

GLOOMHAVEN

JAWS OF THE LION

— Stop! —

If you are opening the box for the first time and want to learn how to play the game, please read the “Learn to Play Guide”. This document should not be used to learn to play. It should be used to reference rules as the need arises.

Glossary

Most of this document consists of a **Glossary** of game terms in alphabetical order for ease of reference (p. 2-21). The last section contains six appendices:

A **Card Anatomy (p. 22):**
Provides a breakdown of the anatomy for every type of card in the game.

B **Monster Turns (p. 26):**
A detailed summary of how monsters take their turns with illustrated examples.

C **Components List (p. 28):**
An accounting of all the components in the box.

D **Component Integration (p. 30):**
Explains what components of this game can be used in the larger *Gloomhaven* game.

E **Treasure Index (p. 31):**
An index referenced any time a numbered treasure tile in a scenario is looted.

F **“Misplaced Goods” Index (p. 31):**
A chart used specifically in the scenario “Misplaced Goods”. Reference only when directed.

→ **Universal Rule: Players Decide Ambiguity** ←

We will first emphasize one important universal rule that should always be remembered: *players decide ambiguity*. If players ever arrive at a situation where there are two or more equally viable outcomes, and the rules offer no definitive answer on which outcome should happen, players should decide among themselves what happens.

Ambiguity can typically arise when resolving a monster’s turn. The most common example is movement. In order to reach its focus, a monster may have two or more equally viable paths to take that are of equal length. Players should decide exactly which hexes the monster moves through in this case.

Glossary

► A (Level)

Character ability cards designated as level “A” are used to play the first three scenarios in the campaign. Each character starts Scenario 1 with 6 level “A” cards. Two are replaced with level “B” cards at the end of Scenario 1, and all “A” and “B” cards are replaced by a character’s full hand of level “1” cards at the end of Scenario 3.



Cards labeled “A”

► Ability

An ability is a single process that a figure performs, usually on their turn. Abilities are what make up an action, which may consist of a single ability or multiple abilities. In the case of the latter, each individual ability of the action will be separated by an ability card line. A targeted ability must have at least one valid target in order to be performed. The following are different types of abilities:

- ◆ **Attack** (see p. 3)
- ◆ **Condition** (see p. 6)
- ◆ **Destroy Obstacle** (see p. 7)
- ◆ **Grant Action** (see p. 10)
- ◆ **Heal** (see p. 11)
- ◆ **Loot** (see p. 14)
- ◆ **Move** (see p. 15)
- ◆ **Persistent** (see p. 16)
- ◆ **Push & Pull** (see p. 17)
- ◆ **Shield** (see p. 19),
- ◆ **Suffer Damage** (see p. 20)



► Ability Card (Character)

All characters have a deck of character ability cards which are used during a scenario to represent stamina, perform actions, or negate damage. All characters begin each scenario with a number of cards equal to their hand limit, shown at the top right of their character mat. These cards are selected from a character’s larger pool of cards. All selected cards are in the character’s hand at the start of a scenario.

Unless the character is exhausted or declares a long rest, two cards are selected at the start of every round, with one chosen to be the initiative card. When it is a character’s turn, based on the initiative value of their initiative card, both cards are played, one after the other in either order, with one being used for its top action and the other being used for its bottom action.

When played, ability cards are either moved to the character’s discard pile, active area, or lost pile, depending on the action performed. Cards in a character’s discard can be moved back into the character’s hand through resting.

► Ability Card (Monster)



Each monster set has a deck of eight ability cards that monsters use to perform actions. Every round, after characters have chosen and revealed their two ability cards, one monster ability card

is played for each monster set currently on the map. These cards determine the monster’s initiative for the round and what specific abilities it will perform, in the order written. Each monster in a set will act out its own entire turn separately, one after the other, starting with elite monsters in numerical standee order, followed by normal monsters in numerical standee order.

Two of the eight cards have a shuffle icon (♻️) in the bottom right corner. At the end of the round in which one of these cards is revealed, the discard pile of this deck is shuffled back into the draw pile.

➤ Action (Top, Bottom)

An action is the entire half of a character ability card, performed as a whole. Usually, a character will perform two actions on their turn—the top action of one of their ability cards and the bottom of the other. It is possible to perform additional actions, either through items, persistent bonuses, or other means. The Voidwarden can also grant actions to other players during their turn. An action may consist of multiple abilities, each separated by an ability card line. If any part of an action is an Attack ability, the action is considered an Attack action. Similarly, if any part of an action is a Move ability, the action is considered a Move action.

➤ Activation Tokens



Activation tokens are placed on door hexes to denote when they are opened, and can have other uses dictated by the special rules of specific scenarios.

➤ Active Area

The area above a character's mat where all active bonuses from persistent abilities are kept track of.

➤ Adjacent

Two hexes are adjacent to each other if they share a border. Two figures in adjacent hexes are considered adjacent to one another. Two hexes separated by a wall line are not considered adjacent.

➤ Advantage and Disadvantage

If any figure has Advantage on an attack, either through STRENGTHEN or some other means, they reveal two cards from their attack modifier deck and apply the best one. If any figure has Disadvantage on an attack, either through MUDDLE, performing a ranged attack on an adjacent target, or some other means, they reveal two cards and apply the worst one. An attack cannot have multiple instances of Advantage or Disadvantage, and if an attack has both Advantage and Disadvantage, the two effects cancel each other out. In the case of Disadvantage where it is not clear which modifier card is worse, because of effects other than numerical values, apply the first card drawn. For Advantage, on the other hand, players can choose which card they prefer.


➤ Ally

A figure's ally is another figure that is fighting on the same side of the battle. Generally, this means characters are allies of other characters and monsters are allies of other monsters. A figure is not an ally of themselves.


➤ Area Effect

An area effect depicts an area that can be targeted by an ability, typically an attack. The depiction will consist of red hexes, which show that figures in those hexes can be targeted by the ability, following normal rules. If an area effect shows a grey hex, this is the hex the figure performing the ability must be in, and it is considered a non-ranged ability. If an area effect does not show a grey hex, the ability will instead specify a range, making it a ranged ability. As long as one of the depicted red hexes is within the specified range, even if that hex does not have a figure, all other depicted hexes are considered to be in range. Any rotation or mirroring of the area effect is valid.

➤ Attack (Ability)

When any figure performs an Attack  X ability, their target(s) suffer a base X amount of damage. This value (X) is modified by three steps: *Any attack bonuses, one attack modifier card, and the target's Shield value, if applicable.* Once X has been modified by all three steps, the target then suffers damage equal to the modified value. The target is then subject to any conditions or other effects that are also applied to the attack, even if the modified attack value is 0. If the target dies as a result of the damage suffered, conditions and forced movement are not applied, but any other relevant effect is still applied. An Attack ability may consist of multiple attacks, and, in such cases, a separate attack modifier card is applied for each target, and each target's Shield value is applied individually. A figure can never be attacked multiple times with the same ability. Figures cannot attack their allies unless otherwise specified. Any target of an attack must be in line-of-sight of the attacker.



➤ Attack Bonus

An attacker may receive various bonuses to their attack based on conditions specified by the ability or active bonus from previously played persistent abilities. They also receive +1 Attack  against a poisoned target.

► Attack Modifier Card

Any time a figure performs an attack, they must draw a card from their attack modifier deck and modify their attack by what is depicted on the card. Each character has their own individual deck of cards, and the monsters share a collective deck. Typically, a card will have a numerical value, and this value should be added to the current attack value. In the case of upgraded cards added through perks, the card may also apply an additional effect, such as infusing an element at the end of the attacker's turn, or applying a condition to the target. If the card only has one of these effects in the center and no number, it is considered to be a "+0", which means the attack value is not modified.





Each deck also has 2 special cards:  which multiplies the current attack value by 2, and "null" () which sets the attack value to 0. Each of these cards also



2x Card



Null Card

has a shuffle icon in the lower right corner, meaning that the discard pile must be shuffled back into the deck at the end of the round. If any deck ever runs out before the end of the round, shuffle it immediately. Additional  and  cards can be added to a deck with BLESS and CURSE, but these cards are temporary and removed from the deck after being revealed, or at the end of the scenario if they were not revealed.

Special Cases

All adjacent enemies suffer 1 damage:
Enemies adjacent to the target suffer this damage.



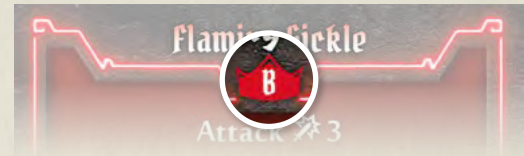
Shield 1: *The Red Guard gains Shield 1 for the rest of the round.*

Heal 1 (Ally): *Any one ally of the Voidwarden within their line-of-sight can be healed. This always heals an ally of the Voidwarden, even if drawn by a monster.*



► B (Level)

Character ability cards designated as level "B" are used to play the second and third scenarios in the campaign. Two level "A" cards are replaced with level "B" cards at the end of Scenario 1, and then all "A" and "B" cards are replaced by a character's full hand of level "1" cards at the end of Scenario 3.



Cards labeled "B"



► Basic Action

Any character ability card can be used to perform an "Attack ⚔️ 2" as a top action or a "Move 🐦 2" as a bottom action, instead of performing any of the other abilities printed on the top or bottom action of the card. The card will always then be discarded, regardless of what is printed in the action. No effects of the printed action, such as experience gain or elemental infusion, are triggered.

