GLOOMHAVEN
JAWS OF THE LION

Learn to Play Guide

Welcome to Gloomhaven! This game is **fully cooperative**, with players working together to navigate their way through a campaign of scenarios. You will not play it all in one sitting, but it can easily be saved at the end of any single scenario. This book is meant to walk you step-by-step through the first five scenarios of this campaign, after which point you should have all the tools to continue on through the rest of it. It is encouraged that you play as you read this book. Any time you see this icon ! off to the side, the text will direct you to do something in the game.

Let's start by getting out the Scenario Book. Its front cover contains the introduction to the story of this campaign and will direct you to unlock Scenario 1. Each scenario is meant to be played until successfully completed, and then players will move on to a new scenario. Playing through Scenario 1 will unlock Scenario 2 and so on. Now, go ahead and read the front cover of the Scenario Book and refer back to 'Scenario 1 Rules' here on p. 3 when the Scenario Book directs you to do so.

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Scenario 1 Rules

To start, perhaps you noticed this in the Scenario Book:

Rewards

New Location: Roadside Ambush 1 (B1)

This means to *take that first sticker from the sticker sheet, labeled "Roadside Ambush", and place it in the "B1" square of the city map board, such that the artwork lines up.*

These stickers are permanent. If you would prefer not to make permanent changes to your game, feel free to ignore them and track which scenarios are available to you in some other way.

The city map board is a way to see which scenarios are available for you to play. At the moment, only Scenario 1 is available, but as you progress through the campaign, more choices will open up. Set the city map board to the side for now, though.

Before we get into Scenario 1, each player must decide which character they are going to play. There are four **characters** available, allowing up to four players to participate in the game.

Playing by Yourself?

If you are playing the game by yourself, you will need to control two separate characters. Take note that this is a more complex experience. If there are two to four players, it is highly recommended that each player only controls a single character.

To choose which character to play, *find the large and small boxes with the four character icons and remove the contents*:

Demolitionist: *Melee Damage and Obstacle Destruction*	**Red Guard:** *Protection and Monster Manipulation*
Hatchet: *Ranged Damage and Looting*	**Voidwarden:** *Healing and Support*

There are figures of the characters in the small boxes, and the large boxes contain character mats with artwork on the front and a description of the character on the back. Once characters are chosen, players should claim their character's **figure** and **mat**, the rectangular **initiative order token** from their character's zip bag, a **hit point dial** from the game box, a **deck of smaller cards with no warning**, and the **first seven cards from the larger deck with no warning**. These card decks are located in the character's large box. Of the seven cards taken from that deck, one is a **player reference card** and six are **ability cards** with an "A" in the crown under the title. The two decks with warnings, along with the remainder of the other large deck, the character sheet pad, and the strip of circular character tokens, should remain in the box for now.

Figure

6 Cards labeled "A"

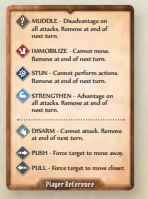
Deck of Small Cards

Character Mat

Dial

Note:
These will not be used yet!

Initiative Order Token



Reference Card

Play Area Setup

Using these character materials and other components, we will now set up Scenario 1.

Each player should place their character mat 1, player reference 2, six level "A" ability cards 3, attack modifier deck (the deck of smaller cards) 4, and hit point dial 5 in front of them. The red side of the dial should be set to the red number below the white "1" on the bottom their character mat. The blue side of this dial should be ignored for now.

Level 1 Health (Red Guard)

1	2	3	4	5	6	7	8	9
10	12	14	16	18	20	22	24	26

The character's initiative order token 6. should be placed near the center of the table.

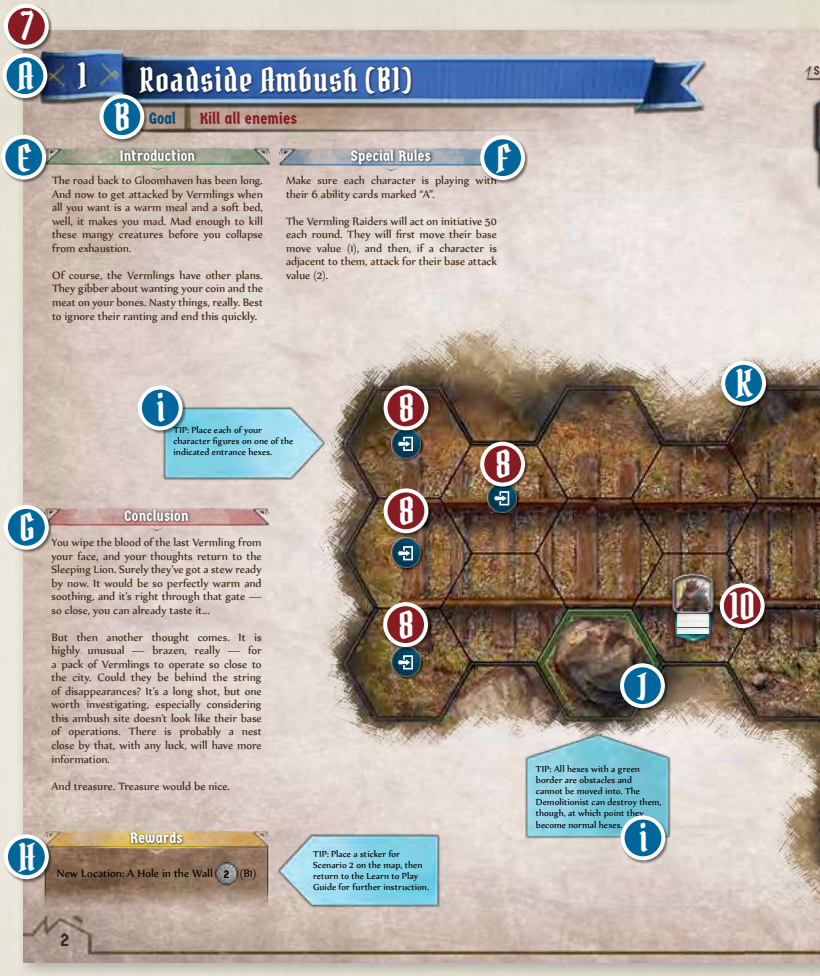
Open the Scenario Book to Scenario 1 7 and place it in the middle of the table. This book shows the scenario map, which consists of a number of **hexes (hexagons)** where the scenario will play out.

Each player can now place their character's figure on any one of the starting hex icons 8 in the Scenario Book, with no two characters occupying the same hex.

Retrieve the zip bag of "Vermling Raider" monsters and remove the cardboard standees, the large square stat card, and the initiative order token, which can be placed with the others 6. . The smaller cards are not needed in this scenario. Insert the stat card in one of the six-section envelopes from the box so that the area with the "1" in the upper left corner is showing 9. and place it next to the Scenario Book.

Now put the monster standees into the white and gold plastic stands found in the game box and populate the map in the Scenario Book 10 following these rules:

1) This icon shows what set and rank of monster should be set up on this specific hex. Reference the first row for two player characters, the middle row for three characters, and the bottom row for four characters.



2) A black icon means no monster should be placed for that character count, white means a normal monster (standee with a white stand) should be placed, and gold means an elite monster (standee with a gold stand) should be placed. Each standee has a number on it. This number should be randomized when setting them up.

Rank Indicator:

No Monster

Normal Monster

Elite Monster

Standee Number

Scenario Book Features

Take the plastic token tray (11) and put it next to the Scenario Book. Also take the other 20-card deck of attack modifier cards labeled "M" (12) from the game box and place it next to the monster stat card (do *not* include any Curse or Bless cards (13)). This is the monsters' attack modifier deck. Shuffle this and all character attack modifier decks.

There is a lot of important information in the Scenario Book that should be noted:

- **(A)** **Scenario number, title,** and **city map board location**, for ease of reference.
- **(B)** **Goal of scenario**. When this is achieved, the scenario is successfully completed. In this case, all monsters on the map must be killed.
- **(C)** **Scenario key**, listing what monsters from the game box and what tokens and tiles from the token tray will be needed to set up the map. In this case, all that is needed are the Vermling Raiders.
- **(D)** **Map Layout**. For this scenario, this just shows that the two-page spread in the scenario book is sufficient to depict the scenario. Future scenarios may also show that a separate page from the Supplemental Scenario Book is needed.
- **(E)** **Introduction text**. *Read this now*. !
- **(F)** **Special rules text**. *Read this after the introduction*. It gives additional information not covered by the normal rule set. !
- **(G)** **Conclusion text**. Do not read this until the scenario has been successfully completed.
- **(H)** **Rewards** for successfully completing the scenario. Read this after the conclusion.
- **(I)** **Tips and rules reminders**. Read these as needed during the scenario.
- **(J)** **Obstacle designations** on the scenario map, signified by a green border. Obstacle hexes cannot be entered.
- **(K)** **Wall designations** on the map. 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.

