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# v1.1

May 2020

Game:	<b>GLOOMHAVEN</b>
Publisher:	<b>CEPHALOFAIR GAMES (2017)</b>
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**Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers**





# GLOOMHAVEN

## MODES

**Campaign mode:** Players form a party that undertakes a number of consecutive scenarios over multiple play sessions. A scenario can only be played in campaign mode if all the required prerequisite achievements are active for the party. Once completed, it cannot be undertaken again in campaign mode by any party.


**Casual mode:** Players undertake any revealed scenario on the world map regardless of achievements or whether it has been completed in campaign mode. Any story text or rewards listed at the end of the scenario are disregarded. A party in campaign mode can switch to casual mode to play a scenario they have already completed, but they should not undertake a scenario in casual mode that they haven't yet experienced in campaign mode.

## SETUP

Each player selects a **character class** (only 1 copy of each character class can be played in any given scenario) and takes the corresponding **character mat**, **character tokens**, and starting hand of **level 1 ability cards** (from the large tuck box with the character's symbol), as well as their **miniature** (in the small tuck box). Each player uses a **tracking dial** to keep track of their hit points (HPs) and experience. Each character draws 2 random **personal quest cards** and chooses one to keep.

Lay out the scenario's **map tiles** (with connecting doors), **overlay tiles**, **tokens**, and **monster and character figures**.

Only place monsters in the starting room during setup. Monster placement is indicated in a symbol's upper left for 2 characters, upper right for 3 characters, and bottom for 4 characters. **Black:** the monster is not present, **white:** normal (white base) monster, **gold:** elite (gold base) monster.

Players place their figures on any empty **starting hex** .

Players choose a **scenario level** from 0 to 7 (this cannot be changed once the scenario begins). The recommended level is the average level of the characters in the party, divided by 2 and rounded up. Reduce this by 1 for an easy game and increase by 1 for a hard, or by 2 for a very hard, game. Solo players increase the monster level and trap damage by 1 for the scenario without increasing gold conversion and bonus experience.

Place to one side the **monster statistic cards** and corresponding **standees**, and shuffle the separate decks of **monster ability cards**.

Shuffle the **attack modifier deck** for each player and the monsters. **A standard attack modifier deck consists of 20 cards as shown on page 5 of the rules**, not the character specific modifier cards found in the character boxes. A deck may be modified by level-up bonuses, items, scenario effects, and *Curse/Bless* conditions.

Make piles of **damage tokens**, **money tokens**, and **condition tokens**.

Set up the **elemental infusion table** with all 6 elements in the **inert** column.

At the start of a campaign, create the city event deck and the **road event deck** using city and road events 01 through 30, and shuffle each deck separately. Create the city's **available item supply** using all copies of item 001 through item 014.

Read the scenario's introduction text and apply any negative scenario effects from the **special rules** section.

Each character draws 2 **battle goal cards** and secretly chooses 1 to keep, discarding the other. If the scenario is a success and you meet the card's criteria, you earn **checkmarks** as specified, which are used to enhance your attack modifier deck. If the scenario is a failure, you receive nothing from the card, even if it was achieved. Make a note of your battle goal progress and keep the information secret until the scenario is over.

Each player arranges in front of them their **character mat** with **health** and **experience trackers**, **character tokens**, and their facedown **battle goal card**. Take 30 **gold**. Decide which **item cards** you wish to equip from your collection (add -1 cards to your attack modifier deck when applicable). Decide which **ability cards** to have in hand from those you have available, up to your hand size as given on your character mat (level 1 cards only when starting).




Apply any effects of a preceding **road** or **city event**.

## GAME ROUND

### 1. CARD SELECTION

Each player secretly selects 2 cards from their hand to play facedown in front of them. One should be selected as the **leading card** which determines the player's initiative. Players should not share specifics about their cards, but may discuss strategy and make general statements about their actions for the round.

Alternatively, you may perform a **long rest**. If you have one, or no cards in your hand, you *must* perform a long rest. If you have one, or no cards in your discard pile as well, you are **exhausted**.

Place played cards in your **discard pile** unless otherwise noted. If the action had a **lost**  symbol, place the card in your **lost pile**. Place actions with an active effect (**round bonus**  or **persistent bonus** ) in the active area in front of you; once the effect wears off, move the card to the appropriate pile.

### 2. DETERMINE INITIATIVE

Reveal a monster ability card for each type of monster that has at least 1 figure on the map. Each player not taking a long rest also reveals their selected cards for the round, placing their leading card on top with its initiative value is visible.

**Players and monsters take turns from lowest initiative value to highest**, until every figure on the board has acted.

When a monster type takes an action, each monster of that type performs the actions on their played ability card, starting with elites and then normal monsters, in ascending standee order.

If there is a tie in initiative between players, consult the non-leading card of each player to break the tie. On a further tie, players decide among themselves who goes first. On a tie between a player and a monster type, the player goes first. On a tie between 2 monster types, the players decide which goes first.

### 3. CHARACTER AND MONSTER TURNS

On your turn, **perform the top action of one of the 2 ability cards played and the bottom action of the other**. It does not matter which was the leading card.

The abilities of the action must be done in the order written and can't be interrupted by the other card's action. When a card's action is completed, place it in the appropriate area (discard pile, lost pile, or active area) before anything else happens.


You are free to not perform any part of the action, but you must perform any part that causes a negative effect on yourself or your allies. An ally is any figure that fights with you, including summoned figures, but not yourself. Abilities cannot affect allies unless specified otherwise.


You can also use any card you play as an **Attack 2** action on the top half or a **Move 2** action on the bottom. Always discard a card used this way.

On your turn, before, during, or after performing your 2 actions, you can use any number of items you have equipped.


### 4. END OF ROUND

Once all figures have taken a turn, the round ends.

If a standard **2x** or  attack modifier card was drawn from a modifier deck this round, shuffle all the discards of that deck back into its draw deck.

If a monster ability card with a  was drawn at the start of the round, shuffle all discards for that monster type back into its deck.

If there are any elemental infusion tokens in the **strong** column, move them to the **waning** column. If there are any elemental infusion tokens in the **waning** column, move them to **inert**.

Place all active round bonus ability cards in the appropriate discard or lost (if an action with a  was used) pile.

