

## Monster Turns

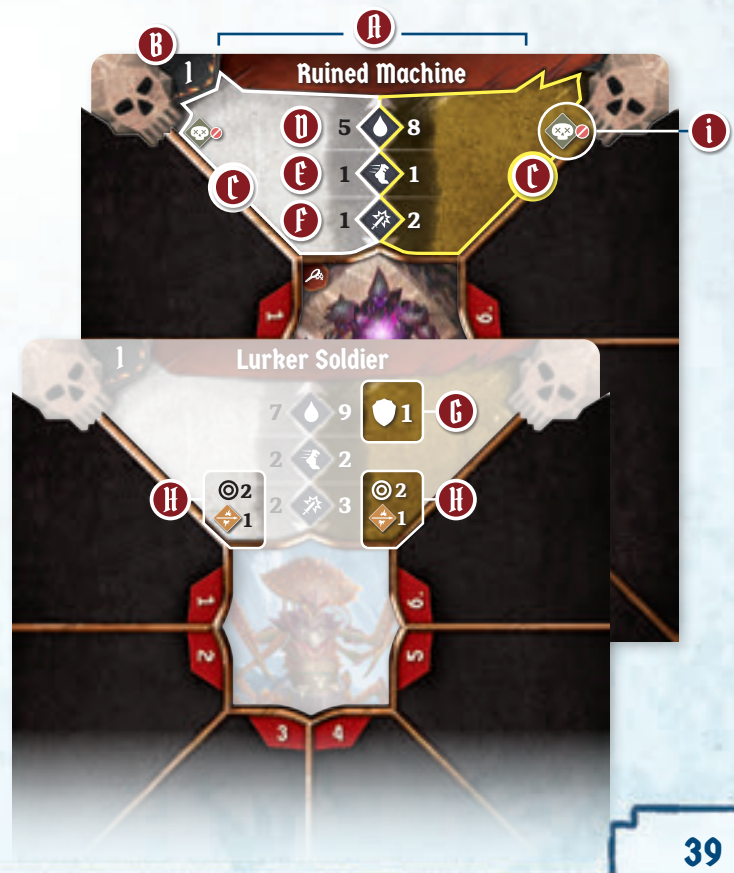
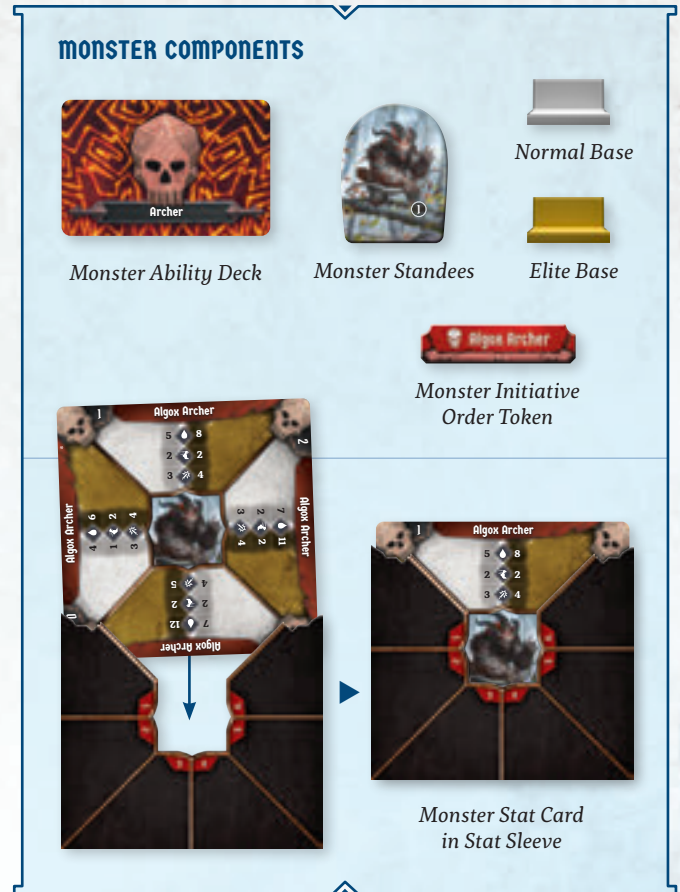
On a monster's turn, it performs abilities based on the ability card drawn for its monster set. These abilities are determined by a combination of its stat card and the drawn ability card. Monster abilities are automated, following specific guidelines, so that very few decisions about monster behavior need to be made by the party.

### ► Monster Stat Cards

Each monster type has a double-sided **monster stat card**, which determines its base stats at every level. To set the level for a monster type, its stat card is inserted in a stat sleeve so that only the relevant stats are shown. Each stat sleeve has a six-section side and a 10-section side. The side to use for a monster type depends on whether that type has four to six standees or 10 standees.

A monster stat card can have the following:

- A** **Monster Name:** The name of the monster type.
- B** **Monster Level:** This level, which matches the scenario level, indicates how to insert the stat card into the stat sleeve.
- C** **Monster Rank:** These subsections show stat blocks for normal monsters (left) and elite monsters (right) of this type.
- D** **Hit Point Value:** This is the total amount of damage that a monster of this type can suffer before it dies.
- E** **Movement Value:** This is the base amount of movement points that a monster of this type gains when performing a move ability.
- F** **Attack Value:** This is the base amount of damage that a monster of this type deals when performing an attack ability.
- G** **Persistent Bonuses:** These are active bonuses that a monster of this type has for the entire scenario.
- H** **Attack Effects:** These are effects that apply to all attack abilities performed by a monster of this type.
- I** **Condition Immunities:** These are conditions that a monster of this type is prevented from gaining due to immunity.



## ► Monster Ability Cards

Each monster set has a deck of **eight monster ability cards**. After the characters have selected and revealed their ability cards for the round, an ability card is drawn for each monster set with at least one figure currently on the map. This ability card determines when and how the monsters in that set will act during the round.

A monster ability card can have the following:

- ❄️ **A** **Card Name:** A thematic name for the card.
- B** **Initiative Value:** This value determines when the monsters in this set act during the round.
- C** **List of Abilities:** This list indicates which abilities the monsters in this set perform on their turns, if possible, and in what order.
- D** **Shuffle Icon:** At the end of the round in which a card with the shuffle icon is drawn, the discard pile is shuffled back into the deck.
- E** **Set Name:** The name of the monster set is listed on the card back.

**The monsters in a set only perform the abilities listed on the ability card drawn for the current round.** For example, if their ability card does not list a move ability, they will not move. If their ability card does not list an attack ability, they will not attack.

Sometimes the rules in this section might not fully clear up ambiguity regarding how a monster should act. In such cases, the party gets to decide the ambiguous choices. This decision does not have to result in what is best for the monster.

Appendix B provides a concise, illustrated guide for how monsters take their turns (see p. 74).

## ► Monster Acting Order

A monster set acts based on the initiative value on the ability card drawn for the current round. During their position in the initiative order, all monsters of the type act, starting with the elite monsters in ascending standee number order, then the normal monsters in ascending standee number order. Each monster completes its turn before the next monster acts.

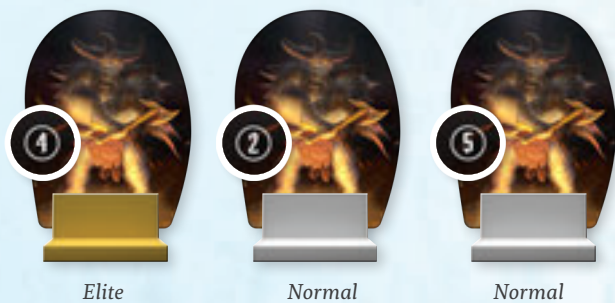


### MONSTER ABILITIES



**Example:** The Algox Archer ability card Power Shot has no move ability, so Algox Archers will not move this round. They will focus on the closest enemy within 5 and perform +1 against them.

### MONSTER ACTING ORDER



**Example:** The Algox Guards are next in the initiative order. The #4 elite monster acts first, followed by the #2 normal monster, then the #5 normal monster.

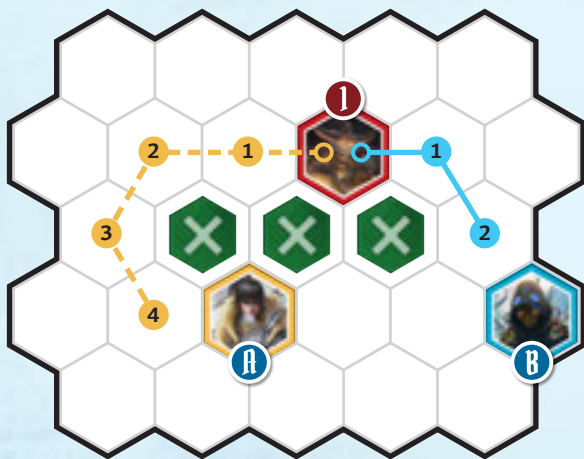
## ► Focus

At the start of its turn, a monster finds a focus. This focus is **the enemy it can perform its attack on using the fewest movement points**. **Determining the shortest possible path takes into consideration the effects of difficult terrain and icy terrain.**

For a melee attack, the monster identifies the shortest possible path to a hex from which it can perform the melee attack. For a ranged attack, the monster identifies the shortest possible path to a hex from which it can perform the ranged attack within the specified range. If the monster cannot attack on its turn, either because it does not have an attack ability or because it has disarm, it focuses as if for a single-target melee attack.

If the shortest possible path would bring the monster within range of multiple enemies, it focuses on the one who is closest by range to its current hex. If those enemies are all equally close, it focuses on the one who acts earliest in the initiative order.

### FOCUS



**Example:** Even though the Algox Guard ① is closer by range to the Banner Spear ①, it can perform its melee attack on the Blinkblade ② using fewer movement points, so it focuses on the Blinkblade.

## ADDITIONAL FOCI

If a monster's attack ability allows it to attack multiple targets, it first finds a primary focus, then finds additional foci for the extra attacks. The monster does this by identifying the shortest possible path to a hex from which it can attack its primary focus and as many additional targets as the attack ability allows during its current turn.

## PATH PRIORITY

Monsters always prioritize a path that triggers the fewest negative hexes, like traps and hazardous terrain, even when that means not maximizing targets. Monsters only trigger negative hexes when there is no other viable path to attack an enemy. For example, if a monster could attack by moving two hexes and springing a trap on the way, or by moving 10 hexes and avoiding the trap, it would take the longer path.


It does not matter whether the monster can actually reach the end of the path on its current turn. As long as there is a path to reach a hex from which to attack an enemy, the monster can focus on that enemy. Focus does not require line-of-sight.

## NO FOCUS


It is possible that a monster is unable to find a focus if it cannot reach a valid hex, given infinite movement, from which it can perform its attack. In such cases, the monster does not move or attack but still performs any other abilities listed on its ability card.





## ➤ Monster Movement

Once a monster has found a focus and identified its path to that focus, it then performs the abilities listed on its ability card in order—the first of which is usually to move. A monster only moves on its turn if “ ± X” is listed on its ability card. This move ability gives the monster an amount of movement points equal to its base move stat (found on its stat card) modified by X (either positive or negative).