Playing the Game

Now that the game has been set up properly, we can start playing! Gameplay within a scenario is broken up into a series of **rounds**. In each round, all players will select which ability cards they would like to play. The chosen cards will determine the "initiative order", which is the sequence in which characters and monsters will perform their **turns**. Once all **figures** (**characters** and **monsters**) on the map have taken a turn, the round will end and a new round will begin.

Every round follows the same order:

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

Let's begin with the first part of the first round.

Card Selection

Each player will now privately and simultaneously *select two ability cards from their hand of six cards to play face down in front of them*. During this step, players can make general statements about their actions for the round and discuss strategy, but they cannot show other players their cards nor give specific information about any numerical value or card title.

Of the two cards chosen, one is selected as the **initiative card**, which will determine the character's initiative (order in the round), based on the initiative value in the center of the card (1), where **lower numbers go first**. The initiative card should be placed face down beneath the other card such that, when both cards are flipped over and revealed, it is now the card on top and the initiative value is visible.

Once the character's turn comes up in the initiative order, they will carry out their turn by performing the top action (2) of one of their cards and the bottom action (3) of the other card **in whatever order they want**.

We haven't covered the specifics of how all the actions work yet, but the plain-text descriptions in the blue boxes on the card (4) should give you a better idea of their function. If you are unsure about what cards to pick, try these suggestions for each character:

Hatchet	Demolitionist
Center Mass *Double Throw*	*One-Two Punch* *Knock Out the Support*
Voidwarden	**Red Guard**
Suggestion *Wicked Scratch*	*Blinding Sickle* *Shocking Advance*

Choosing which of the two to be your initiative card, however, is up to you. The round will be acted out from low to high initiative, and, according to the special rules for this scenario, the monsters will be acting on initiative 50, so the decision to make is whether you want to go before the monsters (lower number) or after the monsters (higher number).

Ignore the icons in the middle left of the cards (5) for now. These will be discussed in Scenario 2.

Ordering of Initiative

Once all players have selected their cards, *flip over each character's cards to reveal their initiative. Determine initiative order* by comparing the initiative value of each character's initiative card and the initiative of the monsters (this will always be 50 for Scenario 1). Then, arrange the initiative order tokens from *low to high* based on each of these initiatives.

If there is a tie between any character and monster, the character goes first. If there is a tie between two characters, the tie breaker is the initiative value of their second card.

You are then ready to act out the round, starting with the first figure in the initiative order—the one with the lowest initiative.

Example: *After the cards are revealed, the Red Guard will go first with initiative 14, then the Demolitionist with 20, then the monsters will go with their 50 initiative, then the Hatchet will go at initiative 64.*

Character Turns

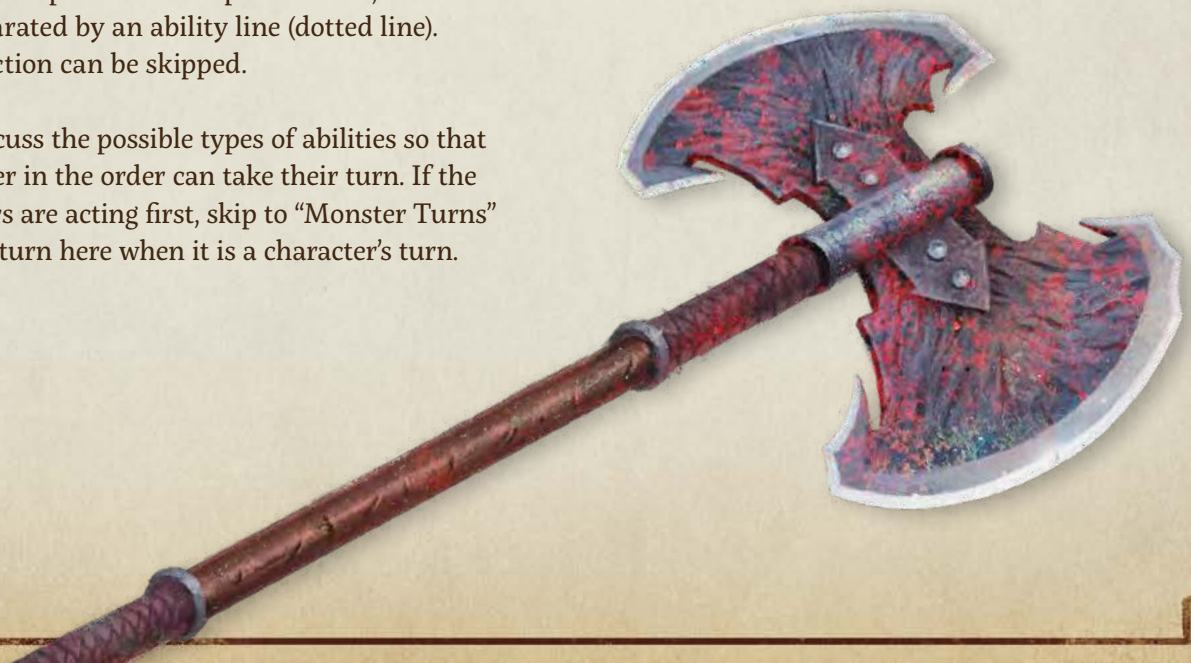
Once the initiative order is set, each figure will get a turn in that order. On a character's turn, they will perform one top action and one bottom action. They cannot perform two top actions or two bottom actions. Their selection of which card to use for their initiative no longer matters. They can use either card first, for either its top or bottom action. An **action** (the entire half of a card) must be performed in the order written, and then the card is placed in the character's discard pile, on the left side of their character mat.

Actions may be composed of multiple **abilities**, with each ability separated by an ability line (dotted line). Any ability or action can be skipped.

We will now discuss the possible types of abilities so that the first character in the order can take their turn. If the Vermling Raiders are acting first, skip to "Monster Turns" on p. 10, then return here when it is a character's turn.

Move

A "Move X" ability allows a figure to move *up to* X hexes. The figure does not have to use all movement points when performing a move ability. Figures can move through their allies (characters through characters, monsters through monsters), though the movement can never end on an occupied hex (a hex with another figure). Figures cannot move through enemies, obstacles, or walls.



➤ Attack

An "Attack X" ability allows a figure to cause one targeted enemy within their range to suffer a base X amount of damage. Figures cannot attack their allies unless otherwise specified. There are two types of attacks: **ranged** and **melee**.

Ranged attacks are denoted by a "Range X" written under the attack, which means one enemy within X hexes of the attacker can be targeted by the attack. Range cannot be counted through a wall. If the word 'Range' is not used under an 'Attack', the attack is considered **melee**, which means it can only target adjacent enemies unless otherwise specified.

Example:
The Demolitionist (a) is in Range 2 of the monster (1).

The main difference between ranged and melee attacks, other than what can be targeted, is that if a ranged attack targets an enemy adjacent to the attacker, the attack gains Disadvantage (see **Advantage and Disadvantage** below).

➤ Advantage and Disadvantage

Some effects, such as the conditions on the following page, may cause an attack to gain either Advantage or Disadvantage. If an attack has **Advantage**, the attacker draws two attack modifier cards and applies whichever one is better. If an attack has **Disadvantage**, the attacker draws two cards and applies whichever one is worse.

An attack cannot have multiple instances of Advantage or Disadvantage, and if an attack has both Advantage and Disadvantage, they cancel each other out.

If a ranged attack is performed on an adjacent enemy, the attack gains Disadvantage.

➤ Attack Modifier Cards

Any time a figure performs an attack, the figure must flip over one card from their attack modifier deck for each separate target to modify the attack.

1. A numerical value should be added or subtracted from the attack value.
2. A 2x card means the attack value should be doubled.
3. A ∅ card means the attack does no damage.
4. The 2x and ∅ cards also have a shuffle symbol, meaning if either is revealed, the whole deck should be shuffled at the end of the round.

