17 LARGE TUCK BOXES (6 UNSEALED, 11 SEALED)

17 *character mats*

503 *character ability cards*

85 *character tokens*

30 *special character tokens*

24 *character overlay tiles <locked classes>*

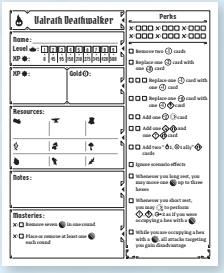
18 *character standees*

45 *character summon standees*

303 *character attack modifier cards*

51 *perk reminder cards*

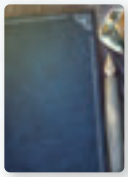
17 *character initiative order tokens*



17 *pads of character sheets*

4 *reference cards*

29 *building cards*

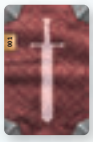


10 *personal quest cards*

24 *random room cards*

24 *random setup cards*

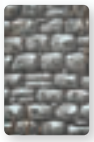
247 *event cards*



379 *item cards*

25 *random item cards*

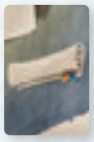
15 *random item blueprint cards*



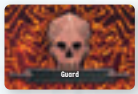
60 *battle goal cards*

59 *loot cards*

7 *random scenario cards*



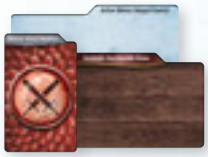
45 *challenge cards*



344 *monster ability cards*

55 *town guard cards*

165 *attack modifier cards*



13 *divider cards*

49 *monster initiative order tokens*

25 *scenario aid tokens*

32 *boss stat cards*

48 *monster stat cards*

6 *monster stat sleeves*

4 *character dials*

30+ *plastic bases*

1 *token tray with lid*

1 *tile tray with lid*

2 *card trays*

60+ *damage tokens*

20+ *loot tokens*

100+ *condition tokens*

MISSING PARTS?

If you discover that you are missing any parts from your game, you can request replacements at *cephalofair.com/contact*.

Appendix B: Monster Turn Guide

Movement Path | *Valid Movement* | *Invalid Movement* | *Attack Hex* | *Enemy Focus* | *Attacked Enemy* | *Initiative Value*

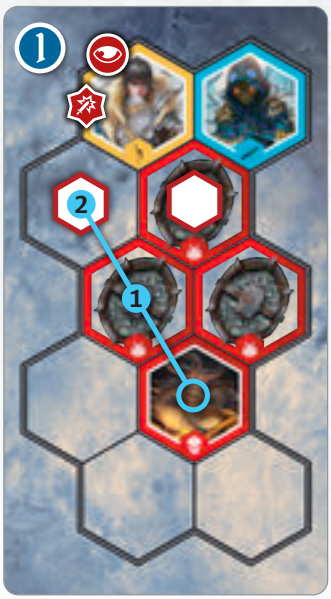
1. Initial Check

1 Check for Conditions and Attack Ability

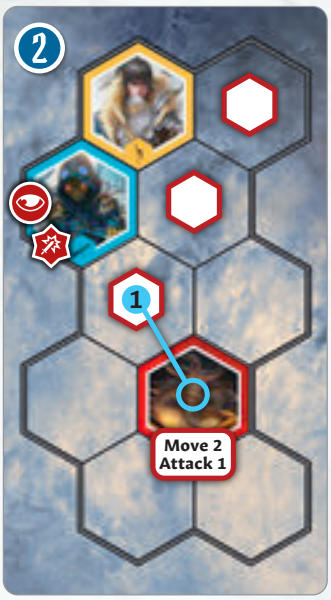
- Any monster with or without an attack ability finds a focus and moves as if for a single-target melee attack.
- Any monster with ignores all move abilities.
- Any monster with cannot find a focus, will not move, and ignores all abilities.

2 Check for Movement Paths

Check for movement paths to attack hexes (i.e., hexes from which an attack can be performed). These hexes are shown with the ⬡ icon in diagrams. If no path exists, the monster cannot find a focus and will not move or attack.