► Battle Goal

Two battle goals are dealt at random to each character at the start of each scenario. Each character will then choose one of these goals to keep for the scenario, discarding the other. It is encouraged that players not discuss what their battle goal is during the scenario. If the scenario is successfully completed and the character meets the criteria of the chosen card, they will earn one check mark, which is tracked on their character sheet. If the scenario is lost, the characters receive nothing from their battle goals. Either way, the card is discarded, and a new battle goal is chosen in the next scenario.

► Bless

 Bless is a positive condition. When applied to a figure, it causes that figure to shuffle a Bless card into their attack modifier deck. This Bless card functions like a  card, doubling the current attack value when applied. Bless cards are removed from a deck after being revealed, or at the end of the scenario if they were not revealed.

➤ Boss

A boss is a monster that is more powerful than a regular monster and not considered normal or elite. Bosses use a different type of stat card and the “Boss” monster ability card deck. While this deck is the same for every boss, most cards in it cause the boss to perform special actions, which are unique to them and specified on the right side of their stat card level section. If there is not enough room in this section to explain the special actions, they will be explained further in the Scenario Book. A boss’ hit points and possibly other stats are scaled to the number of characters, specified by the letter “C”.

Bosses are immune to certain negative conditions, as specified by condition icons on the left side of their stat card level section. If the boss is immune to CURSE, the condition cannot be applied to them, but Curse cards will still affect their attack value when drawn.

➤ Boss Specials

Descriptions of most boss special actions are written out in specific sections of the Scenario Book labeled “Boss Special 1” and “Boss Special 2”. This is done when a boss’ special action is too complicated to define on their stat card.



➤ C

The letter “C” is the shorthand for the number of characters that start the scenario. It is used in equations to determine various stats, including the maximum hit point value of bosses and many objectives. If a character becomes exhausted during the scenario, they are still factored in when determining “C”.



➤ Campaign

The campaign is the series of scenarios players play through, following the story and progressing their characters via experience, money, and perks. The campaign starts with Scenario 1 and ends with Scenario 17, though players can continue to play after the conclusion, so long as there are viable scenarios to play.

➤ Card Selection

Card selection is the first part of every round. Unless exhausted or declaring a long rest, each character must select two cards from their hand to play, choosing one of them to be their initiative card, which determines when they will act in the round. Alternatively, if a character has at least two cards in their discard pile, instead of selecting two cards, they can declare they are performing a long rest. If, during card selection, a character cannot play two cards or declare a long rest, they are immediately exhausted.

➤ Character

A character is the playable avatar of the player—either the Red Guard, Demolitionist, Hatchet, or Voidwarden. Each character has their own set of cards and materials, including a plastic miniature, character mat, and character sheet, which allows a player to play through the campaign with that character from start to finish. When an ability references a character, it is referencing one of these playable figures that is currently on the scenario map.

➤ Character Mat

A cardboard mat that provides artwork and a description for each individual character. There are areas of the character mat that specify the character’s hand limit, their maximum hit point value at each level, and where to place discarded, active, and lost cards. There is also an area to store all of the character’s current conditions.



► Character Sheet

The character sheet is where players can keep track of all information related to their character. There is space to track the character's name, level, experience points, gold, items, perks, check marks, and anything else of note. Each character box contains a pad of character sheets, so that characters can be played in multiple campaigns.

► Character Token

Character tokens are used to track specific ability effects and, more commonly, the number of uses on persistent abilities. If it would help a player to keep track of something by placing a character token as a reminder, they are encouraged to do so.



► Check Mark

Check marks (✓) are earned by a character when they achieve a battle goal while also successfully completing a scenario. Check marks can also be earned through certain scenario rewards.

Check marks are tracked near the bottom right of a character sheet. For every three check marks a character earns, they earn one perk, up to a maximum of six perks for 18 check marks.

► City Map Board

The city map board is a large board depicting a map of Gloomhaven. Its primary function is to communicate to players visually what scenarios have been completed and which ones are still available.

Any time a scenario is unlocked, players should find the corresponding sticker and place it in the specified map sector so that the art along the edge of the sticker matches with the art on the map. When a scenario is successfully completed or closed through outside occurrences, players should mark the box on the sticker of the scenario to show it is no longer available.

► Conclusion










Conclusions of a scenario are specific section of text providing a thematic wrap-up of the events of a scenario. It is meant to be read only once the scenario has been successfully completed.

► Condition (Ability)

When any figure performs a condition ability, the target(s) gain that condition without an accompanying attack. A figure can only target enemies with negative conditions and allies with positive conditions unless otherwise specified. If no range is specified, the target must be adjacent to the figure. Any target of the ability must be in line-of-sight of the figure using the ability.

► Condition

Conditions are effects applied to a figure that will change some nature of how they function. The effects of a condition, apart from BLESS and CURSE, are signified by placing that condition's token either on the character's mat or on the monster's stat envelope section. Most conditions, once applied, will remain on the figure until the end of their next turn, which could be the current round or the following round if the condition was applied on or after the target's turn in the current round. Two conditions—POISON and WOUND—are only removed when the figure is healed, and two other conditions—BLESS and CURSE—shuffle cards into the figure's attack modifier deck and are only removed once these cards are revealed from the deck. All conditions are always removed at the end of every scenario. The following are the different conditions:


-  **Bless** (see p. 4)
-  **Curse** (see p. 7)
-  **Disarm** (see p. 7)
-  **Immobilize** (see p. 11)
-  **Muddle** (see p. 15)
-  **Poison** (see p. 16)
-  **Strengthen** (see p. 20)
-  **Stun** (see p. 20)
-  **Wound** (see p. 21)



➤ Curse



Curse is a negative condition. When applied to a figure, it causes that figure to shuffle a Curse card into their attack modifier deck.

This Curse card functions like a  card, setting the final attack value to 0 when applied. Curse cards are removed from a deck after being revealed, or at the end of the scenario if they were not revealed.



Curse Card

➤ Damage

Any time a figure suffers damage, their current hit point value is reduced by that amount. In the case of monsters, the damage suffered is added to their stat envelope section. In the case of characters, their hit point dial is rotated, decreasing their current hit point value.

If a character's current hit point value ever reaches 0 or lower, they become exhausted. If a monster's current hit point value ever reaches 0 or lower, they are killed.

➤ Destroy Obstacle (Ability)

When any figure destroys an obstacle, place one destruction token in each hex that obstacle occupied. An obstacle hex containing a destruction token is considered empty and can be entered normally. If an obstacle consists of multiple hexes, only one hex of the obstacle needs to be within range of the ability and in line-of-sight of the figure using the ability for the whole obstacle to be destroyed.

➤ Destruction Tokens

Destruction tokens are placed on the scenario map any time an obstacle or objective is destroyed, showing that the hex is now considered empty and can be entered normally. If an obstacle is destroyed, a destruction token is placed on every hex of the obstacle enclosed by its green border.



➤ Dial

Characters have a dial to track their current hit point value on the red side and their accumulated experience for the scenario on the blue side. At the start of each scenario, the hit point dial is set to the character's maximum hit point value for their current level and the experience dial is set to 0. As these numbers change throughout the scenario, players should rotate the dials to reflect their current situation.

➤ Difficult Terrain



Difficult terrain hexes are surrounded by a purple border on the scenario map. Each movement into a difficult terrain hex requires spending 2 movement points. This extra movement is also taken into consideration when determining monster focus. Movements from PUSH and PULL are not affected by difficult terrain, nor are movements modified by Jump.

➤ Difficulty

The level of any scenario can be adjusted away from its default, or "normal", value (average character level divided by 2 and rounded up) to experience the scenario on a different difficulty. If the default level is reduced by one, the scenario is considered to be set to "easy" difficulty. Increasing the level by one results in a "hard" difficulty, and increasing the level by two results in "very hard".

The challenge of the scenario mainly changes because the monsters' stat levels are equal to the scenario level, such that increasing the scenario level increases the stats of the monsters. The difficulty, and thus the scenario level, also affects the trap damage, the conversion rate of money tokens, and the bonus experience value for completing a scenario.

➤ Disarm



Disarm is a negative condition. When applied to a figure, it prevents them from being able to perform any Attack abilities. Disarm is removed from a figure at the end of their next full turn.

► Discard Pile

The discard pile is the area cards go once they are resolved and discarded. The discard pile of an attack modifier deck or a monster ability card deck are shuffled back their respective decks at the end of a round when any card with a shuffle icon in the lower right corner is revealed. In the context of character cards, the discard pile is a specific pile of cards that are used but can be returned to the character's hand by resting.

► Door



Door hexes are surrounded by a blue border on the scenario map. A single border contains a single door, which may make up more than one hex. Doors separate different rooms in a scenario.

Only the monsters in the room the characters start in are set up at the beginning of a scenario. A character can move onto a door hex as part of any normal movement, and the door is opened when they do so for the first time. At that time, an activate token is placed on the door, and all monsters in the room on the other side of the door are set up. This is called revealing a room, and after this happens, the character immediately resumes their turn, which includes using any remaining movement value they may have from the move ability that opened the door.

Until a door is opened, it is considered a wall for the purposes of line-of-sight and monster movement. After it is opened, it is considered an empty hex. Door hexes are not considered to be in either room they are adjacent to.

► Dot

Some abilities on character ability cards have small dots next to them. These should be ignored, as they serve no purpose in this game. They are only present so that the characters in this game are compatible with the larger *Gloomhaven* game.


► Dotted Line

Ability card lines separate individual abilities within an action on an ability card.