Each character has their own attack modifier deck, and the monsters collectively share a deck. In Scenario 1, each deck is the same, consisting of 20 cards: six +0, five -1, five +1, one -2, one +2, one 2x, and one ∅.

➤ Damage and Killing Monsters

After an attack is made and the final attack value is calculated (modified first by any bonuses and then the attack modifier card) that amount of damage is suffered by the target. In the case of a monster suffering damage, place damage tokens equal to the amount suffered on the stat envelope in the section corresponding to the number on the monster's standee.

If there are then enough damage tokens to equal or exceed the monster's maximum hit point value (see p. 10), the monster is killed and removed from the map. All tokens in the monster's stat envelope section can then be returned to the tray.

➤ Line-of-Sight

When any figure is targeted by an ability, the targeting figure must have a clear line-of-sight to the target in order to perform the ability. 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 and other figures do not block line-of-sight.

The following rules, up to "Monster Turns" on the next page, are for more situational character effects. Feel free to begin taking character turns now and simply refer back to here when necessary. Then, continue on to "Monster Turns" on the following page when initiative 50 comes up in the order and the monsters act, if they haven't already.

➤ Target ◎

Some attacks are followed by a "Target ◎ X", which means the attacker can target X number of different enemies within the attack's range. It is not possible to target the same enemy with multiple attacks from the same ability. For each separate attack performed, a separate attack modifier card is flipped.

➤ Suffer Damage

Some abilities cause figures to suffer damage without an attack being made. This damage is not modified and is not affected by line-of-sight.

➤ Conditions

Conditions may be applied as their own ability or as the effect of an attack. Even if an attack does no damage, conditions are still applied. There are four conditions applicable to Scenario 1— three negative and one positive. If a condition is applied to a character, place the corresponding token in the lower left section of their character mat. If a condition is applied to a monster, place the token on the stat envelope in the section corresponding to the number on the monster's standee. These four conditions stay on the target until the end of the target's next full turn, which could be in the same round or the subsequent round if they already had a turn this round.

Negative Conditions:

Immobilize: The figure cannot perform any Move abilities.

Stun: The figure cannot perform *any* abilities, including moving or attacking.

Muddle: All of the figure's attacks gain Disadvantage.

Positive Condition:

Strengthen: All of the figure's attacks gain Advantage.

➤ Heal

A "Heal X" ability allows a figure to cause one ally within the specified range or themselves to heal X amount of damage. Characters heal damage by rotating their hit point dial (the red side) up that amount. A figure cannot heal above their maximum hit point value.

➤ Granting Actions

The Voidwarden has abilities that grant actions to other figures—both allies and enemies. The initial text of such an ability specifies who the action is granted to as a targeted effect, and then the granted action is detailed, where all normal rules of attacking and moving are applied. If a figure is granted an attack action, the figure uses their own attack modifier deck, unless otherwise specified. A figure granted an action does not take another turn—they are performing the action on the Voidwarden's turn.

➤ Self

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

➤ Destroying Obstacles

The Demolitionist has abilities that cause an obstacle within a specified range to be destroyed, making the hex(es) the obstacle occupied now traversable. Note that some obstacles occupy more than one hex, depending on the number of hexes the green border surrounds.

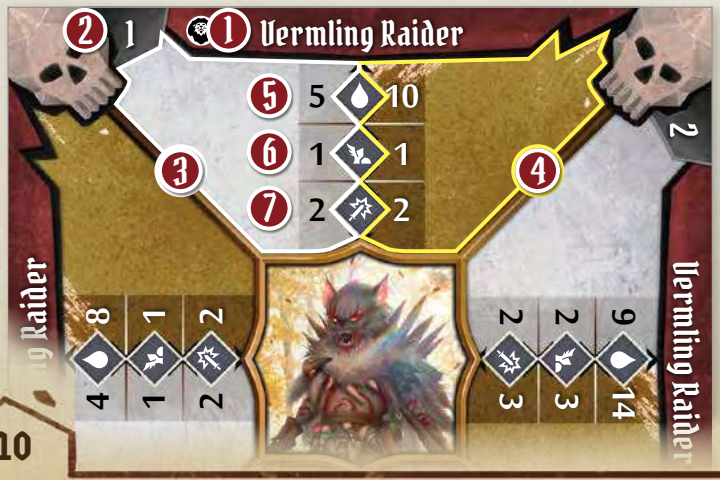
When an obstacle is destroyed, place destruction tiles on each hex of the destroyed obstacle, even if the hex is out of range, to denote that they are now normal traversable hexes.

Destruction Token

Monster Turns

On initiative 50, the Vermling Raiders will now all act. Any single set of monsters will always act on the same initiative. Any elite monsters will act first, in standee numerical order, and then any normal monsters will act, also in numerical order. When a monster acts, it carries out its entire turn before the next monster acts.

The specifics of how a monster carries out its turn are described on the next page and can be referenced as necessary, but the short version is that the monster will move its base move value (1) towards the closest character, and then attack with its base attack value (2) if they are adjacent to that character. These values are shown on the monster stat card, depicted below.



➤ Monster Stat Cards

The monster stat card is an important repository of information for the monsters you are fighting. These are slipped into stat sleeves such that only one stat group is showing. The set includes:

1. **Monster name**.
2. **Level of the monster**. Set this to "1" for all scenarios discussed in this book, but it will increase as characters become more powerful.
3. **Stats for normal** (white) monsters.
4. **Stats for elite** (gold) monsters.
5. **Monster's maximum hit point value**, which is the amount of damage it needs to suffer to die.
6. **Monster's base move value**, which is the number of hexes it can move on its turn.
7. **Monster's base attack value**, which is the value it will use when attacking.

➤ Monster Focus

Before a monster does anything else on its turn, the monster will focus on one specific character to attack. The focus will be the character the monster can perform its attack against using the least amount of movement. In Scenario 1, the monsters only attack from adjacency, so the monster will find the shortest possible path to get adjacent to a character, and then that character will become the focus. If a character is already adjacent to the monster, then that character becomes the focus, and finding a path is not required. If multiple characters can be reached in the same number of movements, the monster focuses on the one earlier in the initiative order.

It does not matter whether the monster can reach the end of its path this turn. So long as there is a path, given infinite movement, to reach a hex to attack a character, the monster will still focus on that character. Focus also does not require line-of-sight.

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

Example: *Even though the Hatchet (a) is physically closer to the monster (1), the monster can get adjacent to the Demolitionist (b) in fewer movement points (2 instead of 4), so the monster focuses on the Demolitionist.*

➤ Monster Move

In this scenario, once the monster has a focus, it will then move to get closer to its focus. If the monster cannot get closer to its focus, either because it is already adjacent or 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.

Example: *Given that the Demolitionist (b) is the only character on the map, the monster (1) cannot find any valid hex to attack them from, because all hexes adjacent to them are occupied or invalid, and so the monster does nothing.*

➤ Monster Attack

In this scenario, once the monster has moved, if it is now adjacent to its focus, it will attack its focus. It does so in the same way characters attack, with its base attack value modified by an attack modifier card flipped from the monster attack modifier deck. The targeted character then suffers this amount of damage.

Example: *The monster (1) wants to move to get adjacent to the Demolitionist, and has a path to do so, but it only has "Move 1". Because it cannot move anywhere that would reduce its path to its focus, it does not move.*

Character Damage and Exhaustion

Any time a character suffers damage, they reduce their current hit point value by that amount by rotating their hit point dial. If a character ever reaches "0" on their hit point dial, they are immediately **exhausted**. Their figure is removed from the map, and they can no longer participate in the game until the end of the scenario.

Exhaustion doesn't mean death. Characters will always be fully refreshed at the end of a scenario—even from exhaustion—but an exhausted character can no longer influence the current scenario in any way. Moreover, if all characters become exhausted, the scenario is lost.

At this point, play through the monster turns and any remaining character turns in initiative order, then read the following section once each figure has taken a turn.

End of Round

Once the end of the initiative order is reached and all figures have taken their turn in a round, the round will end. At this time, if any attack modifier deck has flipped over a card with a shuffle icon, shuffle its discard pile back into the deck. Go ahead and *play the next two rounds* (card selection, ordering of initiative, character and monster turns, end of round), running through the rest of your cards. When you are out of cards in your hand at the end of the third round, refer to the final section of the Scenario 1 rules below to learn how to get your cards back.

Short Rest

At the end of the third round, all six of your ability cards should be in your discard pile, and you'll need to get them back to continue playing. You can get cards back from your discard pile by **short resting**. If a character has at least two cards in their discard pile (not just if their hand is empty), they may perform a short rest at the end of a round.