A monster always uses the fewest movement points required to maximize its attacks for its current turn. If a monster cannot attack its focus on its current turn, it only moves if it can shorten the path to its focus. When a monster performs a ranged attack on an adjacent target, it first moves away from that target if possible, so that the attack does not have disadvantage. **When a monster performs ranged attacks on multiple targets, it moves to attack the most possible targets (including its focus), with the fewest possible disadvantaged attacks, while using the fewest possible movement points.**

Having abilities other than  listed on its ability card does not affect a monster’s movement in any way. It will simply move according to the above rules and then perform its other abilities as fully as possible.

## ➤ Monster Attacks

A monster only attacks on its turn if “ ± X” is listed on its ability card. This attack ability allows the monster to attack using its base attack stat (found on its stat card) modified by X (either positive or negative). **The range of the attack is specified on the ability card. If no range is specified, it is a melee attack. If a monster lists multiple targets as an attack effect on its stat card, the number of targets can be modified by “ ± X” effects.**

A monster only attacks its focus (or foci in the case of multiple targets). When its ability card lists multiple attack abilities, a monster can perform all of those attacks on a single focus. If a monster kills or exhausts its focus and still has attacks remaining, it will use the focus rules to find a new focus.

### NO MONSTER PATH



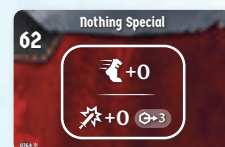
**Example:** The Blinkblade (A) is the only character on the map. The Algox Guard (I) cannot find a valid hex from which to perform a melee attack, because all hexes adjacent to the Blinkblade are occupied or invalid, so the Algox Guard cannot find a focus and does not move.


### BLOCKED MONSTER PATH



**Example:** The Algox Guard (I) wants to be adjacent to the Blinkblade (A) to perform a melee attack. It has a path to an adjacent hex, but only 1 movement point. Since that cannot bring the Algox Guard closer to its focus, it does not move.

### RANGED MONSTER ATTACK



**Example:** The elite Algox Archer (I) has 2 movement points, but only needs 1 to perform its  3 attack on either the Geminat (A) or the Boneshaper (B). So the Algox Archer moves one hex closer and attacks the Geminat, who acts earlier in the initiative order.

## ► Other Monster Abilities

- ◆ **Active Bonuses:** Active bonuses from a stat card are active at all times, even if the monster is stunned. Active bonuses from an ability card are only active once the monster has taken its turn, but they remain active until the end of the round, even if the monster is later stunned. Multiple active bonuses, from either type of card, stack with one another as a single effect.
- ◆ **Heal Abilities:** The monster heals itself or an ally within the specified range. It always targets the monster within range that has the greatest difference between its current and maximum hit point values.
- ◆ **Loot Abilities:** Monsters do not perform end-of-turn looting, unlike characters, but some monsters have loot abilities. In such cases, the monster loots all loot tokens within the specified range, removing them from the map. These loot tokens are not dropped by the monster when it dies. Monsters are unable to loot treasure tiles.
- ◆ **Negative Targeted Abilities:** The monster uses the focus rules to find the targets for these abilities as if they were attack abilities, but this does not affect how it moves.

- ◆ **Positive Conditions:** The monster applies the condition to itself or an ally within the specified range. It always targets the monster at the closest range that does not already have the condition. If there is a tie for closest range, it targets the monster that acts earliest in the initiative order.

- ◆ **Summon Abilities:** Some monsters can summon other monsters onto the map. Monster summons behave just like other monsters, acting according to the monster ability cards of their set.

A monster summon must be placed in an empty hex adjacent to its summoner and as close to an enemy as possible. If there is no adjacent hex available, or no standee of the corresponding monster type, the figure is not summoned. Monster summons never take a turn during the round in which they are summoned. When a summoner is killed, its monster summons remain on the map.

If a monster summon does not have a monster ability card drawn for its set this round, draw one to determine an initiative value solely for the purpose of determining the focus of other figures' abilities.

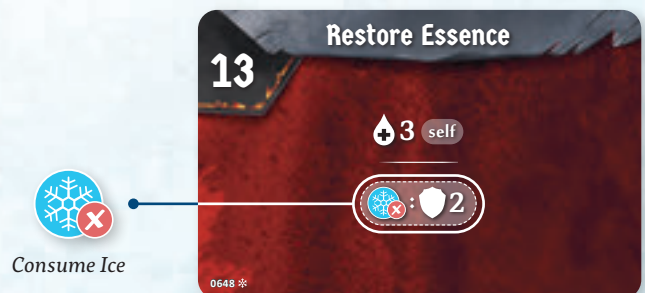
## ► Monsters and Elements

Monsters can infuse and consume elements.

- ◆ **When a monster ability card depicts an infusion or consumption, it triggers if at least one monster of the set performs an ability.** An infusion occurs when the last monster of the set ends their turn, while a consumption occurs when the first monster of the set starts their turn and benefits every monster of the set.

If any monsters of the same set act later in the initiative order, because they were revealed or spawned, they do not gain the benefit of a previous consumption, but they can consume an element that was infused in the intervening time.

If a monster infuses or consumes a wild or mixed element, the party decides which element is infused or consumed.



## ► Revealing and Spawning Monsters

Other than when summoned, monsters can be added to the map in two different ways:

- A Revealing Monsters:** When the section book indicates that monsters are revealed in a new room, add them to the map immediately, along with any indicated overlay tiles or tokens, as you would when setting up a scenario.
- B Spawning Monsters:** If the scenario rules indicate that monsters spawn in specific locations at specific times, add them to the map when specified. If a specified location is not empty, place the monster in the closest empty hex instead.

Unlike monsters that have been summoned, monsters that have been revealed or spawned act during the same round in which they were added to the map. If a newly added monster set does not have an ability card drawn for the current round, draw one now.

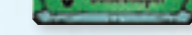
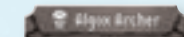
- ❄️ **Check the initiative value for the sets of all added monsters.** If their initiative value comes after the acting figure's initiative value, their initiative order token should be in its normal position; they will act in normal initiative order. If their initiative value comes before the acting figure's initiative value, move or insert their initiative order token after the acting figure's token; they will act next. When multiple new monster sets would act next, order their tokens based on initiative values.

When monsters are added to the map, if there are not enough standees of the right type, place as many monsters as possible, starting with elite monsters, in order of proximity to an enemy. Once the standees run out, do not place the remaining monsters. If there are not enough bases of the right color, place the remaining monsters without bases.

## ► Named Monsters

Named monsters are a special class of monster. For some scenarios, the goal is to kill a unique variant of a monster type, which is given a name in the scenario rules. **Place named monster standees in red bases to identify them.** Named monsters are not considered normal or elite, so they are not affected by abilities that target those ranks. Named monsters act before elites of the same type.

### REVEALING MONSTERS



**Example:** The Banner Spear **A** uses a 4 ability at initiative 67 and opens a door after using 2 movement points. As a result, the adjacent room is revealed.

First, three Algox Archers must be added to the map, but there are only two standees left, so only two are placed **1**. The Algox Archers in the previous room already acted on initiative 44, but these new Algox Archers will also act this round, so their initiative order token is moved to directly after the Banner Spear's token.

Next, one Snow Imp is added to the map **2**. Because no Snow Imps were in play yet, an ability card must be drawn for the monster set. The card shows initiative 24, so their initiative order token is inserted after the Banner Spear's token but before the Algox Archer token.

Finally, the Banner Spear resumes their turn, using their remaining 2 movement points and any other abilities.

## ► Bosses

Bosses are a special class of monster. They use a different type of stat card and a special boss ability deck.

❄️ Place boss standees in red bases to identify them.

Bosses are not considered normal or elite, so they are not affected by abilities that target those ranks. In addition to providing stats, a boss's stat card describes its special abilities, which are activated by its ability cards. A boss's stats might refer to "C," which represents the number of characters in the scenario.

If the special abilities of a boss are too complex to fit on its stat card, the scenario rules will provide more information.

## ► Monster Damage and Death

When a monster suffers damage, place damage tokens on its stat sleeve in the section corresponding to its standee number. As soon as the total amount of damage suffered by a monster is equal to or greater than its maximum hit point value, it dies.

When a monster dies, remove its standee from the map, clear all tokens from its section of the stat sleeve, and place a loot token in the hex where it died, even if it was summoned or spawned, unless it was a scenario ally. No attack effects can be applied to a monster after it dies. If a monster dies while performing one of its own abilities, it cannot perform any other abilities.

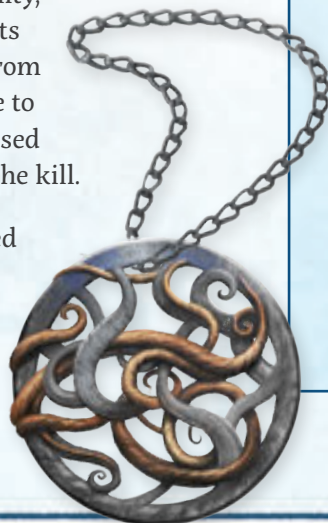
❄️

### KILL CREDIT

Certain battle goals, personal quests, and abilities require characters to track their kills. Summons pass credit for their kills to their summoner.

If a monster dies from damage caused by an attack, retaliate bonus, or suffer damage ability, the figure who caused the damage gets credit for the kill. If a monster dies from damage caused by a negative hex due to forced movement, the figure who caused the forced movement gets credit for the kill.

If a monster dies from damage caused by wound, bane, another monster, or a negative hex due to voluntary movement, no kill credit is given.



Level      Boss Name      Condition Immunities

The image shows the 'Frozen Fist' boss stat card and its corresponding rank on a scenario map. The stat card is a dark red card with a blue border. It features a boss illustration on the left, a level indicator '1', and the boss name 'Frozen Fist'. The card lists stats: 'Cx15' (characters), '3' (wound), and 'Cx2' (bane). It also has two special abilities: '1: +0' (with a snowflake icon) and '2: 2' (with a shield icon). The card is shown with a 'Damage' section at the bottom. To the right, a 'Boss Rank (Scenario Map)' shows a red hexagon with a boss standee and a skull icon.

Frozen Fist Boss Stat Card

Boss Rank (Scenario Map)

### MONSTER DAMAGE

The image shows the 'Algox Guard' monster damage stat card. It is a dark red card with a gold border. It features a monster illustration in the center, a level indicator '1', and the monster name 'Algox Guard'. The card lists stats: '7' (hit points), '12' (wound), '3' (wound), and '3' (bane). It also has a '3' (bane) stat. The card is shown with a 'Damage' section at the bottom. The card is placed on a scenario map with a red hexagon and a skull icon.

**Example:** The #3 Algox Guard suffers 1 ❄️ and stun from an attack. As a result, a damage token and a stun token are added to its section of the stat sleeve. The #6 Algox Guard already has 3 ❄️, suffered from a previous attack.

## 4. End of Round

After all figures on the map have taken a turn (except figures that were summoned during the round), the End of Round step begins. Perform the following operations in order:

- 1 Trigger any end-of-round effects in the scenario rules or on items or character ability cards.
- 2 If any drawn attack modifier card or monster ability card has a shuffle icon, shuffle the corresponding discard pile back into the deck.
- 3 If any character ability card in a character's active area has a round bonus, place it in their discard pile or lost pile, depending on whether the action has a lost icon.
- 4 Any character who has at least two cards in their discard pile may perform a short rest (see p. 38).
- 5 Move any infused elements one column to the left on the element board, from strong to waning or from waning to inert.

