Though you know where they will strike next, it could happen at any time. The guild stresses how imperative it is to head out immediately to make sure their information is not wasted.

With all haste, you travel to the northeastern foothills of the Watcher Mountains. There you enter a small grove of trees near the river's mouth and immediately hear the distant sounds of fighting. Rushing forward, you expect to find a capable tribe of Inox fighting off the Vigil, but instead there is only a tiny tribe of Vermlings.

They will surely be slaughtered by their well-armored attackers, and then who knows what sort of turmoil would follow? It is time to act and crush the Vigil where they stand.

Special Rules:

The City Guards and City Archers are enemies to you and all Vermling monster types. The Vermling Scouts and Vermling Shaman are enemies to you and all City monster types. City Guards and City Archers have an additional "Shield 2" versus all Vermling attacks.

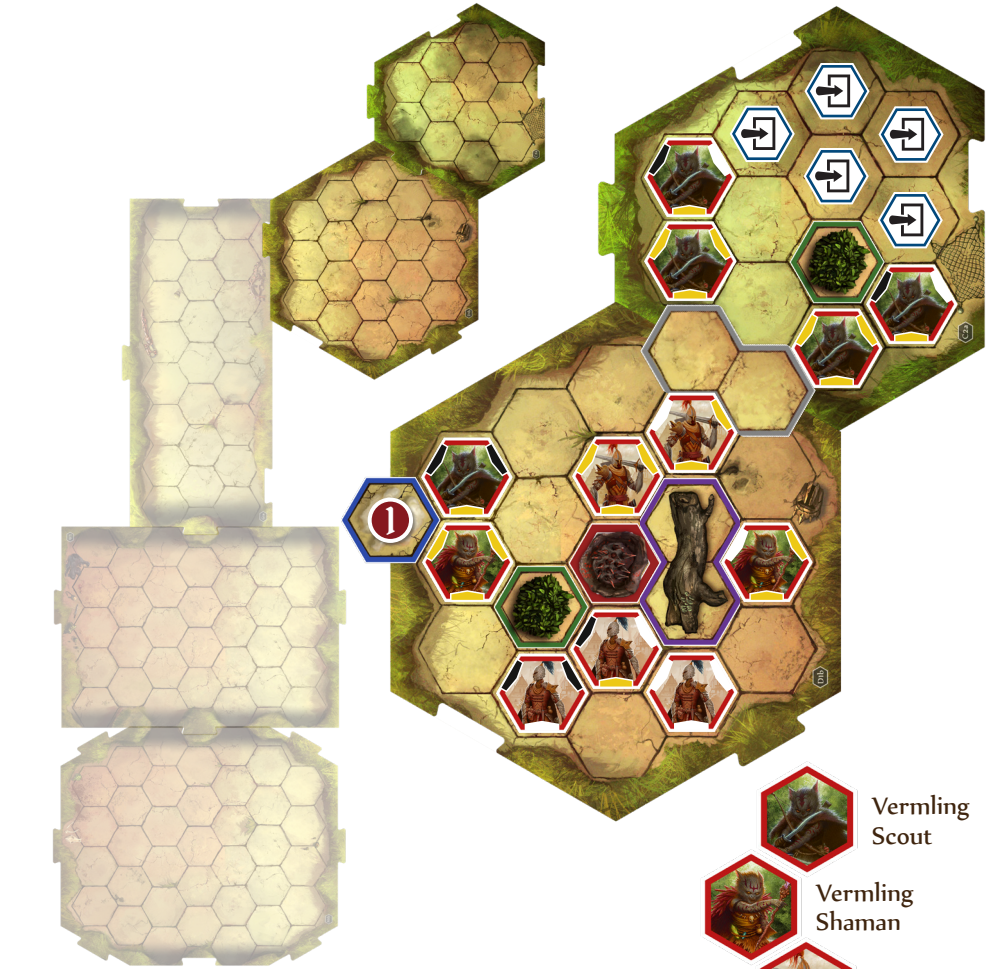
As soon as all City Guards and City Archers in a room are killed, and no Vermlings have been killed in that room, then all Vermlings in that room are removed from the board.

On any character summon's turn, the player who owns the summon can choose whether the summon focuses on Vermlings or not. Any character or character summon can move through Vermling figures, however, unless jumping or flying, the character or character summon will suffer half trap damage (rounded up) for doing so. When not focusing on Vermlings, summons still consider spaces with Vermlings in them to be negative hexes.

If the party has one of the following party achievements, apply the listed benefits:

Friend of the Humans: Place one fewer normal City Guard or City Archer when setting up a room.

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Friend of the Inox: Replace two normal Vermling Scouts with two normal Inox Guards or one elite Vermling Scout with one elite Inox Guard. These Inox are allies to you and the Vermlings, and their attacks do not suffer from the additional Shield. Inox Guards activate before City Guards.

Friend of the Vermlings: Vermlings consider all characters and character summons to have an initiative of 99 for the purpose of focusing (ties broken by normal initiative order).

Friend of the Valraths: Characters and character summons ignore all City Guard and City Archer shield values.

Friend of the Quatryls: Once in each room, a player can forego a top action, discarding a card to perform an "Attack 4, Range 3, Wound" action.

Friend of Orchids: Players can look at the ability card of one monster type at the start of each round before selecting their cards.

Friend of the Harrowers: City Guards and City Archers do not have an additional "Shield 2" versus Vermling attacks.

Friend of the Savvas: When setting up a room, players may place up to two additional single-hex obstacles anywhere they wish.



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Going deeper into the grove, you face more of the Vigil and its atrocities. A man in heavy armor stands over the ruined corpses of many Vermlings, laughing and wiping the blood off his sword as more surround him and prepare to strike.

“We do this for the good of Gloomhaven,” he begins, “But I must admit that I derive great pleasure from these outings as well. There’s just so much blood in these little primitive sacks of garbage. It’s quite exhilarating.”

He finally looks at you, but seems unsurprised by your presence. “To think there would be higher races that would defend this trash. Don’t you see? They are too stupid to even recognize you as their allies. They are animals — tools for the Vigil to use. Dark times are coming, and the Vigil is dedicated to preparing humanity for that darkness.

“Unfortunately, you’ve chosen the wrong side in this fight, friends, and so the Vigil will cut you down as well!”



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You move into the last clearing, hoping that the Vermlings would have scattered into the woods by now. You look on in horror, however, as a number of the Vigil hold a group of Vermling children captive, inciting the others into desperate assault. The attacking Vermlings have been corralled into a tight group that four archers at the edge of the clearing have now trained their crossbows on.

“This isn’t your fight, interlopers!” one of the Vigil captains yells at you. “Don’t concern yourself with these vermin — just think of all the children of Gloomhaven we will be saving. Stand back and let us finish this!”

Fat chance of that.

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Conclusion:

With the last of the Vigil killed, the remainder of the Vermlings recover their children and retreat off into the trees in silence.

Unfortunately, many Vermlings died today, but the Vigil's plans were slowed, and, in the end, it seems as though this tribe recognized you as not an enemy.

You return to Gloomhaven, where you find a package waiting for you at the Sleeping Lion. There is a note from the mysterious guild thanking you for your help and promising they will be in touch should your aid be required again. The package is also heavy with clinking gold coins.

Rewards:

Gain 15 gold each

Gain 1 ✓ each

If your party has no "Friend of..." achievements, gain an additional 10 gold each