FROSTHAVEN

RULEBOOK

Table of Contents

Your goal is to keep the outpost of Frosthaven safe from all threats. Your party of mercenaries will do this by venturing out into the wilderness in various scenarios. Once a scenario is completed, new scenarios become available, which progresses the campaign narrative. Between scenarios, your party will return to Frosthaven to resolve events, acquire new items and abilities, and interact with buildings.

The heart of the game lies in its characters, which you will create from the six starting character classes, though more will become available as the campaign progresses. The game can be played with two to four players, and each player will use a separate character. (See p. 69 for solo mode rules.) Each character class, indicated by a different icon, has a unique set of ability cards that determine how they play.

Starting Character Classes

Banner Spear
LOW COMPLEXITY

Natural leader and protector with powerful attacks that require proper positioning.

Drifter
LOW COMPLEXITY

Jack-of-all-trades with great stamina to fill any role you need.

Boneshaper
MEDIUM COMPLEXITY

Summoner of the undead who sacrifices their health to create and heal allies.

Deathwalker
MEDIUM COMPLEXITY

Manipulator of dead spirits who uses death as fuel for their abilities.

Blinkblade
HIGH COMPLEXITY

Powerful melee fighter who is able to quickly zip in and out of combat.

Geminate
HIGH COMPLEXITY

Insect swarm with two separate forms that allow for switching between melee and ranged attacks.

Creating a Character

Let's take a closer look at the components of a character. Once you have decided which character class you would like to play, find the small tuck box and large tuck box for that class and open them up.

Inside the small tuck box, you will find a plastic miniature, which is used to represent your character in every scenario. (Note: The Geminate has two small tuck boxes because they have two separate forms.)

Inside the large tuck box, you will find several things:

(A) Character Sheets: This sheet is where you will track all persistent information about your character from scenario to scenario. Write a name for your character in the Name field and mark that you are level 1. Initial characters start with 30 gold, so write "30" in the Gold field. There are multiple sheets in each pad because the same class can be played multiple times over the course of a single campaign. However, there can only be one character of each class at a given time, so you only need one sheet for now. (For more on character sheets, see p. 53.)

(B) Character Mat: This mat stays in front of you during a scenario to help you track important rules and various aspects of your character. On the mat, you will find an illustration of your character, plus their hand size, traits, and maximum hit point value at different levels. The back side features a thematic description of your character.

(C) Character Standee: This standee is an alternative to your plastic miniature. You can use either the standee or the miniature to represent your character, based on your preference.

(D) Summon Standees: If your character has abilities that can summon allies into a scenario, you have summon standees for these allies. These allies do not have miniatures, so you must use the standees to represent them.

(E) Character Tokens: These tokens are used to track various abilities belonging to your character.

(F) Initiative Order Token: This token is used to mark when your turn will occur within any given round of a scenario.

SMALL TUCK BOX

LARGE TUCK BOX

Hand Size   *Hit Point Values*   *Traits*

G **Ability Cards:** These cards are what make your character unique. They represent the dynamic actions you can perform during a scenario. For now, the most important part of these cards is their level, which is indicated in the upper left corner. If you are unfamiliar with the character, it is recommended that you only play with the level 1 cards for your first game. There are a number of these equal to your hand size. If you are more experienced, you may consider also using the level X cards, which are typically more complicated and situational. You can only bring into a scenario a number of ability cards equal to your hand size, so adding level X cards to your hand means removing an equal number of level 1 cards from your hand. Don't worry, you can change your selections for each scenario. (For more on ability cards, see p. 34.)

H **Advanced Attack Modifier Cards and Perk Reminder Cards:** These cards, marked with your class icon, are only needed as your character grows in power, so you won't be using them for now. (For more on attack modifier cards, see p. 25.)

There are a few more things your character will need before they are ready:

A **Standard Attack Modifier Deck:** There are six of these 20-card decks in the insert, labeled individually. There is one deck for each character (**1** , **2** , **3** , **4**), one deck for scenario allies (**A**), and one deck for the monsters (**m**). Each deck contains six **+0**, five **-1**, five **+1**, one **-2**, one **+2**, one **⊘**, and one **2x**.

B **Personal Quest:** Draw two cards from the personal quest deck. Keep one and shuffle the other back into the deck. This card represents your character's reason for coming to Frosthaven. Once you complete this personal quest, you will retire your character and choose a new character, unlocking new campaign elements in the process. Personal quests can be secret or public, as the party decides.

C **Character Dial:** This dial is used to track your character's hit points and experience during a scenario.

LARGE TUCK BOX

Level 1 Card (Banner Spear)

Level X Card (Banner Spear)

Advanced Attack Modifier Cards

Perk Reminder Card

INSERT

Attack Modifier Card Back

Monster "Null" Card

Personal Quest Cards

The Study of Plants

Hit Points ⟜   ⟜ Experience

① **Items:** You have 30 starting gold to spend on items. Items provide extra bonuses or abilities for your character. You can purchase any of the items in the available purchasable supply (items 120–128). If you own *Gloomhaven*, you can also purchase any of the following items from *Gloomhaven*: items 10, 25, 72, 105, 109, and 116. When you are done purchasing items with your starting gold, any unspent remainder is lost. (For more on items, see p. 35.) If you are not sure what to purchase, here are some suggested purchases for each starting class.

Class Name	Suggested Purchase
Banner Spear	*Winged Shoes* 124, *Heater Shield* 128
Drifter	*Amulet of Life* 120, *Winged Shoes* 124
Boneshaper	*Warden's Robes* 122
Deathwalker	*Boots of Speed* 125
Blinkblade	*Leather Armor* 123, *Poison Dagger* 127
Geminate	*Amulet of Life* 120, *Leather Armor* 123

Learning the Rules

With your characters created, it is time to tackle the rules. If you would prefer not to read the rulebook and instead watch a video, you can find one here:

cephalofair.com/frosthaven

The rules are broken up into two main sections: rules for playing through a scenario and rules for what you can do between scenarios. To start with, you'll need to familiarize yourself with the scenario rules, though you can skip over the following sections:

◈ **Road Events:** These will not occur at the start of the first scenario.

◈ **Scenario Level:** This will be set to "1" for the first few scenarios.

❄ **If you are already experienced with the *Gloomhaven* system, you can look through the "Scenario Phase" section and read only the parts in blue (like this one), which isolate the scenario rules that are exclusive to *Frosthaven*. If you are only familiar with *Jaws of the Lion*, it is recommended that you read through the entire rulebook before you begin.**

Once you are familiar with the scenario rules, feel free to jump into your first scenario by following the instructions of "The Adventure Begins" section on p. 49. If you are completely new to the *Gloomhaven* system, it is not only recommended that you read through the entire rulebook, but also that you start the game with scenario 0.

If you are ever unsure about something and need to find it again in the rulebook, there is an "Index" section on p. 80 to help with that as well as an "Important Reminders" section on p. 76 for commonly overlooked rules.

As with any game of this size and scope, there might be cases when the rules offer no definitive answer and multiple interpretations seem equally viable. Remember this universal rule: **The party decides ambiguity.** Just make whatever decision you'd like about how to resolve the situation. And if you need extra clarification for something, the official FAQ will be maintained at *cephalofair.com/frosthaven*.

Lastly, you will find that some sections of the rulebook have been left blank. You will be directed to fill these blank sections with stickers describing new rules, as you open certain sealed envelopes, so don't worry about them for now.

Scenario Phase

Scenarios are self-contained missions designed to be played in a single sitting. The campaign of *Frosthaven* spans numerous scenarios, and most of your time in the campaign will be spent playing through these scenarios. The scenario book contains 138 scenarios, but you will not play through them all, and they will not be played in order. The story contains many branching paths and detours.

Each Scenario Phase consists of three distinct steps:

❶ Beginning a Scenario: In this step, the party will prepare everything needed for the scenario including their own characters, the monsters they will fight against, and the map layout where the fight will occur.

❷ Playing a Scenario: This step occurs over a series of rounds. Within each round, all figures on the map, both characters and monsters, will take a turn. The party will play through round after round until the scenario is lost or completed.

❸ Ending a Scenario: In this step, the party will resolve the effects of losing or completing the scenario.

❄ **In addition to the scenario book, the section book will also be important for playing through a scenario. Any time you see the section book icon 📖, read the specified section in the section book. The number before the period is the specific page number, and the number after the period is the specific section on that page.**

Scenario Book

Section Book

SECTION BOOK ICON

Special Rules

All City Guards are allies to you and enemies to all other monster types. City Guards do not perform turns but instead gain an additional attack ● 1 (for a total of ● 2 at level 1) and ● 2, and have an initiative of 50 for the purpose of focusing.

Section Links

When door ❶ is opened, read 5.3.

Map Layout

📖 **5.1** · Vermling Seige (039xx)

As promised, the Vermling warband outside Frosthaven's gates shake you down for any food you have on you as you return. The Vermling wearing orange feathers looks particularly appreciative. "The meat brings garnish!" The other Vermlings chuckle, and it's all you can do to keep from smashing their heads in right then and there.

Back inside the safety of the walls you circle up with Captain Olmstead in Mayor Satha's cabin.

The Captain slams one fist decisively into the other. "We should conduct an all-out attack. Open the gate, send our forces through, and crush these rats underfoot."

Satha shakes her head. "It's too dangerous. If we fail, they'll swarm in and burn Frosthaven to the ground."

She rises from her chair, pacing the room. "I say we wait until nightfall, then take

a small strip out loaded with our best and try reopening the gate entirely. We flock outside the wall under the cover of the woods, then cut their throats while they sleep." She turns to you. "We can't just stay under siege—our supplies are barely sufficient as it is. What do you think we should do?"

Scenario Book

You figure your best options are to attack now, or hand-pick a strike force to travel by boat and attack the Vermlings at night.

