

Active

Discard
10
Lost



Banner Spear

Start of Round: Choose one path A or B	A Play 2 cards	B Long rest
	Reveal monster actions, act in initiative [^] order.	
Initiative [^]:	A Leading card played	B 99
On turn:	Perform top action of one card and bottom action of the other in any order.	Lose one discard and recover the rest, Heal 4 (self) and refresh spent items.
Monster actions:	Elite first, then normal in ascending numerical order. Focus on ① closest, ② lowest initiative. Then move to maximize attack on focus.	
End of round:	<ul style="list-style-type: none"> ◆ Reduce element strength. ◆ Optional short rest: lose one random discard and recover the rest. ◆ Shuffle attack and monster decks where applicable. 	

Conditions

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

Active

Discard
10
Lost



Blink Blade

Start of Round: Choose one path A or B	A Play 2 cards	B Long rest
	Reveal monster actions, act in initiative [^] order.	
Initiative [^]:	A Leading card played	B 99
On turn:	Perform top action of one card and bottom action of the other in any order.	Lose one discard and recover the rest, Heal 4 (self) and refresh spent items.
Monster actions:	Elite first, then normal in ascending numerical order. Focus on ① closest, ② lowest initiative. Then move to maximize attack on focus.	
End of round:	<ul style="list-style-type: none"> ◆ Reduce element strength. ◆ Optional short rest: lose one random discard and recover the rest. ◆ Shuffle attack and monster decks where applicable. 	

Conditions

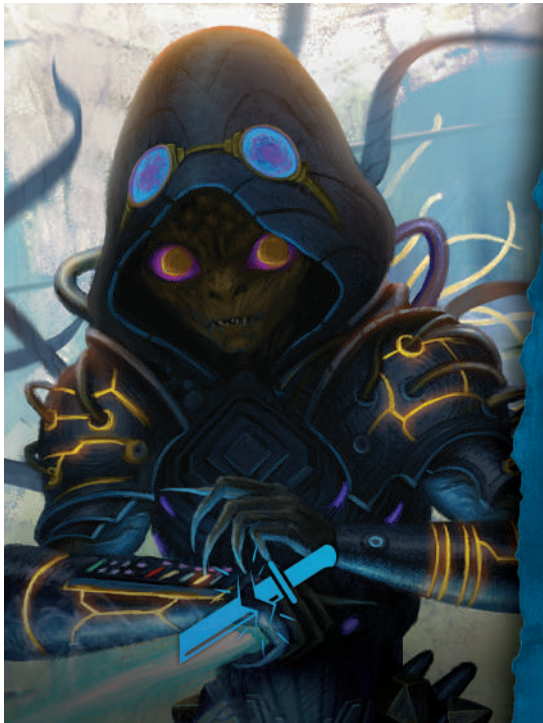
1	2	3	4	5	6	7	8	9
8	9	11	12	14	15	17	18	20



Human Banner Spear

Humans are a resilient race. Ever met with tragedy and war, humans have persevered throughout the ages to become the most prolific civilization, reaching across the continent in search of new conquests. They may have overestimated their ability to survive with Frosthaven, however. Conquering the north is much more difficult and deadly. There are forces here, both known and unknown, that are best left undisturbed, but such things have not stopped humans in the past.

At the head of this thrust into the frozen unknown are the Banner Spears—tireless warriors forever in search of glory and honor at the behest of the capital city of White Oak. Frosthaven has no need of pride, though. Cut off from the order they hold dear and faced with the harsh realities of the north, Banner Spears are forced to reevaluate what truly matters. Will they give up everything to protect the outpost, or will they flee from the face of chaos and destruction?



Quatryl Blink Blade

Though diminutive, Quatryls should never be underestimated. Their intelligence, experience, and raw drive to succeed more than makes up for their size. They will often augment their bodies with machinery and whatever else it takes to get the job done. There are vague whispers that long ago, many Quatryls inhabited the northern reaches, hunting for its secrets, but now the sight of one in Frosthaven is very rare indeed.