When a character short rests, they take all cards in their discard pile, shuffle them, and place one at random on the right side of their character mat in their lost pile. The rest of the discard pile is then returned to the character's hand, and the next round is played as normal. Any time a 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.

Cards in a character's lost pile cannot be returned to the character's hand for the rest of the scenario. *All characters should short rest now.*

You need to play two cards at the beginning of every round, so in two more rounds, when you only have one card left of your now five-card hand, you will have to short rest again.

➤ Running Out of Cards

Given enough rounds, characters will run out of cards to play because they have lost too many through resting. If a character is unable to play two cards at the start of a round because they do not have at least two cards in their hand, that character becomes exhausted, as described at the top of the page.

At this point, you know everything you need to know to play through to the end of the scenario, which will always conclude at the end of the round in which either the goal was completed (success) or all characters have become exhausted (failure). Assuming success, you can then read what to do once the scenario is complete on the following page. If you do happen to fail, refer to "Failing a Scenario" on p. 16.

Scenario 1 Complete

Congratulations on completing Scenario 1! Read the conclusion text and the scenario rewards. When you see a "New Location" listed in the rewards, that means to place a new sticker on the city map board. In this case, place the sticker for Scenario 2—it should match up with the art in section B1.

Rewards

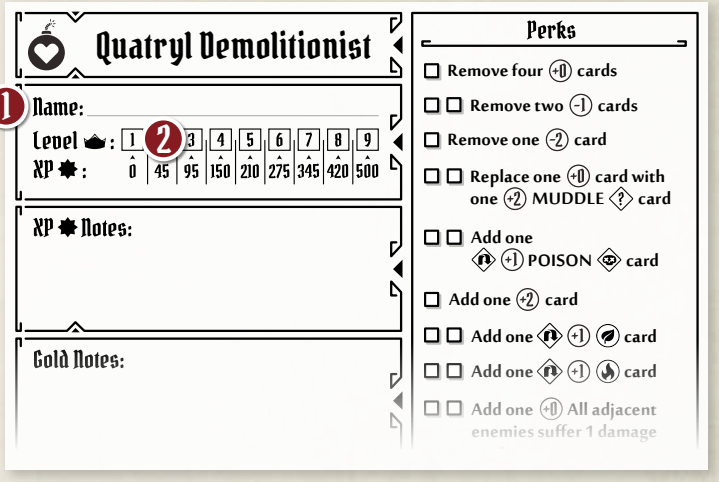
New Location: A Hole in the Wall 2 (B1)

Also, because you successfully finished Scenario 1, mark the white box in its sticker to indicate it is complete. You cannot replay scenarios you have previously completed.

Lastly, after each scenario, characters fully refresh, recovering all their ability cards, removing any condition tokens, and returning their hit point dial to their maximum hit point value, noted on your character mat below the white "1", because you are level 1.

Character Sheets

At this point, each player should take one character sheet from their large character box. This sheet represents the character you will be playing throughout the campaign. We're about to make things permanent, so if you weren't happy with the character you played in Scenario 1, this is your last chance to switch to something else (see p. 3 for the getting the materials you'll need to start a new character). Provided you are happy with your selection, you should now *name your character* and write it in the name field 1. Also mark the "1" next to "Level" 2, since you are level 1. All other areas of the character sheet will be covered in future scenarios.



Card Upgrades

Players should now retrieve their two level "B" cards (labeled under the card title) from their deck of ability cards, found in your character's large box. Swap the two level "B" cards with the two level "A" cards of the same name so that each character still has six cards in their available card pool. The two "A" cards will never be used again. Some of these level "B" cards may have unfamiliar icons or terminology, but they will be covered in the Scenario 2 rules.

Saving

Now that you have recorded everything important pertaining to the outcome of Scenario 1, you can continue reading the next page to start playing Scenario 2, or you can put everything back in the box to continue the campaign another time. The most important thing is to put all the materials currently pertinent to your character (character sheet, attack modifier deck, and hand of six cards) into the zip bag with your initiative order token, and put that back in the large character box along with your character mat. With the city map board modified and all of your characters saved, it should be very easy to pick up where you left off later. If you'd like to keep playing, though, let's move on to Scenario 2!

Scenario 2 Rules

And so, we move on to Scenario 2! First, start by turning to Scenario 2 in the Scenario Book. Then, the setup will be largely the same as the setup in Scenario 1 (see p. 4), with the following changes:

1. The scenario map will require some additional setup based on the icons described below.
2. In addition to the stat card, standees, and initiative order token for the Vermling Raiders, you will also require the four ability cards labeled "Basic Vermling Raider". These will be explained on p. 17.
3. Your character's pool of available ability cards now contains four level "A" cards and two level "B" cards.

New Scenario Features

Money Tokens

Place one money token in each hex depicting this icon. Money tokens are collected by looting (see the following page), and when a character collects a money token, move it from the map to the character's mat, where it will be recorded at the end of the scenario.

In addition to the money tokens set up at the start of the scenario, **one money token is also placed any time a monster dies**, in the hex in which it died. Money tokens can only be looted **during a scenario**. Any tokens left on the map at the end of a scenario are not collected.

Treasure Tiles

Place one treasure tile in the hex depicting this icon. Like money tokens, treasure tiles are collected by looting.

When a character collects a treasure tile, remove the tile from the map, note the number written on the icon (in the case of this scenario, 14), and refer to the entry for that number in the Treasure Index on the inside back cover of the Rules Glossary. The looting character immediately receives that reward. Like money tokens, treasure tiles must be collected during the scenario. They are not automatically obtained when a scenario is completed.

Treasure Tile

Trap Tiles

Place one trap tile in each hex depicting this icon, then place one 3-damage token on top of each trap. When any figure enters a hex containing a trap, the trap is sprung and removed from the map, and the figure suffers the 3 damage on the trap. Traps are not obstacles.

Doors

These are door hexes, designated by a blue border. 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. Go ahead and *set up the monsters for this scenario*, but don't place any monsters on the icons depicted in the bottom section, which is a separate, unrevealed room.

Activation token

A character can move onto a door hex as part of normal movement. When they do for the first time, the door is then opened, an activation token is placed on the door to indicate it is opened, and all monsters in the newly revealed room are set up. This is called **revealing a room**. Monsters set up when revealing a room always act in the round in which they were set up, which will be discussed further on p. 17. Once the room is revealed, the character then immediately resumes their turn, which includes using any remaining movement points 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.

New Action Mechanics

With the scenario now set up, we just have to go over a few more rules introduced by your new ability cards and the new monster ability deck, and then we can start playing.

Basic Actions

You may have noticed the small attack and move icons in the center left of each ability card. These indicate that, instead of performing any of the abilities printed on the top or bottom of a card, any card can be used to perform an "Attack 2" as a top action or a "Move 2" as a bottom action. The card will always then be discarded, regardless of what is printed in the main area.

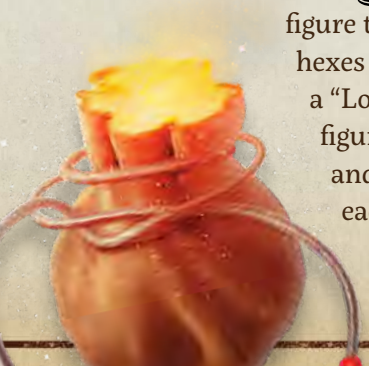
Lost Actions

Some actions on your upgraded level "B" cards now have the lost icon in the lower right corner. This icon means that if you perform the action, the card will immediately be placed in your lost pile instead of your discard pile.

These are powerful abilities, but you should be careful about using them, as doing so will reduce the number of rounds you will be able to play before you are exhausted. If you do not wish to lose the card, you can always perform a basic action with that half of the card, or skip the action entirely and discard the card for no effect.

Looting

Characters have two ways to loot money tokens and treasure tiles. First, at the end of each character's turn, that character automatically loots their current hex. Second, some cards contain a "Loot X" ability, which allows a figure to loot their current hex and all hexes within Range X of them. So a "Loot 1" ability would allow the figure to pick up all money tokens and treasure tiles in their hex and each adjacent hex.