Rewards

All characters lose all herb resources

Section Links

If you open the gates and attack, read 22.3 now. Otherwise, read 93.2 now.

📖 **5.3** · A Town in Flames (1.1)

You run inside the gate and the breadth of destruction becomes quickly apparent. The town has been sacked. Smoke burns your eyes. What structures still stand are bright with fire, and the rest smolder

their frames like black, torched skeletons. And all about the wreckage howl the Algox, celebrating their victory in an unrecognizable language.

Beginning a Scenario

Whenever a scenario is played, the party will prepare for the scenario by performing the following steps in order:

① Select which scenario to play, open the scenario book to the corresponding scenario entry, and keep the section book nearby. The party can only play a scenario if it has been unlocked and if they meet its requirements. This does include scenarios that have been completed previously.

② Resolve a road event if necessary (see p. 12).

③ Set up all map tiles for the scenario as depicted in the map layout for the scenario entry.

④ Retrieve the materials (ability deck, stat card, standees, and initiative tracker) for all monsters shown in the scenario key. Shuffle the ability decks and insert the stat cards in stat sleeves so that only the relevant stats are shown.

⑤ Retrieve all overlay tiles shown in the scenario key.

⑥ Set up the first room of the scenario as depicted in the main map for the scenario entry.

⑦ Retrieve and shuffle all necessary attack modifier decks (character, monster, and ally decks) and retrieve all additional attack modifier cards (⬥, ⬦, and ✴ cards).

⑧ Read the scenario goals, introduction, and special rules in the scenario entry.

❄ **⑨** Deal three battle goals to each character. Decide which one to keep for each character and discard the others (see p. 17).

Sticker 1

⑪ Place the token tray nearby. ❄

⑫ Build the loot deck as depicted by the loot table in the scenario entry (see p. 16). ❄

Sticker 2

Sticker 3

⑮ Decide which items to bring for each character from their pool and apply any negative effects and start-of-scenario effects associated with those items (see p. 35).

⑯ Decide which ability cards to bring for each character from their pool, selecting a number of cards equal to their hand size, which is shown below the portrait on their character mat. Each character's selected cards will start in their hand.

⑰ Set each character's red hit point dial to their maximum hit point value, which is shown below their current level in the chart at the bottom of their character mat. Set each character's blue experience dial to zero.

⑱ Apply any road event effects and scenario effects.

Scenario Entries

Each scenario entry in the scenario book is critical to setting up and playing that scenario. Most scenario entries contain the following information:

A The scenario's name and number.

B The scenario's grid coordinates on the map board (or "FR" if the scenario takes place within Frosthaven itself).

❄ **C** Any requirements for playing the scenario, including necessary campaign stickers or special travel icons that require the corresponding building upgrade.

❄ **D** The complexity of the scenario, on a scale of 1–3. Higher complexity scenarios will generally take longer and have more special rules.

❄ **E** The geographical feature where the scenario is located (if any).

❄ **F** The designers and writers of the scenario (side scenarios only).

❄ **G** The goal of the scenario. When this is achieved, the scenario is completed, and the specified section in the section book should be read at the end of the current round for the conclusion and rewards.

H An introduction to the scenario.

I Any special rules for the scenario.

J Any scenario effects applied to characters.

❄ **K** Section links, which will describe when you should reference the section book for additional information (see p. 7). Important elements such as additional room setups can be found in these sections. Section links are read immediately when the condition described is fulfilled, even if it interrupts an ability.

❄ **L** The configuration of map tiles needed for the entire scenario, with each map tile labeled. Most of the time, this will be more than the initial room. Do not reference the setup for any additional rooms, which will be detailed in the section book, until instructed. However, the map tiles for the entire scenario can be placed at once.

❄ **M** The composition of the loot deck (see p. 16).

N The scenario key, which shows the monsters and overlay tiles needed for the entire scenario, even if they are not needed initially.

B

A 1 · FR — **A Town in Flames**

D ●○○   **E** Frosthaven

G Scenario Goals
The scenario is complete when all enemies in it are dead. At the end of that round, read ▢ 9.1.

H Introduction

The sounds greet you first: muffled metallic pangs, a voice howling. It's difficult to make anything out with the wind rushing past your ears, but you'd know that tune anywhere: there's a fight up ahead.

But a fight means people, and if there are people, then the town must be close. You hear more: a scream; the crash of steel against stone; a deep, earthy growl.

You're running now. Your legs are wasted from the hike, your shoulders ache from your gear, but the sounds are close now and up ahead you see gauzy orange light blooming in the air. With one last push, you round the final bend in the trail and you see it—Frosthaven—engulfed in flame.

Great petals of fire burst from windows and crawl over roofs. People stream from the town's ruined gate, their faces bent in panic. A moment later, you see the object of their terror: a massive creature with two legs and two hulking arms covered entirely in thick white fur, three gnarled horns crowning its head.
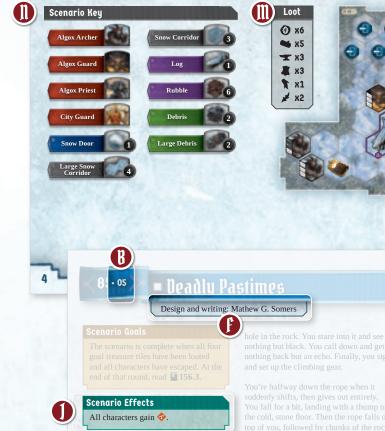
"Algox raiders! We're doomed!" cries an elderly porter beside you. "They're stronger than anything else alive. We've come all this way for nothing!" As if to prove the point, the Algox you've been watching catches a fleeing outposter with one hand and hurls him backward as if he weighed nothing.

Ten days you've been hiking. Ten days and this is what you find. You breathe out a thick plume of foggy air and hoist your weapon high. Time to get to work.

N Scenario Key

Algox Archer		Snow Corridor	3
Algox Guard		Log	1
Algox Priest		Rubble	6
City Guard		Debris	2
Snow Door	1	Large Debris	2
Large Snow Corridor	4		

M Loot

🪙 x6
🍖 x5
🔨 x3
🏹 x3
🗡 x1
🪓 x2

4

B

85 · 05 — **Deadly Pastimes**

F Design and writing: Mathew G. Somers

Scenario Goals
The scenario is complete when all four goal treasure tiles have been looted and all characters have escaped. At the end of that round, read ▢ 156.3.

J Scenario Effects
All characters gain 🔥.

Introduction

Spelunking. The woman's husband really likes spelunking. In monster-infested mountains no less. You wanted to refuse with incredulity, but also she was crying, so you agreed instead.

And now here you are, deep in the

hole in the rock. You stare into it and see nothing but black. You call down and get nothing back but an echo. Finally, you sig and set up the climbing gear.

You're halfway down the rope when it suddenly shifts, then gives out entirely. You fall for a bit, landing with a thump o the cold, stone floor. Then the rope falls top of you, followed by chunks of the roc you tied it to. That probably could have gone more gracefully.

You groan and roll onto your back, but the sound that comes back to you isn't an echo. It's the shifting and scratching of some creature—some very large creature You stand and ready your weapon, formulating a flimsy scheme on how to g
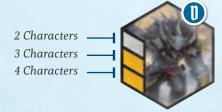
Standee Number

Each scenario entry also displays a detailed layout of the initial room of the scenario. This often includes the following information:

Ⓐ Starting Hexes: The characters can each place their figure (miniature or standee) in any of these hexes at the start of the scenario. However, no hex can ever contain more than one figure.

Ⓑ Overlay Tiles: These are smaller hex tiles placed on top of the map tiles to create additional map features (see p. 13).

Ⓒ Loot Tokens: These are objects on the map that characters can interact with to gain rewards from the loot deck (see p. 32).

Ⓓ Monster Placements: These hexes show colored bars to indicate monster placements by rank. The top bar is for two characters, the middle bar is for three characters, and the bottom bar is for four characters. Black means no monster, white means a normal monster, and yellow means an elite monster. Place each monster standee in a base whose color matches its rank. All standees for a monster type are numbered and should be randomized upon placement.

Ⓔ Notable Hexes: These hexes, denoted with letters and numbers, are explained in the special rules or section links. If the icon is green, place the corresponding scenario aid token in the hex, but if the icon is gray, do not place the token.

MONSTER RANK

2 Characters
3 Characters
4 Characters

Ⓓ

Black	→ *No Monster*
White	→ *Normal Monster*
Yellow	→ *Elite Monster*

Example: *One Algox Priest must be added to the map. With two characters, a normal Algox Priest (white base) would be placed. With three or four characters, an elite Algox Priest (yellow base) would be placed instead.*

➤ Road Events

A road event is a small thematic interaction that takes place in the world around Frosthaven. The party will resolve a road event at the start of each scenario, with the following exceptions:

◈ At the start of scenario 0 and scenario 1.

◈ When replaying a lost scenario without first returning to Frosthaven.

◈ When moving directly to a new scenario that is linked to the previous scenario (see p. 48).

◈ When playing a scenario that takes place within Frosthaven itself.

◈ When playing any scenario in casual mode (see p. 69).

❄ There are two decks of road events: summer and winter. Draw the top card of the active road event deck that corresponds to the current season, as shown by the next unmarked box on the campaign calendar (see p. 54).

The party will perform the following steps when resolving an event card:

① Read the thematic text on the front of the card.

② Collectively choose one of the options.

③ Read the thematic text on the back of the card for the outcome that corresponds to the chosen option, then resolve the effect written in that section. Only characters who are participating in the scenario are affected by the outcome. Do not read any of the text that corresponds to the other outcome.

④ Remove the card from the game. If the return icon 📚 is depicted in the outcome, return the card to the bottom of the corresponding road event deck instead.