The cold is not a forgiving climate for one so small. If a Blinkblade were to travel north, it may be because he has nowhere else to go, or because there is some quarry to be found. Blinkblades are assassins, after all. Equipped with experimental temporal drives, they can alter the flow of time, moving faster than the eye can see and striking harder than a creature ten times their size. Such actions can only be performed in short bursts, however. There is always a cost to such great power.



Active

Discard
Lost



Deathwalker

11

Start of Round: Choose one path A or B	A Play 2 cards	B Long rest
Reveal monster actions, act in initiative [^] order.		
Initiative [^]:	A Leading card played	B $\hat{99}$
On turn:	Perform top action of one card and bottom action of the other in any order.	Lose one discard and recover the rest, Heal $\hat{4}$ (self) and refresh $\hat{1}$ spent items.
Monster actions:	Elite first, then normal in ascending numerical order. Focus on ① closest, ② lowest initiative. Then move to maximize attack on focus.	
End of round:	<ul style="list-style-type: none"> ◆ Reduce element strength. ◆ Optional short rest: lose one random discard and recover the rest. ◆ Shuffle \hat{C} attack and monster decks where applicable. 	

Conditions



1	2	3	4	5	6	7	8	9
6	7	8	9	10	11	12	13	14




Active

Discard
Lost



Drifter

12

Start of Round: Choose one path A or B	A Play 2 cards	B Long rest
Reveal monster actions, act in initiative [^] order.		
Initiative [^]:	A Leading card played	B $\hat{99}$
On turn:	Perform top action of one card and bottom action of the other in any order.	Lose one discard and recover the rest, Heal $\hat{4}$ (self) and refresh $\hat{1}$ spent items.
Monster actions:	Elite first, then normal in ascending numerical order. Focus on ① closest, ② lowest initiative. Then move to maximize attack on focus.	
End of round:	<ul style="list-style-type: none"> ◆ Reduce element strength. ◆ Optional short rest: lose one random discard and recover the rest. ◆ Shuffle \hat{C} attack and monster decks where applicable. 	

Conditions



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






Valrath Deathwalker

No race is more ill-suited for the northern climates than the Valrath, who make their homes far to the south in the Red Desert. There was once a great war in that region, as humans fought back against the Valraths' northern expansions. The two races have since made peace, and the Valraths in particular have forsaken their barbaric, bloody ways. In more recent times, they have focused on economic strength over physical.

There is a saying among the Valrath: "In order to survive the cold, one must have a cold soul." This is apt for a Deathwalker—a nomad bent on atoning for the Valraths' past sins by ensuring the souls of the dead find rest. Wherever great tragedy falls, a Deathwalker is usually not far behind, and their presence in Frosthaven does not bode well for the struggling outpost.



Inox Drifter

The Inox are a proud and stubborn race with imposing forms and unrivaled physical strength. Many of their tribes were destroyed when humans expanded across the continent, leaving only scattered settlements hidden deep in the forests. Strength means little when you refuse to cooperate. Many Inox have taken this lesson to heart, and have joined with human society, offering their prowess. Still others, however, continue to fight against the human expansion.

And then there are the Drifters—those who have given up on all allegiances, human or Inox, and travel the continent looking out for their own survival. It is a hard life, surviving day-to-day off the land, being prepared for any possible encounter. But there is a certain satisfaction that comes with it, and those that truly wish to test their skills travel north, into the harshest environment possible.



Active

Discard
Lost



Geminate

7/7

Start of Round: Choose one path
A or B
A Play 2 cards B Long rest
 Reveal monster actions, act in initiative [▲] order.

Initiative [▲]: A Leading card played B 99

On turn: Perform top action of one card and bottom action of the other in any order. Lose one discard and recover the rest, Heal 4 (self) and refresh spent items.

Monster actions: Elite first, then normal in ascending numerical order. Focus on ① closest, ② lowest initiative. Then move to maximize attack on focus.