Players may perform a **short rest** if they are able.

If the scenario requires you to keep track of the round number, move the **tracker token** forward 1 space on the round track at the top of the elemental infusion table.

## ACTIONS

### Move



**Move X:** Figures may move up to X number of hexes.

Figures can move through allies, but not through enemies or obstacles. Traps and other terrain effects of hexes must be resolved when a figure enters them with normal movement. A figure cannot end its movement in the same hex as another figure. Figures can never move through walls.



**Move X (Jump):** Figures may ignore all figures and terrain effects during a jump movement. However, the last hex of a jump is still considered a normal movement, and must obey normal movement rules.



**Flying:** Figures may completely ignore any figures and terrain tiles during any part of their movement, including the last hex, except they still must end their movement in an unoccupied hex (no figures present). This includes forced movement like **push** or **pull**. If a figure loses its flying trait while occupying an obstacle hex, it takes damage as if it had sprung a damage trap and then moves immediately to the nearest empty hex (no figures, tokens, or overlay tiles of any kind present except corridors, pressure plates, and open doors).

### Revealing a room

During any part of your movement, if you enter a tile with a closed door, flip the door tile to the opened side and immediately reveal the adjacent room on its other side. Refer to the scenario to see what is placed in the revealed room, based on the number of characters (including exhausted characters).

Randomize the standee numbers of the monsters in the new room. If you run out of specific types of monster standees, place only those that are available, starting with the monsters closest to the revealing character.

Then, draw an action card for any present monster types without an action card. Once your turn ends, review the initiative values of all monsters in the new room, and any monster type that has a lower initiative value than you do must immediately act out their turn (in normal initiative order in case of multiple monster types in this situation). Therefore all monsters revealed in the new room will always take a turn in the round in which they are revealed.

### Attack

**Attack X:** Figures may do a base X amount of damage to an enemy within range and LOS. Figures cannot attack their allies. Attacks are either **ranged** or **melee**.



**Ranged attacks:** **Range Y** means that any enemy within Y hexes can be targeted by the attack. Any ranged attack targeting an adjacent enemy gains **disadvantage** against that target.



**Melee attacks:** Considered to have a default range of 1 hex, which means they typically target adjacent enemies.

**Line of sight (LOS):** You have LOS if you can draw a line from any corner of the attacker's hex to any corner of the defender's hex without touching any part of a wall (the line edge of a map tile or the entire area of any partial hex along the edge of a map tile, unless covered by an overlay tile). Only walls block LOS.

Any ability which specifies a range can only be performed on a figure in LOS. If a non-attack ability does not specify a range, LOS is not required. Hexes separated by a wall line are not adjacent, and range cannot be counted through walls.

**Modifiers:** The base attack value can be modified; repeat these steps for each individual enemy targeted by the attack:

1. Apply the **attacker's attack modifiers** from active ability cards, items, and other sources.
2. Draw and apply an **attack modifier card** from the attacker's attack modifier deck.
3. Apply the **defender's defensive bonuses**. These reduce the attack value for each individual enemy targeted.

If there are multiple modifiers in any step, choose the order in which they are applied. The same attack action may ultimately deal different damage to each enemy it targets.

Track damage suffered by a monster on the stat sleeve in the section corresponding to the number on that monster's standee. A monster brought to 0 or less HPs immediately dies and is removed from the board (any additional effects of an attack are not applied once a monster dies). **Place a money token on the hex where it died if the monster was not summoned or spawned.**

**Advantage:** Draw 2 modifier cards and use whichever is better.

**Disadvantage:** Draw 2 modifier cards and use whichever is worse. Disregard rolling modifiers. If 2 rolling modifier cards are drawn, continue to draw until a rolling modifier is not drawn and then only apply the effect of the last card drawn.

If there is ambiguity about which card is better or worse, use the card that was drawn first.


**Area effects:** These target multiple hexes or targets. Any rotational orientation of the depicted diagram is valid, and each target constitutes a separate attack (drawing its own attack modifier card), but all attacks together make up a single attack action.

**Grey** indicates the hex on which the figure is currently located; an area attack which includes a grey hex is always a melee attack. **Red** indicates the hexes with enemies affected by the ability. For a ranged area attack, only one of the red hexes needs to be within range, and it does not need to contain an enemy. However, for both ranged and melee area attacks, you can only attack enemies in hexes you have LOS to. An ally within the affected area of an attack will not be targeted by it.





**Target X:** The figure can target X number of different enemies within the attack's range.

**Attack modifier cards:** When you perform an **attack** ability, draw a separate **attack modifier card** for each individual target of the attack. Players draw from their character's personal deck, and monsters draw from a collective deck. Apply the modifier on card the to the attack.

**Null**  means that no damage is done by the attack.

**2x** means the attack value is doubled.

**Rolling modifier**  means that you draw an additional modifier card. Cards are drawn until a rolling modifier is not revealed, at which point all the drawn modifiers are added together.

**Shuffle**  means that at the end of the round in which a null or 2x card is drawn, shuffle all the played modifier cards back into that particular draw deck. Also do this if a modifier card must be drawn and there are none left in the draw pile.

**Attack effects:** These are applied regardless of whether the attack does damage. Apart from experience gains, they are optional.



**PUSH X** The target must move X hexes in a direction specified by the attacker. Each hex moved must place it farther away from the attacker than it was previously. If there are no viable hexes into which to push the target, the push ends. The target can be pushed through its allies, but not its enemies.





**PULL X** The target is forced to move X hexes in a direction specified by the attacker. Each hex moved must place it closer to the attacker than it was previously. If there are no viable hexes into which to pull the target, the pull ends. The target can be pulled through its allies, but not its enemies.

Both push and pull are movements, but are not affected by difficult terrain.



**PIERCE X** Ignore up to X points of the target's **shield** for the attack. Apply **pierce** while calculating the accompanying attack damage (instead of afterwards).



**ADD TARGET** Add an additional target within range to the attack. All added effects and conditions of the attack action are applied to the target as well, except for effects that would result in additional targets.

## Conditions

When a condition is applied to a figure (except *Curse* and *Bless*), place its token on the stat sleeve in the section corresponding to the monster's standee number, where it remains until the requirements for removing the effect are met.

Only one of each condition type may be applied to a single figure at a time, though they can be reapplied to refresh their duration.