The Algox Guard focuses on the enemy it can attack while springing the fewest traps.

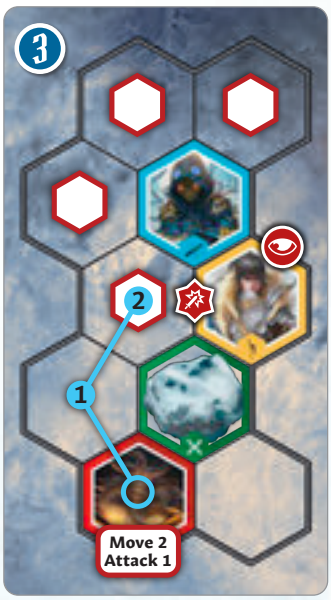


The Algox Guard focuses on the enemy it can attack while using the fewest movement points.

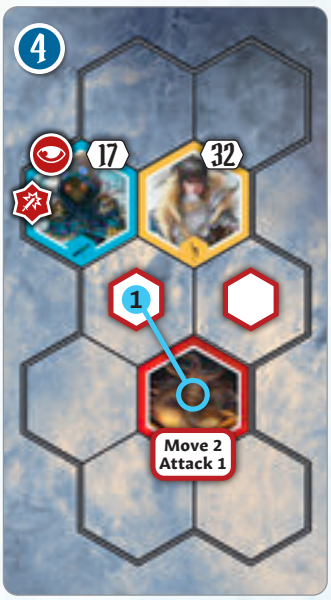
2. Find Focus

The monster finds an attack hex and focuses on an enemy with the following priority list:

1. A hex with a movement path that triggers fewer negative hexes.
2. A hex with a movement path that requires fewer movement points.
3. An enemy closer by range.
4. An enemy earlier in the initiative order, following the normal rules for breaking ties for initiative (see p. 19).



The two enemies require equal movement paths, so the Algox Guard focuses on the enemy closer by range.

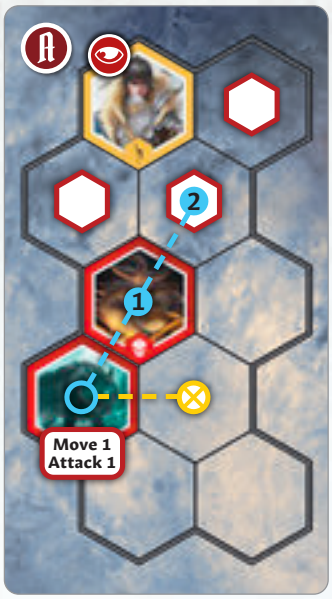


The two enemies are equally close by range, so the Algox Guard focuses on the enemy earlier in the initiative order.

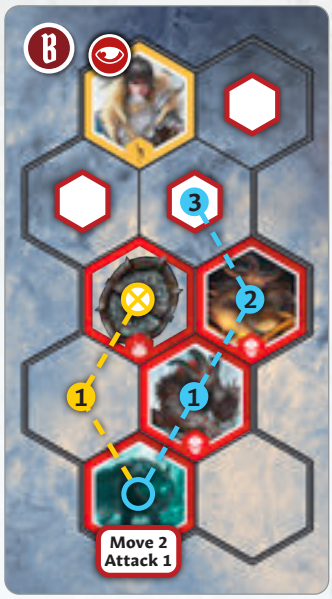
3. Perform Monster Abilities

The monster performs all of its abilities from top to bottom (move, attack, and other abilities). For move abilities, observe the following rules:

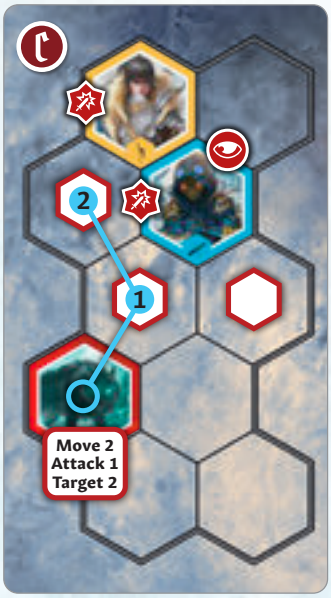
- **A** The monster must end its movement with a shorter path to its attack hex than it had before or else it will not move.
- **B** The monster chooses a movement path that triggers the fewest negative hexes.
- **C** The monster moves to an attack hex from which it can attack its focus. If it can target multiple enemies, it instead moves to a hex from which it can attack its focus and the most other enemies.
- **D** The monster moves to a hex from which it can attack the most possible targets (including its focus) with the fewest possible disadvantaged attacks.
- **E** If the monster could move to multiple hexes that maximize the previous priorities, it moves to the hex that requires the fewest movement points.
- **F** In cases where monster movement is still ambiguous, the party decides.



The Hound needs 2 movement points to shorten the path to its attack hex, but it only has 1, so it does not move.

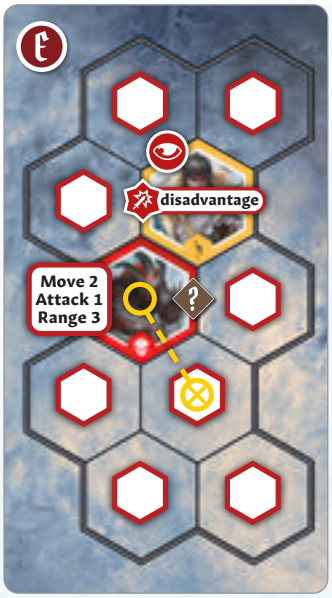


The Hound has enough movement points to shorten the path to its attack hex, but only if it springs a trap, so it does not move.

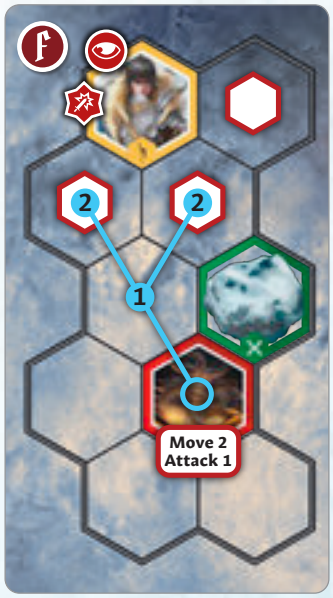


The Hound can attack two enemies, so it moves to the only attack hex from which it can attack both of those enemies.

The Algox Archer moves to the closest attack hex from which it can attack all three enemies and only have one attack with disadvantage.



The Algox Archer has muddle and thus will attack with disadvantage regardless, so it does not move away from its focus.



The Algox Guard has two equally viable attack hexes, so the party decides which of those attack hexes it moves to.

Appendix C: Important Reminders

Attacks and Damage

- A separate attack modifier card is drawn for each target of an attack ability.
- A shield bonus only reduces damage from attacks, not from other sources, but the bonus applies to all incoming attacks while active.
- Even if an attack deals no damage (e.g., when a ⊘ card is drawn), all added effects of the attack are still applied.
- A character can negate all damage from one source by losing one card from their hand or two cards from their discard pile.

Bless and Curse

- When there are two opposing sides for the monsters in a scenario, they use two different attack modifier decks (M and A) and thus are affected by bless and curse separately.
- Immunity to curse prevents a figure from adding a curse card to their deck, but does not prevent a drawn curse card from taking effect.
- Bless and curse cards are returned to the supply once resolved, instead of placed in the discard pile. They are removed from all decks at the end of each scenario.

Monsters

- A monster ability card is drawn each round for each set of monsters on the map. All monsters of a single set will use the same ability card.
- A monster only performs the abilities listed on its ability card for the round.
- A monster does not apply any active bonuses from its ability card until its turn.
- If a monster cannot find a focus, it will not move.
- If a monster will not be performing an attack on its turn, or has disarm, it finds a focus as if for a single-target melee attack.