End of round: ♦ Reduce element strength.
 ♦ Optional short rest: lose one random discard and recover the rest.
 ♦ Shuffle ♻ attack and monster decks where applicable.

Conditions



1	2	3	4	5	6	7	8	9
8	9	11	12	14	15	17	18	20



Active

Discard
Lost



Necromancer

12

Start of Round: Choose one path
A or B
A Play 2 cards B Long rest
 Reveal monster actions, act in initiative [▲] order.

Initiative [▲]: A Leading card played B 99

On turn: Perform top action of one card and bottom action of the other in any order. Lose one discard and recover the rest, Heal 4 (self) and refresh spent items.

Monster actions: Elite first, then normal in ascending numerical order. Focus on ① closest, ② lowest initiative. Then move to maximize attack on focus.

End of round: ♦ Reduce element strength.
 ♦ Optional short rest: lose one random discard and recover the rest.
 ♦ Shuffle ♻ attack and monster decks where applicable.

Conditions



1	2	3	4	5	6	7	8	9
6	7	8	9	10	11	12	13	14

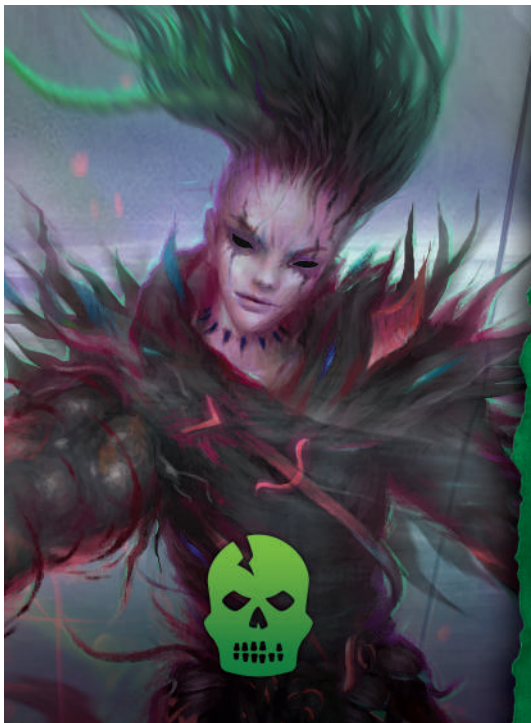




Harrower Geminant

A Harrower is not one single life form, but rather a swarm of thousands of insects that have developed a hive mind intelligence. They were, in fact, the first intelligent form of life to emerge on the continent. They have always maintained their distance from the operations of humans and other races, concerning themselves with their own mysterious machinations. When Harrowers do interact with the other races, they shape their swarms into a vaguely human form, so as to minimize the other party's discomfort.

Not all Harrower swarms, however, act as a single unit. Rarely, a swarm develops that cannot come to a single mind. Instead, it forms into a stable equilibrium of two wills that fight to exert influence over its collective consciousness. The Geminant, as the phenomenon is called, will shift between two wildly different configurations, each with its own abilities and motives.



Aesther Necromancer

Aesthers were once human, but a tragedy long ago caused them to lose their physical form, scattering it across the infinite planes. Those who willed their psyche back together returned to a world they no longer recognized, and so, they left, traveling the planes in search of knowledge and other, darker things. Occasionally they return, but their purposes are inscrutable, and their methods bewildering.

Aesthers draw energy from the planes, which are full of useful and terrible things. Necromancers are able to tap into the wells of life found in other planes and infuse it into living things on this one—or at least things that were once living. Invariably, some of the Necromancer's own life force is transferred, as well. Many Necromancers go mad through the constant push and pull of life and death, but some are capable of taming the wild energy, allowing them to perform unimaginable feats.