### Negative conditions

A condition that is part of an ability is applied to all targets of the ability, after the main effect is applied (even if the attack does no damage).



**POISON** All enemies add +1 attack to all of their attacks targeting the poisoned figure. A heal ability used on the figure removes the poison token and has no other effect.



**WOUND** The figure suffers 1 point of damage at the start of each of its turns. A heal ability used on the figure removes the wound token and the heal continues normally. If a figure is both poisoned and wounded, a heal ability removes both conditions but has no other effect.



**IMMOBILIZE** The figure cannot perform any move abilities. At the end of its next turn, remove the immobilized token.



**DISARM** The figure cannot perform any attack abilities. At the end of its next turn, remove the disarm token.





**STUN** The figure cannot perform any abilities or use items except, if a character, to perform a long rest. At the end of its next turn, remove the stun token. If a player plays 2 cards while stunned, the actions are not used and the cards are discarded.



**MUDDLE** The figure gains disadvantage on all of its attacks. At the end of its next turn, remove the muddle token.



**CURSE** The figure must shuffle a *Curse* card into its remaining attack modifier deck. When this card is revealed through one of the figure's attacks, it is removed from the deck instead of being placed into the attack modifier discard pile.

Curse cards can be placed in the monster attack modifier deck , or a character's attack modifier deck .

### Positive conditions

Figures can apply positive conditions to themselves or allies through specific actions. They cannot be prematurely removed.



**INVISIBLE** The figure cannot be focused on or targeted by an enemy. Interactions with allies are not affected.

At the end of its next turn, remove the invisible token. Monsters treat invisible characters as if they were obstacles.



**STRENGTHEN** The figure gains advantage on all of its attacks. At the end of its next turn, remove the strengthen token.




**BLESS** The figure must shuffle a *Bless* card into its remaining attack modifier deck. When this card is revealed through one of the figure's attacks, it is removed from the deck instead of being placed into the attack modifier discard pile.

## Elemental infusions

If an **elemental affinity** symbol (Fire, Ice, Air, Earth, Light, or Dark) is visible by itself in an action's description, it means that by performing any part of the action, the figure must **infuse** the battlefield with that element. Move the corresponding element's token to the **strong** column of the elemental infusion table at the end of the turn in which the ability was used.

At the end of every round all elemental infusions wane, moving one step to the left in the table, from **strong** to **waning** or from **waning** to **inert**.

Elemental infusions can be used to augment the effects of certain abilities. This augment is represented by an elemental symbol covered with a , followed by how the ability is augmented if the element is consumed. If an ability is used that consumes an element and the corresponding element token is in the **strong** or **waning** column, that token may be used to augment the ability by moving the token to the **inert** column. A single icon cannot be used to consume more than 1 infusion, and it is **not possible to create an element and consume it on the same turn**, but it may be consumed by anyone later in the initiative order of that round.

If an ability contains multiple separate augments, you may choose which to use in any order. If a single augment lists multiple element uses, all elements must be used to activate the augment.


Monsters may also create and consume elements. They always consume elements if they can, and every activated monster of that type gains the benefit of the consumed element.




This symbol represents any single one of the 6 elements. If it is present on a monster's ability card, the players choose which element is created or consumed.


## Active bonuses


Play cards with active bonus effects into your active area.

 **Persistent bonuses** are active from when the card is played until the conditions specified are met. Place a token on the first marked position of the card's action and advance it one space each time the effect is triggered, left to right, top to bottom. When the ability has been used once for each space, place the card in the lost pile. You must use the benefits of a persistent bonus when possible, even if no benefit is gained. If there are no conditions specified or positions marked, the card may remain in your active area for the rest of the scenario and can be removed from play at any time by being placed in the lost pile.

 **Round bonuses** are active from when the card is played until the end of the round, when the card is placed in your discard or lost pile.

A bonus card in your active area is still considered discarded or lost. At any time, they can be moved to the appropriate pile, which immediately removes any bonuses they are applying.

 **Shield X:** You may reduce any incoming attack value by X. This only applies to damage caused by an attack. Multiple shield bonuses stack and can be applied in any order.

 **Retaliate X:** You may inflict X points of damage on figures who attack you from an adjacent hex for each attack made. **Range Y** means that the retaliate damage is applied to any attacker within Y hexes. Retaliate takes effect after the attack that initiated it. If the retaliating figure is killed or exhausted by the attack, the retaliate does not activate. Multiple retaliate bonuses stack, and retaliate is not an attack or a targeted effect.

## Heal



**Heal X:** Figures may return X HPs to either themselves or 1 ally within the ability's range. **Range Y** means that any ally within Y hexes and LOS, or the figure performing the heal, can be affected; **self** means the figure can only affect themselves.

## Summon

Summoned figures (**summons**) are placed in an empty hex adjacent to the figure performing the summon; if there are none available, the ability cannot be used. Summons are represented by a colored **summon token**. Assign a color to a specific summon and place tracker tokens on your summon ability cards for reference.

A summon is considered a persistent bonus (the card is placed in the active area) until either the summon loses all its HPs, its corresponding ability card is removed from the active area, or the summoner becomes exhausted, at which point the summon is removed from the board.

A summon's turn in the initiative order is always directly before the character who summoned it, and is separate from that character's turn. Summons are not controlled by the summoning player, but obey automated monster rules, permanently following the ability card **Move+0, Attack+0** and using the player's attack modifier deck to perform attacks.

You can have multiple different summon abilities in play at once, acting in the order in which they were summoned. Summoned figures never take a turn in the round they are summoned. Summon kills are credited to the owner of the summon.

## Recover and refresh



**Recover** abilities allow you to look through your discard or lost pile (or active area), select up to a number of cards specified, and immediately return them to your hand.



These cards cannot be recovered or refreshed once lost, no matter how the card was lost or consumed.



**Refresh** abilities allow you to regain the use of spent or consumed item cards.

## Loot



**Loot X:** You may pick up every money token and treasure tile within range X and LOS, unaffected by the positions of monsters or obstacles. Money tokens are kept in your personal supply and are not shared with other players. If a treasure tile is looted, refer to the reference number in the treasure index in the back of the scenario book. If you loot an item you already have, the new item is immediately sold to the city's available supply.