► Elements

Elements, governed by the elemental board, provide a combo system to enhance specific abilities. If any of these six element icons is visible by itself in an action's text, it means that by performing any part of that action, the figure must infuse that element by moving its token to the "Strong" column of the board. This always happens at the end of the turn in which the action was used. At the end of every round, all elemental infusions will wane, moving one column to the left on the board, from "Strong" to "Waning" or from "Waning" to "Inert".




Elemental infusions can be used to augment certain abilities, which is represented by an element icon covered with a . This is followed by a colon and a description of how the ability is augmented if the element is consumed. If the corresponding element's token is in the "Strong" or "Waning" column of the element board, that element may be consumed to augment the ability by moving it to the "Inert" column of the board. It is not possible to infuse an element and then use it on the same turn, since the element isn't infused until the end of a turn.

In the case of monsters, they will always consume elements if they can, and each activated monster of that set will gain the benefit of the consumed element, not just the first monster that acts.



Wild

The multi-colored icon is a wild icon representing any one of the six elements. If this icon is present on a monster action card, the players choose which element is infused or, in the case of an accompanying , which element is consumed.



► Elite (Monster)

When setting up a scenario or revealing a room, elite monsters are set up where the icon row corresponding to the number of characters is gold. Elite monsters are placed in gold stands to show their rank. They use the gold right side of a stat card to determine their stats and are approximately twice as powerful as a normal monster of the same set.

► Empty Hex

A hex is empty if it has no figure, obstacle, objective, trap, or difficult terrain in it. Destroyed obstacles, objectives, and open doors are all considered empty hexes unless the hex has a figure or trap in it.

► End of Round

End of round is the last part of every round. Shuffle the discard pile of any attack modifier deck or monster ability card deck that revealed a card with the shuffle icon during the round back into their respective deck. In addition, all element tokens on the elemental board are moved down one step, from “Strong” to “Waning” or from “Waning” to “Inert”. Characters also have the option of short resting if they have at least two ability cards in their discard pile. If the end of the scenario was triggered during the round, the end of round is also when the scenario would officially end.

► End-of-Turn Looting

At the end of each character’s turn, they automatically loot the hex they are in, placing any money tokens on their character mat and resolving any treasure tiles.

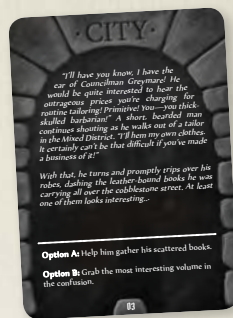
► Enemy

A figure’s enemy is another figure that is fighting on the opposite side of the battle. Generally, this means characters are enemies of monsters, and monsters are enemies of characters. “Enemy” does not universally refer to monsters but, rather, is defined by the context of the card. For instance, if “enemy” is referenced on a monster ability card, it is referring to an enemy of the monster.

► Event

After each scenario that is successfully completed, players will resolve an event. This is done by drawing the top card of the deck and reading the introductory text on the front. The characters must then make a collective choice between “Option A” and “Option B”. Sometimes options are only available if specific

characters are in play. Once the choice is made, the card is flipped and the option chosen is read. All effects specified by the option must be applied. If characters are instructed to lose gold and do not have enough, they just lose what they have. After an event is resolved, it is removed from the game.

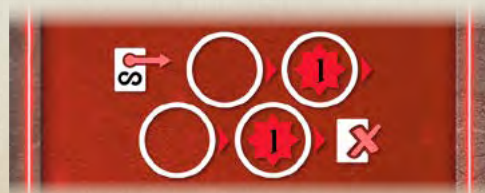


► Exhaustion

A character becomes exhausted when either their current hit point value is reduced to 0 or lower, or they are unable to play two cards or declare a long rest during card selection at the beginning of a round. In either case, exhaustion takes effect immediately and their figure is removed from the map. They can no longer participate in the scenario in any way. If all characters are exhausted, the scenario is lost.

► Experience

Some actions have an experience value attached to them. When at least some part of that action is performed, the character gains the number of experience specified. Experience gained during a scenario is tracked by increasing the experience value on the right side of a character’s dial. If the action specifies the experience is earned only through specific conditions written out in text, then that text must be satisfied to receive the experience. Experience is also gained when a character token moves off of a use slot with an experience icon in a persistent ability.



► Figure

All monsters and characters—anything that takes a turn in a round—are considered figures.

► Focus

At the start of any monster's turn, regardless of what the monster is doing, the monster will find a focus. The monster's focus will be the enemy it can get in range to attack using the least amount of movement. If multiple enemies can be reached in the same amount of movement, the monster focuses on the tied enemy earliest in the initiative order. Finding a focus is not dependent on line-of-sight or whether the monster can actually get in range to attack an enemy this turn.

If a monster is performing a ranged attack, it will consider this range when determining where it can attack from. Otherwise, even if it is not performing an attack at all, it will focus on the enemy it can get adjacent to in the least amount of movement. When determining what is the least amount of movement, the monster will find a path that goes through the fewest number of traps possible, even if that lengthens the path considerably. Monsters also factor in the extra cost of entering difficult terrain when finding their path.

If a monster is able to attack multiple targets on its turn, it will first find its primary focus as normal, and then find additional foci for these extra attacks. It does so by looking for a path to the closest hex from which it can attack its primary focus and as many other targets as its Attack action allows.

It is possible a monster fails to find a focus because there are no valid hexes it can move to in order to attack any enemy. In this case, the monster does not move or attack on its turn.

► Goal

The goal of a scenario is what specifically needs to be accomplished in order for the scenario to be considered successfully completed. Once the goal is achieved, the scenario will end in success at the end of the round, unless all characters were exhausted after completing the goal (in which case, the scenario is still lost).

► Gold



Gold is the currency characters use to buy items from the shop in between scenarios. Collecting money tokens during a scenario is the main source of gold. Each money token collected is converted into an amount of gold based on scenario level. Characters may also gain or lose gold through scenario and event outcomes.

When characters buy an item, they lose the cost of the item in gold. When they sell an item, they gain half (rounded up) the cost of the item. All gold should be tracked on a character's sheet. Gold cannot be transferred between characters.


► Grant Action (Ability)

When any figure grants an action to another figure, the initial text specifies who the ability is granted to, and then the granted ability is detailed, where all normal rules of performing actions are applied. The figure being granted the action must be in line-of-sight of the granter. If the action is granted to an enemy, the enemy must perform the action, and the granter decides how it is performed. If the action is granted to an ally, it is the ally's choice if and how they use the action. If any figure is granted an Attack action, the figure uses their own attack modifier deck. A figure granted an action does not take another turn—they are performing an action on the granter's turn. If any one ability grants multiple figures an action, each of those figures performs a separate action.

► Hand

A character's hand of cards is those which they can select to play at the start of each round. A character's hand limit—the number of cards a character can start the scenario with in their hand—is determined by the number in the top right of their character mat. As soon as a card is selected during card selection, it is no longer in a character's hand. The main way cards are returned to a character's hand is when discarded cards are returned through resting.

➤ Heal (Ability)

When any figure performs a “Heal  X” ability, their target(s) heal X damage. A figure can only target allies with a heal unless otherwise specified. In the case of monsters, the damage healed is removed from their stat envelope section. In the case of characters, their hit point dial is rotated, increasing their current hit point value. A figure at their maximum hit point value can still be the target of a heal. A figure can never go above their maximum hit point value. Any target of the ability must be in line-of-sight of the figure using the ability.

➤ Hex

The word “hex” refers to a single hexagon on the scenario map. Each hex is a separate space a figure can enter and occupy. This is the spatial unit of measurement for the game.

➤ Hit Points

Hit points are a discreet number which track the life of a figure. Any time a figure suffers damage or is healed, their current hit point value is adjusted down or up accordingly. If any figure ever drops to 0 hit points or fewer, they are removed from the scenario. Hit points of monsters are tracked by subtracting their damage tokens from their maximum hit point value. Hit points of characters are tracked with a hit point dial, which is set to the character’s maximum hit point value at the start of a scenario.



➤ Immobilize



Immobilize is a negative condition. When applied to a figure, it prevents them from being able to perform any Move abilities. Immobilize is removed from a figure at the end of their next full turn.

➤ Initiative

The initiative of each figure determines where in the order of a given round they will act. This order starts with the lowest initiative value and ends with the highest. Initiative values for characters are determined by which of their two cards, selected during card selection, they choose as their initiative card. The number in the center of that card is their initiative for the round. Initiative values for sets of monsters are determined by the number in the top left of the ability card that is played for them every round.



See also: **Ordering of Initiative**, p. 16.

➤ Initiative Order Token

Each character and set of monsters has an initiative order token, which is used to keep track of their order in the initiative for the round. These tokens, one for each



character and set of monsters currently on the map, are set during the ordering of initiative, and then the order of these tokens determines the order in which the round plays out. These tokens can also be moved or added when a new room is revealed.

➤ Introduction

The introduction of a scenario is a specific section of text providing a thematic lead-in to the events of a scenario. It is meant to be read before the scenario begins.

► Item

Items are a unique class of card owned by characters which provide bonuses in certain circumstances. Usually, an item is limited in its number of uses, and players can choose whether to use the item when the condition is satisfied. There is no limit to the number of items a character can use on their turn, and the character will still perform all the usual actions of their turn in addition to whatever items they use.



When any item is referenced in the game, the name of the item will be accompanied by a two-digit number, which corresponds to the number on the back of the item card. This is so players can look through the backs of the deck of unavailable items and find the item referenced without spoiling themselves on what other items are left to unlock in the game. The large number on the front of an item card, in the center right, is its gold value. This is the amount of gold that must be spent at the shop to acquire the card, and half this number (rounded up) is the amount the character will

receive if they sell the item back to the shop. The numbers in the center left of the card indicate how many copies of the item are in the game and, if there is more than one, which copy of the item it is. Items can be freely transferred between characters.