Area Effects

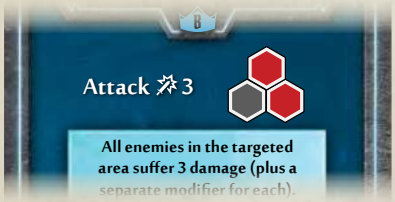
Some attacks allow figures to target enemies in multiple hexes, similar to the "Target" keyword. In this case, however, what can be targeted is specified by an area depiction. Each depiction is made up of a combination of the following two icons:

A grey hex indicates the hex the active figure currently occupies. An area attack which includes a grey hex is always considered a melee attack.

A red hex indicates where enemies can be located to be affected by the ability. Area attacks, like any other attack, cannot target allies.

If an area effect ability specifies a range and no grey hex, only one of the red hexes needs to be within the specified range, even if that hex does not contain an enemy. Any ranged attack with an area effect on an adjacent enemy will still gain Disadvantage, and if multiple enemies are targeted, a separate attack modifier card must still be drawn for each. Just like other targeted abilities, figures can only target enemies in hexes they have line-of-sight to. Any rotation or mirroring of an area depiction is valid.

This indicates the character can perform a melee "Attack 3" on two adjacent hexes that are adjacent to each other.



This indicates the character can perform a ranged "Attack 3" on all enemies in the cluster of seven hexes, so long as at least one of the depicted hexes is within Range 2.

➤ Push and Pull

Push and Pull are two effects, which, like conditions, can be attached to attacks or exist as stand-alone abilities. Each is accompanied by a number which indicates how many hexes the target can be pushed or pulled.

Push X: The target is forced to move up to X hexes away from the targeting figure. Each individual movement must place the target spatially farther away from the targeting figure.

Pull X: The target is forced to move up to X hexes toward the targeting figure. Each individual movement must place the target spatially closer to the targeting figure.

Targets can be pushed or pulled through their allies, but not through their enemies, obstacles, or walls. If a target is pushed or pulled into a hex containing a trap, the trap is sprung and the target suffers its effects. When a character performs a push or pull, they decide how far and in what direction the target is pushed or pulled. When a monster performs a push or pull, players still decide the direction, but the target must be pushed or pulled as far as possible. If there are not viable hexes into which a target can be pushed or pulled, the effect ends.

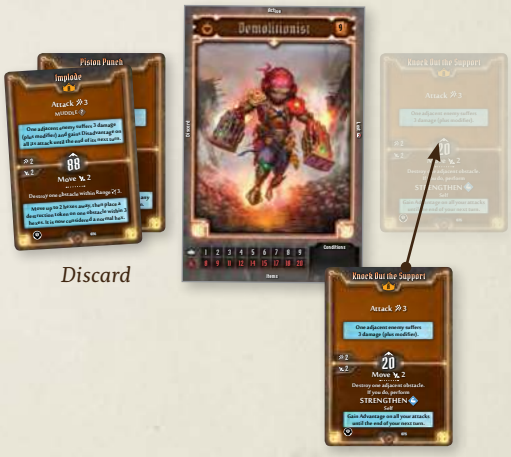
➤ New Negative Condition: Disarm

Disarm: The figure cannot perform any Attack abilities. This token is removed at the end of the figure's next full turn.

➤ Negating Damage Through Lost Cards

Any time a character suffers damage, either through monster attacks, springing a trap, or any other source, that character can choose to negate the entirety of that damage by losing cards instead of reducing their current hit point value. To negate any single source of damage, a character can either lose **one card from their hand or two cards from their discard pile**.

Lost cards are immediately moved to the character's lost pile on the right side of their character mat. Note that the two cards a character selects to play for the current round are not in their hand and are only moved to their discard pile during their turn. Players should be careful about losing cards, as doing so will reduce the number of rounds they will be able to play before they become exhausted, but losing cards can be preferable to taking damage, especially when that damage would exhaust the character anyway by lowering their current hit point value to 0.



Discard

Hand

Failing a Scenario

It is possible that all characters will become exhausted before you finish the scenario, resulting in failure. If this happens, you will need to set up the scenario again from the beginning and replay it.

All money tokens and experience (discussed in Scenario 3 on p. 20) earned up until the scenario was failed are carried over into the next attempt. All rewards from looting treasure tiles are also kept, but treasure tiles can only ever be looted once. Everything else in the scenario is reset.

In addition, if you are having significant trouble with a scenario, first make sure you are not overlooking any rules. If you are playing everything correctly, you can, at the start of a scenario, rotate all monster stat cards in the envelope to the level "0" section to make it easier.

New Monster Mechanics

Monster Ability Decks

Whereas in Scenario 1, the monster abilities were completely predictable, from now on, monsters will perform abilities every round based on a random card from their corresponding ability deck. *This deck of four "Basic Vermling Raider" cards should be shuffled and placed face down next to the Vermling Raider stat card.*

During card selection, after all characters have revealed their two cards for the round, flip over the top card from the ability deck of each monster set currently on the map (all Vermling Raiders are part of the same set, so one card is flipped for all of them). This card will now determine that monster set's initiative (1) and what abilities they will perform on their turn (2). Some of these cards have the shuffle icon in the bottom right corner (3), which means all played cards from this deck should be shuffled back into the deck at the end of the round (just like attack modifier cards).

As opposed to character abilities, which give specific values for moving and attacking, monster abilities provide value modifications for the monster's base stats. For example, if a monster ability says "Attack +1" and the monster's base attack value is 2, the monster would then perform an "Attack 3".

A monster only performs the abilities written on the card. If it doesn't say "Move", the monster doesn't move!

Because this scenario has two separate rooms of monsters, you may start a round where there are no monsters remaining on the map. In that case, do not flip over a new card for the Vermling Raiders and just take character turns until the door is opened.

Once the second room is revealed, if a monster ability card has not been flipped for the Vermling Raiders that round, immediately flip one. Either way, if the revealed monsters' initiatives are lower than the revealing character, they act immediately after that character's turn, signified by placing their initiative order token next in the order. Otherwise, they act normally in initiative order, and their initiative order token can be placed accordingly.

Monster-Trap Interaction

All monsters consider traps to be obstacles when determining focus and movement unless movement through a trap is the only way they can focus on a target. In this case, they will find a path to their focus moving through the fewest number of traps possible.

Example: *The monster (1) will focus on the Hatchet (a) for its melee attack because it considers the traps to be obstacles. If it had an attack with Range 2, it would instead focus on the Demolitionist (b), because it could attack without moving onto the traps.*

➤ Monster Ranged Attacks

Some monster attacks will now be accompanied by a range value, much like character attacks. All monster range attacks function exactly like character ranged attacks. When moving, a monster will only move the minimum distance required, up to its maximum movement value, to get within range to attack its focus.

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

A monster will only move following these rules if it is performing a ranged attack. If the monster is performing a melee attack or if it is not performing an attack (either due to DISARM or a lack of attack abilities), it will move normally, instead attempting to get adjacent to its focus.

Example: *The monster (1) has a "Move 3" ability and then an Attack ability with Range 3. It will focus on the Demolitionist (a) and then move two hexes to avoid Disadvantage from performing a ranged attack on an adjacent target.*

!

And with that, you know everything you need to know to play Scenario 2. Remember the structure of a round: **1) Card Selection**, **2) Ordering of Initiative**, **3) Character and Monster Turns**, *and* **4) End of Round.** *Begin by reading the introduction and special rules, then pick your cards for the first round, and return here when you've completed the scenario.*

Scenario 2 Complete

Congratulations on completing Scenario 2! Remember the scenario doesn't end until the end of the round in which the goal was completed, so you might have extra time at the end to pick up some last-minute loot. After that, make sure to read the conclusion text and rewards, take out the city map board to mark the scenario as complete, and then place the sticker for Scenario 3. Remember to fully refresh, recovering all cards, removing all condition tokens, and returning to maximum hit point values. Also, as a reward, each character received 25 gold, which we should deal with now along with the money tokens you collected during the scenario.

Recording Money Rewards

Each character should now *count how many money tokens they collected during the scenario and convert them into gold*. In all scenarios covered in this book, each money token is worth 2 gold. Each character adds their own collected gold to the scenario reward of 25 gold per character, marks this number down in the gold notes of their character sheet, and then returns the money tokens to the tray. As a character spends money or earns more money from future scenarios, revise this number to reflect their total gold. Characters cannot share gold or money tokens at any time.

City Interaction: Items

Starting now, in between each scenario that you play, characters may buy items, sell items to the shop, or trade items with other characters. Find the item deck in the game box, and, looking at the red side of the cards, pick out those with the numbers 01 through 13 written on the center left (A), then put the rest back in the box on the "Unavailable Items" side of the card divider. Items 01–13 are now available for purchase.