Winter Road Event

Some options and outcomes have requirements associated with them. The most common requirement checks whether any of the characters has a specific trait ◈ listed on the front of their character mat. Other requirements might refer to the gold, resources, or other campaign stats you have, or whether specific achievement stickers are present on the campaign sheet (see p. 54). When the word "collective" is used, the requirement refers to the entire party and can also include any collective resources listed on the campaign sheet. If the requirement is not met, instead read the outcome labeled "otherwise."

Each event also has a reference number 🅰 . Throughout the campaign, you will be instructed to add or remove events from the various event decks. These events are always referenced by this number so that they can be easily found. When an event is added to or removed from an event deck, that deck must then be shuffled. Certain events also have an additional icon (🔲 / 👹 / 🗡) to make it easier to identify a large number of cards at once.

Sticker 4

➤ Map Tiles and Walls

❄ Each map tile is considered to be full of **empty hexes** (no overlay tiles or figures). These traversable hexes are surrounded by walls consisting of border hexes separated by wall lines.

Wall lines cannot be crossed, and a grouping of hexes surrounded by walls is considered a **room**. A hex is considered adjacent to a wall if it shares a border with a wall line. A hex is not considered adjacent to a hex on the other side of an adjacent wall line.

➤ Overlay Tiles

Overlay tiles are placed on top of map tiles to provide additional features for the scenario. The type of overlay tile is defined by the colored border of the tile, as depicted in the scenario book, not necessarily the illustration on the tile.

If the scenario layout depicts an overlay tile covering the border hex of a map tile, the overlay tile also covers up any adjacent wall lines. The overlay tile creates new wall lines between it and any adjacent border hexes without overlay tiles.

❄ A hex with no overlay tiles (except corridors and pressure plates) is considered **featureless**. A hex with no figure is considered **unoccupied**. A hex that is both featureless and unoccupied is considered **empty**. Tokens are not overlay tiles.

WALL LINES

Wall

Room

Empty Hex

Overlay Tile (Corridor)

Example: *An overlay tile Ⓐ is placed on top of two map tiles, combining the two rooms into one and creating new wall lines.*

OVERLAY TILE ART

Note: *Many overlay tiles can function as different types of overlays. For example, a snow rock tile can be used as Ⓐ an obstacle, Ⓑ an objective, or Ⓒ a wall, depending on the border shown in the scenario layout and banner color shown in the scenario key. The type of overlay is determined by its color and icon, not necessarily the illustration on the tile or name in the scenario book.*

Ⓐ

Ⓑ

Ⓒ

Snow Rock 4

Small Tree 2

Snow Rock 6

DOORS

A door separates two rooms. All doors are closed to start. When a character enters a closed door, they flip over the door tile to its open side, revealing the adjacent room (see p. 44). Closed doors do not hinder normal character movement, but they otherwise act as walls. No figure can enter a closed door with forced movement (see p. 32). Once a door is open, it is considered a corridor for most purposes, but it still separates rooms and is not part of either room adjacent to it. Door illustrations vary by environment type, but all door tiles function identically.

DOORS

Closed Door   *Open Door/Corridor*

Closed Door   *Open Door/Corridor*

CORRIDORS

A corridor is placed on the connection of two map tiles to cover the border hexes and create a single room out of multiple map tiles. Corridors are considered empty hexes and are **not** considered to be overlay tiles for the purposes of determining what other tiles or tokens can be placed in the same hex.

PRESSURE PLATES

A pressure plate's trigger and all of its effects are defined by the special rules for the scenario. Jump and flying movements still trigger pressure plates. Pressure plates are considered empty hexes.

TRAPS

A trap is sprung when any figure enters its hex, except when flying or jumping (unless the jump movement ends there). When a trap is sprung, it applies some effect to the figure who sprang it and is then removed from the map. Trap effects are varied and are specified either by the scenario key—if they are a part of a room's setup—or by the ability of the figure who placed the trap. If part of a trap's effect is listed as "damage" in the scenario key, the trap will deal damage equal to 2 plus the scenario level (see p. 16). **When a trap tile is placed on the map, tokens for the damage and conditions it applies should be placed on the trap tile for easy reference.** ❄

HAZARDOUS TERRAIN

If any figure enters a hazardous terrain hex, except when flying or jumping (unless the jump movement ends there), **that figure suffers damage equal to 1 plus one-third of the scenario level, rounded up** (see p. 16). Unlike trap tiles, hazardous terrain tiles are not removed after their effect is applied; instead they remain on the map indefinitely. Figures do not suffer additional damage when starting a turn in a hazardous terrain tile or exiting a hazardous terrain hex. ❄

DIFFICULT TERRAIN

A figure requires 2 movement points to enter a difficult terrain hex, except when flying or jumping (even if the jump movement ends there). ❄

ICY TERRAIN

If any figure enters an icy terrain hex, except when teleporting, flying, or jumping (even if the jump movement ends there), that figure is forced to move one additional hex, without spending a movement point, in the same direction as the movement that caused them to enter the hex. This extra movement is unaffected by difficult terrain, but it will not occur if it would cause the figure to move through a wall line or to enter a hex occupied by another figure, obstacle, or objective. If the movement causes the figure to enter another icy terrain hex, the effect triggers again. ❄

OBSTACLES

Figures cannot enter a hex with an obstacle, except when flying or jumping (unless the jump movement would end there). Obstacles do not block line-of-sight (see p. 21).

❄ OBJECTIVES

Objectives are tied to the goals of some scenarios and typically need to be destroyed or protected. In either case, the special rules for the scenario will assign a maximum hit point value to each objective, usually based on the scenario level (see p. 16) and the number of characters. Objectives can be targeted by attacks and suffer damage, but are immune to all conditions and forced movement. Objectives are considered to have initiative 99 for the purpose of focusing, unless otherwise stated by the special rules for the scenario, but do not take turns. Any damage an objective suffers is marked by placing damage tokens directly on it. When the total damage suffered by an objective is equal to or greater than its maximum hit point value, the objective is destroyed, and the objective tile is removed from the map. Objectives are considered figures, and the hexes they are in are considered occupied. Objectives are not considered obstacles.

WALLS

Like the walls on the border of a map tile, figures cannot cross the wall lines into a wall hex by any means, even when flying or jumping. Any section of a map tile surrounded by wall lines is considered to be a separate room.

TREASURES

Treasure can be looted by characters (see p. 32). When a treasure is looted, its effect is applied and the treasure tile is removed from the map.

Goal treasure is related to the completion of a scenario, with effects specified in the special rules for the scenario. Numbered treasure is more varied, with effects specified in the Treasure Index (see p. 78).

◇ If the treasure provides an item, find one copy of that item in the unavailable supply and add it to your pool of items. You may then use it normally for the remainder of the scenario as if you had brought it into the scenario, even if it puts you above the limit for that type of item (see p. 35).

◇ If the treasure provides an item blueprint, find all copies of that item in the unavailable supply and add them to the available craftable supply (see p. 58).

◇ If the treasure provides a random item blueprint, draw a card from the shuffled random item blueprint deck and add it and all other copies of that item (found in the unavailable craftable supply) to the available craftable supply (see p. 58). **If there are no cards left in the random item blueprint deck, gain 1 inspiration instead (see p. 54).**

◇ If the treasure unlocks a random scenario, draw a card from the random scenario deck, read the section specified on the card in the section book, and then remove the card from the game. **If there are no cards left in the random scenario deck, gain 1 inspiration instead (see p. 54).**

When a numbered treasure is looted, check it off in the Treasure Index (see p. 78) and cross it out in the scenario book or section book, because it cannot be looted again if the party replays the scenario.

❄ ➤ Loot Deck

Each scenario will have a custom loot deck, built as directed by its scenario book entry and consisting of different types of loot cards. The number of cards of each type specified should be randomly drawn from their own individual decks and shuffled together to form the loot deck.

Loot	
💰	x6
🪵	x5
⚒	x3
🛡	x3
🍂	x1
🌿	x2

Example Loot Table

The four different types of loot are as follows:

◈ **Money** 💰 **:** Twenty cards depicting one to three coins, which are each converted to gold based on the scenario level (see below).

◈ **Material Resources:** Eight cards per material type (lumber 🪵, metal ⚒, hide 🛡), which provide a varying number of materials based on the number of characters in the scenario.

◈ **Herb Resources:** Two cards per herb type (arrowvine 🌿, axenut 🌰, corpsecap 🍄, flamefruit 🔥, rockroot 🍂, snowthistle 🌱), which provide one herb each.

◈ **Random Item** 🎁 **:** One card that provides a random item (see p. 32). This can only be gained once per scenario entry.

Certain events will allow you to add a +1 sticker to a loot card, which provides one additional resource of that type.

Money and resources looted during a scenario are not gained until the end of the scenario (see p. 47), but random items are gained immediately when looted.

➢ Scenario Level ↢

As characters grow in power, the scenario level will also increase to ensure the game is always challenging.

Monster base stats, trap and hazardous terrain damage, the amount of gold received from coins on loot cards, and the amount of bonus experience for completing a scenario are all dependent on the level of the scenario being played. Refer to the chart for specific values at each level.

At recommended difficulty, the scenario level is equal to the average level of the characters **divided by 2** (rounded up). For example, if all characters are level 2, the average level (2) divided by 2 (1) means the scenario is still level 1. Only once a character reaches level 3 would the scenario level potentially increase.

This calculation determines the recommended difficulty, but at the start of any scenario, the scenario level can be set to any number from 0–7. Decreasing the scenario level might be helpful if your party is struggling, while increasing the scenario level can help the game remain challenging as your party grows stronger.