Slot Restrictions

Each item has a type, shown in the bottom center of the item card. This will either be *head*, *body*, *feet*, *hand*, or *small*. A character can own any number of items they want, but, at the start of any scenario, a character is only allowed to bring into the scenario one head item, one body item, one feet item, two hand items, and a number of small items equal to half their level (rounded up). This limit is only checked at the start of a scenario, such that if a character finds a new item within a scenario, they are also allowed to use that item, even if it puts them above the limit.



Head



Body



Feet





Hand



Small

Consumed, Spent, and Persistent

Items have three different possible limits on their number of uses within a scenario, based on the icon in the lower right of the card. The consumed icon  means that the item can only be used once per scenario. Once used, flip over the card to show it has been consumed.

The spent icon  means that it can be used once per long rest. Once an item with this icon has been used, rotate the card 90 degrees to show it has been spent. Then, once the character performs a long rest, they can rotate the card 90 degrees back so it can be used again.

If there is no icon, the item can be used whenever the situation allows. No item is ever permanently removed from the character when used, even potions. All items will be refreshed at the end of a scenario.

► Jump

See **Move** on p. 15.

► Key

The scenario key is always included on the main two-page spread and indicates which monsters will be needed for the scenario, as well as what traps, money tokens, and treasure tiles are present and in what quantities.

If there are traps, the key will also indicate what effects the traps have. This can be any combination of conditions and “damage”, which will be applied to any figure that springs them. The word “damage” indicates that the trap will cause the figure to suffer damage equal to the scenario level plus 2.

► Kill

When a monster’s current hit point value drops to 0 or lower, the monster is killed. When this happens, the monster’s standee is removed from the scenario map and replaced by a money token, and all tokens on that monster’s stat envelope section are removed. When a monster is killed, their standee becomes available to place back out on the scenario map if more monsters of that set are set up later in the scenario.

► Kill Credit

Often battle goals require characters to kill monsters under specific conditions. It then becomes important to determine which character gets the credit for a kill under different circumstances. If a monster is forced into a trap through a push, pull, or granted Move action, the character that forced it into the trap gets credit, but if the monster moves into the trap on its own, no one gets credit. If any monster dies from WOUND damage, no one gets credit. If a monster dies from an Attack action granted to a character, the character doing the attacking gets the credit. If a monster dies from an Attack action granted to another monster, no one gets the credit.

► L

The letter “L” is shorthand for the level of the scenario, which is used in equations to determine the maximum hit point value of many objectives.

► Level (Character)

A character’s level is determined by the total amount of experience a character has gained. After any scenario, if a character has a total experience value equal to or higher than the threshold of the next level, which is written below the levels on their character sheet, then that new level is marked and all the leveling up steps are performed:

- 1 The character gains a new card equal to or lower than their new level. For instance, when a character reaches level 3, they will select one card from either the two level “3” cards or the level “2” that they didn’t choose when they reached level 2.
- 2 The character gains one perk.
- 3 The character increases their maximum hit point value, which is always the red number on their character mat below their current level.

When a character levels up, they do not reset their experience value. A character can never lose experience.

Character levels also determine the level of the scenario, which, on normal difficulty, is set to the average level of all characters in the party divided by two (rounded up).

► Level (Scenario)

The scenario level is determined by character levels (average level of all characters divided by two and rounded up) and the difficulty set by the players. Easy reduces the level by 1, hard increases it by 1, and very hard increases it by 2. The scenario level determines four metrics within a scenario: the monster level (the stat group used by rotating the stat card in the envelope), trap damage, money token conversion (how much gold is gained for each money token collected), and bonus experience for completing a scenario. These values are determined by the chart below.


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

► Line-of-Sight

When any figure targets another figure with any targeted ability, the target must be within line-of-sight. This is established if a line can be drawn from any part of the targeting figure’s hex to any part of the target’s hex without touching a wall line. Only walls block line-of-sight. Obstacles, objectives, and other figures do not block line-of-sight.




➤ Loot (Ability)

When any figure performs a “Loot  X” ability, they pick up all money tokens and treasure tiles in the hex they occupy and all hexes within Range X of them.

In the case of characters, money tokens are transferred to their character mat to be converted into gold at the end of a scenario, and treasure tiles should immediately be resolved by referencing the number of the treasure in the Scenario Book with the Treasure Index on the inside back cover of this book. The looting character immediately receives the reward listed.

In the case of monsters, the money tokens and treasure tiles are removed from the map. A Loot ability cannot be performed if it won't collect any money or treasure.

➤ Lost (Character Ability Cards)

A character's lost pile is a specific set of cards that cannot be used for the rest of the scenario. A character ability card is lost in one of three ways: 1) When a character performs an action with a lost icon  it is either directly placed in the lost pile, or, if it contains a persistent ability, it is placed in a character's active area until the duration of the ability is over, at which point it is moved to the lost pile. 2) Any time a character suffers damage from any source, they may choose to lose one card from their hand or two from their discard pile to completely negate the source of damage. 3) Any time a character rests, they must lose one card from their discard pile. This card is either random if short resting or chosen if long resting. All lost cards are returned to the character at the end of every scenario.

➤ Lost (Scenario)

A scenario is lost if either all characters are exhausted or if a specific loss condition set by the scenario's special rules is triggered. If a scenario is lost and successfully completed in the same round, the loss takes priority.

➤ Melee

A melee attack is an attack where the word “Range” is not used. This means that, unless otherwise specified through an area effect image or other language, the target(s) of the attack must be adjacent to the attacker.

➤ Money Token



Money tokens are placed on the scenario map to give characters an opportunity to earn gold. Money tokens are placed on the map during setup in the spaces indicated by the map, and a money token is placed on the map any time a monster is killed in the hex in which it died. Figures may acquire money tokens by performing Loot abilities or, in the case of characters, through end-of-turn looting. Money tokens collected by characters are converted into gold at the end of the scenario based on the scenario level. These tokens are then returned to the supply. Money tokens left on the map at the end of the scenario or money tokens looted by monsters cannot be collected by characters and are returned to the token tray for no effect.

➤ Monster

Monsters are figures that are enemies to the characters. There are various sets of monsters in the game, each with their own group of standees, ability cards, and a stat card. On the scenario map, they are represented by a standee in a white or gold stand, which signifies whether the monster is normal (white) or elite (gold). There are also special monsters in the game called bosses. A boss is not normal or elite and either color of stand can be used to hold their standee.

➤ Monster Movement


Any time a monster moves, it always does so with the intent to get within range to attack its focus and maximize the attack against the focus and as many other targets as it is allowed to attack. Once it has done this, it will stop moving. This is called moving the minimum amount to maximize its attack.

Since performing a ranged attack on an adjacent target will result in Disadvantage, the monster will avoid doing that when possible. If a monster has a ranged attack and is able to move enough, it will move up to its maximum move value until it is no longer adjacent to its focused target. If a monster also has MUDDLE or another source of Disadvantage, the monster will gain no benefit from moving away, since it would not lose Disadvantage, and so would not move. A monster will always take a path to its focus with the fewest number of traps possible.


➤ Monster Movement (cont.)

If the monster is already in range to attack its focus (and doesn't have or cannot lose Disadvantage), or it cannot get closer with the movement it has, because another monster is in its path, then it will not move. If it is ever ambiguous where a monster will move because it has multiple equally viable options, the players decide which option to take.


➤ Move (Ability)

When any figure performs a "Move  X" ability, they have X movement points, spending 1 for each movement from a hex to an adjacent hex. A figure does not have to spend all their movement points when performing a Move ability. A figure can move through allies, but not enemies, obstacles, objectives, or walls. If any figure moves into a hex containing a trap, the trap is sprung and the figure suffers its effects. Each movement into a difficult terrain hex requires spending 2 movement points. A movement must end in an unoccupied hex.

Jump

If a Move ability is modified by Jump , this means that the movement is unaffected by the normal restrictions of enemies, obstacles, objectives, difficult terrain, and traps. Walls still cannot be moved through. The movement must still end in an unoccupied hex, and if it ends in a hex containing a trap, the trap is still sprung and the figure suffers its effects.

➤ Muddle

 Muddle is a negative condition. When applied to a figure, it causes them to gain Disadvantage on all their attacks. Muddle is removed from a figure at the end of their next full turn.

➤ Negating Damage


Any time a character suffers damage from any source, they may choose to lose one card from their hand or two cards from their discard pile to completely negate the source of damage. It does not matter how much damage would be suffered, the cost is still the same. As a side note, the two cards the character selected to play for the round are not in the character's hand and only enter the discard pile as they are played (if they are not placed in the active area or lost pile).

➤ Normal (Monster)

When setting up a scenario or revealing a room, normal monsters are set up where the icon row corresponding to the number of characters is white. Normal monsters are placed in white stands to show their rank. They use the white left side of a stat card to determine their stats and are approximately half as powerful as an elite monster of the same set.

➤ Objective




Objective hexes are surrounded by a yellow border on the scenario map. Objectives cannot be moved through unless the movement is modified by Jump .

Objectives are always important to the goal of the scenario and must either be destroyed or protected. Either way, they will have a maximum hit point value defined by the scenario's special rules. This value can be affected by damage just like any figure, but objectives are immune to all conditions and forced movement. When an objective's current hit point value drops to 0 or lower, it is destroyed, and a destruction token is placed on its hex. An objective hex containing a destruction token is considered empty and can then be moved through normally. Objectives are not obstacles.