Active

Demolitionist

9



Discard

Lost

Conditions

1	2	3	4	5	6	7	8	9
8	9	11	12	14	15	17	18	20

Items

Active

Hatchet

10



Discard

Lost

Conditions

1	2	3	4	5	6	7	8	9
8	9	11	12	14	15	17	18	20

Items

Quatryl Demolitionist



Because of their diminutive size, Quatryls feel they have a lot to prove. From an early age, they are encouraged to study as much as possible about many different subjects. Though there are expert Quatryls in any field, they seem to have a particular affinity to engineering and machinery. Their long, delicate fingers allow them to build all manner of intricate contraptions to make life easier and augment their interior physical strength. Though they are not numerous, Quatryls can easily integrate themselves into any society due their expertise in critical fields and their charming, graceful demeanor. Only a fool would shun a Quatryl's offer to help.

Even when augmenting themselves with machines of their own creation to destroy anything that stands in their path, Quatryls will still do it with charm and flair. Though they may be small, Demolitionists don't let that hold them back in the least. Between their rocket boots, multitude of bombs, and giant piston fists, they are a force to be reckoned with. Sometimes the only path forward is the one they create themselves. In such cases, it is best just to get out of their way.

Inox Hatcheret



The Inox are a primitive and barbaric race, preferring to live in small nomadic tribes scattered across the wilderness. There, they subsist through hunting and gathering, scraping together a meager existence while fighting off the more dangerous creatures of the wilds. What they lack in intelligence and sophistication, they make up for with their superior strength and size, always eager to prove themselves in a challenge. And one should certainly take care in challenging an Inox. Their society does not pay much heed to ethics or morality. For the Inox, it is all about survival – kill or be killed.

While any normal Inox may be valued in Gloomhaven for their brute strength and endurance with manual labor, if you want to be a successful mercenary in the city, sometimes a little more finesse is required. Hatcherets have fully embraced life in the city, outfitting themselves with the latest fashions. It is all a bit of a front, though, as their true passion lies in their arsenal. No one is a better marksman with a throwing axe, and if anybody wants to challenge that claim, they had better be prepared for a duel to the death.

Active

Red Guard

Lost



Discard

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

Conditions

Items

Active

Voidwarden

Lost



Discard

1	2	3	4	5	6	7	8	9
6	7	8	9	10	11	12	13	14

Conditions

Items

Valrath Red Guard



Though their demon-like qualities make them feared by many, Valraths are, for the most part, well-mannered and gentle, preferring to solve problems through diplomacy rather than violence. They come from a dark and bloody heritage of genocide and warfare, and, as they have become more civilized, have simply made concerted efforts to put their past behind them. Valraths pride themselves on being able to integrate themselves peacefully into human society, often becoming wealthy merchants or influential politicians.

Not every Valrath can be peaceful, however. There is a specific caste in the Valrath capital of Jhinda tasked with protecting the city. It is a prestigious position and one not easily lived up to. Outcast from Jhinda for unknown crimes, the Red Guard found it too difficult to part from their identity as a protector, keeping the distinctive red armor, as well as their chained sickle and shield. The only place to find work was as a mercenary in Gloomhaven, and maybe, just maybe, by standing on the front lines and keeping their allies from harm, the Red Guard will find some way to redeem themselves. Not in the eyes of the Jhinda culture, which has permanently turned its back, but at least within their own esteem.

Human Voidwarden



Humans are by far the most dominant of the races, spreading across the continent like locusts, erecting extravagant cities and disturbing slumbering forces they can never hope to understand. The human society is one of rules and regulations, but also one of great diversity. Due to their intense curiosity and relentless nature, humans can find themselves walking almost any path imaginable – from the obscenely wealthy noble to the unappreciated tavern cook; from the blacksmith forging rugged weaponry to the corrupted pursuivant of dark magics.

The Void is a dangerous and terrible place. Anything that enters it dissolves into a coarse, black sand without explanation or remorse. After a near-death experience with the Void as a child, which scarred the left side of their body, the Voidwarden made it their duty to protect others from a similar fate. Being touched by the Void has left more than just physical scars, however. They can channel the power behind the Void to manipulate the thoughts and actions of both allies and foes. The Voidwarden can also offer powerful boons of healing and stamina, but those gifts usually come at a terrible price.