In addition to specific loot abilities, you must also loot any money tokens or treasure tiles in the hex you occupy at the end of your turn. Character summons do not perform end-of-turn looting.

If a **random item design** is the reward when looting a treasure tile, draw a card from the random item design deck. Find the additional copy with the same reference number in the deck of unavailable items and add both cards to the city's available supply of items. If the deck is empty, additional random item design rewards have no effect.

If a **random side scenario** is listed as the reward when looting a treasure tile, draw a card from the random side scenario deck. This scenario is immediately unlocked: place its sticker on the campaign map and remove the card from the game. If the deck is empty, additional random side scenario rewards have no effect.

## Gaining Experience



When this action is taken, and subject to any conditions, you gain the **experience** specified (you must use one or more of the accompanying abilities to earn the experience).



Some persistent bonuses also give a character experience when that charge of the bonus is expended (ie, when the character token moves off that slot). Track experience on the right side of your tracking dial.

## Character damage

You have 2 options whenever you suffer **damage**:

- Suffer the damage and reduce your HPs on the left side of your tracking wheel, or
- Choose 1 card to lose from your hand or 2 cards to lose from your discard pile to negate the damage (any additional effects of the attack are still applied).

Whenever you are healed, increase your HPs on your tracking wheel. You cannot have more HPs than your maximum HP value as indicated on your character mat.

## Exhaustion

You can become **exhausted**:

- If you drop below 1 HP on your HP tracker, or
- If, at the beginning of a round, you cannot play 2 cards from your hand and also cannot rest. Exhaustion due to insufficient cards does not affect your current HP total.

In either case, place all ability cards in your lost pile and remove your figure from the map. You can no longer participate in the scenario in any way. If all characters become exhausted during a scenario, the scenario is lost.

## MONSTER TURN

Monsters perform the actions, in order, on their ability card; they do not move or attack unless these actions are on their card.

**Normal** monsters have a white stand and **elite** monsters have a gold stand. An elite monster uses the statistics in the **elite** section of the monster statistic card.

All monsters of the same type take individual turns at the same initiative value. **All elites of a type activate first, then all normal monsters of that type.** If more than 1 elite or normal monster of a given type is present on the board, the monsters activate in ascending order according to the numbers on their tokens.

## Monster focus

Before performing any action, each individual monster **focuses** on a specific character or character summon.

A monster finds the shortest possible path to get in range and LOS to use its attack (regardless of its current movement), and the enemy figure that can be attacked at the end of that path is the **focus** and is considered the 'closest'. A monster that does not have an attack on its card for the round finds a focus as if it had a melee attack. If there are several eligible closest targets, check proximity from the monster's current position as a tie-breaker.

If more than 1 enemy still ties for being the closest, then focus on the enemy who is earlier in the initiative order (summons are focused on before their summoner, even on the round they are summoned).

Where there are no valid targets to focus on, regardless of the number of hexes it could move, a monster does not move or attack, but performs any other actions on its card that it can.

## Monster movement

A monster moves on its turn if **Move±X** is on its ability card, moving up to a number of hexes equal to its base move modified by X.

If a monster has a **move but no attack** on its ability card, it uses its movement to get as close as possible to its focus (as if it had a melee attack), moving along the shortest possible path to enter a hex adjacent to its focus.

If a monster has an **attack after its movement**, it moves the least number of hexes possible to attack its focus with maximum effect. If it is a **single-target** melee attack, it moves toward the nearest hex adjacent to its focus to attack. If it is a **multi-target** attack, it moves toward a position where its attack will hit its focus and as many other enemies as possible.



If the monster has a  **ranged attack**, it will only move toward a hex to be within range to perform its best possible attack. It will also move away from its focused enemy until it can perform the ranged attack without disadvantage. When forced to choose, a monster will prioritize losing disadvantage on its focused enemy over maximizing its attack on secondary targets. Even if a monster cannot move into attack range, it will still use its movement to get as close as possible to its focus.

Monsters without the **flying** trait consider traps or hazardous terrain to be obstacles when determining focus and movement unless movement through one them is the only way they can focus on a target (when they will use the path moving through the smallest number of negative hexes possible).

Monster attacks

A monster attacks on its turn if **Attack-X** is on its ability card, dealing damage equal to its base attack value modified by X. A monster always attack its focused enemies but if it can attack multiple targets, it will attack its focused enemy and as many other enemies as possible to maximum effect. If it has multiple attacks, it chooses the focus of its other attacks following normal focus rules, excluding figures it is already attacking. Any attack that does not specify a range should use the base range of the monster on its stat card.

Other monster abilities

**Healing:** Monster healing functions exactly like character healing. With a **Heal X** ability, the monster heals themselves or an ally within the specified range, whichever has lost the most HPs.

**Summons:** Monster summon abilities place new monsters on the board that behave exactly like the normal monsters, acting according to played monster ability cards of their type. Place summoned monsters in an empty hex adjacent to the summoning monster and as close to an enemy as possible. If there are no empty adjacent hexes or no available standees of the summoned monster type, the summon fails. Summoned monsters never act on the round they are summoned, nor do they drop money tokens when killed.

**Bonus abilities:** Ability card bonuses are activated through actions only when the monster activates and are only active until the end of the round in which the card was drawn.

**Looting:** Monsters do not perform end-of-turn looting, but some monsters have loot actions and will pick up all money tokens within the specified range. These money tokens are lost and are not dropped again when the looting monster is killed. Monsters are unable to loot treasure tiles.

**Bosses** have their own stat card but act using a **boss** ability card deck. They are not normal or elite monsters, but perform special actions, and are immune to certain negative conditions.

RESTING

By resting, players can return discarded cards back into their hand of available cards. The rest action can only be taken if you have 2 or more cards in your discard pile, and it always results in losing one of the discarded cards.

**Short rest:** A short rest may be performed during the cleanup step of a round. You may immediately shuffle your discard pile and randomly place 1 of the cards in the lost pile, then return the rest of the discarded cards to your hand. If you would like to instead keep the card that was randomly lost, you can choose to suffer 1 damage and randomly lose a different discarded card, but this can only be done once per rest.