➤ Obstacle



Obstacle hexes are surrounded by a green border on the scenario map. A single border contains a single obstacle, which may make up more than one hex.

Obstacles cannot be moved through, unless the movement is modified by Jump . If an obstacle is destroyed, place destruction tokens on every hex the obstacle occupied. An obstacle hex containing a destruction token is considered empty and can then be moved through normally.



➤ Occupied

A hex is considered occupied if it has a figure in it. Two figures cannot occupy the same hex.

➤ Order of Round

Every round of a scenario follows the same order:

- 1 Card Selection
- 2 Ordering of Initiative
- 3 Character and Monster Turns
- 4 End of Round

➤ Ordering of Initiative

Ordering of Initiative is the second part of every round. Each character's selected cards are revealed, with the initiative card on top, and one card is revealed for each set of monsters currently on the map.

If a character declares a long rest instead of selecting cards, their initiative value is 99. Initiative order is then determined by comparing the initiative value of each character and monster set, and then arranging the initiative order tokens in an order from low to high initiatives.


If there is a tie between a character and a monster, the character goes first. If there is a tie between two characters, the tie breaker is the initiative value of second card. If two or more characters are long resting, they can choose the order of the long rests.


➤ Perk

Characters gain perks as scenario rewards each time they accumulate three check marks, and each time they level up. The number of boxes next to a perk indicates the number of times that perk can be gained. Any time a perk is gained, the character chooses any one effect from the list on the right side of their character sheet, checks the box next to it, and then applies the effect to their attack modifier deck. This will be some combination of removing negative cards from the deck and adding in positive ones. Cards added come from the separate deck of character-specific attack modifier cards in the character box. Changes to the attack modifier deck from perks are permanent.

➤ Persistent (Ability)


When any figure performs a persistent ability, they are giving themselves an active bonus for a specified amount of time. A card with a persistent ability, once played, should be placed in the character's active area. Most persistent abilities are unique, and the wording should give all the direction that is needed. Persistent cards in the active area can be moved out of that area at any time, unless otherwise specified, to remove the active bonus. The card will then be placed in the character's discard or lost pile, depending on whether the action has a lost icon.

If a persistent ability has a round icon () below it, it is active until the end of the round, at which point the card should be placed in either the character's discard or lost pile, depending on whether the action has a lost icon.



If a persistent ability has a permanent icon () below it, it is active for the rest of the scenario, or, if it specifies a number of times the bonus should be applied, it is active until all uses are expended. In such cases, there will be a number of use slots on the card to track the uses. When placing the card in the character's active area, place one character token on the first slot, and then advance the token one position each time the effect is triggered, moving left to right, top to bottom. When the token moves off a use slot with an experience icon, the character gains that experience. When the token moves off the last slot, remove the card from the active area, placing it either in the character's discard or lost pile, depending on whether the action has a lost icon. Characters must activate a persistent bonus and move the token when the conditions specified are met, even if no benefit is gained.

➤ Poison





Poison is a negative condition. When applied to a figure, it causes all attacks against them to gain +1 Attack . A figure cannot have multiple instances of POISON. This condition is only removed if the figure is healed, but the POISON prevents the heal from increasing the figure's current hit point value. If the figure has POISON and WOUND, both are removed by a heal, but the figure's current hit point value is unchanged.

➤ Push and Pull (Ability)

When any figure performs a “Push  X” or “Pull  X”, either as a stand-alone ability or as an effect applied to an Attack ability, they will either push or pull their target(s) up to X hexes. A figure can only target enemies with Push/Pull unless otherwise specified. Each individual movement of a Push/Pull must move the target farther/closer to the figure using the ability or effect. If there are no valid hexes for the target to enter, the Push/Pull stops. Targets can be pushed/pulled through their allies but not through their enemies, obstacles, objectives, or walls. If a target is pushed/pulled into a hex containing a trap, the trap is sprung, and the target suffers its effects. Push/Pull movement is unaffected by difficult terrain. When a character performs a Push/Pull, they decide how far and in what direction the target is pushed/pulled. When a monster performs a Push/Pull, players still decide the direction, but the target must be pushed/pulled as far as possible. Any target of the ability or effect must be in line-of-sight of the figure using the ability or effect.

➤ Range

Any targeted ability accompanied by a “Range  X” becomes a ranged ability and the target of the ability can be anywhere within X hexes of the figure performing the ability, so long as the target is also within line-of-sight. The range is counted starting with a hex adjacent to the figure performing the ability, such that Range  1 would target an adjacent figure. If an ability does not use the specific word “range” it is not a ranged ability. If a ranged attack is performed on a figure adjacent to the attacker, the attack gains Disadvantage.

➤ Rest

Resting is the primary way a character returns ability cards from their discard pile back to their hand. A rest can only be performed if the character has at least two cards in their discard pile. There are two types of resting: short and long.


Short Rest

A short rest is performed at the end of a round and does not require a turn. The character shuffles their discard pile and moves one discard at random to their lost pile, then returns the rest to their hand.

Short Rest, cont.

If the character would rather keep the card that was lost, they may suffer 1 damage to lose a different random card from their discard pile instead, but this can only be done once per short rest.

Long Rest

A long rest is declared by a character during the card selection portion of a round, and their turn that round will consist of long resting instead of selecting and playing two cards. Their turn will be on initiative 99, and this is when they will perform the long rest. When a character performs a long rest, they carry out these steps in the following order: 1) First, they choose which one of their discards to transfer to their lost pile and return the rest to their hand. 2) Then, the character performs a “Heal  2, Self” action. 3) Finally, they rotate all of their spent items 90 degrees so they can be used again. A long rest is still considered a turn, and so some items can be used while the long rest is being performed.

➤ Revealing a Room

A room is typically revealed when a character moves onto a door hex, thereby opening it and revealing the room on the other side. When this happens, all monsters in this room are set up, as indicated on the scenario map. Monsters set up in this way will always act in the round they were revealed. If a monster set in the revealed room has not yet played an ability card for the round, because there were none of that set at the start of the round, a card is immediately played. If the initiative value of any monster set in the revealed room, even ones that have already played an ability card, is lower than the initiative value of the character revealing the room, all of the faster monster sets’ initiative order tokens are moved directly after the revealing character’s token, keeping the relative initiative order of the monster sets the same. These monster sets will act directly after the revealing character’s turn is over, but only the monsters in the newly revealed room will act—not any monsters in other rooms that have already acted. If a newly revealed monster set plays an ability card with an initiative value higher than the revealing character, their initiative order token is placed into the order as normal. Once the initiative order is set, the revealing character then resumes their turn, which includes using any remaining movement points they may have from the Move ability that opened the door. (Continued on p. 18).

► Revealing a Room (cont.)

If, when a room is revealed, there are not enough standees of a specific monster set to full place every designated monster, players set up as many as they can, starting with the elite monsters of that set, and then whatever can't be placed are ignored.

► Rewards

The rewards section of a scenario specifies all the mechanical effects for successfully completing a scenario. Usually, the participating characters will receive some benefit such as gold, experience, or items. If the word “each” follows the reward, each participating character—exhausted or not—, receives the reward individually. Otherwise, the reward will be given to any one character, and players must decide among themselves who gets it.

Additionally, the rewards also declare when new scenarios are opened up or old scenarios are closed off. If the reward specifies “New Scenario”, the scenario named is then opened up and its sticker should be placed on the city map board in the coordinates specified after the scenario name. Players can choose to play this new scenario when deciding which scenario to attempt in a future game session. If the reward specifies “Closed Scenario”, the scenario named is no longer available to play, and its sticker on the city map board should be crossed off.

► Room

Rooms are discrete areas of a scenario separated by doors and walls. Only monsters in the room characters start in are set up at the start of the scenario. Monsters in any other room are only set up and become active when a character opens the door into that room and reveals it. A door hex adjacent to a room is not considered to be part of the room.

► Round

A round is a structural unit of time in a scenario. Each scenario is broken up into a discrete number of rounds, and every round has a specific order to it (see **Order of Round** on p. 16). Each figure currently on the scenario map will get one turn every round. The round will end once all figures have acted, and then a new round will begin.

► Saving

Since the game is meant to be played as one continuous campaign, it is important to save all the important details between game sessions. Most campaign data is saved through the manipulation of stickers on the city map board. All of a character's data is saved on their character sheet, though it is also important to put all materials pertinent to a character (character sheet, character mat, attack modifier deck, available ability cards, and item cards) into the character's zip bag with their character tokens and initiative order token. Finally, care should be taken with the event and item decks. Be sure to keep the decks of available events and encountered events separate, and keep the decks of available shop items and unavailable shop items separate.

► Scenario

The game's campaign is broken up into individual scenarios, which function as self-contained game sessions. Each scenario can be considered a separate game, lasting 1–2 hours, and the campaign can be saved in between each one.

Each scenario provides a map of monsters and other features to fight through, a specific goal to achieve, and a set of texts to provide thematic and mechanical context for the scenario.

► Section Break

After an introduction and any pertinent scenario rules, many scenarios will then have section breaks. At the start of a scenario, players should stop reading once they reach a section break, and then continue reading during the scenario when they either open a door with a number corresponding to the section number or fulfill the specific conditions set by the previous special rules.




The text after the section break will provide more thematic story, and then there may be further special rules, which should be read immediately. After that, there may be another section break or a conclusion, both of which should be stopped at until players fulfill the necessary conditions.