## Common Scenario Rules

- ❖ **Allies:** Certain figures are allies of the party. Each ally is represented either by a monster standee, in which case their stats are defined by their monster stat card, or by a numbered scenario aid token, in which case their stats are defined by the scenario rules. When multiple numbered tokens are used to represent allies, randomize them to determine their acting order. Like summons, allies are not controlled by any character, obeying automated monster rules instead. **When allies attack, they use the ally attack modifier deck.**
- ❖ **Equations:** Certain variables, such as hit point values for objectives or named monsters, are determined by equations. These equations can depend on scenario level (L), number of characters (C), or maximum hit point value of an elite monster of the relevant type (H). For example, if a named Polar Bear has  $(C \times H)$  hit points, then its maximum hit point value is equal to the number of characters multiplied by the maximum hit point value of an elite Polar Bear.
- ❖ **Escaping:** Certain scenarios require the party to escape. In these scenarios, certain hexes on the map are designated as escape hexes. If a character ends their turn in an escape hex, they may escape. Their figure is then removed from the map, along with their summons and tokens. Escaped characters can no longer participate in the scenario in any way.
- ❖ **Linked Hexes:** Certain hexes on the map are linked to each other. Linked hexes are considered adjacent for the purpose of movement. There is no line-of-sight between linked hexes, but figures can find focus through linked hexes.
- ❖ **Locked Doors:** Certain doors are locked at the start of the scenario. Locked doors cannot be opened normally. They act as walls until the specified conditions which unlock them have been met. Once unlocked, they can be opened normally.
- ❖ **Round Track:** If a scenario has effects that occur at specific times, the rounds can be tracked via the round track at the top of the element board. Advance the round marker one space at the end of each round.
- ❖ **Scenario Aid Tokens:** These numbered or lettered tokens represent allies or loot or even act as reminders for special rules, such as where enemies spawn or when to read a section. These tokens do not affect the empty status of a hex, unless they are representing a figure.








## Ending a Scenario

When a scenario ends, it is either lost or completed, depending on which conditions occur. The scenario is lost if all characters become exhausted or some other loss condition listed in the scenario rules occurs. The scenario is completed if the specific goal listed in the scenario rules is achieved.

Once the end of the scenario is triggered, play continues until the current round is over, and then the scenario ends. If the scenario would be both lost and completed in the same round, the scenario is lost.

Each character recovers all of their discarded and lost ability cards, recovers all of their spent and lost items, and resets their red dial to their maximum hit point value. All conditions are removed from the characters. All , , and  cards are removed from the attack modifier decks. All battle goals are shuffled back into the battle goal deck.



If there are any loot tokens or treasure tiles still on the map when the scenario ends, they cannot be looted. Looting can only be performed during the scenario.

Each character notes how much experience they gained during the scenario. The base experience is shown on their blue dial. If the scenario was completed, each character gains bonus experience based on the scenario level (see p. 16). The total is then added to the current experience total on their character sheet.

Each character notes how much gold they gained during the scenario. **The base gold is shown on their loot cards. Whether the scenario was lost or completed, this amount is multiplied by the current conversion rate, which is based on the scenario level (see p. 16).** The total is then added to the current gold total on their character sheet.

### ↳ Lost Scenario ◀

If the scenario was lost, the party chooses between the following options:

-  **A Return to Frosthaven:** Characters gain the resources from their loot cards, and all experience, gold, and treasure gained during the scenario is kept. The Outpost Phase occurs (see p. 59). The party can then attempt any available scenario, including the scenario they just lost, and they resolve a road event if necessary.
-  **B Replay the Scenario:** Characters do not gain the resources from their loot cards, but all experience, gold, and treasure gained during the scenario is kept. The Outpost Phase does not occur. The party must then attempt the scenario again, but they do not resolve a road event.



## Completed Scenario

If the scenario was completed, the party performs the following steps:

- ❄️ **1 Looted Resources:** Each character gains any resources from their loot cards. Resources are tallied on their character sheet.
- 2 Battle Goals:** Each character gains any checkmarks from achieving their battle goal. Checkmarks are tracked on their character sheet. For every set of three checkmarks, the character gains a perk mark (see p. 63).
- ❄️ **3 Masteries:** Each character gains one perk mark for any new mastery they achieved during the scenario. Even if they became exhausted during the scenario, they can still achieve a mastery if its requirements were met at the time they became exhausted. Each mastery can only be achieved once per character.

Sticker 8

- 5 Scenario Conclusion:** Read the conclusion of the scenario, which is found in the section indicated by the specific goal for the scenario.





- 6 Scenario Rewards:** Gain any scenario rewards listed after the conclusion. However, the rewards from each scenario can only be gained once per campaign, so skip this step if replaying a completed scenario. These rewards can include scenario unlocks, experience, gold, checkmarks, items, and more. If the party is required to lose something, they cannot lose more than they have. If an item is gained, find one copy of that item in the unavailable supply and add it to any character's pool of items. If an item blueprint is gained, find all copies of that item in the unavailable supply and add them to the available supply. **When a scenario is unlocked, retrieve its sticker from the corresponding window of the scenario flowchart and affix it to the map board at the specified coordinates, matching up the artwork.** Scenario numbers shown in circles within the story text of the conclusion are references to help clarify the story text.

- 7 Inspiration:** Gain inspiration equal to 4 minus the number of characters (see p. 54). Inspiration is tallied on the campaign sheet.

- 8 Updated Map:** Mark the scenario as completed on the map board. **Completed scenarios can still be replayed during the same campaign.** However, the scenario rewards and any numbered treasures can only be gained once.

Even if a character is exhausted, as long as the scenario was completed, they may still achieve their battle goal and masteries, gain scenario rewards, and keep all of the experience, gold, and loot they gained during the scenario.

After completing a scenario, the party normally returns to Frosthaven for an Outpost Phase (see p. 59).

If another scenario is linked  to the completed scenario, they may skip the Outpost Phase and play it. If another scenario is force-linked  to the completed scenario, they must skip the Outpost Phase and play it. If this was not the first time the scenario was completed during the same campaign, all scenario links are ignored and the party must return to Frosthaven for an Outpost Phase.



# The Adventure Begins

The second part of this rulebook covers how to interact with the outpost of Frosthaven and how to manage the overall campaign, none of which is necessary for your first scenario. When you are ready to start playing and officially begin your campaign, read the text at the front of the scenario book. This text will tell you that two new scenarios have been unlocked (scenarios 0 and 1). Open the corresponding windows of the scenario flowchart, retrieve those stickers, and affix them to the map board at the specified coordinates, matching up the artwork (see p. 51).

## SCENARIO 0 AND 1

If you are new to the *Gloomhaven* system, play scenario 0 now. This is a short, low-stakes scenario with minimal rewards, and it is meant to familiarize you with your characters and give you a chance to practice the rules you've just learned. If you are already familiar with the *Gloomhaven* system, you can skip scenario 0 and go directly to scenario 1, the first official scenario of the campaign.

Once you have completed scenario 1, you are ready to read the rest of this rulebook and learn about the Outpost Phase, which occurs between scenarios. There is no Outpost Phase between scenarios 0 and 1.



The remainder of this rulebook does not contain any blue text. From this point onward, all rules should be considered new to *Frosthaven*.

### SCENARIO FLOWCHART STICKERS

**Example:** 1 When scenario 4 is unlocked, open the corresponding window of the scenario flowchart, which reveals the scenario details. 2 After removing the window, find the corresponding sticker on the back of it. 3 Finally, locate the specified coordinates on the map board and affix the sticker.

# Campaign Overview

The campaign represents the entire scope of the game, played across many Scenario Phases and Outpost Phases. The collective group of characters you play is referred to as “the party.” New characters will join the party and old characters will leave the party, but it is always the same party throughout the campaign.

Over the course of the campaign, you will adventure through a multitude of scenarios, encounter a variety of events, level up, purchase and craft gear, retire your characters, create new ones, and improve the outpost of Frosthaven. There is an eventual ending to the campaign narrative, but you are welcome to continue past that point, replaying scenarios and exploring further to unlock content you have not yet discovered.

Campaign information is tracked mainly by the following:

- ◆ **Map Board:** This provides a visual representation of which scenarios have been unlocked and which buildings have been built in Frosthaven.
- ◆ **Scenario Flowchart:** This provides a more detailed overview of unlocked scenarios.
- ◆ **Building Deck:** This provides detailed information on the buildings in Frosthaven.
- ◆ **Character Sheets:** These track each character’s progression and supply.
- ◆ **Campaign Sheet:** This tracks all of the other campaign variables.

## ↔ Map Board ↔

The map board tracks which scenarios are available, as well as which buildings and other features currently exist in and around Frosthaven.

### SCENARIO STICKERS

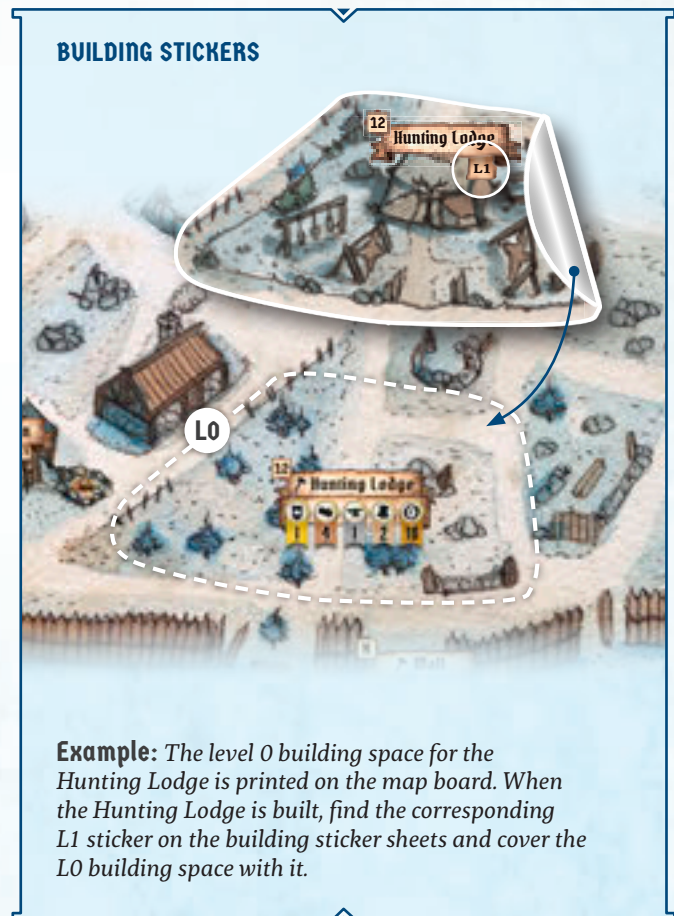
When a scenario is unlocked, retrieve its sticker from the corresponding window of the scenario flowchart and affix it to the map board at the specified coordinates, matching up the artwork. When a scenario is completed, mark the checkbox on its sticker.

### BUILDING STICKERS

When a building is unlocked, take its initial “LO” sticker from the newly opened envelope and affix it to the map board at the numbered position, matching up the artwork. The sticker depicts the prosperity level and resources required to build the first level of the building. When a building is built or upgraded (see p. 68), cover its current sticker on the map board with a new sticker for the next level of the building.

### OTHER STICKERS

Occasionally, you will be directed to affix other types of stickers to the map board. These other stickers and their functions will be explained as they are introduced.




## Scenario Flowchart


The scenario flowchart shows how the scenarios are connected to each other. When a scenario is unlocked, open and tear off the corresponding window of the flowchart. On the back of the window will be a sticker, which should be affixed to the map board at the specified coordinates (or, in the case of “FR,” at the numbered position in the lower half of the map).