Scenario Level	0	1	2	3	4	5	6	7
Monster Level	0	1	2	3	4	5	6	7
Gold Conversion	2	2	3	3	4	4	5	6
Trap Damage	2	3	4	5	6	7	8	9
Hazardous Terrain	1	2	2	2	3	3	3	4
Bonus Experience	4	6	8	10	12	14	16	18

Battle Goals

❄ Battle goals provide an additional challenge in a scenario for characters to complete. **At the start of every scenario, each character receives three battle goal cards in secret and chooses one to keep, discarding the others face down**. Characters should keep their battle goals secret from one another until the scenario is over.

If the scenario is completed and the character meets the criteria of the chosen card, they will gain the number of checkmarks specified at the bottom of that card. For every set of three checkmarks, a character will gain a perk mark (see p. 63), up to a maximum of six extra perk marks for 18 checkmarks. If the scenario is lost, the character receives nothing from their battle goal, regardless of whether the goal was achieved.

A battle goal card has the following:

Ⓐ   Thematic title.

Ⓑ   Details for how the goal can be achieved.

Ⓒ   Number of checkmarks gained after achieving the goal while also completing the scenario.

Ⓐ Executioner

Ⓑ Kill an undamaged enemy with a single attack action.

Ⓒ ✔

1313 ❄

Battle Goal Card Front

Sticker 5

Playing a Scenario

Once a scenario is set up, it can then be played. Each scenario is broken up into a series of **rounds**, and each round consists of the following steps:

① Card Selection

② Ordering of Initiative

③ Character and Monster Turns

④ End of Round

Before any of these steps occur, apply any start-of-round effects from the scenario rules, such as spawning monsters. These effects can be applied in any order, though all spawning should happen at the same time (see p. 44).

1. Card Selection

After start-of-round effects are applied, each character secretly selects two ability cards from their hand to play face down in front of themselves. Of the two cards, one should be selected as the initiative card. The initiative value at the center of that card will determine their position in the initiative order (see p. 19).

Initiative Value

Alternatively, if a character has at least two cards in their discard pile, they can instead declare a long rest at this time (see p. 38). They will then perform their long rest on initiative 99 as their entire turn for the round and will not play any cards.

Characters should not show each other the cards in their hand or give specific information about any **numeric value or title** on these cards. They are, however, allowed to discuss strategy and make general statements about their plans for the round.

> **COMMUNICATION EXAMPLES**
>
> ☑ "I'm attacking this Algox Archer near the end of the round."
>
> ☑ "I'm planning to move here and heal you pretty early, hopefully before the monsters attack."
>
> ☑ "Can you infuse earth on your turn? I will try to go after you."
>
> ☒ "You'll need lower than 17 to go before me."
>
> ☒ "I'm going in the first quarter of the round."
>
> ☒ "I should be dealing 4 damage to the Algox Guard."
>
> ☒ "I need you there for Unbreakable Wall."

2. Ordering of Initiative

After each character has selected two ability cards or declared a long rest, reveal the selected cards for each character who will not be long resting. Each character's chosen initiative card should be directly on top of the other card, so that only one initiative value is visible. All cards can now be openly discussed.

In addition, reveal one monster ability card for each monster set that has at least one figure currently on the map. Note that several **monster types** (e.g., Black Imps, Forest Imps, or Snow Imps) may belong to the same **monster set** (e.g., Imps), in which case they would all use the same monster ability deck (e.g., the Imp deck).

❄ Determine the initiative order by comparing the initiative values on all revealed monster ability cards (located in the upper left corner) and all characters' initiative cards. Take the initiative order tokens for all monster types and characters on the map and arrange them from **lowest to highest** (i.e., earliest to latest) initiative. Any character long resting has an initiative of 99. This indicates the turn order for this round.

RESOLVING TIES

If there is a tie in initiative between multiple characters, compare the initiative values of those characters' second played cards to break the tie. If there is still a tie, the party decides the order for those characters.

If multiple monster types of the same monster set are present, the special rules for the scenario will specify the order. If there is a tie in initiative between a character and a monster set, the character acts first.

In all other tied cases, the party decides the order.

MONSTER ORDER

During their position in the initiative order, the elites of a monster type take their turns in ascending standee number order (before any normal monsters of that type). Then, the normal monsters of that type take their turns in ascending standee number order (see p. 40).

CHARACTER SUMMONS

Character summons take their turns during the summoning character's position in the initiative order, but immediately before the character. Multiple summons from the same character take their turns in the order they were summoned (see p. 31).

SCENARIO ALLIES

Scenario allies with numbered tokens will have their initiative value specified in the special rules for the scenario. During their position in the initiative order, scenario allies take their turns in ascending token or standee number order (see p. 46).

ORDERING OF INITIATIVE

Banner Spear   *Drifter*   *Boneshaper*

Algox Guard

1st Banner Spear
2nd Drifter
3rd Algox Guard
4th Boneshaper

Example: *The Banner Spear goes first with initiative 15, followed by the Drifter with initiative 23, the Algox Guard with initiative 55, and the Boneshaper with initiative 81.*

Every figure on the map—both characters and monsters—will get a turn each round. A figure's turn starts when the previous figure ends their turn and concludes when the next figure begins theirs. During a figure's turn, they will perform various actions and abilities based on their revealed ability cards.

Before we tackle the specifics of character and monster turns, we need to cover a variety of important concepts related to actions and abilities.

Actions and Abilities Overview

➤ Actions

An **action** is a set of one or more abilities, which are detailed on one half of an ability card.

Characters will normally perform two actions on their turn: the top action of one of their played ability cards and the bottom action of the other. An entire half of a character ability card is considered a single action.

Monsters will perform one action on their turn. An entire monster ability card is considered a single action.

An action can be referred to by any of its abilities. For example, if an action contains a " ⟦ 2" ability and a " ⬆ 2" ability, it can be referred to as both a move action and a loot action.

Top Action

Bottom Action

Monster Action ○——

➤ Abilities

An **ability** is any grouping of text and/or icons, often found on an ability card, that a figure can perform to interact with the map, themselves, or other figures.

❄ **If an action consists of multiple abilities, these will be separated from each other by ability lines.** Abilities in an action are always performed in the order they are written. Figures cannot perform new abilities while resolving a different ability, with the exception of abilities from attack modifier cards.
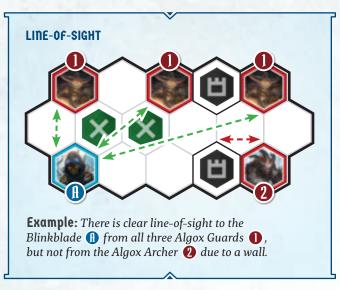
Character abilities can be skipped, unless they are mandatory (see p. 37).

Ability

Ability Line

Ability

Ability

Important Ability Concepts

Line-of-Sight

❄ When any figure or hex is targeted by any ability, the acting figure must have a clear **line-of-sight** to the target in order to perform the ability. Line-of-sight is established if a line can be drawn from any part of the acting figure's hex to any part of the target hex without touching a wall line. Only walls and closed doors block line-of-sight. Non-targeted abilities are not affected by line-of-sight. If an ability allows a figure to perform it as if occupying a different hex, draw the line from that hex.

LINE-OF-SIGHT

Example: *There is clear line-of-sight to the Blinkblade ⓐ from all three Algox Guards ❶ , but not from the Algox Archer ❷ due to a wall.*

Target

⊚ Abilities accompanied by "**Target X**" allow the acting figure to target up to X different figures within the ability's range. Targeting and range restrictions, as well as additional effects of the ability, apply to all targets. It is not possible to target the same figure multiple times with the same ability, unless otherwise stated.

If no target is specified on a targeted ability, the target value is 1, which means it only targets a single figure. For example, if an effect provides "**+1 ⊚**," it would give an ability with no specified target value "⊚ **2**."

❄ Attack (p. 25), conditions (p. 28), heal (p. 29), forced movement (p. 32), commanding figures (p. 33), and manipulating tiles (p. 33) are the only targeted abilities. Targeted abilities cannot be performed if there is no valid target.

Allies, Enemies, and Self

Characters are allies to other characters, monsters are allies to other monsters, and characters and monsters are enemies to each other. **Figures are not their own allies.**

❄ In general, negative abilities can only target enemies, and positive abilities can only target allies or the acting figure themselves. Some abilities have specific targeting information that contradicts this rule. An ability specifying its targets as "all" follows these restrictions, but an ability specifying its targets as "all figures" targets both allies and enemies.

If any ability specifies its target as "self," the effect can only be applied to the acting figure.

Range

⌐→ Most abilities target a figure, and a range value added to an ability determines how far away that figure can be. "**Range X**" means the acting figure can target any figure within X hexes, including the acting figure when permitted. **Range cannot be counted through walls** but can be counted through obstacles, figures, or anything else. Two hexes that share a wall but still have line-of-sight between them (e.g., through an open doorway) are considered to be at range 2 from each other.

Non-attack abilities with no specified range value can target figures at any range. Any ability with a range value specified in the highlighted section to its right is considered a ranged ability. ❄ **Figures treat the hex they occupy as adjacent for the purpose of targeting.**

RANGE

Example: *The Blinkblade ⓐ is at ⌐→ 2 from the Algox Archer ❶ .*

➤ Area of Effect

Abilities with an area of effect allow the acting figure to target several different figures in multiple hexes at the same time. Rotating and mirroring the depicted area of effect is permitted.

Gray indicates the hex which the acting figure occupies. Any attack with an area of effect that includes a gray hex is always considered a melee attack (see p. 25).

❄ Blue indicates a hex which an ally must occupy. The ability cannot be performed otherwise. The ally is not targeted by the ability.

Red indicates the hexes in which figures can be targeted. Only one red hex needs to be within the ability's range. This initial hex does not need to contain a figure, but it cannot be inside a wall line, though other red hexes can be inside wall lines. Only figures within line-of-sight can be targeted. Allies in red hexes are not targeted by negative abilities, and enemies in red hexes are not targeted by positive abilities, unless otherwise stated.