➤ Self

Some abilities specify their target as “Self”. This means that the figure using the ability is the only possible target.


➤ Shield (Ability)

When any figure performs a “Shield  X” ability, they activate a specific active bonus that reduces all attack damage the figure suffers by X. This is a defensive bonus and, as a result, is factored into the attack value after any attack bonuses and the attack modifier card. Multiple shield bonuses stack with one another and can be applied in any order. A shield bonus only reduces damage suffered from an attack. It does not reduce damage suffered from any other effect, such as trap damage.

➤ Shop

The item shop is the deck of available items characters can purchase between scenarios. New items are added to the list of available items as the campaign progresses, and any item sold to the shop will go into the available item deck. All items not available in the shop are held in the unavailable items deck.

➤ Shuffle

There is a shuffle icon () on the bottom right of certain cards in the attack modifier decks and monster ability card decks. If a card with a shuffle icon is revealed during a round, that deck’s discard pile should be shuffled back into its deck at the end of the round.

➤ Spawn

Sometimes the special rules of a scenario will dictate that monsters will spawn into the scenario. When a monster is spawned, it is set up on the map in an empty hex closest to its designated spawn point. Multiple monsters can be spawned at the same spawn point at the same time, and each one will be placed on a different empty hex closest to the spawn point.

When a monster is spawned, it is treated exactly as if it were set up as part of revealing a room (see **Revealing a Room** on p. 17). It will always act in the round it was spawned, unless otherwise specified.

➤ Special Rules

The special rules of a scenario are specific sections of text providing any additional rules for the scenario not covered by the overall rules for the game. Special rules are meant to be read directly after whatever thematic text they follow, whether that is after the introduction or after any section break text.

➤ Standee

A standee is the cardboard representation of a monster, with a picture of the monster on its front and back. These standees are placed in stands and set up on the scenario map to represent the locations of the monsters. Each standee also has a number on it, designating which section of the stat envelope—assigned to that monster set—that specific standee’s hit points and conditions can be tracked. This number should be randomized when setting up the standee.

➤ Standee Limits

Each monster set is limited to what can be set up on the scenario map by the number of standees that monster set has (either 4, 6, or 10). If, when monsters are being set up, either from revealing a room or spawning monsters, there are not enough standees of a specific monster set to fully place every designated monster, players set up as many as they can, starting with the elite monsters of that set, and whatever can’t be placed is ignored.

➤ Stat Card

A monster stat card provides the base statistics (maximum hit point value, move value, and attack value) and bonuses for normal and elite ranks of a monster set at levels ranging from 0 to 7. Stat cards are inserted into stat envelopes such that only one section of the card is showing. The number showing in the upper left corner of this section is the monsters’ level, which corresponds to the scenario level. Bonuses specified on the left (normal) and right (elite) side of the level section are persistently applied to all monsters of that rank and set. If the bonus is a condition, the monster applies that condition to all of its attacks. In the case of boss stat cards, the special abilities are listed on the right side of the level section, and the conditions the boss is immune to are shown as icons on the left side of the level section.

► Stat Envelope

A stat envelope is a repository for a monster stat card, inserted so that only one level section—the level of the scenario—is visible for the monster. The artwork for the monster will also be visible in the center of the envelope.

The outside of the envelope is broken into sections, either 6 or 10, which are used to track the damage and conditions of the monster set the card inside represents. Each section is numbered, and these numbers correspond to the numbers on the monster standees, such that if monster “4” suffers 2 damage and gains MUDDLE, two damage tokens and a Muddle token are placed on the “4” section of the stat envelope.

► Sticker

There is a sticker for every scenario in the game, provided on a sticker sheet. Any time a new scenario is unlocked, the corresponding sticker should be taken from the sticker sheet and affixed to the city map board, following the coordinates so the artwork of the sticker lines up with the artwork of the map. Scenario stickers are the primary way for players to keep track of where they are in the campaign. If players do not want to use the stickers because of their permanence, it is advised that information on what scenarios are available to play is tracked in some other way.



► Strengthen



Strengthen is a positive condition. When applied to a figure, it causes them to gain Advantage on all their attacks. Strengthen is removed from a figure at the end of their next full turn.

► Stun



Stun is a negative condition. When applied to a figure, it causes them to be unable to perform any abilities on their turn. Stun is removed from a figure at the end of their next full turn.

► Suffer

The word “suffer” is used in the context of “suffer damage”. Any time a figure is damaged from any source, it is considered suffering damage. When any figure suffers an amount of damage, their current hit point value is reduced by that amount, either by placing damage tokens on a monster’s stat envelope section or by rotating a character’s hit point dial. Characters have the option of negating any instance of suffering damage by losing one card from their hand or two from their discard pile.

► Suffer Damage (Ability)

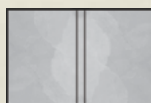
When a figure performs an ability that directly states that designated figures suffer damage, the designated figures suffer the damage and this damage cannot be reduced in any way. Figures suffering damage do not need to be in line-of-sight of the active figure, so long as the other conditions of the ability are met.

► Supplemental Scenario Book

Some scenarios may be bigger than a two-page spread can hold and require supplemental space, either for an additional map area or additional text. These can be found in the Supplemental Scenario Book. Any time this book is required, there will be a graphic in the main Scenario Book showing the Scenario Book’s two-page spread and a page from the Supplemental Scenario Book with the page number on it. The Supplemental Scenario Book should be opened to this page and folded over so only that single page is showing.




Extra map area



Additional important text

If an extra map area is required, the page will be shown in the graphic attached to the two-page spread, and the Supplemental Scenario Book should be placed next to the Scenario Book’s two-page spread as shown so that the artwork lines up. If only additional text is required, the Supplemental Scenario Book page will be shown in the graphic separate from the two-page spread, with a line between them. In this case, just leave the Supplemental Scenario Book off to the side and refer to the text for that scenario as necessary.

➤ Target

The target of an ability is the figure the ability will be performed on. All targets of an ability must be in line-of-sight to the figure using the ability. “Target  X” can also be added to any targeted ability to indicate that the ability can target X separate figures. A single figure cannot be targeted multiple times by the same ability, unless otherwise specified. The ability can still be performed even if the maximum allowable figures cannot be targeted, so long as at least one figure can be targeted.

➤ Trap

Traps are set up on a scenario map at the start of a scenario wherever the map indicates. There are two different types of traps with different artwork, and either can be used on the map to indicate where to place that type of trap. The key of the scenario will then specify what effects that type of trap has. This can be any combination of conditions and the word “damage”, which indicates that the trap will cause a figure to suffer damage equal to the scenario level plus 2. The specified conditions and damage tokens should then be placed on the trap for ease of reference. When any figure performs a non-jump movement into a hex containing a trap, the trap is sprung, the figure gains any conditions and suffers any damage on the trap, and then the trap is removed from the map. Traps are not obstacles. It is also possible for figures to place traps on the map. When they do, the ability will specify what type of trap it is, and either trap artwork can be used.

➤ Treasure Tile



Treasure tiles are placed on the map during setup in the hexes indicated by the map. Figures may acquire treasure tiles by performing Loot abilities or through end-of-turn looting. When a character collects a treasure tile, remove the tile from the map, note the number written on the icon on the map, and refer to the entry for that number in the Treasure Index on the inside back cover of this book. The looting character immediately receives that reward. Treasure tiles left on the map at the end of the scenario or looted by monsters cannot be collect by characters and are returned to the token tray for no effect.

➤ Turn

Each figure on the scenario map will get one turn every round, in which they will perform the actions on their ability cards. This turn will always be taken when the figure’s place in the initiative order is arrived at. In the case of monsters, each monster will perform the abilities on the monster ability card drawn for its set at the start of the round. In the case of characters, the character will perform the top action of one of their selected ability cards and the bottom of the other in any order, or they will perform a long rest. The character may be able to perform other actions or abilities depending on what active bonuses or items they have.

➤ Wall

The hexes of each scenario are contained within a thick, dark border line. These lines are the walls of the scenario and cannot be crossed by any means. Not only can they not be crossed, but walls also block line-of-sight. A figure can only target another figure with an ability if that figure can draw a line from any part of the hex it occupies to any part of the hex its target occupies without touching a wall line. A hex is considered adjacent to a wall if at least one of its borders is a wall line.



➤ Wound



Wound is a negative condition. When applied to a figure, it causes the figure to suffer 1 damage at the start of each of its turns. A figure cannot have multiple instances of wound. This condition is only removed if the figure is healed. The normal effect of the healing still applies. If the figure has POISON and WOUND, both are removed by a heal, but the figure’s current hit point value is unchanged.

➤ X (Level)

Character ability cards designated as level “X” are extra cards designed to give the character more flexibility and allow for more deck-building options earlier in the campaign. “X” cards are typically more complicated and situational than a character’s level “1” cards, but, under the right circumstances, they can be very useful.

Appendix A: Card Anatomy

► Attack Modifier Card

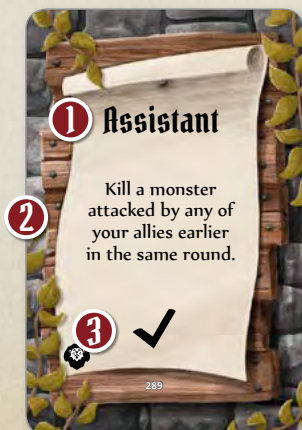
- 1 **Numerical value.** Add this to the attack value. If there is a condition icon in the center (A), the numerical value is +0.
- 2 **"2x".** The attack value is doubled.
- 3 **"Null".** The attack value is set to 0.
- 4 **Character icon** (◀ / ⚙ / ⚙ / ⚙), **monster icon** (M), or **star icon** (*). These determine which deck the card should be in. The star icon means this card can be placed in any character's deck.
- 5 **Shuffle icon.** If a card with this icon is drawn during the round, shuffle the discard pile back into the deck at the end of the round.
- 6 **Condition icon.** Apply this condition to the target.
- 7 **Element icon.** Infuse this element at the end of the character's turn.