The revealed section of the flowchart will have information about the scenario, including its name, number, coordinates, geographic location, and any requirements. See the icon key on the back of the flowchart for more details.

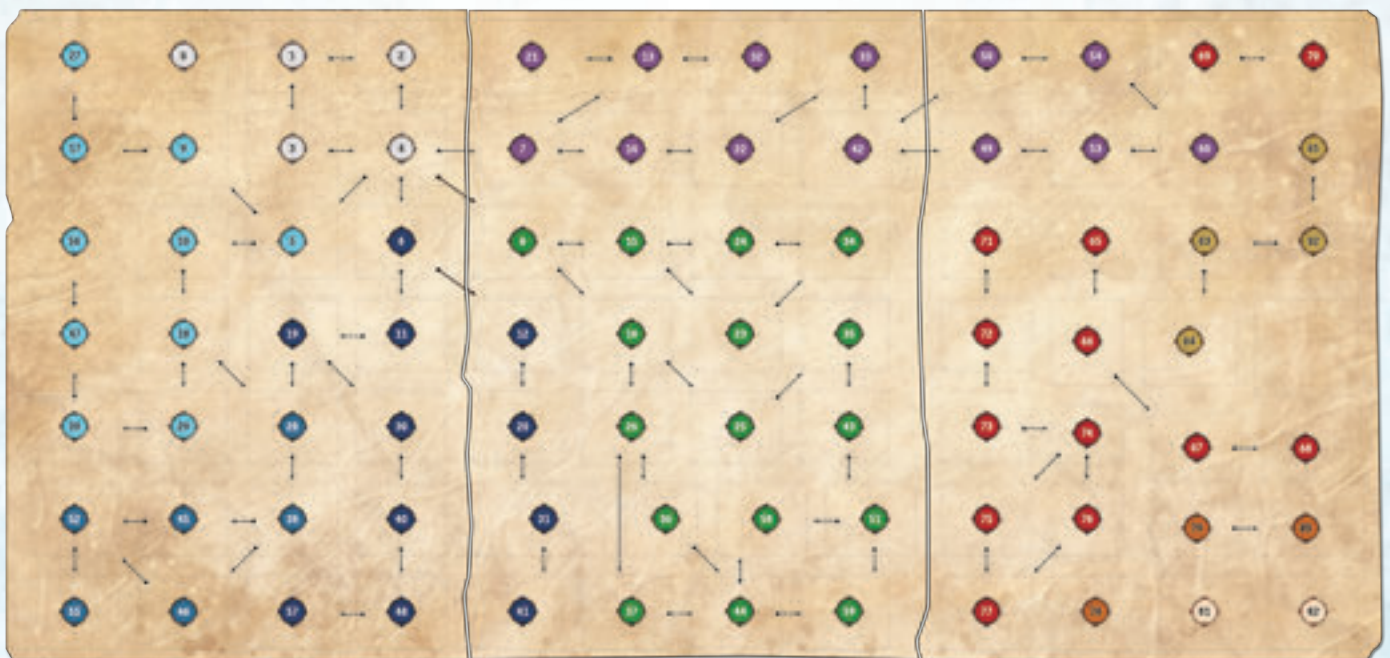
The colored bar beneath the name of each scenario indicates which scenario chain it is part of, and between the various windows on the flowchart are arrows that show how the scenarios are connected to each other. These make it easier to track your path through the campaign.

During the campaign, some unlocked scenarios might become locked out, which means they are no longer available. When this happens, affix a red lockout sticker  to the corresponding section of the flowchart.

**SCENARIO FLOWCHART**



**Example:** An example scenario flowchart window, with **1** number, **2** name, **3** coordinates, **4** scenario chain color, **5** linked scenario, **6** requirements, **7** lockout sticker section, and **8** connecting arrows.



## ↔ Building Deck ↔

The building deck contains a card for every interactable building that currently exists in Frosthaven. The starting building deck consists of the Barracks (level 1), Craftsman (level 1), Alchemist (level 1), and Workshop (level 1). At the start of the campaign, apply any one-time effects indicated on these cards.

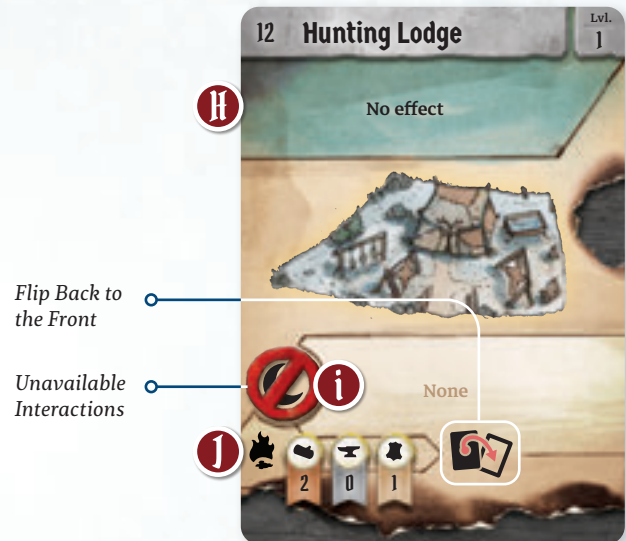
The cards in the building deck should always be arranged in sequential order based on their reference numbers. If a building has multiple levels, only the card corresponding to its current level should be in the deck. Each card has a normal side and a wrecked side. When the status of a building changes, its card is flipped accordingly. All building cards not in the building deck should remain separate or stored in their original envelopes.

A building card has the following:

- A** **Name and Level:** The name and level of the building.
- B** **Reference Number:** The reference number of the building.
- C** **Normal Building Effect:** The normal effect of the building during the Building Operations step (see p. 62).
- D** **Available Interactions:** The interactions available at the building during the Downtime step (see p. 62).
- E** **Upgrade Cost:** The prosperity level and resources required to upgrade the building.
- F** **Repair Cost:** The resources required to repair the building when it is damaged.
- G** **One-Time Effects:** Effects that occur when the card is first added to the deck.
- H** **Wrecked Building Effect:** The effect of the building during the Building Operations step when it is wrecked (see p. 62).
- I** **Unavailable Interactions:** The interactions unavailable at the building during the Downtime step when it is wrecked (see p. 62).
- J** **Rebuild Cost:** The resources required to rebuild the building when it is wrecked.



*Building Card (Normal Side)*



*Building Card (Wrecked Side)*



## ↔ Character Sheet ↔

Each member of the party has a separate character sheet that tracks a variety of information related to the progression of their character. Each pad contains multiple sheets, but only one character of each class can exist at any given time.

A character sheet has the following:

- A Class:** The icon and name of the character's class.
- B Name:** A space to write the name given to the character.
- C Level:** A track to mark the character's current level, which also shows the experience requirement to reach each level.
- D Experience:** A space to record the character's current experience total.
- E Gold:** A space to record the character's current gold total. Gold cannot be transferred between characters.
- F Resources:** A space to record the character's personal supply of resources.
- G Notes:** A space for general notes like battle goals and personal quests.
- H Masteries:** A list of two masteries, unique to the character's class, that can be achieved to gain perk marks (see p. 48).
- i Checkmarks:** A track for up to 18 checkmarks. For every set of three checkmarks, the character gains a perk mark (see p. 63).
- J Perks:** A list of character perks, unique to the character's class, that can be gained by spending perk marks (see p. 63).

<b>A</b>	<b>Human Banner Spear</b>																																																	
<b>B</b>	Name:	<b>i</b>																																																
<b>C</b>	Level: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td></tr></table>	1	2	3	4	5	6	7	8	9	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="3" style="text-align: center;">Perks</th> </tr> <tr> <td style="text-align: center;">x: □□□</td> <td style="text-align: center;">x: □□□</td> <td style="text-align: center;">x: □□□</td> </tr> <tr> <td style="text-align: center;">x: □□□</td> <td style="text-align: center;">x: □□□</td> <td style="text-align: center;">x: □□□</td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> Replace one (1) card with one "♥1" card                 </td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> Replace one (10) card with one (4) "Add +1 for each ally adjacent to the target" card                 </td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> Add one (1) card                 </td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> Add one (2) 1 card                 </td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> Add two (1) cards                 </td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> Add two "♠1, self" cards                 </td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> Ignore item (1) effects and remove one (1) card                 </td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> At the end of each of your long rests, grant one ally within Ⓢ 3: ♣2                 </td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> Whenever you open a door with a move ability, add +3                 </td> </tr> <tr> <td colspan="3"> <input type="checkbox"/> Once each scenario, during your turn, gain ♥2 for the round                 </td> </tr> </table>	Perks			x: □□□	x: □□□	x: □□□	x: □□□	x: □□□	x: □□□	<input type="checkbox"/> Replace one (1) card with one "♥1" card			<input type="checkbox"/> Replace one (10) card with one (4) "Add +1 for each ally adjacent to the target" card			<input type="checkbox"/> Add one (1) card			<input type="checkbox"/> Add one (2) 1 card			<input type="checkbox"/> Add two (1) cards			<input type="checkbox"/> Add two "♠1, self" cards			<input type="checkbox"/> Ignore item (1) effects and remove one (1) card			<input type="checkbox"/> At the end of each of your long rests, grant one ally within Ⓢ 3: ♣2			<input type="checkbox"/> Whenever you open a door with a move ability, add +3			<input type="checkbox"/> Once each scenario, during your turn, gain ♥2 for the round		
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<b>H</b>	Masteries:																																																	
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## ↔ Campaign Sheet ↔

The party has a single campaign sheet that tracks a variety of information related to the campaign. The pad contains multiple sheets, in case they are needed for any reason, but only one campaign can be in progress at any given time.

The campaign sheet has the following:

- A Campaign Calendar:** This tracks the passage of time, measured in weeks. When the party returns to Frosthaven after a scenario, mark the next box. You might also be instructed to mark the next box at other times in the campaign. Marking these boxes can have various effects (see p. 59). There are 10 weeks per season and two seasons, summer and winter, per year. If the campaign lasts longer than four years, use a new campaign sheet to continue tracking the passage of time.
- B Frosthaven Supply:** This tracks the party's resources. Any material resources here can be used to pay various costs for buildings, while any herb resources here can be used to craft items and brew potions. All resources here can be used to pay collective costs from scenarios or events. At any time, characters can move resources from their personal supplies to the Frosthaven supply, but they cannot move resources from the Frosthaven supply to their personal supplies.
- C Inspiration Value:** This marks the party's current inspiration. When the party receives "±X inspiration," adjust this value accordingly. When the party completes a scenario, they gain inspiration equal to 4 minus the number of characters. The party can spend any amount of inspiration in place of an equal number of material resources when paying various costs for buildings. Characters can spend 15 inspiration when retiring to complete an additional personal quest (see p. 64).
- D Total Defense Value:** This marks Frosthaven's current defense. This value is mainly referenced when resolving attack events (see p. 60). When the party receives "±X defense," adjust this value accordingly. Modifiers from the morale track are not cumulative; only the current modifier is applicable.
- E Soldiers:** These can be spent during an attack event to improve the chances of success on any defense check (see p. 61). When the party gains or loses X soldiers, mark or erase X circles accordingly. The maximum number of soldiers the party can have is limited by the current level of the Barracks.
- F Morale Track:** This marks Frosthaven's current morale. Certain event outcomes have a morale requirement, and Frosthaven's total defense is affected by the modifier indicated next to the current morale (see p. 61). When the party receives "±X morale," adjust this track accordingly. The party can lose 1 morale to perform a repair, instead of spending resources (see p. 61), and they can lose 2 morale to perform an extra build or upgrade (see p. 68). The morale track has a minimum value (0) and a maximum value (20). If the minimum or maximum is ever reached, read the indicated section from the section book. The party's starting morale is determined at the end of scenario 1.
- G Campaign Stickers:** This tracks the party's campaign stickers. When the party gains a campaign sticker, affix it here. If one campaign sticker is gained and another lost at the same time, cover the old sticker with the new one. Having a specific campaign sticker can change the outcome of an event or scenario.
- H Prosperity Track:** This marks Frosthaven's current prosperity. The prosperity level determines the maximum starting level for new characters (see p. 65) and the maximum level for building upgrades (see p. 68). When the party receives "+X prosperity," mark the next X boxes. Each time a numbered box is marked, the prosperity level increases. When the party receives "-X prosperity," erase the previous X boxes, but never erase a numbered box or further.