**Long rest:** A long rest may be performed during the card selection step of a round and constitutes your entire turn for the round. Resting players have an initiative value of 99. On your turn, at the end of the initiative order, you must choose to lose one of your discarded cards, then return the rest of the discarded cards to your hand. You also perform a **Heal 2**, **Self** action and refresh all your spent item cards.

ITEMS

Each character can equip only 1 item, 1 item, 1 item, up to 2 items or 1 item, and up to a number of equal to half their level, rounded up.

You cannot own more than 1 copy of any item card.

**The item is spent after use** (rotate the card to its side). Spent cards can be refreshed during a long rest. If an item can be used multiple times, mark the card's use slots with a character token.

**The item is consumed after use** (flip the card facedown). The card can only be refreshed during a scenario by specific abilities, but all items are refreshed between scenarios.

If a card has neither of these symbols, there are no restrictions on the number of times it can be used during a scenario, other than what is written on the card.

You can use items at any time, within the constraints of what is written on the card, including in the middle of a card ability. However, if an item affects an attack, it has to be used before an attack modifier is drawn. If an effect is added to an attack, it functions as if it had been written on the action card being used for the attack.

There is no limit to the number of items a character can use on their turn or during a specific ability. Any instance of applying the effects of an item card to a situation is considered a **use**. An item with multiple use circles must be used when the situation applies.

OVERLAY TILES

**Doors (blue):** When you move onto a closed door tile, immediately flip it to the open side and immediately reveal the adjacent room tile, placing overlay tiles, monsters, and money tokens as indicated. Closed doors do not hinder character movement, but act as a wall for any monsters or character-summoned figures. Figures cannot be forced through a closed door. Open doors do not hinder any movement and cannot be closed.

**Corridors (grey):** Corridors act like normal empty hexes.

**Traps (red):** A trap is sprung when a figure enters its hex with normal or forced movement; **flying** and **jump** movements are unaffected by traps. A sprung trap inflicts a negative effect on the figure who sprung it and then is removed from the board. If part of a trap's effect is listed as **damage**, the trap inflicts **2+L damage** on the affected figure (L = the scenario level). A trap can also be disarmed to remove it from the board unsprung.

**Hazardous terrain (orange):** If a figure enters a hex with hazardous terrain via normal or forced movement, each hex inflicts half the damage of a trap (rounded down). **Flying** and **jump** movements are unaffected by hazardous terrain. Hazardous terrain is not removed after its effect is applied. Starting a turn on or exiting these hexes does not cause additional damage.

**Difficult terrain (purple):** A figure needs 2 normal movement points to enter a difficult terrain hex. **Flying**, **jump**, and forced movements are unaffected by difficult terrain.

**Obstacles (green):** Figures cannot move through obstacles with a normal movement, but can do so with a **flying** or **jump** movement. Obstacles do not hinder ranged attacks. If a character creates or moves an obstacle, they can never completely cut off one area of the map from another, such that the area cannot be moved into without going through the obstacle.

**Treasure (yellow):** Treasure tiles can be **looted** by a player. **Goal** tiles (specified in the scenario) are reset every time a scenario is played. When a **numbered** tile is looted, look up the number in the treasure index in the back of the scenario book. If a specific item is listed, take it from the deck of unique items and add it to your pool of items. If an item design is listed, add all copies of that item to the city's available supply. Once a numbered treasure tile is looted, cross it off in the scenario book.

SCENARIO LEVEL

Difficulty	Level modification
Easy	-1
Normal	0
Hard	+1
Very hard	+2

Scenario level	Monster level	Gold conversion	Trap damage	Bonus experience
0	0	2	2	4
1	1	2	3	6
2	2	3	4	8
3	3	3	5	10
4	4	4	6	12
5	5	4	7	14
6	6	5	8	16
7	7	6	9	18

SPECIAL SCENARIO RULES

**Spawning:** When a monster is spawned, set it up on the map at its spawning location or the nearest empty hex. If a monster is spawned at the end of a round, it will begin to activate on the following round. If a monster is spawned during a round, it activates as if it had just been revealed.

**Locked doors:** These cannot be opened by a character moving onto them, but instead act as walls until the conditions to open them specified in the scenario are met.

**Pressure plates:** These function like corridors and have no effect on movement. If a pressure plate is occupied by a character at the end of a turn, it may trigger a scenario-specific special effect.

**Destroying obstacles:** When an obstacle has HPs, it can be attacked and is destroyed and removed from the board when it drops below 1 HP. Such obstacles can only be destroyed through damage and not through other character abilities. They are considered enemies for all ability purposes and have an initiative of 99 for the purpose of summon focusing, but are immune to all negative conditions.

**Objective and scenario aid tokens:** Objective tokens (black) are used to represent allied figures or loot locations. For allied figures, the numbers on the tokens should be randomized when placed, as they determining the figures' activation order. Scenario aid tokens (red) are placed on the map tiles to act as a reminder for special cases, such as where enemies spawn or when to read numbered sections from the scenario book.

**Named monsters:** A scenario's goal may be to kill a specific monster; these are not normal or elite and are not affected by character abilities that target only normal or elite monsters.

**Equations:** Some properties are determined by equations that depend on the scenario level (**L**) and the number of characters (**C**).

FINISHING A SCENARIO

Once a scenario's **success** or **failure** conditions are triggered, play out the remainder of the round, then end the scenario. Players tally the experience their individual characters earned, and tally the money tokens they looted and convert them into gold (each money token looted is worth an amount of gold based on the scenario level). Anything not looted is not collected.

Players recover all lost and discarded ability cards, refresh all spent and exhausted item cards, and return their HP dials to their maximum HP value. Go through your attack modifier deck and remove any *Bless*, *Curse*, and any other negative cards added through scenario and item effects, then do the same with the monster attack modifier deck. Shuffle all battle goals back into the battle goal deck, regardless of whether they were completed.

If players successfully completed the scenario, they receive checkmarks on their character sheet for their characters' completed battle goal cards. Completing a set of 3 immediately earns a character an additional **perk**.

They also receive bonus experience: **4 + twice the scenario level**.

Even if a character is **exhausted**, as long as the scenario was successfully completed, they can still complete their battle goal, earn scenario rewards, and keep all the money and experience they collected before becoming exhausted. There is no penalty for becoming exhausted.