Buying Items: *Characters may pay the gold value to transfer an item from the available item supply in the shop to their own supply. Owned items can be logged in the "items" section of their character sheet. Characters can never own more than one copy of any one item.*

Selling Items: *Characters can sell items in their possession into the shop for half (rounded up) the gold value, which is added to the character's total gold.*

Trading Items: *Players can freely transfer items back and forth when between scenarios. Gold cannot be traded.*

In addition to the index number (A), item cards have other important information:

1. **Item name**.
2. **Gold value**. The cost and value of the item.
3. **Item type**. There are five types of items: head, body, feet, hands, and small items. Characters are not limited on the amount of items they can own, but they are only allowed to bring into a scenario one Head item, one Body item, one Feet item, two Hand items, and one Small item.
4. **Item function**. This text describes when an item can be used and what it does for the character. Items generally provide additional abilities or bonuses a character can use on their turn. Using an item is free and can be done in addition to the two actions from the character's ability cards. Some item effects may still be unfamiliar to you, but these will be explained in the Scenario 3 rules.
5. **Quantity**. How many of this item is in the game.
6. **Item usage**. The bottom right corner of the card will show how often an item can be used in a scenario.

   Consumed. The consumed icon means that it can only be used *once per scenario*. Once used, flip over the card to show it has been consumed.

   Spent. The spent icon means that it can be used *once per long rest*. Long rests will be described in Scenario 3. Once used, rotate the card 90 degrees to show it has been spent.

   Persistent. 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.

Go ahead and *buy any items you would like now*. When you are done, return the remaining items in the supply to the "Available Items" side of the card divider in the game box. Alternatively, if you would prefer to hold off on buying items until you've read the Scenario 3 rules, that is perfectly fine.

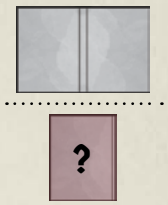
All characters should now retrieve their first two level "1" cards from their character's large box and add them to their pool of available ability cards (8 cards total). These cards are "Windup" and "Crushing Weight" (Demolitionist), "The Favorite" and "Retrieval" (Hatchet), "Swift Strength" and "Healing Sands" (Red Guard), or "Signs of the Void" and "Close to the Abyss" (Voidwarden). You can now either save your characters for another session or move on to Scenario 3 where we'll face new enemies and complications!

Scenario 3 Rules

Let's begin as always by turning to Scenario 3 in the Scenario Book and setting it up. This setup will be exactly like Scenario 2, placing money tokens, treasure tiles, and trap tiles where indicated. The traps are once again labeled "damage traps" in the key, so place one 3-damage token on each of them.

Instead of Vermling Raiders, we will be dealing with two new enemies: Zealots and Giant Vipers. Retrieve the stat cards, standees, and initiative order tokens for these monsters. There are 10 standees for the Giant Vipers, which means the stat card should be set into an envelope with 10 sections. Set both monsters to level "1", and set up the two Zealots in the starting room. After that, retrieve the two four-card monster ability decks labeled "Basic Zealot" and "Basic Giant Viper", shuffle them, and place them next to their stat cards. Do not reveal a Giant Viper card at the start of the first round, since there are no Giant Vipers in the first room.

You may notice a Supplementary Scenario Book icon in the Map Layout graphic. The line separating the main Scenario Book pages from the other page icon means that the Supplementary Scenario Book will only be used to display extra text that does not fit in the main two-page spread. When you finish this scenario, the conclusion and the scenario rewards can be found on the indicated page of the Supplemental Scenario Book.



Additional important text

Once setup is complete, there are then a few new rules to learn before playing the scenario.

New Scenario Features

Difficult Terrain

These hexes, contained within a purple border, are difficult terrain, which means a figure must spend 2 movement points at the same time to enter the hex. This extra movement is also taken into consideration when determining monster focus. Forced movements from Push and Pull are not affected by difficult terrain.

Section Breaks

On the second page of the scenario, you will see section breaks that look like this:

The text that follows is meant to be read only once the door with the corresponding number (1, in this case) has been opened.

New Action Mechanics

Experience

Some actions have an experience value attached to them, denoted by ✸. When that action is taken, 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 by rotating the wheel.

If the ✸ is just sitting on its own within an action, a character must still perform some part of the accompanying abilities to gain the experience (for instance, a character cannot perform an attack without having an enemy to target). Basic actions (p. 15) also never trigger the experience of the accompanying action. If the action specifies the experience is gained only through specific conditions written out in text, then that text must be satisfied to gain the experience. Characters do not automatically gain experience from killing monsters.

➤ Active Bonuses

Some actions can give a character bonuses that last until the end of the round, the end of the scenario, or it has been used a certain number of times. In all cases, when these actions are played, the card is placed in the character's active area above their character mat to keep track of the bonuses.

Some bonuses are tracked with character tokens (2), which you have a strip of in your character box. *At this point, you can punch these out and put them in your character's zip bag.*

Persistent bonuses are active from the time the action is played until either the end of the scenario or their allotted uses run out. In the latter case, there will be a number of use slots on the card (1) to track how often its effect is triggered. When placing the card in your active area, place one character token (2), found in the character's zip bag, on the first slot. 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 a icon (3), the character gains that experience. When the token moves off the last slot, remove the card from the active area, placing it either in your lost or discard pile depending on whether the action contains a lost icon. Characters must activate a persistent bonus and move the token any time its effect is triggered, even if no benefit is gained.

Round bonuses are active from the time the action is played until the end of the round, at which point the card will be placed in either your lost or discard pile, depending on whether the action contains a lost icon.

Cards with active bonuses can be moved to your lost or discard pile (depending on the lost icon) at any time before their duration is up; however, doing so immediately removes any bonuses and effects that were being applied by the action.

➤ Shield

"Shield X" is an active bonus ability that allows the character to suffer X less damage when being damaged from an attack, to a minimum of 0. This reduction takes place after attack bonuses and an attack modifier card is factored into the attack value. For instance, if an "Attack 2" is performed against a figure with "Shield 1", and a modifier card is flipped, the is applied first, increasing the attack value to 4, then the shield is applied, and the figure suffers 3 damage. Multiple shield bonuses stack with one another and can be applied in any order. A shield bonus only reduces suffering damage from an attack. It does not reduce suffering damage from any other effect, such as trap damage.

➤ Jump

Some Move abilities are modified by the Jump effect. If any movement is accompanied by jump, each hex of the movement is unaffected by all terrain and enemy figures. Jumping can move through obstacles and enemy figures, it does not spring traps, and suffers no penalty for entering difficult terrain. Figures cannot jump through walls, and any movement with Jump must still end in a viable hex (no other figures or obstacles). If any movement with Jump ends in a trap, the trap is still sprung.

New Conditions

Negative Conditions:

Poison: All attacks targeting the figure gain a +1 Attack bonus, applied before the attack modifier card. This condition is only removed if the figure is affected by a heal, but the POISON prevents the heal from increasing the figure's current hit point value.

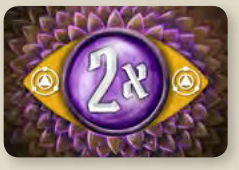
Wound: The figure suffers 1 damage at the start of each of their turns. This condition is only removed if the figure is healed, but the heal will still increase the figure's current hit point value (unless the figure had POISON as well, in which case both conditions would be removed and the heal would have no other effect).

Curse: Shuffle one Curse card into the figure's attack modifier deck. This card remains in the deck until it is drawn. Once it is drawn, it is then removed. A maximum of 10 Curse cards can be placed in any one attack modifier deck. Use the Curse cards with an (m) in the lower left corner for monsters and those with an (*) for characters.

Positive Condition:

Bless: Shuffle one Bless card into the figure's attack modifier deck. This card remains in the deck until it is drawn. Once it is drawn, it is then removed. There are 10 Bless cards, and they can be placed in any modifier deck.

Curse: *Functions exactly like a (⊘) card.*



Bless: *Functions exactly like a (2x) card.*

Note: Figures cannot have multiple instances of POISON or WOUND. Both Bless and Curse cards are removed from all decks at the end of any scenario.

Long Rest

Characters now have a new type of turn. Instead of selecting two ability cards to play at the beginning of a round, they can declare they will be performing a long rest. The long rest will constitute the character's entire turn for the round, which will occur on initiative 99.