**i Retirement Table:** This serves as an ongoing record of retired characters. When a character retires (see p. 64), record their information in this table. The number of characters a player has retired during the campaign determines how many bonus perk marks are gained by newly created characters (see p. 63).

**j Town Guard Perks:** These relate to a mechanism that is introduced during the campaign. This can be ignored until building 90 is built.

**Sticker 9 (Cover "Town Guard Perks" Text Above)**

☼ Summer
CAMPAIGN SHEET
☼ Winter

	☐ 32.3	☐ 183.3	☐ 129.3
	☐ 183.3	☐ 21.4	☐ 184.1
		☐ 183.3	☐ 137.2

**Party Name**

Frosthaven Supply:


Inspiration: C

Total Defense: D

Soldiers:

Lvl 1	
Lvl 2	
Lvl 3	
Lvl 4	

Campaign Stickers: G

Morale	Defense
20	☐ 161.3
19	
18	
17	<span style="font-size: 2em; border: 1px solid black; border-radius: 50%; padding: 2px;">f</span> +15
16	
15	
14	
13	
12	+10
11	
10	
9	+5
8	
7	
6	+0
5	
4	-5
3	
2	-10
1	
0	☐ 126.1

**Town Guard Perks**

X:☐☐☐ X:☐☐☐ X:☐☐☐

X:☐☐☐ X:☐☐☐ X:☐☐☐

X:☐☐☐ X:☐☐☐ X:☐☐☐

X:☐☐☐ X:☐☐☐ X:☐☐☐

X:☐☐☐ X:☐☐☐ X:☐☐☐

X:☐☐☐ X:☐☐☐ X:☐☐☐

☐ 19.2 Replace one (-10) card with one

☐ 178.3 (-30) card and one (-20) "Gain any one material resource" card.

☐ 17.2 Replace two (+10) cards with two

☐ 166.4 (-30) cards and one (-20) "Gain any two material resources" card.

☐ 151.3 Replace one (-10) card with one (-10) card.

☐ 194.3 Replace one (-10) card with one (-10) card.

☐ 91.4 Replace two (-10) cards with one (-10) card.

☐ 157.3 Replace two (-10) cards with two (-10) cards.

☐ 104.1 (-10) "Gain Advantage on this target" cards.

☐ 167.2 Add one (-30)

☐ 175.1

☐ 180.3 Add two cards.

☐ 41.1 Add two Lumber

☐ 192.1 Add two Metal" cards.

Prosperity: ☐ 2 - ☐ 3 - ☐ 4 - ☐ 5 - ☐ 6

☐ 7 - ☐ 8

Retired Characters											
Player	Character	Class	Level	Perks	Masteries	Player	Character	Class	Level	Perks	Masteries

## Resources

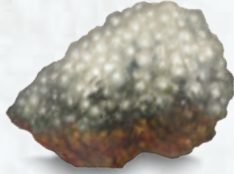
Resources can be in a character's personal supply or in the Frosthaven supply. When the party gains or loses collective resources, they can be added to or taken from any supply. When the party loses collective resources, if there is not enough in all of the supplies put together, they lose what they have and the remainder is ignored.

There are three **material** resources:

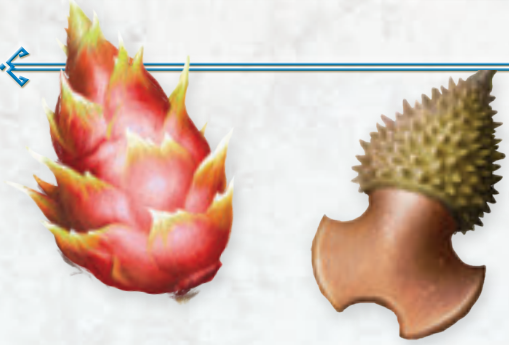
 **Lumber**

 **Metal**

 **Hide**




A character can use the material resources in their personal supply to craft items. All characters can use the material resources in the Frosthaven supply to pay various costs for buildings, but not to craft items.



There are six **herb** resources:


 **Arrowvine**

 **Axenut**

 **Corpsecap**

 **Flamefruit**








 **Rockroot**

 **Snowthistle**

A character can use the herb resources in their personal supply to craft items and brew potions. All characters can use the herb resources in the Frosthaven supply to craft items and brew potions.

## Town Guard Deck

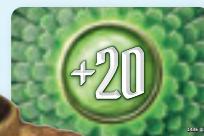
At the start of the campaign, the town guard deck is a standard 20-card deck with the following composition:

- ◇ six  cards
- ◇ five  cards
- ◇ five  cards
- ◇ one  card
- ◇ one  card
- ◇ one  card
- ◇ one  card

As the town guard gains perk marks and the party gains various other bonuses during the campaign, cards will be added to and removed from the town guard deck. Each card in the deck has a unique reference number.

Cards are drawn from the town guard deck when resolving attack events (see p. 60), much like how attack modifier cards are drawn when resolving attacks.

### TOWN GUARD DECK



## Unlocking New Buildings

New buildings are unlocked through character retirement (see p. 64). Each new building has a corresponding sealed envelope, labeled with a two-digit number.

When a building is unlocked, you are free to open its envelope and inspect the contents. Shuffle any personal quests from the envelope into the personal quest deck. Take the “LO” sticker from the envelope and affix it to the lower half of the map board at the numbered position, matching up the artwork. **The unlocked building must still be built before the party can interact with it.**

Unlocked buildings often introduce new rules. Locate any rules stickers specified beneath the flap of the envelope and affix them to the pages of this rulebook in the corresponding sections, matching up the numbers. All building cards and other materials should be stored in the envelope until needed.



Sealed Building Envelope



## Unlocking New Classes

New classes are unlocked through campaign progression. There are 11 new classes that can be unlocked. Each new class has two corresponding sealed tuck boxes, labeled with a class icon.

When a class is unlocked, you are free to open its tuck boxes and inspect the contents, including the higher-level ability cards. That class is now available when a player creates a new character (see p. 65).

### LOCKED CLASS ICONS



Sealed Tuck Boxes

## ↔ Item Supplies ↔

Items that are not in a character's pool are split into two groups: the available supply and the unavailable supply. These two groups are kept separate in the game box with a divider card and are split further into subgroups of purchasable items and craftable items, depending on whether they have a gold cost or a crafting cost.

Items can be added to the available supply in the following ways:

- ◆ **Upgrading Buildings:** When the Craftsman or certain other buildings are upgraded, move the listed items from the unavailable supply to the corresponding available supply (either purchasable items or craftable items, depending on the building).
- ◆ **Crafting and Selling:** When a character spends an item to pay a crafting cost (see p. 65) or sells an item for gold (see p. 67), return the item to the corresponding available supply.
- ◆ **Retiring Characters:** When a character retires (see p. 64), return all of their items to the corresponding available supply.
- ◆ **Gaining Blueprints:** When the party gains an item blueprint, move all copies of that item from the unavailable supply to the available craftable supply.
- ◆ **Brewing Potions:** When the party brews a new potion (see p. 66), move all remaining copies of that item from the unavailable supply to the available craftable supply.

Access to certain items is limited, even once added to the available supply. Craftable items in the available supply can be gained by interacting with the Craftsman during the Downtime step, but purchasable items in the available supply can only be gained under specific conditions (e.g., creating a new character, reading certain sections, etc.).

Items are only returned to the unavailable supply when a game effect specifically instructs the party to do so.

### GLOOMHAVEN ITEMS

If you own *Gloomhaven*, certain items from that game can cross over into *Frosthaven* as options in the available purchasable supply, but only if those items are already available in *Gloomhaven*.

At the start of the *Frosthaven* campaign, **only items 10, 25, 72, 105, 109, and 116 are available**, but other items will become available as buildings are constructed. *Gloomhaven* solo items, however, can only be used by the corresponding class and should not be added to the available purchasable supply.

Some items from *Gloomhaven* can be used to summon additional allies. Use the summon tokens from *Gloomhaven* to track these additional summons. For the purposes of ability card effects, these additional summons are not considered to be owned by the character who summoned them (though they still act before the summoning character and use their attack modifier deck).



# Outpost Phase

After each Scenario Phase, the party must return to Frosthaven and perform an Outpost Phase except in the following situations:

- ◆ If the scenario was lost, the party may replay the scenario immediately (see p. 47).
- ◆ If the scenario has any linked scenarios available, the party may play one of the linked scenarios immediately. Some scenarios are force-linked, in which case the party must play the indicated linked scenario immediately (see p. 48).

The Outpost Phase involves spending time in Frosthaven to resolve events, acquire new items and abilities, and interact with buildings. Each Outpost Phase consists of five distinct steps:

- 1 **Passage of Time**
- 2 **Outpost Event**
- 3 **Building Operations**
- 4 **Downtime**
- 5 **Construction**



## 1. Passage of Time

At the start of the Outpost Phase, time passes. Mark the next unmarked box on the calendar to signify that one week has passed.

You will occasionally be instructed to add section numbers to future weeks on the calendar. Count the indicated number of weeks past the last marked box, then write the section number in that box. When you mark a box that contains a section number, immediately read the indicated section from the section book. If there are multiple section numbers, read those sections one at a time, in any order.

In some events and scenarios, time can pass outside of the Outpost Phase. When this happens, if you mark a box that contains a section number, do not read the indicated section immediately. Instead, write the section number in the next unmarked box, to be triggered when time passes during the next Outpost Phase.

When a set of 10 boxes on the calendar has been filled, a change of season occurs—either from summer to winter (filling the first half of a row) or from winter to summer (filling the second half of a row). The main difference between the two seasons is which deck will be used for road and outpost events.

**PASSAGE OF TIME**

**32.3 • Visiting Trader**

As you move through the town, the carriage seems charged. The trader, though, it is a warm blanket from the trader in the air lifts you straight into more...

A carriage piled high with blankets and carpets is tucked between a snowbank and a building near the edge of town. Its old owner sees you wandering by and looks both ways before beckoning you over.

“Nice place, nice place this Frosthaven. Cold though, eh? Heh. Maybe you’re the sort of people who would like some hot items.” He chuckles a bit to himself as he pins back a blanket on his carriage.

**Example:** At the start of the Outpost Phase, when time passes, the party marks the next unmarked box on the calendar. This box contains a section number. The party immediately reads **32.3** from the section book.

