# Puzzled Pint
June 2020

Gloomhaven

In Gloomhaven, players choose scenarios where they usually have to kill all the monsters. In this scenario, it's currently the monsters' turn. In order, each monster will take its turn moving to the closest hex adjacent to a player's character and then attack, following these rules:

1. Monster 1 starts first and follows these rules and completes their turn, then Monster 2 will take their turn, followed by Monster 3 and then Monster 4.

2. Each monster on their turn finds the closest unattacked character to them using a legal path. See rule 4 for which hexes are valid for the path.

3. The monster will then moves until they are adjacent to the target character.

4. Spaces that contain obstacles, characters, or the original monster locations are not considered hexes, so the monsters cannot move through these. All other spaces are considered hexes.

5. Record the monster movement by drawing lines below.

Note that each monster has a hit point value, indicating how much more damage needs to be done to kill them. These hit point values might **shift** the players' priorities. When the monsters' turn is over, the characters have all survived! What is it the characters are hoping to do on their turn?
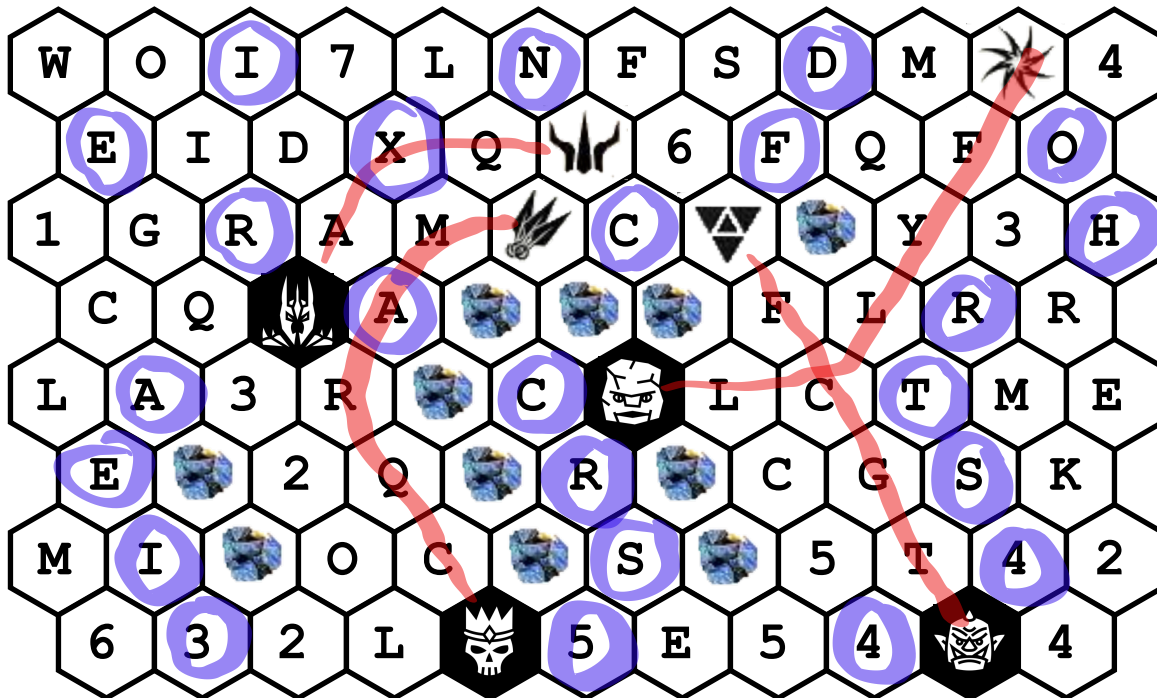
Take each
monster path
and shift by
HP:
TGCF= READ
LCLYF=EVERY
CQRAM=THIRD
AXQ = HEX

Monster 1, HP = 24/26

Monster 2, HP = 19/26

Monster 3, HP = 17/26

Monster 4, HP = 7/26

Characters:

Spellweaver

Scoundrel

Triforce

Brute

L O O T
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Obstacle

INDEX FOR CHARACTERS IS 4,3,5,4 = LOOT