In a campaign, successfully completing a scenario allows players to read the conclusion text and gain the listed benefits. The party gains a number of **rewards**, which can include global or party achievements, extra gold or experience for each party member, prosperity increases, unlocked scenarios, items, or item designs. If a scenario reward directs a party to lose something, they can't lose more than what they have.

Track money and experience on your character sheet. If the scenario was not part of a campaign, money and experience can be used as metric for gauging how well each character did.

When a new scenario is unlocked, find its corresponding number on the world map using its grid location and place the sticker matching the scenario on top of it. The scenario numbers in circles within the story text do not unlock scenarios; these are references to what the story text is referring to.

If an item is gained as a reward, find one copy of that item from the deck of unavailable items and give it to one of the present characters. If an item design is gained as a reward, find all copies of that item from the deck of unavailable items and add them to the city's available supply of items.



# GLOOMHAVEN

## CAMPAIGN MODE

Numbered circles on the **Gloomhaven map** represent scenarios. When a **scenario** is unlocked, place its corresponding sticker over the numbered circle. Mark the spot on the sticker when the unlocked scenario is completed in campaign mode.

When the prosperity of Gloomhaven increases, mark a square on the **prosperity track** for every point of increase (left to right).

Party achievements, reputation, and location is tracked on a **party sheet**. New parties can be formed at any time, though new characters should be made for a new party.

Your character's **character sheet** records the experience, gold, items, perks, and available ability cards in your deck.

**Sealed boxes and envelopes:** The game directs players to open these when necessary. If it contains materials for a new character class, that character class is now available for anyone starting a new character.

**Town records:** When the first character retires, open this book and begin reading it. At certain points, players will be directed to stop reading until certain conditions are met.

**City and road event cards:** When a card is added to an event deck, shuffle the deck. If a played card is returned to an event deck, it is placed on the bottom of the deck and the deck is not shuffled.

**Global achievements** affect the entire game world, regardless of what party is playing in it. When a global achievement is unlocked, place its corresponding in one of the sticker slots. Only one global achievement of each type can be active at a time. If one is gained and there is already an active one of the same type, place the new sticker on top. Multiple instances of a single global achievement are possible as long they don't have a specific type.

**Party achievements** are tied to a specific party and used to keep track of what scenarios are available to play in campaign mode.



## PLAYING A CAMPAIGN

After every scenario, players may either return to Gloomhaven or immediately travel to a new scenario.

**If the players travel to a new scenario,** they must complete a **road event**, unless they are playing the same scenario, the new scenario is linked to the previous one, or they are playing in casual mode. In the scenario book, scenarios linked to a scenario entry are listed on the upper right side of the page.

**If the players return to Gloomhaven,** once they are finished with their business in town, they will still need to travel to a new scenario and complete a road event unless the new scenario is linked to Gloomhaven or it is being played in casual mode.

## Road events

To complete a road event, draw 1 card off the road event deck and read the front side. After the party chooses an option, resolve the corresponding outcome on the back. Then, either remove it from the game  or return it to its deck .

An outcome can be preceded by one of these conditions:

**Class icon:** As long as one of the listed icons matches the class icon of a current member of the party, the outcome is applied.

**Range of reputation:** If the party's reputation is within the designated range, the outcome is applied.

**Collective gold amount:** If the party collectively has equal to or more than the gold amount, that amount is lost, and the outcome is applied.

**'Otherwise':** If none of the preceding outcomes were applied, apply this outcome instead.

If the outcome does not have a condition, the outcome is applied.

**Collective** rewards or penalties are distributed among the party, and rewards or penalties specified as **each** are applied to each character in the party individually.

If a player must lose something, but cannot because they don't have enough of it, they lose what they can and continue resolving the event. A character can never lose a checkmark that would cause them to lose a perk, have negative money, or be brought below the minimum experience required for their current level, and the town can never be brought below the minimum prosperity for its current level.

### Reputation

Reputation is tied to a party and tracked on the party sheet. When a new party is formed, its reputation starts at 0. A party can have a maximum reputation of 20 and a minimum reputation of -20.

**When buying items, players modify the cost based on their reputation.** These modifications are given next to the reputation track on the party sheet.

## VISITING GLOOMHAVEN

A new visit to **Gloomhaven** can be triggered after every scenario played in campaign mode.

### Creating new characters

A player can start a character at any level equal to or lower than Gloomhaven's **prosperity level**. If you start a character above level 1, go through all the steps for each level increase in sequence, up to and including your chosen starting level. You receive gold equal to **15 x (L+1)**, where **L** is your starting level, and experience equal to the minimum required for your level (listed below that level on the character sheet).

### Completing city events

Once per visit to Gloomhaven, a party may complete a city event. City events are drawn from the city event deck in the same way as road events.

### Buying and selling items

In Gloomhaven, you may buy item cards with your gold, and sell any item for half the price on the item card (rounded down). A sold item goes back into the city's available supply. You can own as many items as you can afford, but are limited in how many you can equip. You cannot trade money or items.

Over the campaign, more items are added to the city's available supply:

- Any time an item design is gained from a scenario or event, add every copy of that item card to the city's available supply.
- As the city gains prosperity levels, new items will be made available in the supply.
- When a character retires, all of their item cards go back into the shop's supply.

Within a party, the number of items available for purchase is limited by how many copies of the card there are. No character may own duplicates of the same item. If a different party plays with different characters, items possessed by unused characters are considered in the city's available supply and can be purchased, so keep track of the items you own on your character sheet.

### Leveling up

When you gain the amount of experience listed on the table to the right, you must **level up**. Leveling up only occurs in town.

When you reach a new level, add 1 new card to your active card pool, selected from your class and with a card level equal to or less than your new level.

Additionally, when leveling up, you can mark one of the perk boxes on your character sheet. Apply the bonuses of the marked perk box to your attack modifier deck using the class's accompanying deck of available modifier cards. If a perk has multiple check boxes next to it, the perk can be gained multiple times for the cost of 1 perk each.

Leveling up also increases your HP total, as indicated on your character mat.

Leveling up never changes your maximum hand size; this is fixed for each class.