## 2. Outpost Event

After the Passage of Time step, unless you were instructed not to resolve an outpost event this week, draw the top card of the active outpost event deck and resolve it. If the calendar shows summer, draw a summer outpost event. If the calendar shows winter, draw a winter outpost event. Outpost events are resolved exactly like road events (see p. 12).

### ► Attack Events

Attack events are special outpost events that require the party to defend Frosthaven from attack. During these attacks, buildings will be targeted and potentially damaged or even wrecked. The frequency of attacks is significantly higher in winter than in summer.

The attack is depicted on the back of the event card, below any outcomes from the choice presented on the front of the event card. These outcomes often modify the attack in some way. The back of the card contains the following:

- A** **Attack Value:** This indicates the value that must be met or exceeded on a defense check to defend a targeted building.
- B** **Target Value:** This indicates the total number of buildings targeted by the attack. The party must perform a separate defense check for each targeted building.
- C** **Target Priority:** This indicates which non-wrecked buildings are targeted by the attack, and in what order, based on their reference numbers. If the attack has no target priority, the party decides. Each building can only be targeted once, even if the number of buildings within the target priority is lower than the target value.

A

50

4

B

**C** → Target odd-numbered buildings in descending order.

*As you cut down the last of the rampaging hounds, the Valraths dismount and greet you. "Thank you, truly... I don't think we would have survived without your intervention. We've come from Jhinda to establish a trade route—I certainly hope future trips are more pleasant!"*

Gain 3 collective and 1 prosperity.

### OUTPOST EVENT

**OUTPOST**

Knock knock knock! "Mail call, open up."

You open the door to find a grumpy Quatryl with a low-riding sack of mail. She tosses a lumpy package wrapped in cord to you. "No name, but this address. It's yours now!"

As she walks away she snaps her fingers, remembering something. "Oh, right. This too." She hands over a letter addressed to you. As she wanders off toward a drink, you rip the letter open to read a note scrawled in excellent cursive:

"Please do not open the package. We will retrieve it."  
—Leonidas and Maximus"

Option A: Open the package.

Option B: Respect their request.

**A.** You joyously cast your vote and wait for the results to come in. Captain Olmstead raises them with care.

"And that's seven votes for red. Congratulations, all!"

Satha rolls her eyes. "Fine. If that makes you feel like you had some power, great. It's pointless. Now get back to work!"

Gain 1 morale.  
Place "Red Well" campaign sticker on the town map in location G.  
Add event WO-75 to the winter outpost deck and event WR-43 to the winter road deck.

**B.** You throw in your votes and stand by in anticipation as Captain Olmstead tallies the votes.

"Oh my. Seven votes for blue. We have our first decision by vote!"

Satha cuts in. "Also your last decision by vote. I hope it makes you feel like you had some power here. This is meaningless and won't change a thing."

Gain 1 morale.  
Place "Blue Well" campaign sticker on the town map in location G.  
Add event WO-76 to the winter outpost deck and event SR-40 to the winter road deck.

**SO-01**

723

Summer Outpost Event



## ► Defense Checks

When an attack occurs, the party must perform a defense check for each building targeted by the attack. For each defense check, draw a card from the town guard deck and add its bonus to Frosthaven's total defense value (along with any modifiers from the event).

For any defense check, as long as the Barracks is not wrecked, the party can lose any number of soldiers before drawing to give the check advantage and reduce the attack value, based on the level of the Barracks and the number of soldiers lost. The defense check gains disadvantage if the Barracks is wrecked.

If the result meets or exceeds the attack value, the defense check succeeds and the building is defended. The defense check automatically succeeds when the "success" card is drawn and applied. Otherwise, the defense check fails and the building is damaged. For some attack events, the building is wrecked instead. The building is automatically wrecked when the "wrecked" card is drawn and applied.

Do not resolve any effects of buildings being damaged or wrecked during the attack until the entire attack event has fully resolved. Reshuffle the town guard deck after the attack and as needed during the attack if the deck is depleted.

## ► Damaged Buildings



When a building is damaged, the party must immediately pay the repair cost shown on its building card. This cost can be paid with material resources of any type from the Frosthaven supply or the characters' personal supplies, in any combination. If the party cannot or does not want to pay this cost, they lose 1 morale instead.

## ► Wrecked Buildings



When a building is wrecked, flip its building card to the wrecked side. The wrecked effect of the building will then be resolved during the Building Operations step of every Outpost Phase until the building is rebuilt (see p. 68).

**DEFENSE CHECK**

Party Name  
Frosthaven Sup

**A** **50** **4**

Target odd-numbered buildings in descending order.

*As you cut down the last of the rampaging hounds, the Valraths dismount and greet you. "Thank you, truly... I don't think we would have survived without your intervention. We've come from Zhinda to establish a trade route—I certainly hope future trips are more pleasant!"*

Gain 3 collective and 1 prosperity.

**D** **-10**

**D** **+10**

**B** **35**

**Total Defense:**

**Soldiers:**

Lvl 1	●●●●●
Lvl 2	●●●●●
Lvl 3	●●●●●
Lvl 4	●●●●●

**Example:** **A** When this attack of 50 occurs, **B** Frosthaven's total defense value is 35. **C** For the first building, one soldier is erased to reduce the attack value by 5 (due to the Barracks being level 1) and give advantage. **D** Two town guard cards are drawn: **-10** and **+10**. The **+10** is applied for a result of 45, which meets the attack value. The defense check succeeds! This process is repeated for three more buildings.

12 **Hunting Lodge** Lvl. 1

Collectively buy up to 1 for 2 gold each

None

Any 2

+1 prosperity 172.3

→

12 **Hunting Lodge** Lvl. 1

No effect

None

2 0 1

Wrecked Building



## → 3. Building Operations ←

After the Outpost Event step, resolve the effects of all buildings. Go through the building deck in sequential order, one card at a time. For each building, resolve any normal or wrecked effect, which appears at the top of its card next to the ☀ icon.

When the party gains or loses gold or resources due to these effects, they can be added to or taken from the Frosthaven supply or the characters' personal supplies, in any combination. If a loss cannot be resolved fully, the party loses as much as possible, but there is no other penalty. However, some buildings have optional effects, with benefits that can only be gained if the associated cost is paid fully.

Because the Building Operations step occurs immediately after the Outpost Event step, any building that was wrecked during the outpost event will have its wrecked effect resolved once before the party even has an opportunity to rebuild it.

Sticker 10

## → 4. Downtime ←

After the Building Operations step, characters may perform downtime activities in any order they would like. Many of these activities require characters to interact with a specific building, which they cannot do if the building is wrecked.

- ◆ **Level Up** (p. 62)
- ◆ **Retire a Character** (p. 64)
- ◆ **Create a Character** (p. 65)
- ◆ **Craft Items** (p. 65)
- ◆ **Brew Potions** (p. 66)
- ◆ **Sell Items** (p. 67)

Sticker 11

Sticker 12

### ► Level Up

If a character's experience total is equal to or greater than the experience requirement of their next level, they must level up during the Downtime step. Leveling up has an experience requirement, as shown on the character sheet, but not an experience cost. A character's experience total does not reset when they level up.

If a character's level is lower than half the current prosperity level (rounded up), they may level up during the Downtime step without meeting the experience requirement, even multiple times, as long as their level does not exceed half the current prosperity level (rounded up). After they level up, set their experience total to match the experience requirement of their new level. This method of leveling up is optional, unlike leveling up through experience.





Leveling up can only be done during the Outpost Phase. Characters cannot level up during a scenario or even between scenarios if the party does not return to Frosthaven for an Outpost Phase (e.g., when the party attempts a linked scenario).

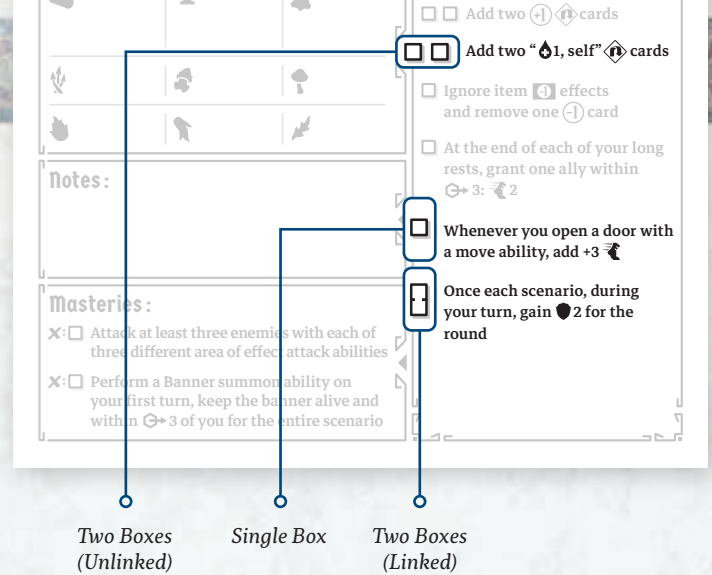
When a character levels up, they must do the following:

- ◆ **Add Ability Card:** Add one new ability card to their pool. The card they choose must match their class and must be of a level equal to or lower than their new level. For example, when a character reaches level 2, they can add one of their two level 2 ability cards. Then, when they reach level 3, they can add one of their two level 3 ability cards or their other level 2 ability card. This does not increase their maximum hand size, it simply increases the pool of cards available to them at the start of a scenario.
- ◆ **Increase Hit Points:** Increase their maximum hit point value. On the level track at the bottom of their character mat, the number printed in red below their new level indicates their new maximum hit point value.
- ◆ **Gain Perk Mark:** Gain one new perk mark **X**. The new perk mark is applied to the list on the right side of their character sheet by marking one corresponding box. Additional rules for gaining perks are outlined below.

## PERKS

Perks allow characters to fine-tune their attack modifier decks by adding and removing cards permanently. When a character gains a perk mark, they choose a perk from the perk list on the right side of their character sheet, mark the corresponding box, and resolve any change to their attack modifier deck. The effects of a perk are resolved as soon as the perk is gained, even when it is gained outside of the Downtime step.

The number of unlinked boxes shown next to a perk in the perk list indicates the maximum number of times that the perk can be gained, with each box requiring one perk mark. Some perks instead have multiple linked boxes, and all of these boxes must be filled with perk marks to gain the perk once.



The “ignore item  $-1$  effects” perk only applies to the added  $-1$  attack modifier cards denoted in the lower left corner of some items. The “ignore scenario effects” perk only applies to effects labeled as scenario effects in the scenario book. If a perk provides the character with any other benefit unrelated to their attack modifier deck, they can keep the relevant perk reminder card in their active area as a reminder.



Perk Reminder Card

Perk marks can be gained in four ways:

- ◆ **Leveling Up:** Each time a character levels up, they gain one perk mark.
- ◆ **Gaining Checkmarks:** Each time a character completes a set of three checkmarks, they gain one perk mark.
- ◆ **Creating Characters:** Each time a new character is created, they gain a number of perk marks equal to the number of characters previously retired by that player during the campaign.
- ◆ **Achieving Masteries:** Each time a character achieves a new mastery, they gain one perk mark.

Sometimes, a character will be instructed to lose checkmarks. However, perk marks cannot be lost, so checkmarks can only be lost back to the last complete set of three checkmarks. For example, if a character has eight checkmarks, it is possible for them to lose up to two checkmarks, but no more.