Characters

- Characters initially use 20-card starting decks of attack modifier cards, labeled 1, 2, 3, 4. Advanced attack modifier cards are only added by gaining perks.
- A character cannot perform two top actions or two bottom actions. For the basic actions, "2" is always a top action, and "2" is always a bottom action.
- Exhaustion does not reduce the number of characters in the scenario, for variables like monster hit points or scenario effects.

Summons

- Summons must be placed in empty hexes adjacent to the summoner. If there is no adjacent hex available, the figure is not summoned.
- Summons are not directly controlled by their summoner. Most summons instead obey automated monster rules.

Loot and Elements

- All monsters, except scenario allies, drop a loot token when they die.
- All characters loot the hex they occupy at the end of their turn, not the end of each movement. Monsters and summons do not perform end-of-turn looting.
- Since infusions don't occur until the end of the turn, any consumed element must be already strong or waning at the start of the turn, prior to any infusions.

Scenario Details

- The recommended scenario level is half the average character level (rounded up).
- Characters can each bring into a scenario a number of small items equal to half their level (rounded up).
- The end of a scenario can only occur at the end of a round.

Appendix D: Enhancement Costs

Stop! Do not read this appendix until building 44 is built.

Each type of enhancement has a base cost, which is determined by the following cost chart. The cost might then be modified based on which ability is being enhanced. If applicable, apply the following cost modifiers, one at a time, in order:

1. If the ability targets multiple figures or tiles, double the cost. This applies to abilities that summon or affect multiple allies or tokens and to abilities that can target multiple figures or tiles. This does not apply to target, area-of-effect hex, or element enhancements.
2. If the action has a lost icon, but no persistent icon, halve the cost.
3. If the ability provides a persistent bonus, whether or not the action has a lost icon, triple the cost. This does not apply to summon stat enhancements.
4. For each level of the ability card above level 1, add 25 gold to the cost.
5. For each enhancement already on the action, add 75 gold to the cost.

Some enhancements do not fall neatly into the categories on the cost chart. When determining their base cost, treat damage traps as "+1" enhancements (50 gold), treat healing traps as "+1" enhancements (30 gold), and treat the movement of tokens and tiles as "+1" enhancements (30 gold).

Enhancement	Base Cost
Move +1	*30 Gold*
Attack +1	*50 Gold*
Range +1	*30 Gold*
Target +1	*75 Gold*
Shield +1	*80 Gold*
Retaliate +1	*60 Gold*
Pierce +1	*30 Gold*
Heal +1	*30 Gold*
Push +1	*30 Gold*
Pull +1	*20 Gold*
Teleport +1	*50 Gold*
Summon HP +1	*40 Gold*
Summon Move +1	*60 Gold*
Summon Attack +1	*100 Gold*
Summon Range +1	*50 Gold*
Regenerate	*40 Gold*
Ward	*75 Gold*
Strengthen	*100 Gold*
Bless	*75 Gold*
Wound	*75 Gold*
Poison	*50 Gold*
Immobilize	*150 Gold*
Muddle	*40 Gold*
Curse	*150 Gold*
Element	*100 Gold*
Wild Element	*150 Gold*
Jump	*60 Gold*
Area-of-Effect Hex	*200 Gold divided by the number of existing hexes (rounded up)*

Appendix E: Treasure Index

Stop! Do not read this appendix except to reference the contents of specific numbered treasures when looted.

01. ❑ Gain four loot cards.

02. ❑ Suffer 3, then gain .

03. ❑ Gain a random item blueprint.

04. ❑ Gain Eventide Scepter †200.

05. ❑ Gain Severed Claw †204.

06. ❑ Gain Opulent Shoes †199.

07. ❑ Gain Data Drive †227.

08. ❑ Gain three loot cards.

09. ❑ Unlock a random side scenario.

10. ❑ Gain three loot cards.

11. ❑ Gain a random item blueprint.