❄ Blank hexes are used as spacers between other types of hexes.

If an ability with an area of effect gains "**+1 ◎**," an additional figure within the ability's range, but outside the area of effect, can be targeted.
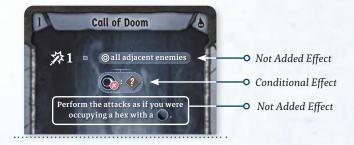
AREA OF EFFECT

Example: *The Banner Spear* **A** *performs the top action of Resolved Courage. An ally, the Blinkblade* **B***, is in the required hex. The Algox Guard* **1** *and the objective* **2** *are both within the ability's area of effect.*

➤ Added Effects

Added effects are attached to an ability and modify it in some way. Common added effects like " ⬧ **X**," " ⬧ **X**," or conditions are usually listed in a highlighted section to the right of the ability. All conditional effects—those dependent on consuming an element (see p. 23) or paying some other cost—are listed below the ability in a highlighted section with a dotted line border.

Added Effect
Added Effect

Added effects can be skipped, but the character must choose to do so before drawing an attack modifier card. Conditional effects can also be skipped; the character is not required to pay the cost and, even if they do, they may still choose not to apply the effect. In the case of a skippable effect attached to a multi-target attack ability, they may skip the effect on an attack-by-attack basis, in each case choosing before drawing an attack modifier card, unless otherwise stated.

More complex added effects might be written below the ability, but not all text below an ability is an added effect. Any text that provides rules for how the ability is performed (e.g., a targeting restriction) is an inherent part of the ability, not an added effect, and cannot be skipped.

Not Added Effect
Conditional Effect
Not Added Effect

➤ Conditional Triggers

Some abilities or effects can only occur if something else happens first. These conditional effects are structured as "Apply effect A to apply effect B." Effect A must be applied for effect B to be applied. If effect A cannot be applied, neither can effect B.

➤ Elements

Some actions have an elemental affinity associated with them (fire, ice, air, earth, light, or dark). If an elemental infusion is depicted on an action, when the acting figure performs any part of that action, they must infuse that element **at the end of their turn**. To infuse an element, move its token to the strong column on the element board. A figure cannot infuse an element this way unless they perform at least one of that action's abilities.

Fire	Ice	Air	Earth	Light	Dark

At the end of every round, all infused elements wane, moving one column to the left on the element board, from strong to waning or from waning to inert.

Infused elements can be consumed to add effects to certain abilities or, in some cases, perform new abilities. This is represented by an element icon marked with an ❌ and followed by the added effect. If that element is strong or waning, it can be consumed. Since infusions don't occur until the end of the turn, any consumed element must be already strong or waning at the start of the turn, prior to any infusions. To consume an element, move its token to the inert column on the element board.

❄ If an ability depicts multiple separate elemental consumptions, the acting figure chooses which ones to activate. If a single elemental consumption depicts multiple elements, all of those elements must be consumed to activate it. The same element cannot be consumed multiple times in a single turn. **If an action depicts elemental consumptions in the upper left corner, all of those elements must be consumed to perform any part of the action.**

❄ The wild icon represents any one of the six elements (but not all of them). **A mixed element icon, which depicts two elements within the same border, represents one of those two elements (but not both of them). When a wild or mixed element is infused, at the end of their turn, the acting figure chooses which of those elements to infuse.**

Wild

Mixed

Example: ❶ *The Boneshaper performs the top action of Decaying Will, which infuses earth, moving it from inert to strong at the end of their turn.* ❷ *Earth wanes at the end of the round, moving from strong to waning.* ❸ *In the following round, the Boneshaper performs the bottom action of Malicious Conversion and consumes earth, moving it from waning to inert, to gain +2 movement points.*

Move

❄ "**Move X**" is an ability that gives a figure X movement points. That figure may then spend those movement points to move one hex per movement point. Figures can move through allies but cannot move through enemies, obstacles, objectives, or walls. Traps and other effects of hexes trigger when a figure enters them. A figure must always end their movement in an unoccupied hex. **A figure must enter at least one hex to be considered to have performed a move ability.** All unspent movement points are lost at the end of the move ability.

JUMP

❄ "**Jump**" is an added effect of a move ability. Jumping allows a figure to ignore all enemies, obstacles, objectives, traps, and hazardous terrain, except for in the last hex. **Difficult terrain and icy terrain are ignored completely when jumping.** A figure cannot jump through walls.

FLYING

"**Flying**" is an active bonus (see p. 30). Flying allows a figure to completely ignore all enemies, obstacles, objectives, traps, and overlay terrain, including in the last hex. However, a flying figure still cannot end their movement in a hex occupied by another figure (and vice versa). If a flying figure occupies a hex with an immobilize trap or stun trap (see p. 29), treat them as an obstacle when determining the movement of other figures.

❄ **If a figure loses flying, treat them as if entering their current hex with a normal movement. In such cases, if the figure currently occupies a hex with an obstacle, they instead move into the closest unoccupied hex without an obstacle, triggering any effects of that hex.**

Teleport

❄ "**Teleport X**" is an ability that transports a figure to any location within X hexes of their current hex, without evaluating their path through all of the hexes between. A teleport ability is not considered a move ability, and teleporting is not considered movement. Teleportation is not affected by anything, even walls, in the hexes between. A figure can only teleport to a valid hex, and any effects of entering that hex still trigger normally, unless otherwise stated. A figure cannot teleport into an unrevealed room, but they can teleport to a hex with a closed door, opening the door as a result.

TELEPORT

🜨 to a hex with a ⬤ or adjacent to a ⬤.

102 ❄

Example: *The Deathwalker 🅐 performs the bottom action of Forceful Spirits, which allows them to teleport. They choose an unoccupied hex adjacent to their shadow token 🅑, per the ability's requirement.*

➤ Attack

"Attack X" is a negative targeted ability that allows a figure to deal a base amount of X damage to an enemy within the specified range.

❄ An attack with no specified range value is considered a melee attack with range 1, capable of targeting adjacent enemies only, unless otherwise stated. For example, if an effect provides "+Y ⟳→" to an attack, it would give the attack with no specified range value "⬡→ 1 + Y" and make it a ranged attack.

An **attack** is a single attack performed against one target, an **attack ability** is an ability that consists of one or more separate attacks, and an **attack action** is any action that contains at least one attack ability.

ATTACK MODIFICATION ORDER

When an attack is performed, the base attack value written on the card can be modified in four different ways in the following order:

❶ All applicable attack bonuses and penalties, such as "± �" effects, are applied. If there are multiple bonuses or penalties, the party chooses the order in which they are applied.

❷ An attack modifier card is drawn from the attacker's deck and applied.

❸ The target's shield bonus is applied (see p. 31).

❄ ❹ **Ward and brittle are applied (see p. 28). If the target has both conditions, they negate each other and are removed.**

Once all modifications have been applied, the target suffers the resulting amount of damage. If the target has any abilities or effects which can negate a source of damage, including losing cards to negate damage (see p. 38), they may apply them now.

These steps are repeated for each individual target of the attack ability, which means it is possible for different targets to suffer different amounts of damage from the same attack ability.

ATTACK MODIFIER CARDS

Any time an attack ability is performed, **a separate attack modifier card is drawn for each individual target of the attack ability**. The modifier shown on the card is then applied to the attack, possibly reducing or increasing its value. Once the effects of a drawn modifier card have been applied, it is placed in its discard pile.

Attack modifier cards are only drawn for attacks. They are not used for any other type of effect that deals damage.

Characters each have their own deck, while all monsters share a single deck. **If a scenario includes scenario allies, they all use the separate ally deck.** Characters, monsters, and allies start with a standard deck of six ⊕0, five −1, five +1, one −2, one +2, one ⊘, and one 2x, but characters can customize their decks over time through perks (see p. 63), allowing for other diverse effects.

STANDARD ATTACK MODIFIER DECK

+0	x6	−1	x5
+1	x5	−2	x1
+2	x1	⊘	x1
		2x	x1

An attack modifier card can have the following:

(A) Modifier Value: This value modifies the attack value. The ⊘ modifier reduces the final attack value to zero. The ②ₓ modifier doubles the current attack value.

(B) Added Effects: Some modifiers have elemental infusions (see p. 23), conditions (see p. 28), or other added effects. When activated, these added effects function exactly as if written on the attack ability.

(C) Rolling Icon: When a rolling modifier 🔼 is drawn, the attacker draws additional modifiers, one at a time, until a non-rolling modifier is drawn. The drawn modifiers can then be applied in any order.

(D) Bless / Curse Border: Bless and curse cards are returned to the supply once resolved, instead of placed in the discard pile. Every curse card has a ✴ or ⓜ icon to indicate whether it is used in character and ally decks or the monster deck.

(E) Shuffle Icon: At the end of the round in which a modifier with the shuffle icon 🔄 is drawn, the discard pile is shuffled back into the deck. This shuffle is performed immediately if the deck is empty when a modifier must be drawn.

(F) Sorting Icon: All standard modifiers have a ①, ②, ③, ④, Ⓐ, or ⓜ icon for easy sorting. All modifiers added to a character deck through perks (see p. 63) have their class icon. All modifiers added to a deck by another effect have the ✴ icon.

ATTACK MODIFIER CARD FEATURES

ATTACK EFFECTS

An attack effect is an effect attached to an attack. These effects are applied either during damage resolution or after the attack resolves. If applied after the attack resolves, the attack effect is still applied even if the attack deals no damage (including due to a ⊘ card).

The attacker must choose whether to apply any attack effects before they draw an attack modifier card. All attack effects except "**+X** ◎" are applied before any retaliate bonus (see p. 31). The "**+X** ◎" effect allows the attacker to perform additional attacks, and each attack must be resolved completely before another can be performed.