## ► Retire a Character

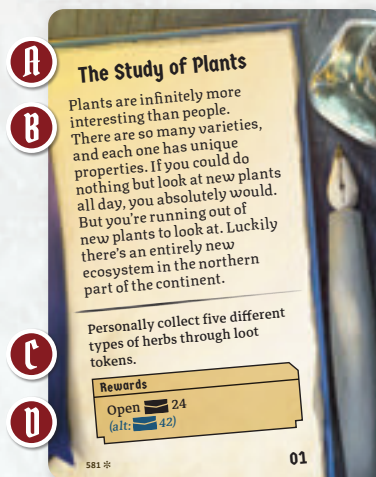
If a character has fulfilled the requirements of their personal quest, they must retire during the Downtime step, though they can perform all other downtime activities they would like to before doing so. Having achieved what they set out to do, they are no longer motivated to explore the monster-filled wilderness. Retired characters can no longer participate in the campaign with the rest of the party.

When a character retires, the completion of their personal quest gains the party 2 prosperity and unlocks the building envelope specified on the personal quest card. If a specified envelope is already unlocked, the alternate envelope is unlocked instead. If both envelopes are already unlocked, the party instead gains a random scenario (or 1 inspiration if that deck is depleted) and a random item blueprint (or 1 inspiration if that deck is depleted).

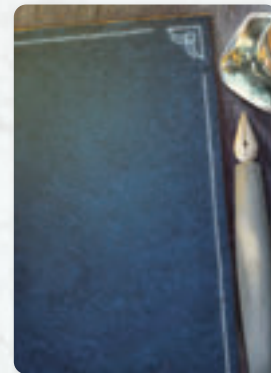
The retiring character may spend 15 inspiration once to draw two additional personal quests and choose one to complete immediately, without fulfilling its requirements, and shuffle the other back into the deck. This gains the party 2 more prosperity and unlocks another building envelope. The effects of completing two personal quests upon retirement are resolved simultaneously, so that they do not influence each other.

A personal quest card has the following:

- A Title:** A thematic title for the quest.
- B Description:** A short description of the quest.
- C Requirements:** The specific requirements for completing the quest.
- D Rewards:** The building envelope unlocked by completing the quest.



Personal Quest Card Front



Personal Quest Card Back

## AFTER RETIREMENT

For each class, the first time a character of that class retires during the campaign, flip their character mat over and find the section number found near the bottom on the back side. After the retiring character has resolved the completion of their personal quest, read the indicated section from the section book.

As characters retire, record them in the retirement table on the campaign sheet, noting the character name, player name, and the other indicated information. When a new character is created, they gain one perk mark for each character previously retired by that player. If a single player is playing solo with multiple characters (see p. 69), count each character's lineage separately for this purpose.

After a character retires, their personal quest is removed from the game, as well as any additional personal quest they completed upon retirement. Their character materials are put back in the corresponding tuck boxes. Their items are returned to the available supply, their resources are moved to the Frosthaven supply, and their gold is lost.

Retirement can only be done during the Downtime step. Characters cannot retire during a scenario or even between scenarios if the party does not return to Frosthaven for an Outpost Phase (e.g., when the party attempts a linked scenario).

## ► Create a Character

After a player retires their previous character, or if they simply wish to try something new, they can create a new character during the Downtime step.

If their previous character has not yet been retired, the player can either set the character aside to play again later or abandon the character. When set aside, their personal quest, items, gold, and resources are all kept. When abandoned, their personal quest is shuffled back into the deck, their items are returned to the available supply, their resources are moved to the Frosthaven supply, and their gold is lost.

When creating a character, a player may choose any class without an active character. This includes classes that have already been played during the campaign, as long as all previous characters of the chosen class have been retired or abandoned (not merely set aside). As the campaign progresses, new classes will be unlocked.

## INITIAL BENEFITS

The new character draws two personal quests, choosing one to keep and shuffling the other back into the deck. It is possible for the personal quest deck to get depleted. When this happens, any new characters created during the campaign do not receive personal quests and therefore cannot ever be retired. Players can still set aside or abandon such characters whenever they wish, however.

The new character starts with  $(10 \times P + 20)$  gold, where “P” is the current prosperity level. This starting gold must be spent immediately on items in the available purchasable supply. Any unspent remainder is lost.

The new character gains a number of perk marks equal to the number of characters previously retired by that player during the campaign.

## PROSPERITY LEVELING

Since a new character always starts at level 1, they may immediately level up without meeting the experience requirement, even multiple times, as long as their level does not exceed half the current prosperity level (rounded up). After they level up, set their experience total to match the experience requirement of their new level.



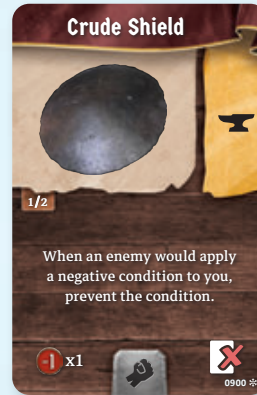
## ► Craft Items

Non-potion items can be crafted by interacting with the Craftsman building. Characters craft an item by spending the required resources or items. When paying crafting costs, material resources cannot be taken from the Frosthaven supply, but herb resources can. The crafting character gains one copy of the crafted item.

At the start of the campaign, only items 001–010 are available to be crafted. As the Craftsman gets upgraded and as the party discovers new item blueprints, more items will be added to the available craftable supply. Any item in the available craftable supply can be crafted.

When an item is required to craft another item, if all copies of the required item are owned by other members of the party, the crafting character may spend the gold, resources, or items listed as the required item’s cost in place of spending the item itself.

### CRAFTING AN ITEM



**Example:** The Banner Spear decides to craft a Reinforced Shield. They subtract 1 gold from their personal supply, return their Crude Shield 010 to the available craftable supply, and gain the Reinforced Shield 015.

## ► Brew Potions

Potion items can be brewed by interacting with the Alchemist building. Characters brew a potion by spending any two herb resources, taken from the Frosthaven supply or their personal supply, in any combination. Refer to the combination of those two herbs on the alchemy chart to see which potion is brewed. The brewing character gains one copy of the brewed potion, which they may keep or immediately give to another member of the party.

At the start of the campaign, all windows on the alchemy chart are closed, so the potion formulas are unknown. The first time that a new combination is brewed during the campaign, open and tear off the corresponding window of the alchemy chart to reveal the potion. Once the potion has been revealed, the action cannot be undone. After the brewing character gains one copy of the brewed potion, move all remaining copies to the available craftable supply.

### ALCHEMIST: LEVEL 2

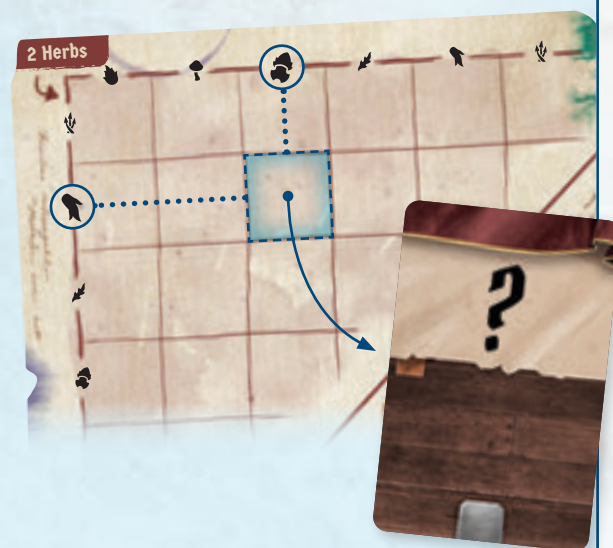
Once the Alchemist has been upgraded to level 2, brewed potions can be distilled. Characters distill a potion by returning it from their pool of items to the available craftable supply. The distilling character gains any one of the herb resources required to brew the potion. If the same potion has been revealed in multiple windows of the alchemy chart, the distilling character can choose one herb resource from any of those potion formulas. Potions that have not yet been revealed on the alchemy chart cannot be distilled.



### ALCHEMIST: LEVEL 3

Once the Alchemist has been upgraded to level 3, more powerful potions can be brewed by spending any three herb resources. These three-herb combinations each have their own window on the alchemy chart. All three-herb combinations brewed with two or more of the same herb resource create the same potion, which cannot be distilled.

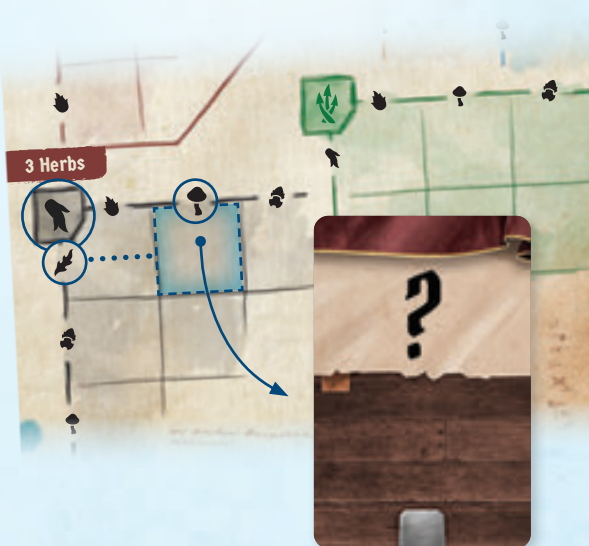





#### BREWING TWO HERBS



**Example:** The Banner Spear decides to brew a potion with two herb resources. They subtract 1  from their personal supply and 1  from the Frosthaven supply, then open the corresponding window of the alchemy chart and gain the revealed potion.

#### BREWING THREE HERBS



**Example:** The Banner Spear decides to brew a potion using three herb resources. They subtract 1 , 1 , and 1  from the Frosthaven supply, then open the corresponding window of the alchemy chart and gain the revealed potion.

## ► Sell Items

Items from a character's pool can be sold during the Downtime step. When a character gains another copy of an item they already own, they must sell it immediately. When a character sells a purchasable item, they gain gold equal to half its gold cost (rounded down). When a character sells a craftable item, they gain 2 gold for each resource or item required to craft it. Return items to the corresponding available supply when sold.

## ► Purchase Items

Items cannot be purchased freely until building 37 is built. Until that happens, the items in the available purchasable supply can only be purchased with starting gold upon the creation of a new character or when a game effect specifically allows a character to do so.


**Sticker 13 (Cover "Purchase Items" Text Above)**



**Sticker 14**

## 5. Construction

After the Downtime step, the party may build, upgrade, and rebuild buildings. **They may build or upgrade one building by default, and they may lose 2 morale to build or upgrade a second building.** Buildings cannot be upgraded while wrecked. The party may also rebuild any number of wrecked buildings, but not until after any builds and upgrades.

Building and upgrading always has a prosperity requirement . The build or upgrade can only be performed if the current prosperity level meets or exceeds the prosperity requirement of that build or upgrade, which is shown next to the build cost (on the map board) or upgrade cost (on the building card).

When a build or upgrade causes the prosperity level to increase, any character whose level is lower than half the new prosperity level (rounded up) may immediately level up without meeting the experience requirement, even multiple times, as long as their level does not exceed half the new prosperity level (rounded up). After they level up, set their experience total to match the experience requirement of their new level.

Sticker 15



### > Build



To build an unlocked building, the party must pay its build cost, which is shown on the building's "LO" sticker (or printed directly on the map board itself in some cases) with resources from the Frosthaven supply.

When this cost is paid, cover it with the matching level 1 sticker and insert the matching level 1 card into the building deck in sequential order.