12. ❑ You find the remains of Camilla and her paintings of a majestic horned creature. Gain "Brummix" campaign sticker and add 99.1 to the campaign calendar in three weeks.

13. ❑ Gain Fishhook †207.

14. ❑ Gain a random item blueprint.

15. ❑ Unlock a random side scenario.

16. ❑ Gain Decanter of Mists †183.

17. ❑ Gain 3 .

18. ❑ Gain three loot cards.

19. ❑ Gain 1 , 1 , and 1 .

20. ❑ Gain four loot cards.

21. ❑ Gain Detonator blueprint †064.

22. ❑ Gain Scaled Armor blueprint †068.

23. ❑ Unlock a random side scenario.

24. ❑ Gain .

25. ❑ Gain 1 and 1 .

26. ❑ Gain Lightning Rod †223.

27. ❑ Gain two loot cards and .

28. ❑ Gain four loot cards.

29. ❑ Gain 2 and 2 .

30. ❑ Gain four loot cards.

31. ❑ Gain Balanced Scales blueprint †078.

32. ❑ Gain three loot cards.

33. ❑ Gain 3 .

34. ❑ Gain 1 .

35. ❑ Gain Extendable Pole †228.

36. ❑ Gain Black Box †222.

37. ❑ Gain three loot cards.

38. ❑ Gain a random item blueprint.

39. ❑ Unlock a random side scenario.

40. ❑ Gain Chaos Cannon blueprint †077.

41. ❑ Gain Algox Carving †225.

42. ❑ Gain Giant Sword †206.

43. ❑ Gain four loot cards.

44. ❑ Gain a random item blueprint.

45. ❑ Gain 2 and 2 .

46. ❑ Gain three loot cards.

47. ❑ Gain 5 .

48. ❑ Gain three loot cards.

49. ❑ Gain Bone Boots blueprint †071.

50. ❑ Gain Cured Hide Armor †017.

51. ❑ Read 78.1.

52. ❑ Gain Titan Nail †208.

53. ❑ Gain Eye of the Storm †239.

54. ❑ Treasure chest? There was no treasure chest there. Maybe you should slow down on the drink.

55. ❑ Gain Harpoon †205.

56. ❑ Gain a random item blueprint.

57. ❑ What's this? An empty chest with a lead trapdoor at the bottom. You make note of the location so you can return with Gem's help later. Unlock *The Lead Door* 103.

58. ❑ Gain a random item blueprint.
59. ❑ Gain Pain Simulacrum blueprint †081.
60. ❑ Gain three loot cards.
61. ❑ Unlock a random side scenario.
62. ❑ Gain Mechanical Cube blueprint †082 when you find the other half of this blueprint.
63. ❑ Gain five loot cards.
64. ❑ Gain **3** .
65. ❑ Gain **15** .
66. ❑ Suffer **2**, then gain .
67. ❑ Unlock a random side scenario.
68. ❑ Gain **4** .
69. ❑ Gain Mechanical Cube blueprint †082 when you find the other half of this blueprint.
70. ❑ Gain Horn of Command blueprint †076.
71. ❑ Gain four loot cards.
72. ❑ Gain Living Stone blueprint †080.
73. ❑ Gain a random item blueprint.
74. ❑ Gain a random item blueprint.
75. ❑ Gain **1** .
76. ❑ Unlock a random side scenario.
77. ❑ Gain three loot cards.
78. ❑ Gain Opulent Shoes †199.
79. ❑ Gain **10** .
80. ❑ Gain **15** .
81. ❑ Gain Unfettered Arm †226.
82. ❑ Gain Oak Staff blueprint †072.
83. ❑ Gain Tri-Corner Hat †195.
84. ❑ Gain Ice Shiv †221.
85. ❑ Gain **10** .

Appendix F: Favors

Stop! Do not read this appendix until building 81 is upgraded to level 2.

At the start of a scenario, the party can spend up to 7 favor points to activate favors. Each of the available favors can be activated multiple times, as long as the party has enough favor points to spend. The effects of activated favors only last for the current scenario.