For more details, see Attack Modifier Card, p. 4

► Battle Goal Card

- 1 **Thematic title.**
- 2 **Requirements.** Details how the goal can be completed.
- 3 **Check mark.** This is gained after completing the goal while also successfully completing the scenario.



For more details, see Battle Goal, p. 4

► Character Mat

- 1 **Character icon.**
- 2 **Character name.**
- 3 **Hand limit.**
- 4 **Portrait.**
- 5 **Discard, active, lost, and items designations.**
- 6 **Area to store condition tokens.**
- 7 **Maximum hit point value chart for each character level.**
- 8 **Thematic description.**



For more details, see Character Mat, p. 5

► Character Ability Card

- 1 Thematic title.
- 2 Level.
- 3 Top action (see Action, p. 3).
- 4 Bottom action.
- 5 Initiative value (see Initiative, p. 11).
- 6 Basic action options (see Basic Action, p. 4).
- 7 Separate abilities (see Ability, p. 2).
- 8 Ability card line (see Dotted Line, p. 8).
- 9 Lost icon (see Lost (Character Ability Card), p. 14).
- 10 Element icon (see Elements, p. 8).
- 11 Experience icon (see Experience, p. 9).
- 12 Area effect depiction (see Area Effect, p. 3).
- 13 Enhancement dot (see Dot, p. 8).

A **Jaws of the Lion icon.** Prevents cards in this box from being confused with the cards in any other Gloomhaven product.

B **Unique ordered number.** The cards are packaged in a specific order and numbered as such. This is useful if players wish to reset the game (or if cards are missing from the box and need to be replaced through cephalofair.com).



For more details, see Ability Card (Character), p. 2



Event Card Front

Event Card Back

For more details, see Event, p. 9

► Event Card

- 1 **Introductory text.** Read this first.
- 2 **Options for players.** Sometimes an option is only available if certain requirements are fulfilled.
- 3 **Option outcomes.** The story continues and the outcome is revealed.
- 4 **Option consequence.** The choice is final as soon as the card is flipped over. Carry out any instructions and effects.

Appendix A: Card Anatomy (cont.)

► Item Card

- 1 Item name.
- 2 Item index number.
- 3 Item picture.
- 4 Gold value.
- 5 Item type.
- 6 Item function. This text describes when the item can be used and what effect it has.
- 7 Quantity. How many copies of this item are in the game, and, if there are more than one, which copy this card is.
- 8 Item usage. Can be used once per scenario, once per long rest, or used freely.



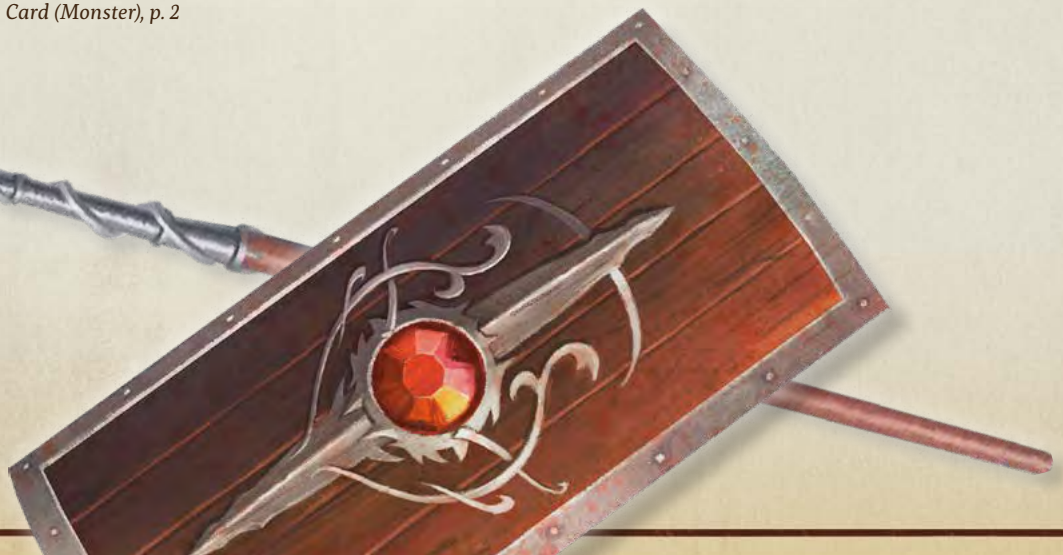
For more details, see *Item*, p. 12



For more details, see *Ability Card (Monster)*, p. 2

► Monster Ability Card

- 1 Name of monster set.
- 2 Thematic title.
- 3 Initiative value (see *Initiative*, p. 11).
- 4 Separate abilities (see *Ability*, p. 2).
- 5 Ability card line (see *Dotted Line*, p. 8).
- 6 Shuffle icon. If a card with this icon is drawn during the round, shuffle the discard pile back into the draw deck at the end of the round.



► Monster Stat Card

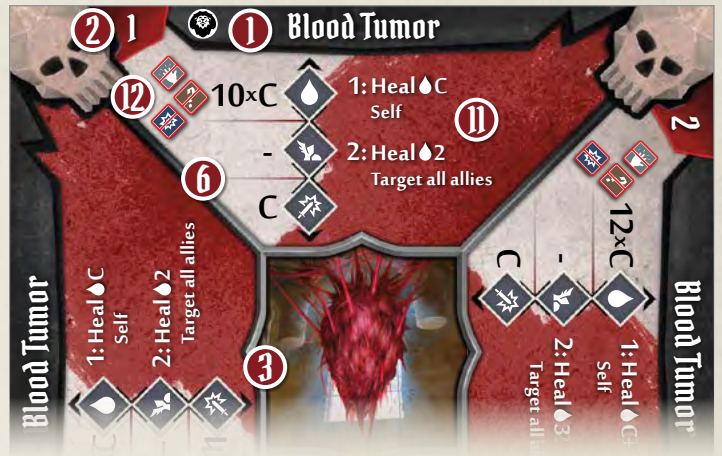
- ① Monster name.
- ② Monster level. The visible section when the card is placed in a state envelope.
- ③ Monster picture.
- ④ Normal rank stat group.
- ⑤ Elite rank stat group.
- ⑥ Boss stat group.
- ⑦ Maximum hit point value.
- ⑧ Base move value.
- ⑨ Base attack value.
- ⑩ Bonuses. Details additional effects for all monsters of that rank.
- ⑪ Descriptions of boss' special abilities.
- ⑫ Immunities. Conditions boss is immune to.

For more details, see Stat Card, p. 19

Monster Stat Card



Boss Stat Card



① ② **Quatryl Demolitionist**

③ Name: _____

④ Level: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

XP: 0 | 45 | 95 | 150 | 210 | 275 | 345 | 420 | 500

⑤ XP Notes: _____

⑥ Gold Notes: _____

⑦ Items: _____

⑧ **Perks**

- Remove four cards
- Remove two cards
- Remove one card and one card
- Replace one card with one MUDDLE card
- Replace one card with one POISON card
- Add one card
- Replace one card with one card
- Replace one card with one card
- Add one All adjacent enemies suffer 1 damage card

⑨ **Notes**

✓: ✓: ✓:

✓: ✓: ✓:

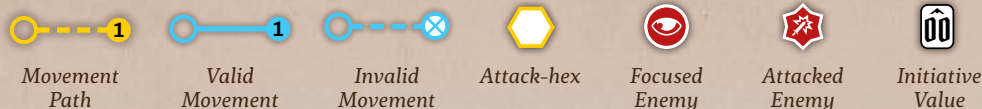
⑩ _____

For more details, see Character Sheet, p. 6

► Character Sheet

- ① Character icon.
- ② Character name.
- ③ Player-given name.
- ④ Current level. Area to track the character's level, and lists the experience needed for each.
- ⑤ Accumulated experience. Area to track experience gained at the end of each scenario.
- ⑥ Accumulated gold. Area to track accumulated gold between scenarios.
- ⑦ Character Items. Area to track all items in the character's possession.
- ⑧ Perk list. Area to mark which perks have been chosen and implemented.
- ⑨ Check marks. Area to track accumulated check marks. Every three gains the character a perk.
- ⑩ Notes. Area for any other notes.

Appendix B: Monster Turns



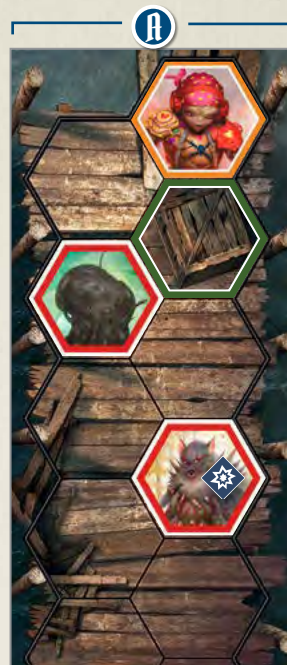
1. Initial Check

1 Check for an Attack Ability and Conditions

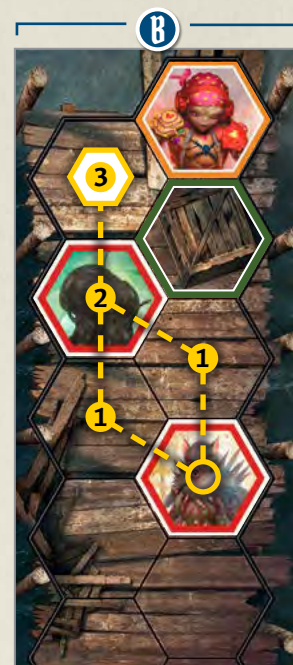
- ◆ Any monster with DISARM or without an Attack ability behaves as if a melee attack targeting one enemy was possible.
- ◆ Any monster with IMMOBILIZE ignores all Move abilities.
- ◆ Any monster with STUN cannot find focus, will not move, and ignores all abilities.