The party then gains the prosperity bonus and applies any other one-time effects indicated on the building card. During the next Outpost Phase, the building's normal effect will resolve and its interactions will be available (unless it gets wrecked).

### > Upgrade



To upgrade an existing building, the party must pay its upgrade cost, which is shown on the normal side of the current building card, with resources from the Frosthaven supply.

When this cost is paid, cover the old sticker with the one for the next level and replace the old card in the building deck with the one for the next level.

The party then gains the prosperity bonus and applies any other one-time effects indicated on the new building card.

### > Rebuild



To rebuild a wrecked building, the party must pay the rebuild cost, which is shown on the wrecked side of the building card, with resources from the Frosthaven supply.

When this cost is paid, flip the building card back over to its normal side within the building deck.

During the next Outpost Phase, the building's normal effect will resolve and its interactions will be available again (unless it gets wrecked).

# Game Variants

## ► Casual Mode

In casual mode, the party can play any unlocked scenario, regardless of its requirements. When a scenario is played in casual mode, all campaign effects are ignored. No event is resolved, time does not pass, and the party does not gain any experience, loot, treasures, checkmarks, personal quest progress, rewards, unlockables, etc. The outcome of the scenario has no impact on the campaign. However, completed scenarios can be replayed as part of the campaign (i.e., not in casual mode) as long as the party still meets their requirements.









## ► Crossover Classes

Any unlocked class from another *Gloomhaven* game can be chosen when creating a new character in *Frosthaven*. Conversely, any unlocked class from *Frosthaven* can be chosen when creating a new character in another *Gloomhaven* game. Classes may keep all of their previous enhancements, but doing so might cause imbalance. New character sheets for these crossover classes, which include traits and other useful additions, are available at [cephalofair.com/frosthaven](http://cephalofair.com/frosthaven).

## ► Temporary Enhancements

With this variant, enhancement stickers are removed when a character retires. This can be facilitated by affixing the stickers to card sleeves, instead of directly to the ability cards, or by applying reusable stickers (which are sold separately). Temporary enhancements have a reduced cost: First, calculate the normal enhancement cost, including any discounts. Next, if the action has at least one previous enhancement, reduce the cost by 20 gold. Finally, reduce the cost by 20 percent (rounded up).

## ► Reduced Randomness

With this variant, parties who want less randomness can reduce the range of outcomes caused by attack modifier cards. Treat all  and  cards as  cards instead, and treat all  and  cards as  cards instead. Even though these cards no longer have the same modifiers, the effect of the shuffle icon still applies. Any item effects or other game effects that refer to  or  cards are unaffected.

## ► Solo Mode

A single player can play solo by controlling two or more characters. Because playing solo reduces uncertainty and makes coordination easier, increase the difficulty by calculating the scenario level differently for solo mode. Take the average level of all characters in the scenario, then add 1 before dividing by 2 and rounding up. For example, on recommended difficulty with three level 4 characters, the scenario level would be  $((4 + 4 + 4) \div 3 \div 2) = 2$ , but in solo mode it would be  $((((4 + 4 + 4) \div 3) + 1) \div 2) = 3$ .

## ► Open Information

With this variant, parties who want fewer restrictions can share exactly which cards they have in hand and discuss specific details about their plans during card selection, which is normally disallowed by the limits on communication. This is not the recommended way to play the game, but some parties may prefer this play style. Because playing with open information reduces uncertainty and makes coordination easier, increase the difficulty by calculating the scenario level as you would for solo mode.



## ► Permanent Death

With this variant, the specter of death looms large for parties who want higher stakes. When a character drops to zero hit points, they die instead of becoming exhausted. Characters can still become exhausted if unable to play two cards or perform a long rest, but they survive and can still participate in future scenarios, even if the current scenario is lost.

When a character dies, they are removed from the campaign at the end of the current scenario. Their personal quest is shuffled back into the deck. Their character materials are put back in the corresponding tuck boxes. Their items are returned to the available supply, their resources are moved to the Frosthaven supply, and their gold is lost. The player whose character died must create a new character during the Downtime step of the next Outpost Phase (or, if the next scenario is force-linked, immediately before the scenario begins).

When a character becomes exhausted, all normal exhaustion effects still occur, except their figure now remains on the map and can still be targeted by monster attacks and other abilities. Exhausted characters still cannot act in any way, and they are considered to have initiative 99 for the purpose of focusing.

## ► Character Respecing

With this variant, parties who want more flexible characters can pay to change their builds. During the Downtime step of the Outpost Phase, any character may spend gold equal to 10 times their current level in order to respec. This allows them to reset all of their previous ability card choices. When a character respecs, they return all ability cards from their pool that are not level 1 or level X, then make a new choice at each level, following the normal rules for leveling up, until they reach their current level.

## ► Random Dungeons

With this variant, the party can attempt a random dungeon instead of an official scenario, either as part of the ongoing campaign or as a one-off session in casual mode. In either case, no road event is resolved beforehand.

Each random dungeon has three randomly generated rooms, and the party must clear the monsters from all three rooms in order to complete it. These rooms are revealed one at a time, with each new room only revealed when a character opens the door. Generate each room by drawing a random room card and a random setup card.

Build the loot deck with 24 cards: 12 money cards, two cards of each material resource, and one card of each herb resource.

### RANDOM ROOM CARD

A random room card contains the following:

- A Noun Title:** A noun title. When combined with the adjective title from the random setup card, this creates the full title of the room.
- B Map Tiles:** The map tiles for the room. Any required overlay tiles will be shown, as well as 12 map designations for the placement of various features shown on the random setup card. If the overlay tiles of a specific type run out by the second or third room, use any comparable overlay tiles instead.
- C Entrance and Exit Locations:** The locations of the entrances and exits to the room. These always correspond to the closest border hex of the map tile with a puzzle connection. In the first room, each character starts on any empty hex within two hexes of the entrance. If the first room has two entrances, the party must choose only one.
- D Entrance and Exit Types:** The types of the entrances and exits to the room. These are labeled "A" or "B." When a room has two exits, the party must choose only one. When a room has two entrances, the party must use the entrance that matches their chosen exit from the previous room. If the back of the next room card does not show a matching entrance, discard until a card with a matching entrance appears.





**Penalties:** The penalties for revealing the room. For recommended difficulty, apply no penalty for the first room, the minor penalty for the second room, and the major penalty for the third room. The party can scale the difficulty as they wish by adjusting the number and severity of these penalties. If the penalty of the first room refers to the character who opened the door, the party can decide who it applies to.

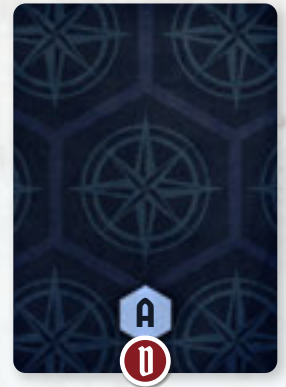
### RANDOM SETUP CARD

A random setup card contains the following:

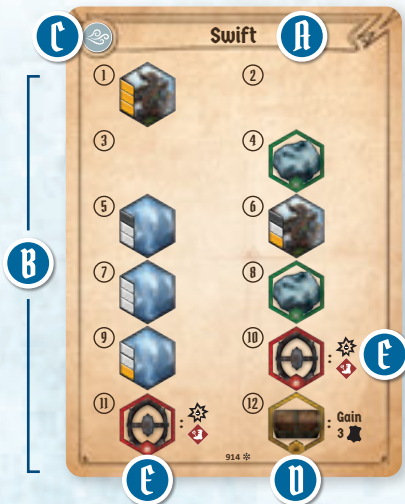
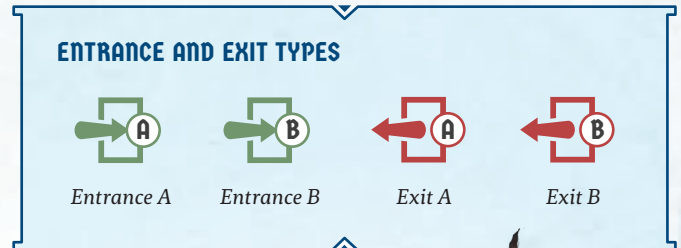
- A Adjective Title:** An adjective title. When combined with the noun title from the random room card, this creates the full title of the room.
- B Setup Features:** A list of monsters, tiles, and tokens in the room. Place these features in their indicated hexes in the room by referencing the 12 map designations shown on the random room card. As in the normal setup for a scenario, the placement and rank of monsters is based on the number of characters in the party.
- C Elemental Infusion:** When this room is revealed, infuse any depicted element at the end of the current turn.
- D Treasure Contents:** The contents of any treasure tiles in the room. Specific loot that is important to the campaign will never appear in a random dungeon.
- E Trap Types:** The types of any traps in the room.



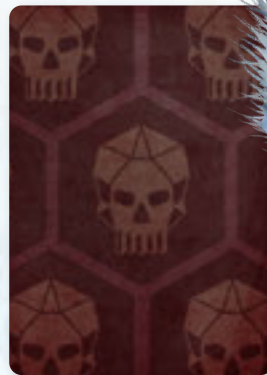
Random Room Card Front



Random Room Card Back



Random Setup Card Front



Random Setup Card Back



# Appendix A: Component Inventory



1 map board



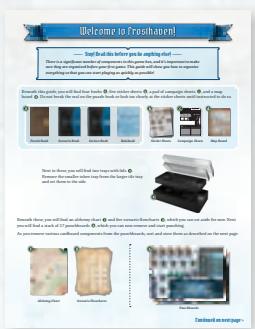
1 rulebook



1 scenario book



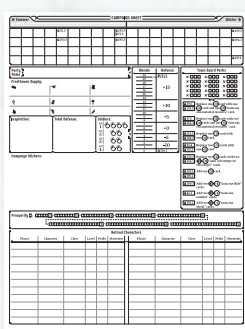
1 section book



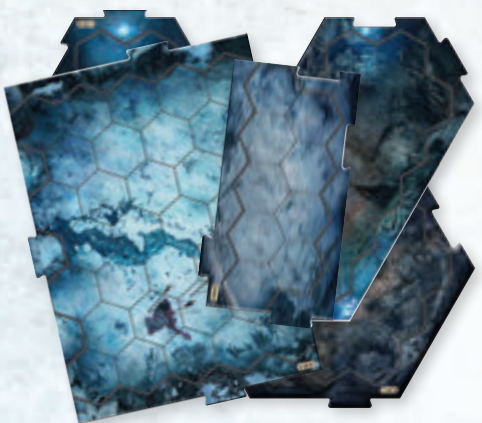
1 setup guide



1 alchemy chart



1 pad of campaign sheets



38 map tiles



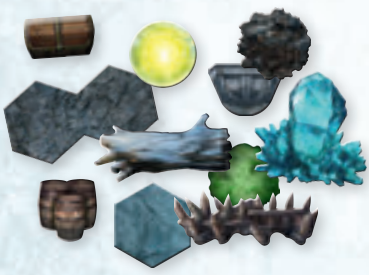
6 sticker sheets



1 sealed puzzle book



5 scenario flowcharts



225 overlay tiles



327 monster standees



1 element board with 1 round marker and 6 element tokens



18 small tuck boxes containing character miniatures



17 sealed envelopes

## HIDDEN CONTENT?

Envelope contents are not included in this inventory. For a complete list of these contents, visit [cephalofair.com/frosthaven](http://cephalofair.com/frosthaven).