Each favor point the party spends must be accounted for by removing one -1 card from the monster attack modifier deck for this scenario. However, 2 favor points can be accounted for by removing the -2 card from the monster attack modifier deck instead.

The following favors are available:

- **Knowledge (1 Point):** Each character will gain 3 experience if they achieve their battle goal.
- **Wealth (1 Point):** Each character will gain +1 gold per coin on their loot cards.
- **Strategy (1 Point):** The party chooses a monster ability deck and draws two cards at random, removing one from this scenario and shuffling the other back into the deck. This can only be done once per deck.
- **Capacity (1 Point):** Each character may bring one extra small item into this scenario, but they must have one unused small item at all times during this scenario.
- **Discovery (1 Point):** The party chooses a material or herb resource not included in the loot deck for this scenario. Add one random loot card of that type to the loot deck for this scenario.
- **Potential (2 Points):** Each character may add one ability card, from among those they have passed over when leveling up, to their pool for this scenario. If they do, they must remove a different card of equal or higher level from their pool for this scenario.

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DEDICATION

To Joseph Childres—the most creative person I've ever known.

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Quick Reference

BEGINNING A SCENARIO (p. 8)

- Select a scenario.
- Resolve a road event if necessary.
- Set up the map tiles for the scenario.
- Retrieve all monsters for the scenario and shuffle their ability decks.
- Retrieve all overlay tiles for the scenario.
- Set up the first room of the scenario.
- Shuffle all attack modifier decks.
- Read the scenario entry.
- Deal and select battle goals.
- Place the token tray nearby.
- Build the loot deck.
- Select which items to bring.
- Select which ability cards to bring.
- Set dials to maximum and dials to zero.
- Apply any event and scenario effects.

SCENARIO PHASE (p. 18)

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

OUTPOST PHASE (p. 59)

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

TARGETED ABILITIES (p. 21)

- *Attack* (p. 25)
- *Conditions* (p. 28)
- *Heal* (p. 29)
- *Forced Movement* (p. 32)
- *Commanding Figures* (p. 33)
- *Manipulating Tiles* (p. 33)

ATTACK MODIFICATION ORDER (p. 25)

1. Apply all attack bonuses and penalties.
2. Draw and apply an attack modifier card.
3. Apply the target's shield bonus.
4. Apply the effects of and .

END OF ROUND (p. 46)

1. Trigger any end-of-round effects.
2. Shuffle all decks with revealed icons.
3. Remove all round bonuses from active areas.
4. Perform short rests if desired.
5. Move all infused elements to the left.

ENDING A SCENARIO (p. 47)

Whether Scenario Lost or Completed...

- Recover all discarded and lost items and ability cards.
- Reset dials to maximum.
- Remove all / / -1 cards from attack modifier decks.
- Gain experience from dials.
- Gain gold from loot cards.

If Scenario Lost, Choose One:

- Return to Frosthaven for an Outpost Phase. Gain resources from loot cards.
- Replay the scenario immediately. Do not gain resources from loot cards.

If Scenario Completed...

- Gain resources from loot cards.
- Gain checkmarks for achieving battle goals.
- Gain perk marks for achieving masteries.
- Read the scenario conclusion.
- Gain all scenario rewards.
- Gain (4 – C) inspiration.
- Update the map.
- Return to Frosthaven for an Outpost Phase (or play a linked scenario immediately).

TIMING OF ATTACK EFFECTS (p. 26)

- *+X Attack* (p. 25) – during damage resolution
- *Pierce* (p. 27) – during damage resolution
- *+X Target* (p. 21) – after the attack resolves
- *Conditions* (p. 28) – after the attack resolves
- *Forced Movement* (p. 32) – after the attack resolves
- *Other Added Effects* (p. 26) – after the attack resolves
- *Elemental Infusions* (p. 23) – at the end of the turn

SCENARIO LEVEL (p. 16)

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

- **Recommended Scenario Level:** Average Character Level ÷ 2 (rounded up).