Timing of Attack Effects	
+X Attack (p. 25)	*during damage resolution (must be applied)*
Pierce (p. 27)	*during damage resolution*
+X Target (p. 21)	*after the attack resolves*
Conditions (p. 28)	*after the attack resolves*
Forced Movement (p. 32)	*after the attack resolves*
Other Added Effects *(written below the attack)*	*after the attack resolves*
Elemental Infusions (p. 23)	*at the end of the turn*

Some attacks have abilities (e.g., heal abilities) that aren't attack effects but are still attached to the attack. These abilities are performed after the attack is resolved completely (including after any retaliate bonus).

Some modifiers have added effects, besides modifying the attack value, and **an attacking character can always choose** whether to apply those effects after the modifier is drawn. If another figure uses a character's deck, the character controls the added effects of the modifier even though the attacking figure applies them.

Modifiers that affect a character's class-specific resources (e.g., the Blinkblade's time tokens) or abilities (e.g., the Drifter's use slot tokens) are always applied to that character, no matter who draws the modifier.

ADVANTAGE AND DISADVANTAGE

Some effects cause an attack to gain advantage or disadvantage. With **advantage**, the attacker draws

❄ two modifiers and uses one of them. A monster always uses the better one, but a character may use either one. With **disadvantage**, the attacker draws two modifiers and always uses the worse one.

❄ If the first draw with advantage or disadvantage is a rolling modifier 🔼, the attacker draws additional modifiers, one at a time, until a non-rolling modifier is drawn. **They then draw one more modifier and ignore any rolling icon on it**.

The first non-rolling modifier and the one after it are compared. If the attack has advantage, the attacker uses all initial rolling modifiers and whichever of the last two modifiers they choose. If the attack has disadvantage, the attacker ignores all initial rolling modifiers and uses whichever of the last two modifiers is worse.

If the first draw with advantage or disadvantage is not a rolling modifier, but the second draw is, the rolling icon on the second modifier is still ignored.

When there is ambiguity about which modifier is worse, the attacker must use the one drawn first. Ambiguity occurs when comparing the non-numeric effects of some modifiers (e.g., elemental infusions or negative conditions). Any non-numeric effect is considered to have a positive but undefined value.

An attack cannot gain multiple instances of advantage or disadvantage. If an attack has both advantage and disadvantage, it is considered to have neither.

Any ranged attack on an adjacent enemy automatically gains disadvantage.

PIERCE

"**Pierce X**" is an added effect that reduces the target's shield bonus (see p. 31) by X. Multiple "◈ **X**" effects can be combined. For example, if an attack with "◈ **2**" gains "◈ **3**," the effect would reduce the target's shield bonus by 5 for that attack.

Example 1: *The attack has advantage, so two modifiers are drawn and compared, then the +1 modifier is used.*

Example 2: *The attack has advantage, and the first modifier drawn has a rolling icon, so a second modifier without a rolling icon is drawn, followed by a third, final modifier. The initial rolling modifier and the +1 modifier are used.*

Example 3: *The attack has disadvantage, so two modifiers are drawn and compared, then the −1 modifier is used.*

Example 4: *The attack has disadvantage, and the first two modifiers drawn have rolling icons, so a third modifier without a rolling icon is drawn, followed by a fourth, final modifier. The initial rolling modifiers are ignored and the +0 modifier is used.*

➤ Conditions

A condition ability is a positive or negative targeted ability, depending on the specified condition, and causes the target of the ability to gain that condition.

When a monster gains a condition—except bless or curse—place the matching token on its stat sleeve in the section corresponding to the number on its standee. When a character gains a condition—except bless or curse—place the matching token on their character mat. **Bless and curse tokens are only used for tracking the effects of traps (see p. 14).** Once gained, a condition remains until the requirements for its removal are met. Neither positive nor negative conditions can be removed voluntarily. A figure cannot have multiple instances of the same condition; however, if a figure gains a condition they already have, the effect's duration resets.

If a figure gains a condition during their turn that is removed "at the end of the figure's next turn," the condition goes into effect immediately and applies until the end of their next turn. Conditions which are removed at the end of a figure's turn are only removed after all other end-of-turn effects are resolved.

A condition effect can also be added to other abilities as an added effect, causing all targets of the ability to gain that condition after its main effect is resolved. If the ability is an attack, the target gains the condition even if the attack dealt no damage, but they do not gain the condition if the attack killed or exhausted them, or if they are immune.

POSITIVE CONDITIONS

Regenerate: The figure performs "Heal 1, self" (see p. 29) at the start of each of their turns, even if they have stun. Regenerate is removed when the figure suffers damage. If a figure has both regenerate and wound (see p. 29), the regenerate effect is applied first, removing wound before it takes effect.

Ward: The next time the figure suffers damage from any source, they instead suffer half that amount of damage (rounded down), and ward is then removed. If a figure that suffers damage has both ward and brittle (see p. 29), they negate each other and are removed.

Invisible: The figure cannot be focused on or targeted by any enemy, though non-targeted abilities remain unaffected. The figure and their allies can still interact with each other. Invisible is removed at the end of the figure's next turn. **Enemies treat figures with invisible as if they were not there; they can move through figures with invisible but still cannot end their movement in the same hex.**

Strengthen: The figure gains advantage on all of their attacks. Strengthen is removed at the end of the figure's next turn.

Bless: The figure must shuffle a bless card into their attack modifier deck. If the figure does not use an attack modifier deck, bless has no effect. When a bless card is drawn, it acts as a ②ˣ modifier and is returned to the supply once resolved, instead of placed in the discard pile. There are 10 bless cards, which can be added to any deck. If there are no bless cards available, bless has no effect.

Bless Card

NEGATIVE CONDITIONS

Wound: The figure suffers 1 damage at the start of each of their turns. Wound is removed when the figure is healed.

❄ **Brittle:** The next time the figure would suffer damage from any source, they instead suffer double that amount of damage, and brittle is then removed. Brittle is also removed if the figure is healed.

❄ **Bane:** The figure suffers 10 damage at the end of their next turn, and bane is then removed. Bane is also removed if the figure is healed.

Poison: All attacks targeting the figure gain "+1 ⚔." Poison is removed when the figure is healed but, unlike wound/brittle/bane, poison prevents the heal from increasing the figure's current hit point value.

Immobilize: The figure cannot perform any move abilities. Immobilize is removed at the end of the figure's next turn.

Disarm: The figure cannot perform any attack abilities. Disarm is removed at the end of the figure's next turn.

❄ **Impair:** Impair can only be gained by characters. The character cannot use or trigger any items, but bonuses previously gained from items are still active. Impair is removed at the end of the character's next turn.
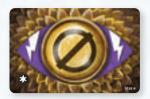
Stun: The figure cannot perform any abilities or use or trigger any items, but bonuses previously gained are still active. Stun is removed at the end of the figure's next turn. At the start of the round, stunned characters still must select two cards to play (or declare a long rest), but the cards will be discarded with no effect if stun is not removed by some other means before the end of their turn. Long resting still occurs normally for stunned characters.

Muddle: The figure gains disadvantage on all of their attacks. Muddle is removed at the end of the figure's next turn.

Curse: The figure must shuffle a curse card into their attack modifier deck. If the figure does not use an attack modifier deck, curse has no effect. When a curse card is drawn, it acts as a ⊘ modifier and is returned to the supply once resolved, instead of placed in the discard pile. There are 10 curse cards with the ✱ icon, which can only be added to character and ally decks, and 10 curse cards with the ⓜ icon, which can only be added to the monster deck. If there are no applicable curse cards available, curse has no effect. Immunity to curse prevents a figure from adding a curse card to their deck, but does not prevent a drawn curse card from taking effect.
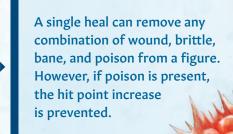

Curse Card

➤ Heal

"**Heal X**" is a positive targeted ability that allows the target to heal X amount of damage, increasing their current hit point value. Characters heal damage by rotating their red dial. Monsters heal damage by removing damage tokens from their section of the stat sleeve. A figure's current hit point value can never exceed their maximum hit point value, though it is permitted to heal a figure that is already at their maximum hit point value.

Heal effects from attack modifier cards function exactly like heal abilities. If multiple modifiers with heal effects are drawn, they are considered a single heal ability.

> ❄ A single heal can remove any combination of wound, brittle, bane, and poison from a figure. However, if poison is present, the hit point increase is prevented.

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➤ Active Bonuses

An active bonus ability is any ability that provides an active bonus to a figure or their allies. When a character performs an active bonus ability, the card is placed in their active area to track the bonus. Cards in a character's active area are not considered to be in their hand.

Active bonus abilities have icons to indicate the duration of the bonuses they provide. When a bonus expires, even if the action has other active bonus abilities, the card is removed from the character's active area and placed in their discard pile or lost pile, depending on whether the action has a lost icon (see p. 38).

Round Bonuses: These bonuses activate when the ability is performed and expire at the end of the round.

Persistent Bonuses: These bonuses activate when the ability is performed and expire when the specified removal condition has been fulfilled.

If the bonus has limited uses, these are tracked by a series of use slots. When the card is placed in the active area, a character token is added to the first slot. Each time the bonus is triggered, the token advances by one slot, even if no benefit is gained. When the token passes an experience icon ✸, the character gains that much experience (see p. 37). When the token leaves the last slot, the bonus expires.

If no removal condition is specified, the bonus expires at the end of the scenario. If the bonus lasts for a limited number of rounds or turns, the round or turn in which it is activated does not count.

❄ **A character may voluntarily remove a card with a persistent bonus (but not a round bonus) from their active area before the bonus expires, but doing so removes the bonus. This can be done at any time except during another ability.**

Actions with active bonus abilities might also have other abilities, but these other abilities are only performed when the card is played.