Level	Experience
1	0
2	45
3	95
4	150
5	210
6	275
7	345
8	420
9	500

### Additional perks

Any time you successfully complete a battle goal card at the end of a scenario, you receive a number of checkmarks, tracked on your character sheet. For every 3 checkmarks, you immediately gain an additional perk on your character sheet and apply its effects to your attack modifier deck. Any checkmarks from a battle goal that are left over after achieving a perk are applied toward the next perk. You can achieve a total of 6 additional perks in this way.

### Building a hand of cards

When playing a class for the first time, you should use a hand comprised entirely of level 1 cards. Once you are familiar with the basic abilities of the class, you can incorporate 1 or more of the 3 X cards into your hand, removing an equal number of level 1 cards to observe the hand limit.

As characters level up, higher level ability cards also become available. However, the maximum number of cards you can take into battle (your hand limit) must remain the same.

### Donating to the sanctuary

Once per visit to Gloomhaven, each player can donate 10 gold to the **Sanctuary of the Great Oak**. This allows the player who does so to add 2 **Bless** attack modifier cards to their attack modifier deck for the next scenario.

### Enhancing ability cards

Once players have completed *The Power of Enhancement* global achievement, they can spend gold while visiting Gloomhaven to permanently increase the power of their ability cards. To do this, place the desired sticker from the enhancement sticker sheets onto a designated spot of an ability card in your active card pool.

Ability cards can be enhanced in a variety of ways (see p46 of the rules) at specific costs in gold (see p47), which must be paid by the character whose ability card is being enhanced. The base cost of any enhancement depends on the sticker and what ability it is enhancing.

Double the base cost of an enhancement (other than an attack hex) if it is applied to an ability that targets multiple figures. Additional costs are added based on the level of the ability card and the number of previously placed enhancement stickers on the same action.

**The total number of enhanced cards in a class's ability deck must be equal to or less than the prosperity level of the town.**

Once placed, enhancement stickers are never removed. Enhancements persist through all instances of a specific character class, even after retirement.

## GLOOMHAVEN PROSPERITY

Gloomhaven's prosperity is tracked along the bottom of the map board, and the town attains new levels when reaching the designated thresholds.

When the city reaches a new level of prosperity, players gain these benefits:

a. New items become available for purchase:

Prosperity	Item cards
1	001-014
2	015-021
3	022-028
4	029-035
5	036-042
6	043-049
7	050-056
8	057-063
9	064-070

b. New characters may begin at any level equal to or less than the prosperity level of the town. Also, any character with a level lower than the prosperity level may immediately advance their level to match. Follow the level-up steps, adjusting the character's experience value to the minimum value required for the new level.

## RETIREMENT

**If you have fulfilled the conditions of your personal quest and are visiting Gloomhaven, you must announce retirement.** You may perform any other town activities beforehand, but you cannot play any new scenarios using a character with a fulfilled personal quest. Return all the character's materials to the box, any items owned to returned to the city's available supply, and lose all your money. **The city gains 1 prosperity.**

Fulfilling personal quests always unlocks new content, and allows you to open a sealed box or envelope. Any time players are directed to open a box or envelope and it has already been opened because of some previous condition, a new random item design and random side scenario are unlocked instead. When a personal quest is fulfilled, remove the personal quest card from the game.

**Each time an player retires a character, that player also gains 1 extra perk** to apply to all future characters they create (this effect is cumulative). If one player is controlling multiple characters at once, each character lineage controlled is considered a different player for this bonus.

**When a specific character class retires for the first time,** new city and road events are usually added to the events decks. Their reference number is on the back side of the class's character mat in the bottom right (rightmost number). Also, **when a new character class is unlocked through retirement or other means,** new city and road events are added to the decks. Their reference number is on the back side of the unlocked class's character mat in the bottom right (leftmost number). Each reference number applies to both the city and road event decks.

When your character retires, you can choose a new character, drawing 2 new personal quest cards, keeping one and discarding the other. You may use the same class for your new character. New characters may start at any level equal to or less than the current prosperity level of the town.

If there are no personal quest cards left when you create a new character, you do not receive a personal quest and can never retire (though you may switch characters whenever you wish).



# GLOOMHAVEN

## ATTACK EFFECTS



**PUSH X** The target must move X hexes in a direction specified by the attacker. Each hex moved must place it farther away from the attacker than it was previously. If there are no viable hexes into which to push the target, the push ends. The target can be pushed through its allies, but not its enemies.



**PULL X** The target is forced to move X hexes in a direction specified by the attacker. Each hex moved must place it closer to the attacker than it was previously. If there are no viable hexes into which to pull the target, the pull ends. The target can be pulled through its allies, but not its enemies.

Both push and pull are movements, but are not affected by difficult terrain.



**PIERCE X** Ignore up to X points of the target's **shield** for the attack. Apply **pierce** while calculating the accompanying attack damage (instead of afterwards).



**ADD TARGET** Add an additional target within range to the attack. All added effects and conditions of the attack action are applied to the target as well, except for effects that would result in additional targets.

## CONDITIONS

### Negative conditions



**POISON** All enemies add +1 attack to all of their attacks targeting the poisoned figure. A heal ability removes the poison token and has no other effect.



**WOUND** The figure suffers 1 point of damage at the start of each of its turns. A heal ability removes the wound token and the heal continues normally. If a figure is both poisoned and wounded, a heal ability removes both conditions but has no other effect.



**IMMOBILIZE** The figure cannot perform any move abilities. At the end of its next turn, remove the immobilized token.



**DISARM** The figure cannot perform any attack abilities. At the end of its next turn, remove the disarm token.



**STUN** The figure cannot perform any abilities or use items except, if a character, to perform a long rest. At the end of its next turn, remove the stun token. If a player plays 2 cards while stunned, the actions are not used and the cards are discarded.



**MUDDLE** The figure gains disadvantage on all of its attacks. At the end of its next turn, remove the muddle token.



**CURSE** The figure must shuffle a *Curse* card into its remaining attack modifier deck. When this card is revealed, it is removed from the deck instead of being placed into the attack modifier discard pile. *Curses* can be placed in the monster attack modifier deck (M), or a character's attack modifier deck (C).

### Positive conditions



**INVISIBLE** The figure cannot be focused on or targeted by an enemy. Interactions with allies are not affected. At the end of its next turn, remove the invisible token. Monsters treat invisible characters as if they were obstacles.



**STRENGTHEN** The figure gains advantage on all of its attacks. At the end of its next turn, remove the strengthen token.