2 Check for a Movement Path

Measure a path to any unoccupied hex from which an attack can be performed (line-of-sight to a target is required) . In the case where multiple equally viable paths are available, players choose the path. All identified hexes are those from which an attack can be performed. If no such path exists, the monster cannot find a focus and will not move or attack.



The monster with STUN can do nothing on its turn.



The monster finds the shortest path to an unoccupied hex it can attack from. Since there are two equally viable paths, players decide the path.

2. Find Focus

The monster finds a hex and focuses on one enemy applying the following priority list:

- 1 Hexes with a movement path that will spring the fewest traps possible.
- 2 Hexes with a shorter movement path.
- 3 Enemy earlier in the initiative order.

If any characters have an identical initiative value, break ties in this order: 1) non-initiative ability cards break ties, players decide if still tied; 2) characters performing a long rest activate last in a player-decided order.



The monster focuses on the enemy it can reach to attack using the fewest movement points.



The enemies are equally close, so the monster focuses on the enemy with lower initiative.

3. Perform Monster Abilities (Move, Attack, and Others)

The monster will perform all its abilities from top to bottom.
For Move abilities:

- A** The monster must end its movement with a shorter path to the hex or will not move.
- B** The monster chooses a movement path that will spring the fewest traps possible.
- C** The monster prioritizes moving to a hex to attack its focus. Then, if it can target multiple enemies, it moves to attack as many additional enemies as possible.
- D** The monster moves away from its focus until it can perform a ranged attack without Disadvantage.
- E** If the monster can move to multiple hexes to attack its focus, it will prioritize hexes that allow:
 - 1** Attacking the focus without Disadvantage.
 - 2** Attacking as many additional enemies as possible applying focus and attack rules based on the position of the monster before movement.
 - 3** Attacking as few additional enemies with Disadvantage as possible.
- F** A monster with another source of Disadvantage will not move to lose its adjacency Disadvantage.



Because it would take two movement points to get closer to its focus, and the monster only has one movement point, the monster does not move.



Moving two hexes would only get the monster closer to its focus if it steps on the trap, so, instead, it only moves one hex.

Note: Elemental infusion/consumption is performed by the first monster of the type activated, and all monsters of that set gain any related benefits.



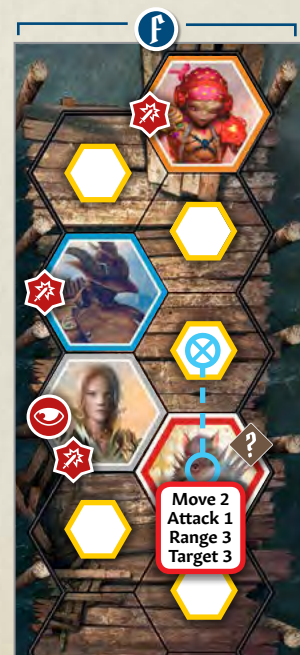
Because it can attack two enemies, the monster will move two hexes to get adjacent to both enemies.



The monster will move away from its focus to lose Disadvantage, but as soon as it is no longer adjacent, it will stop moving.

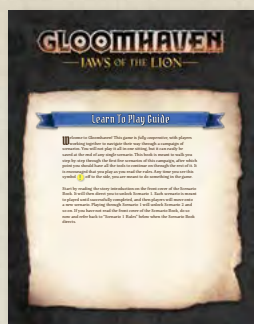


Because the monster prioritizes losing Disadvantage on its primary focus, it will move into that position to do so and also attack as many other targets as it can.



Because the monster has MUDDLE, moving away from its focus will not prevent having Disadvantage, so it doesn't move.

Appendix C: Components List



1 Learn to Play Guide



1 Scenario Book



1 Supplementary Scenario Book



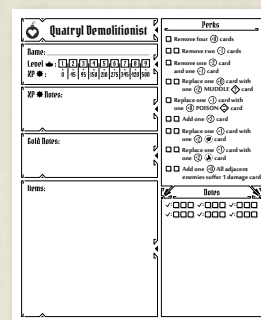
1 Rules Glossary



4 Large Tuck Boxes



8 Miniatures in Small Tuck Boxes



4 Character Sheet Pads



4 Character Mats



144 Character Ability Cards



20 Character Tokens



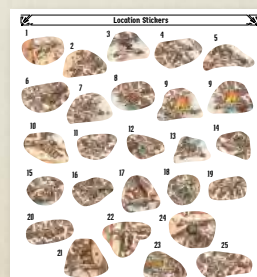
4 Dials



18 Initiative Order Tokens



1 City Map Board



1 Sticker Sheet



4 Player Reference Cards



1 Element Board



6 Element Tokens



97 Monster Standees



108 Monster Ability Cards



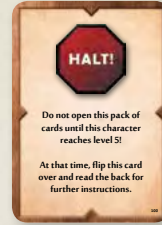
24 Plastic Stands
(16 white, 8 gold)



4 Monster Stat Envelopes



16 Monster Stat Cards
(13 Monster, 3 Boss)



8 Warning Cards



22 Event Cards



60 Condition Tokens



179 Attack Modifier Cards



52 Item Cards



32 Battle Goals



3 Card Dividers



12 Trap Tiles



8 Activation Tokens



50 Damage Tokens
(32 1's, 12 3's, 6 10's)



20 Destruction Tiles



4 Treasure Tiles



25 Money Tokens



Missing Parts?
If you discover that you are missing anything, please go to cephalofair.com to request replacement parts.

Appendix D: Component Integration

This appendix is for those who also own the larger *Gloomhaven* game and want to bring components from *Jaws of the Lion* over to it.

Compatible

Characters

The four characters in this box are fully compatible with the larger game and can be played just like any starting character. They do not require any personal quest to unlock and are available to play automatically.

Conversely, any character from *Gloomhaven* can join the “Jaws of the Lion” and be played in this game. There are no “A” or “B” cards for these characters, of course, so it is best if they skip the first three scenarios of the campaign. To compensate for skipping them, they should be given 40 gold, 10 experience, and 1 perk. *Jaws of the Lion* should still be played as a unique, separate campaign experience, and players should not carry over any retirement perks from previous characters they have played.

Battle Goals

Of the 32 battle goals in *Jaws of the Lion*, 24 are not repeated from *Gloomhaven*. The *Jaws of the Lion* deck can be used in the larger game as a replacement, or this deck and the larger game’s deck can be combined by removing the 8 repeats. Then, you can play with a 48-card deck, either in this game or the larger game.

Not Compatible

Items

The deck of items was created to only be compatible with this game. There are many items that are repeated in the larger game, with different costs or slightly different effects, and adding the *Jaws of the Lion* items to the larger game would only cause confusion. It is highly recommended this game’s item deck stays separate from the larger game.



Monsters

Like the items, the monsters were created to only be compatible with this game and should be kept separate from the larger game. Some monsters are repeated but have slightly altered stats, so it would not be good to mix them up.

Events

This event deck is also created for *Jaws of the Lion* specifically and should not be mixed with the larger game.

Are you enjoying Gloomhaven: Jaws of the Lion? If you are looking for a grander experience, check out Gloomhaven, the original game with 95 scenarios. Before you dive straight into the larger game, please note that there are some rules differences, which you can learn about by watching the videos at cephalofair.com/gaming-rules-overview

Appendix E: Treasure Index

STOP: Do not read this information except to reference the contents of specific numbered treasure tiles that have been looted.

1. <input type="checkbox"/> Gain 10 experience	9. <input type="checkbox"/> Gain 5 gold
2. <input type="checkbox"/> Ring of Strength (Item 31)	10. <input type="checkbox"/> Fateful Compass (Item 27)
3. <input type="checkbox"/> Gain 15 experience	11. <input type="checkbox"/> Ring of Haste (Item 30)
4. <input type="checkbox"/> Gain 5 gold	12. <input type="checkbox"/> Gain 5 gold
5. <input type="checkbox"/> Gain 1 ✓	13. <input type="checkbox"/> Gain 5 gold
6. <input type="checkbox"/> Gain 10 gold	14. <input type="checkbox"/> Gain 3 money tokens
7. <input type="checkbox"/> Gain 5 gold	15. <input type="checkbox"/> Gain 1 ✓
8. <input type="checkbox"/> Suffer 3 damage, gain POISON	16. <input type="checkbox"/> Mana Potion (Item 14)

Appendix F: "Misplaced Goods Index"

A Find 1 good	G Spawn 2 Rat Monstrosities
B Spawn 2 Rat Monstrosities	H Find 1 good
C Spawn 2 Black Sludges	J Find 1 good
D Spawn 3 Giant Vipers	K Spawn 2 Black Sludges
E Find 1 good	L Spawn 1 Chaos Demon
F Find Ring of Restoration (Item 32)	M Find 1 good