ROUND BONUS

Example: *The Banner Spear performs the bottom action of Deflecting Maneuver, gaining 🛡2 for all ranged attacks targeting them until the end of the round.*

PERSISTENT BONUS

Example: *The Deathwalker performs the bottom action of Strength of the Abyss, gaining its bonus until the end of the scenario.*

USE SLOTS

Example: ❶ *The Boneshaper performs the bottom action of Wrath of the Turned Earth, adding a token to the first slot.* ❷ *After the first use, they gain 1 ✸.* ❸ *After the third use, they gain 1 ✸ and place the card in their lost pile.*

There is a wide variety of active bonus abilities. While these abilities are usually defined by text, there are three common ones to go over.

SHIELD

"**Shield X**" is a positive ability that gives the acting figure a shield bonus of X. This reduces the attack value of an incoming attack by X. The shield bonus is only applied after all attack bonuses or penalties and modifiers have been applied. Multiple shield bonuses stack with one another as a single reduction in attack value. **A shield bonus does not apply to sources of damage that are not attacks.** ❄ A shield ability always applies to the acting figure.

RETALIATE

"**Retaliate X**" is a positive ability that gives the acting figure a retaliate bonus of X. This deals X damage to any figure who attacks them, if they are within the specified range after all attack effects are resolved (including push or pull). If no range is specified, the bonus is only applied to adjacent attackers. This bonus is triggered by each attack and occurs after the attack is resolved. A retaliate bonus is not an attack or targeted effect, therefore the damage cannot be reduced by a shield bonus. If a retaliating figure is killed or exhausted by an attack, the retaliate bonus does not occur. Multiple retaliate bonuses stack with one another as a single source of damage, but each retaliate bonus ❄ is only applied within its specified range. A retaliate ability always applies to the acting figure.

SUMMON

Summon is a positive ability that adds other allied figures to the map. These figures, known as "summons," must be placed in different empty hexes adjacent to the summoner. If there is no adjacent hex available, the figure is not summoned.

A character summon is considered a persistent bonus, and their card is placed in the summoner's active area. When the summon's hit point value is reduced to zero, the summon is removed from the map. The summoner may voluntarily remove the summon from the map at any time except during another ability. The card is then placed in the summoner's discard pile or lost pile, depending on whether the action has a lost icon (see p. 38).

Each character summon has a corresponding standee, found in the summoner's tuck box, that is used to represent them on the map, using a blue standee base. When a character becomes exhausted, all of their summons are removed from the map.

Character summons have stats for their hit point, attack, move, and range values, along with any special traits listed on their ability cards. If a summon's attack or move value is "–", then they do not perform that ability unless granted an ability with a base value. If a summon's range value is "–", then they do not perform ranged attacks unless granted that ability (see p. 33).

A character summon's turn in the initiative order is always directly before their summoner and is separate from the summoner's turn. Summons are not controlled by their summoner, but instead obey automated monster rules, performing "🗡+0, 🏹+0" (see p. 41). A summon uses their summoner's attack modifier deck when attacking. If a character summon cannot find a focus, the summoner may choose for the summon to move toward them instead.

A character can have multiple summons on the map at once. Each new summon's card is placed to the right of the previous summon's card in the summoner's active area. In such cases, the summons will act in that order (from left to right). If there are multiple copies of the same summon on the map at once, the order in which they were summoned determines their acting order, which can be tracked using their standee numbers.

Summons never take a turn during the round in which they are summoned.

➤ Forced Movement

❄ **Forced movement is any negative targeted ability that allows a figure to control another figure's movement or to teleport another figure.** Forced movement must follow all normal movement rules for the target. For example, if a flying figure is forced to move, flying still applies. There are two primary forced movement abilities:

"**Push X**" forces the target to move up to X hexes away from the acting figure. Each individual hex entered must place the target farther by range from the acting figure.

"**Pull X**" forces the target to move up to X hexes toward the acting figure. Each individual hex entered must place the target closer by range to the acting figure.

❄ **When a character performs a push or a pull, they decide the direction and distance that the target moves.** When a monster performs a push or a pull, the party decides the direction, but the target must move as far as possible. Push and pull are unaffected by difficult terrain, but all other normal movement rules are still applied (including the rules for flying figures). Immobilized or stunned figures can still be affected by push, pull, and teleport but not by any other type of forced movement.

Push and pull can also be added to other abilities as an added effect, allowing the forced movement of one or more targets of that ability after its main effect is resolved. If the ability is an attack, the target can be forced to move even if the attack dealt no damage, but they cannot be forced to move if the attack killed or exhausted them.

Multiple push or pull effects are combined. For example, if an ability with " ⬆ **1**" gains " ⬆ **2**," the result is a " ⬆ **3**" ability.

➤ Suffer Damage

Some abilities cause figures to suffer damage without an attack being performed. This damage is not modified by anything except ward and brittle. Suffer damage is not a targeted ability.

➤ Loot

"**Loot X**" is an ability that allows a figure to loot all loot tokens and treasure tiles within range X, including any in their current hex. This ability is unaffected by the presence of figures or overlay tiles. If there are no loot tokens or treasure tiles within the specified range, the ability cannot be performed.

❄ **When a loot token is looted, it is removed from the map. If the looting figure is a monster, nothing else happens. If the looting figure is a character, they draw one card from the loot deck (unless the loot deck is empty).**

❄ **If the loot card provides a random item, the looting character checks off 🔒 (x1) in the scenario entry's loot table, then draws one card from the random item deck and adds it to their pool of items. They may then use it normally for the remainder of the scenario, even if it puts them above the limit for that type of item. If the random item deck is empty, this card is considered a money card with three coins. If the loot card provides money or resources, the looting character does not gain them until the end of the scenario (see p. 47).**

When a treasure tile is looted, it is removed from the map. Monsters cannot loot treasure tiles. If the looted treasure tile is a numbered treasure, reference the treasure's number in the Treasure Index and apply the effect (see p. 78). Only the looting character gains the reward, unless it is a random item blueprint or random scenario. ❄ **If a looting character gains another copy of an item they already own, they must give it to another character or sell it immediately (see p. 67).**

LOOT

Example: *The Banner Spear* 🅐 *performs the bottom action of Pincer Movement, which allows them to move and loot the two adjacent hexes* ❶ *.*

Recover

Recover is a positive targeted ability that allows a character to recover discarded or lost ability cards (see p. 38). The targeted character looks through their discard pile or lost pile, selects cards up to the number specified by the ability, and returns those cards to their hand.

In some cases, the recover ability might allow a character to recover spent or lost items instead (see p. 36). The targeted character rotates or flips those cards, depending on their usage, so that they can be used again.

Commanding Figures

Commanding figures is a targeted ability that allows a figure to command another figure to perform certain abilities. There are two ways to command figures:

◈ **Grant:** Allows a figure to grant an ability to any figure. The commanded figure then performs that ability. If the commanded figure is a character summon or scenario ally, the commanding figure decides how the ability is performed.

◈ **Control:** Allows a figure to control an ability of an enemy. The commanded figure then performs that ability, and the commanding figure decides how the ability is performed. During this ability, the commanded figure treats the commanding figure's allies and enemies as their own allies and enemies. When a move ability is controlled, it is considered forced movement.

If an attack ability is granted or controlled, the commanded figure uses their normal attack modifier deck. An attack ability cannot be granted or controlled if the commanded figure has no valid targets or is affected by a negative condition that prevents the attack ability.

A figure can be commanded to perform a "⚡ X" or "🦶 X" ability, even if they have no attack or move stat value. However, a figure cannot be commanded to perform a "⚡ ±X" or "🦶 ±X" ability if they have no attack or move stat value. A commanded figure retains all of their persistent bonuses and special traits. A commanded ability is not considered a separate turn. Objectives cannot be commanded.

Manipulating Tiles

Manipulating tiles is any ability that allows a figure to alter the layout of overlay tiles on the map. There are six ways to manipulate tiles:

◈ **Create:** Allows a figure to place an overlay tile.

◈ **Destroy:** Allows a figure to remove an overlay tile.

◈ **Relocate:** Allows a figure to remove an overlay tile and place it elsewhere.

◈ **Move:** Allows a figure to move an overlay tile up to the specified number of hexes, much like a figure would move. Overlay tiles can only be moved through featureless hexes, including occupied hexes.

◈ **Replace:** Allows a figure to destroy an overlay tile in order to create a different overlay tile in the same hex.

◈ **Spring:** Allows a figure to destroy a trap and apply the effects of the trap to themselves, unless otherwise stated.

No hex can have more than one overlay tile in it (except corridors and open doors). Traps and obstacles cannot be placed in or moved into occupied hexes. If hazardous terrain is placed in an occupied hex, its effects are not applied to the figure in that hex. When manipulating obstacles, **figures cannot cut off one area of the map from another,** leaving an area that cannot be entered without going through an obstacle. Figures cannot manipulate any overlay tile that is covering a border hex of a map tile.

Sticker 6

Character Turns

On a character's turn, unless performing a long rest (see p. 38), they will perform the top action of one of their played ability cards and the bottom action of the other. They cannot perform two top actions or two bottom actions. They can perform either action first; which card was selected for their initiative no longer matters.

Once played, ability cards can be placed around the sides of the character mat as shown here: discarded ability cards to the left, lost ability cards to the right, and active ability cards above the character mat. Cards in the character's hand must be kept separate.

➤ Character Ability Cards

Character ability cards, which are all unique, determine which actions a character can perform.

A character ability card has the following:

A **Card Name:** The name of the card.

B **Initiative Value:** This value determines when the character acts during the round (see p. 19).

C **Level:** The level of the card. Level X cards are considered level 1 for all purposes.