**BLESS** The figure must shuffle a *Bless* card into its remaining attack modifier deck. When this card is revealed through one of the figure's attacks, it is removed from the deck instead of being placed into the attack modifier discard pile.

## ACTIVE BONUSES



**Persistent bonuses** are active from when the card is played until the conditions specified are met. Use a token to track uses of the effect.



**Round bonuses** are active from when the card is played until the end of the round, when the card is placed in your discard or lost X pile.



**Shield X:** You may reduce any incoming attack value by X. Multiple bonuses stack and can be applied in any order.



**Retaliate X:** You may inflict X points of damage on figures who attack you from an adjacent hex for each attack made. The retaliate damage is applied to any attacker within Y hexes. Multiple bonuses stack.

## OTHER



**Heal X:** Figures may return X HPs to either themselves or 1 ally within the ability's range. Any ally within Y hexes and LOS, or the figure performing the heal, can be affected. **Self** means the figure can only affect itself.



**Loot X:** You may pick up every money token and treasure tile within range X. This is unaffected by monsters or obstacles, but does require LOS. You must also loot any money tokens or treasure tiles in the hex you occupy at the end of your turn.

## RECOVER AND REFRESH



**Recover** abilities allow you to look through your discard or lost pile (or active area), select up to a number of cards specified, and return them to your hand.



These cards cannot be recovered or refreshed once lost, no matter how the card was lost or consumed.



**Refresh** abilities allow you to regain the use of spent or consumed item cards.

## EXPERIENCE



Gain the **experience** specified (you must use one or more of the accompanying abilities).



Some persistent bonuses also give a character experience when that charge of the bonus is expended.

## ITEMS

Each character can equip only 1 M item, 1 C item, 1 L item, up to 2 P items or 1 S item, and up to a number of T equal to half their level, rounded up.

You cannot own more than 1 copy of any item card.



**The item is spent after use** (rotate on its side). Spent cards can be refreshed during a long rest.



**The item is lost/consumed after use** (flip facedown). It can only be refreshed during a scenario by specific abilities, but all items are refreshed between scenarios.

# GLOOMHAVEN

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# GLOOMHAVEN



## VARIANTS

### Open Information and Solo Play

A single player can play solo by controlling 2 or more characters at once. **Solo players should increase the monster level and trap damage by 1 for any given scenario** without increasing gold conversion and bonus experience.

Additionally, if they wish, a group of players may also play with fully open information by increasing the difficulty in the same way as for solo play. Players can share the exact contents of their hands and discuss specific details about what they plan on doing.

### Reduced randomness

To reduce the variance in damage caused by the **2x** or  attack modifier effects, instead treat *Bless* and the standard **2x** cards as a +2 modifier, and *Curse* and the standard  cards as a -2 modifier. Players should still shuffle the corresponding attack modifier deck at the end of a round after one of these cards is drawn.

### Permanent death

Players may desire to play with permanent death. Any character will permanently die when they drop below 1 HP (instead of being exhausted). Characters can still become exhausted as normal if they are unable to rest or play cards, except their figure remains on the map and can still be targeted by monster attacks. The character cannot act at all and is considered to have an initiative of 99 for the purposes of monster focus. After a scenario is failed, any character who is still alive at the end of the round survives and can continue playing.

When a character dies, all the materials for the character are returned to the box, any items the character owned are returned to the city's available supply, all money the character owned is gone, their personal quest is shuffled back into the personal quest deck, and their character sheet is removed from the game. The player must then create a new character to continue playing.

### Random dungeon deck

Instead of playing through a scenario, players may instead play through a random dungeon. Random dungeons do not progress the campaign in any way, but can be used to gain additional experience, money, checkmarks, and personal quest progress for characters.

Each random dungeon consists of 3 randomly generated rooms and the goal is always to clear all rooms of monsters.

The rooms are set up one at a time, with the next room only being revealed once the door to it has been opened. Each room is set up using a room card and a monster card, each drawn randomly from the tops of their shuffled decks.

A **room card** consists of a noun title, which when combined with the adjective title on the monster card provides the full title of the room; the map tile(s) used in the room's setup, plus 12 numbers showing where various elements of the monster card are placed during setup, and any obstacle overlay tiles. If you run out of specific overlay tiles when setting up the second or third room, use a comparable overlay tile of the same type.

Icons indicate where players enter or exit the room and what types the entrance(s) and exit(s) are; they always correspond to the nearest half-hex of the tile with a puzzle connection. If this is the first room, players can place their figure on any empty hex within 2 hexes of the entrance. If the first room has multiple entrances, players choose on which entrance to start.

On the back of the card is the entrance type available for the room. If players exit a room from an A exit, they must enter the next room from an A entrance and vice versa with B. If the entrance of the top room in the deck does not match the exit used in the previous room, the top card is discarded until a matching entrance type is found.

If a room has 2 exits, players may use one, though the one they don't use is closed off. If a room has 2 entrances, players must use the entrance that corresponds to the previous room's exit.

Whenever a new room is revealed and set up, a penalty may activate depending on the room and the chosen difficulty. The suggested difficulty is to use no penalties in the first room, the minor penalty of the second room when it is revealed, and the major penalty of the third room when it is revealed. Players can decrease or increase the number and severity of the penalties as desired, up to a point where major penalties are activated for all of the rooms when they are revealed. If the character who opened the door is referenced in the penalty of the first room, players decide who the penalty targets. If the previous room is referenced in the penalty of the first room, nothing happens.

A monster card consists of an adjective title, which when combined with the noun title on the room card provides the full title of the room; designations for the 12 numbered spaces on the room card (each monster has designations for a 2, 3, and 4 character game, as in the normal setup for a scenario); and descriptions for any treasure tile contents and traps (the red damage symbol indicates the trap is a damage trap).

# GLOOMHAVEN



## VARIANTS

### Open Information and Solo Play

A single player can play solo by controlling 2 or more characters at once. **Solo players should increase the monster level and trap damage by 1 for any given scenario** without increasing gold conversion and bonus experience.

Additionally, if they wish, a group of players may also play with fully open information by increasing the difficulty in the same way as for solo play. Players can share the exact contents of their hands and discuss specific details about what they plan on doing.

### Reduced randomness

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