On their turn, the character **chooses** one of their discarded cards to transfer to their lost pile and then returns the rest to their hand. The character also performs a "Heal (drop) 2, Self" action and uprights all of their spent items that have been rotated 90 degrees so they can be used again.

Long rests are a great way to increase your longevity in a scenario and reduce the randomness of short resting, but they must be used with caution, because if there are monsters on the map, they will still get to act and potentially attack you while you are resting.

Multi-Target Monster Focus

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.

There may come times when it is unclear how a monster will behave. Just do your best to have the monster behave intelligently and don't get too worried over the specifics.

Monster Active Bonuses

You will note that the new monsters you are facing have extra bonuses to the left (for the normal rank) and right (for the elite rank) of their base stats on their stat card. These are permanent active bonuses the monster has, which are always applied, regardless of what their ability cards dictate. If the bonus is a negative condition, as in this case, that negative condition is applied all its attacks.

And with that, you know everything you need to know to play Scenario 3. Read the introduction and special rules, but stop at the section break. Then, select your cards for the first round, and return here when you've fought through all three rooms and completed the scenario.

Scenario 3 Complete

Congratulations on completing Scenario 3! Make sure to play through the end of the round, then read the conclusion text and rewards. As always, mark the scenario as complete on the city map board and place the sticker for Scenario 4. Fully refresh your character, recovering all cards and items, removing all condition tokens, removing all Bless and Curse cards from each attack modifier deck, and returning to your maximum hit point value. Record the money you collected, with each token converting into 2 gold, and then we'll deal with experience.

Recording Experience Rewards

Each character should now note their experience total, tracked during the scenario on their experience dial each time they gained experience through an action. From now on, you will also gain additional experience for completing a scenario. Completing this and all other scenarios covered in this book rewards 6 experience to each character.

The total value of experience gained should be recorded in the XP notes of your character sheet. It takes 45 experience to reach level 2, so there's still a ways to go on that, but progress has been made.

Perks

Each character also received a perk as a scenario reward, which is a very powerful enhancement to your attack modifier deck. Each perk a character gains allows them to choose any one effect from the list on the right side of their character sheet, *check the box next to it, and then apply the effect to their attack modifier deck*. This can be some combination of removing bad cards from the deck or adding in more good ones from the separate deck of character-specific attack modifier cards in your character box (labeled "Halt!"). This change is permanent, so choose carefully. You will learn how to get more perks in the next scenario.

We have run into a potential problem that does need to be discussed, though. Advantage and Disadvantage force you to pick the best or worst out of two cards, but now that we have cards like "+1 WOUND", how can you decide whether that is better or worse than "+2"? In any case of character Advantage where you feel the choice would be ambiguous, choose whichever card you want. In the case of ambiguous character Disadvantage, however, apply the first attack modifier card drawn. Use your own judgment when determining what is ambiguous.

New City Interaction: Events

Starting now, each time you successfully complete a scenario, you must *encounter a city event. Before doing this for the first time, however, retrieve the "events" deck from the game box and shuffle the cards*.

Then, draw the top card of the deck and read the introductory text (1) on the front. This will be followed by two options (2), and the players must collectively choose one. Sometimes options are only available if specific requirements are met (for instance, a certain character must be present when the event is resolved).

Once — and only once — an option is chosen, flip the card over and read the corresponding outcome (A or B) based on that choice (3). This will consist of more flavor text and then specific effects. All effects must be applied, if possible.

Once this is done, place the event card on the "Encountered Events" side of the card divider in the game box, where it will never be used again. Then, place the remainder of the deck back on the "New Events" side.

City Event

Characters should now retrieve the remainder of their level "1" cards from their character's large box and add them to their other two level "1" cards, removing all level "A" and "B" cards permanently. The "A" and "B" cards will never be used again. The rest are your full set of level "1" cards, which you will have access to for the rest of the campaign.

Each character now has a different number of cards in their pool of available ability cards depending on their hand limit, specified in the top right corner of their character mat. You can either save your characters for another session or move on to Scenario 4 where we'll face a longer scenario with more new enemies and a new goal!

Scenario 4 Rules

Begin by turning to Scenario 4 in the Scenario Book. You will notice that the map artwork is not complete along the bottom edge. From this point on, some scenario maps may be bigger than a two-page spread can hold and require supplemental space, which can be found in the Supplemental Scenario Book. Any time this book is required, the Supplemental Scenario Book page will be shown attached to the two-page spread with no line in between.

Open the Supplemental Scenario Book to the page indicated, fold it over so only the single page is showing, and line it up next to the Scenario Book as shown. In addition to supplemental map art, this extra page might also contain important text.

Extra map area

New Setup

Full Monster Ability Decks

Now, *place all money tokens, treasure tiles, and trap tiles (with 3-damage tokens) as normal, then retrieve the scenario monsters*: Zealots and Stone Golems. From now on, when setting up a scenario, retrieve the monsters' full eight-card ability decks. All four-card "basic" decks (for Vermling Raiders, Zealots, and Giant Vipers) will never be used again.

Spawning Monsters

Set the monsters to level "1" and then, because this scenario is a single large room, set up all indicated monsters. Instead of introducing new monsters to the scenario by opening doors, more monsters will be added later through **spawning**. The special rules of the scenario will dictate how and when these monsters will spawn. When a monster is spawned, it is set up on the map at its spawning location or the empty hex nearest to that location. Spawned monsters are treated exactly like they were set up as part of revealing a room and will always act in the round they are spawned.

Element Board

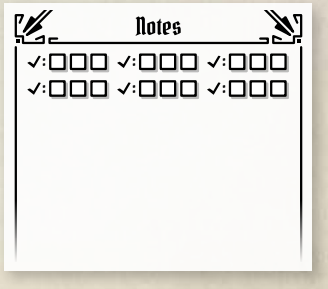
Now, *retrieve the element board from the game box and place the six element tokens from the tray on the "Inert" column*. This board will be discussed further on the following page.

Battle Goals

The last new aspect of setup is the deck of battle goals. From now on, at the start of each scenario, *retrieve the deck of battle goals from the game box, shuffle it, and deal two random cards to each character in secret*. 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 (1), they will gain one check mark (2). If the scenario is lost, the characters receive nothing from their battle goals. Win or lose, the card is then discarded and a new battle goal will be chosen in the next scenario.

Check marks are tracked in the bottom right area of a character's sheet, below the perks. A character can have a maximum of 18 check marks, and for every three check marks gained, the character will unlock a new perk.



Set up the rest of the scenario as normal, with players now using their full hand limit of level "1" ability cards. Then, we'll learn a few new rules before playing the scenario.

New Action Mechanic: Elements

Now, let's talk about the element board. As you can see from your new cards, some actions have an elemental affinity associated with them. If any of these icons is visible by itself in an action's text, it means that by performing any part of that action, the figure *must* infuse the battlefield with that element. This is represented by moving the corresponding element's token to the "Strong" column of the board **at the end of the turn** in which the action was performed. 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".

Fire *Ice* *Air* *Earth* *Light* *Dark*

Elemental infusions can be consumed 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. If an ability contains multiple separate augments, the character may choose which ones to use. **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.

Just like characters, monsters also have abilities that infuse and consume elements. Monsters 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

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

1. Infuse Fire with Flaming Sickle (top action) at the end of the turn

2. Fire wanes at the end of the round

3. Consume Fire with Twirling Stabs (bottom action)

Example: *On the Red Guard's turn, they perform the top action of Flaming Sickle, which infuses Fire on the element board at the end of their turn (1). At the end of the round, the Fire wanes, moving from "Strong" to "Waning" (2). On the Red Guard's turn in the following round, the Fire is still available to use, so they perform the bottom action of Twirling Stabs and consume the Fire, moving it back down to Inert (3), to add* WOUND *to their attack and gain one experience point.*

New Scenario Feature: Objectives

These hexes, contained in a yellow border, are objectives. Objectives are tied to the goal of some scenarios, including this one, and will need to be destroyed. Their maximum hit point values are defined by the special rules of a scenario, and this definition often includes "C", which stands for the number of characters at the start of the scenario. So if there were three characters, "C+1" would be 4. Objectives can only be destroyed by reducing their current hit point value to 0. To track this, any time an objective suffers damage, place the damage tokens directly on it.