D **Actions:** Each card has a top action and a bottom action. The abilities of an action are performed from top to bottom, with each ability separated by an ability line. After the action is performed, the card is placed in the character's active area, discard pile, or lost pile, depending on the card's icons. A character may choose not to perform an action, in which case the card is discarded with no effect.

E **Basic Action Icons:** An ability card can always be used for a basic "⚔ 2" top action or "👢 2" bottom action. If a card is used this way, the card is discarded and no other icons or abilities on the card are activated.

F **Enhancement Marks:** Squares, circles, diamonds, and hexes next to some abilities. Their purpose will be revealed later in the campaign.

Character Mat

Top Action

Bottom Action

Enhancement Mark

Basic "Attack 2" Action

Basic "Move 2" Action

Enhancement Mark

➤ Items

Item cards offer a wide variety of bonuses and extra abilities that can be used in addition to a character's normal two actions per round. Item cards are acquired by looting them during the Scenario Phase and by purchasing or crafting them during the Outpost Phase.

An item card has the following:

Ⓐ **Item Name:** The name of the item.

Ⓑ **Item Cost:** The gold cost if it is a purchasable item (see p. 67) or **the crafting cost if it is a craftable item (see p. 65).**

Ⓒ **Item Usage:** What happens to the item after it has been used (see p. 36). Some items are only spent, while others are lost instead. Some items can even be used multiple times first.

Ⓓ **Item Effect:** When the item can be used and what bonus or ability the character gains.

Ⓔ **Item Type:** Each item counts as one of six types: 🪖 , 👕 , 👢 , 👊 , 👊 , or 👝 . These types determine which items a character can bring into a scenario.

Ⓕ **Negative Modifiers:** Some items, when brought into a scenario, add a number of ⊖ cards to the character's attack modifier deck. For these items, the number of cards to add is shown here.

Ⓖ **Quantity:** A count that indicates how many copies of the item exist in the game and which number this copy is within the count.

Ⓗ **Index Number:** A unique number that identifies the item. When an item is referenced, using the index icon 🔲000 , it can be found by its card back. This prevents the party from inadvertently seeing items they have not discovered yet.

Item Card Front

Item Card Back

ITEM LIMITS

All items a character brings into a scenario are placed below their character mat and can be used as specified by the items themselves.

A character can use any item as long as it is in their possession; however, characters can only bring a limited number of items into a scenario. Each character can bring one 🪖 item, one 👕 item, one 👢 item, up to two 👊 items -OR- one 👊 item, and a number of 👝 items up to half their level (rounded up).

A character can own more items than they bring into a scenario, but they cannot own more than one copy of any single item. All items that a character owns are kept in their tuck box. Different characters cannot own the same copy of the same item. **Items cannot be transferred or traded between characters.**

ITEM TYPES

🪖	👕	👢	👊	👊	👝
Head	*Body*	*Feet*	*One Hand*	*Two Hands*	*Small*

ITEM USAGE

Spent Icon: The spent icon means the item is spent after use. This is indicated by rotating the card sideways. Spent items can be recovered the next time the character performs a long rest (see p. 38).

Lost Icon: The lost icon means the item is lost after use. This is indicated by flipping the card face down. Lost items cannot be used again for the rest of the scenario (unless recovered). If an item has the ✖ icon, it cannot be recovered by any means until the end of the scenario.

❄ **Flip Icon: The flip icon means the item is flipped after use, revealing a different use on the other side of the card. When the other side is used, the item is then flipped over back to its front side to be used again. The specific timing of when to flip the card is detailed in its text. Characters should always start the scenario with these items on the side with the gold cost or crafting cost.**

Some items do not have any of these icons. This means the item applies a passive effect. There is no limit on how many times an item with a passive effect can be used.
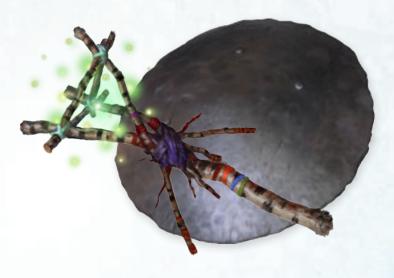
Some items can be used multiple times before they are spent, lost, or flipped. This is indicated by a series of use slots on the item. Use a character token to track these uses. **When an item with multiple uses is recovered, even before it has been fully spent, reset the character token to the first use slot.**

Some recover abilities can recover spent or lost items, just like discarded or lost ability cards. All items are returned to their original state between scenarios. No item can ever be permanently lost.

Items with use slots and passive effects must be used if the item's requirements are met. All other uses of items are optional. The following extra restrictions apply to item use:

◈ If an item affects an attack (e.g., adds a bonus, an effect, advantage, or disadvantage), it must be used before an attack modifier is drawn.

◈ If an item provides an ability, it cannot be used during another ability.

Soothing Scepter

2/2

During your turn, perform:

◎ 1 ally, ⟶2

Spent Icon   Lost Icon   Flip Icon   No Icon

Sticker 7

➤ Mandatory Triggers

❄ If any part of an action is performed, certain abilities and effects of that action cannot be skipped. In such cases, the ability or effect is highlighted in a box with an "**!**" in front of it. These include:

Ⓐ Negative Abilities: The indicated ability creates a negative effect for the character or their allies.

Ⓑ Elemental Infusions: The indicated elements must be infused at the end of the turn.

Ⓒ Experience: The character must gain the indicated amount of experience.

Ⓓ Lost Icons: The card must be lost.

Ⓔ Active Icons: The card must be placed in the character's active area.

➤ Experience

Experience measures a character's growth and defines when they level up. When an action depicts an experience icon ✦ in the lower right corner, if any part of that action is performed, the character gains the indicated amount of experience. Experience that a character gains during a scenario is tracked on their blue experience dial.
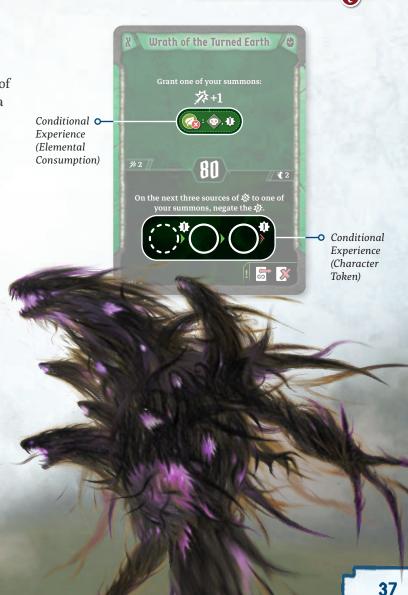
Sometimes an ability specifies that experience is only gained under certain conditions, such as consuming an element, meeting a requirement, or advancing a character token past an experience icon ✦ between use slots.

Characters do not automatically gain experience by killing monsters; they must perform specific abilities during a scenario to do so.

➤ End-of-Turn Looting

Characters must loot any loot tokens or treasure tiles present in their hex **at the end of their turn**. No figures besides characters perform end-of-turn looting.

Conditional Experience (Elemental Consumption)

Conditional Experience (Character Token)

Resting

Resting is the main way that a character can retrieve cards from their discard pile. They have two options when they rest: a short rest or a long rest. In both cases, the rest can only be performed if the character has at least two cards in their discard pile. Resting always results in losing one card from their discard pile.

During the End of Round step (see p. 46), a character may perform a **short rest**. When a character short rests, they lose one random card from their discard pile and return the remaining cards to their hand. If they would like to keep the card that was lost, they can suffer 1 damage to lose a different random card instead, but this can only be done once per short rest.

During the Card Selection step (see p. 18), a character may declare a **long rest**. This constitutes their entire turn for the round, instead of playing two cards, and it is performed on initiative 99. When a character long rests, they follow these steps:

1. Lose one card of their choice from their discard pile and return the remaining cards to their hand (mandatory).

2. Perform "Heal 2, self" (optional).

3. Recover all of their spent items (optional). Items can be used during the same turn in which they are recovered.
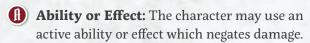
Lost Actions

Lost actions can only be performed once. If an action has the lost icon, when any part of the action is performed, the card must be placed in the character's lost pile, where it will remain until the end of the scenario (unless recovered).

If the lost action was used to perform an active bonus ability, the card is still considered lost and must be moved from the active area to the lost pile once the active bonus is no longer in effect.

❄ Some lost actions have the ❌ icon. If a character performs an action with this icon, when the card is placed in the lost pile, rotate it 180 degrees so that it is upside down. This card cannot be recovered by any means until the end of the scenario.

Character Damage

When a character would suffer any amount of damage (after ward or brittle is applied), they must either reduce their red hit point dial by that amount or negate the damage. Damage can be negated in two ways:

A. **Ability or Effect:** The character may use an active ability or effect which negates damage.

B. **Card Loss:** The character may lose one card of their choice from their hand, or two cards of their choice from their discard pile, to negate the damage. If they have not yet taken their turn, the cards they selected during the Card Selection step are not in their hand or discard pile and therefore cannot be lost to negate the damage.

Even if the damage is negated, effects or conditions from the source of damage are still applied.

Exhaustion

A character can become exhausted in two ways:

A. **No Hit Points:** If the character ever reaches zero on their red hit point dial.

B. **No Cards:** If the character does not have at least two cards in their hand (to play) or at least two cards in their discard pile (to rest) at the start of a round. Becoming exhausted this way does not affect their current hit point value.

When a character becomes exhausted, all of their ability cards, including any summons and other cards in their active area, are placed in their lost pile, and their figure is removed from the map. This can even occur in the middle of performing an ability.

Exhausted characters can no longer participate in the scenario in any way, so exhaustion should be avoided at all costs!

Exhaustion does not reduce the number of characters in the scenario. If all characters become exhausted during a scenario, the scenario is lost.