



RULE BOOK

Read This First

The most important part of this expansion is the Aesther Diviner, contained within the character tuck boxes. She is immediately unlocked for use in any normal Gloomhaven campaign. Add the appropriate City and Road Event cards included in the box for unlocking her to their respective decks now. Players also have the option, if they have completed scenario #51, to delve into the new campaign presented in this book (it is also recommended that players have completed the Town Records). If players have not completed scenario #51, they should still read the next page to learn about the new mechanics associated with the Diviner.

Components

1 Rule Book/Scenario Guide



1 Character Miniature



1 Character Board



28 Character Ability Cards



15 Attack Modifier Cards



2 Character Tuck Boxes



1 Character Pad



5 Character Tokens



5 Rift Overlay Tiles



6 Condition Tokens



23 Monster Standees



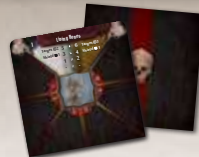
24 Monster Ability Cards



7 Monster Stat Sheets



2 Monster Stat Sleeves



12 Plastic Stands



20 Item Cards



2 Random Dungeon Cards



2 Sealed Envelopes



8 Revised Character Cards



4 Revised Player References



31 Event Cards



Road
2x

City
9x

Rift
20x

1 Sticker Sheet



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New Rules

FOCUS

Some monster abilities specify that the monster find a focus following criteria other than whoever is closest. Follow the specified priority first, but if there is a tie, break the tie using normal focusing rules.

REGENERATE



REGENERATE is a positive condition. If a figure has REGENERATE, it performs a "Heal 1, Self" action at the start of each of its turns (even if the figure has STUN). If the figure suffers any damage, the REGENERATE token is removed and the damage continues normally. If a figure has both WOUND and REGENERATE at the start of its turn, the REGENERATE effect happens first, removing the WOUND token and healing normally.

RIFTS



Rifts are permanent overlay tiles the Diviner can create. Though the effects of a Rift ability usually last until the end of the round, any Rifts created with that ability remain on the map to be activated by future Rift abilities, as well. A hex with a rift is not considered empty, nor is it considered negative. The Diviner can only have five Rifts on the map at once. If a sixth were to be placed, remove one of the others.

TELEPORT



Teleport is an ability that transports a figure to a specific location without evaluating moving through all the hexes between where the figure currently is and where it is going. However, it is not considered a Move ability (and thus can be performed while the figure has IMMOBILIZE). It is also not inhibited by enemies, walls, obstacles, or any type of terrain when evaluating its path. The hex a figure teleports to must be a valid hex for that figure to occupy, and any effects of entering that hex will trigger normally, such as traps, hazardous terrain, or special character abilities. A figure cannot teleport into an unrevealed room.

WALL OVERLAYS



Any overlay tile with a white border is considered a **wall**. All hexes that the tile occupies are walls, which function exactly like the walls on the border of a map tile. They cannot be moved through, even with Flying or Jump, and block all line-of-sight. They are not considered obstacles.

MIXED ELEMENTS



An element symbol showing art of two different element icons can be considered to be either one of the elements, but not both.

ABILITY CARD LINES

..... These lines separate the individual abilities of a card action.

EVENT REQUIREMENTS

Some event cards may contain requirements similar to scenarios. If a party does not meet the requirements of an event card, simply draw another one and shuffle the card with the unmet requirements back into the top three cards of the deck.

ENHANCEMENTS

Base Enhancement Cost	Base Other Effects Cost
Teleport  40g	Regenerate  50g

Regenerate can be placed on any main ability line that affects allies or yourself.

HALT!

Do not proceed through the rest of this book until you have completed scenario #51!

Credits

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Monster Artificial Intelligence Reference

Movement path
 Valid movement
 Invalid movement
 Attack-hex
 Focused enemy
 Attacked enemy
 Initiative value

1. Initial check

1.1. Check for Attack ability and conditions

If a monster is DISARMED or does not have an Attack ability, it behaves as if a melee attack targeting a single enemy was possible. An IMMOBILIZED monster ignores any Move abilities. A STUNNED monster cannot find focus, will not move, and ignores all instructions on its ability card.

1.2. Check for a movement path

Measure a path to an unoccupied hex from which an attack can be performed (line-of-sight to a target required). All identified hexes are attack-hexes .

If no such path exists, the monster cannot find focus and will not move or attack.



> Path to attack-hex?

2. Find focus

The monster finds a and focuses a single enemy applying the following priority list:

- 2.1. with a movement path that will trigger the fewest negative hexes possible
- 2.2. with a shorter movement path
- 2.3. Enemy in closer proximity to the position of the monster
- 2.4. Enemy earlier in the initiative order

Rules for initiative order for figures with identical initiative value: non-leading ability cards break ties, if still tied players decide; summons activate directly before their controller; characters performing a long rest activate last; characters activate before monsters



Path length > Proximity > Initiative order

3. Execute Monster abilities (move, attack, and others)

Execute monster abilities from top to bottom. For move abilities:

- 1 The monster must end its movement with a shorter path to the or will not move.
- 2 The monster chooses a movement path that will trigger the fewest negative hexes possible.
- 3 The monster moves to a to attack its focus and as many additional enemies as possible.
- 4 The monster moves away from its focus until it can perform a ranged attack without Disadvantage.



- 5 If the monster can move to multiple to attack its focus, it will prioritize that allow:
 1. attacking the focus without Disadvantage,
 2. attacking as many additional enemies as possible applying focus and attack rules based on the position of the monster before movement.
 3. attacking as few additional enemies with Disadvantage as possible.

- 6 A muddled monster will not move to lose its adjacency disadvantage. Elemental infusion/consumption is performed by the first monster of the type activated, and the complete group gains any related benefits.