Objectives are considered to be enemies to characters and can be targeted by attacks, though objectives are unaffected by all negative conditions and forced movement such as Push and Pull. Similar to an obstacle, no figure can move through an objective (unless they are jumping), but objectives are not obstacles. Once an objective is destroyed, place a destruction tile on it to show it is now a normal, traversable hex.

You're now ready to go play Scenario 4. Read the introduction and special rules, but stop at the section break, which you will notice requires certain criteria to be met this time. Once that criteria is met, immediately read the section break and its special rules. The same applies for the second section break. Now, select your cards for the first round, and return here when you've completed the scenario.

Scenario 4 Complete

Congratulations on completing Scenario 4! As always, play through to the end of the round, read the conclusion text and rewards, then update the city map board. Make sure to record your gold (2 per money token) and experience gained (including the 6 bonus scenario experience), and also record one check mark if you achieved your battle goal. Your reward this scenario is a new item, which can be found by looking up its index number in the item deck. Unlike previous rewards, only one character will get this, so it is up to the players to decide which individual character it goes to. Then encounter a city event.

Characters should now also retrieve their three level "X" cards from their character's large box and add these to their pool of available ability cards.

These "X" cards will be available for the rest of the campaign and are intended to give you more options and flexibility going into a scenario. Characters are still only ever allowed to bring into a scenario a number of cards equal to their hand limit in the upper right of their character mat. Now that you have three more cards, you will have to choose which three cards to leave behind when starting a scenario. You can look at the upcoming scenario information before making this decision. If you aren't ready to make those decisions, simply leave behind the "X" cards. They are typically more complicated and situational than a character's "1" cards, but, under the right circumstances, they can be very useful. You can now save or move on to Scenario 5 and your first boss.

Scenario 5 Rules

Begin by turning to Scenario 5 in the Scenario Book, and then set up the scenario, including the Supplemental Scenario Book. The main new feature of this scenario is that you will be fighting a boss at the end. First, however, let's deal with the two separate trap types in the scenario key. The first type are normal damage traps and should have 3-damage tokens placed on them, but the second type, as indicated by the key, apply conditions instead of damage and should have these condition tokens placed on them.

Along with the other listed monsters, retrieve the "Boss" monster ability deck and the "Blood Tumor" stat card and standee. Place the stat card in a normal 6-section envelope. Do not set up the boss yet, though, since it is in the final room. Also, note that opening this last door will trigger reading the first section break, which will provide more special rules pertaining to the boss.

Blood Tumor Standee

Boss Mechanics

All bosses act using a universal "Boss" monster ability deck. Most of this deck consists of cards that say "Special 1" or "Special 2", denoting that the boss will use one of its two special abilities on its turn. These special abilities are detailed on the boss' stat card (1). Bosses' stats are often based on the number of characters, which is signified by the letter "C" (2). Bosses are also immune to certain negative conditions. These immunities are specified on the left side of the stat set, under the level (3). Also note that this particular boss has a "-" for its base movement value (4). This means that it cannot move, even if it has a Move ability on one of its ability cards, though it is still affected by Push and Pull and can be moved via granted actions.

Blood Tumor Boss Stat Card

And so, now you are prepared to face your first boss! Remember to deal out battle goals and set up the element board. This scenario, the final one covered in this book, is more challenging than the previous scenarios. The goal, however, is simply to kill the boss, not all the monsters. At the end of the round in which the boss is killed, if at least one character is not exhausted, the scenario will be complete. If you do happen to fail, refer back to p. 16 for the rules on that. Good luck!

Scenario 5 Complete

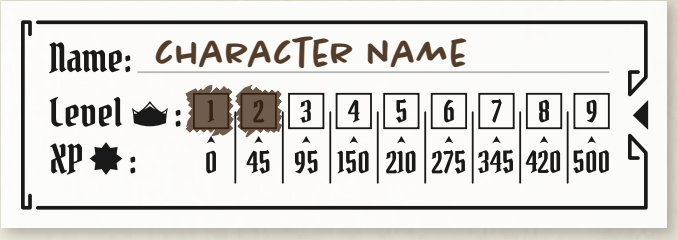
Congratulations on killing the boss and completing Scenario 5! Make sure to read the conclusion text and rewards, update the city map board, and record any check marks, gold (2 per money token), and experience gained (including the 6 bonus scenario experience and the scenario reward). You should now have over 45 experience, which is enough to level up! This is the last thing we need to cover, but remember to encounter another city event before we move on.

New City Interaction: Leveling Up

After any scenario, if you have a total experience value equal to or higher than the threshold to the next level, which is written below the levels on your character sheet, then *mark that you have reached the next level and perform all the leveling up steps*:

1. When going up to level 2, take the two level "2" cards from your character's large box and **choose one** to add to your pool of available ability cards. When leveling up, you will always get to add one new card equal to or lower than your new level. For instance, when you reach level 3, you will select one card from either the two level "3" cards, or the level "2" that you aren't choosing now.
2. Gain one perk, as discussed on p. 24.
3. Increase your maximum hit point value, which is always the white number on your character mat below your current level.

When characters level up, they do not reset their total experience value. A character can never lose experience.



Leveling up to level 2

Level 2 Health (Red Guard)

Scenario Level

Now that you have leveled up, you may be thinking it is time to increase the levels of the monsters. It is not, but now is a good time to talk about scenario level. You played the first five scenarios on scenario level 1 and, thus, with monsters on level 1. The recommended (i.e. "Normal") scenario level is **the average level of the characters divided by two and rounded up**. So, if all characters are is now level 2, the average level divided by two would still be 1. Only once someone reaches level 3 should you then increase the scenario level to 2. However, you are now free to adjust the scenario difficulty as you choose. To play on "Easy" difficulty, reduce the recommended scenario level by 1. To play on "Hard" difficulty, increase the recommended scenario level by 1, and for "Very Hard", increase it by 2. At your current level, that would mean scenario level 0 would be easy, 1 would be normal, 2 would be hard, and 3 would be very hard.

The scenario level will have a number of effects on the scenario. The monster level (i.e. the stat group you use by rotating the card in the envelope) is always equal to the scenario level.

In addition, trap damage, money token conversion (how much gold you get for each money token collected), and bonus experience for completing a scenario all go up as the scenario level goes up according to 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

For now, if you are not sure what difficulty you'd like, it is recommended you just keep playing on scenario level 1, and increase it to level 2 once at least one character reaches level 3.

Final Rules

There are a few other rules we weren't able to introduce yet that you will need as you go deeper into the campaign. These are outlined below, but also note that the Rules Glossary contains a comprehensive detailing of all the rules in the game. If you ever have a question about anything, you will find the answer there.

- If a player can't make it to a game, or you have an extra player who wants to try the game out, feel free to add or subtract players as needed. The game can easily accommodate two to four characters, and the scenario level scales to the average level of these characters, so it's okay if a character falls behind or if you start out a new character at level 1 (with all their level "1" and "X" cards) even if you are a higher level. It will just be up to you to teach a new player how to play.
- Some bosses' abilities are too complicated to summarize on their stat card. In these cases, you can find a more full description in the scenario special rules.
- If you ever run out of a specific set of monster standees when setting them up, simply place what you can, starting with the elite monsters, and then don't set up the rest.
- When you reach level 3, not only will the scenario level increase, but you can also hold an additional small item. Each character can bring into a scenario a number of small items equal to half their level, rounded up.

- When a character reaches level 5, they will open up the other pack of ability cards in their deck, which has their higher level cards and some special instructions.
- If you get in the weeds on figuring out how a monster behaves, there is an extensive appendix on monster behavior on p. 26 of the Rules Glossary, full of illustrated examples.
- Some monsters also have Loot abilities. When a monster loots a money token or a treasure tile, return it to the tray for no effect. You'll have to start the scenario over if you want a treasure tile that was looted by a monster.
- Some abilities refer to "empty" hexes. A hex is empty if it is within the walls of a scenario, is not difficult terrain, and does not contain a figure, obstacle, objective, or trap. Open doors and destroyed obstacles and objectives are all considered empty hexes, unless the hex also contains a figure or trap.
- Some scenario rewards will cause you to close scenarios, which means they must be marked off on the city map board and can no longer be played. You won't play all scenarios in the game as part of the campaign. Sometimes choices must be made.
- If you would like to start the campaign over for whatever reason, it will be difficult to reverse the city map board, but everything else is just decks of cards and can be reset. There is a white number at the bottom of each card. Just arrange all the decks in order according to those numbers, and get a new character sheet for each character.

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