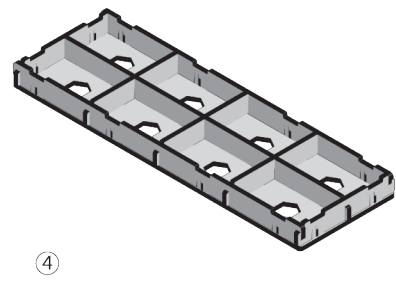
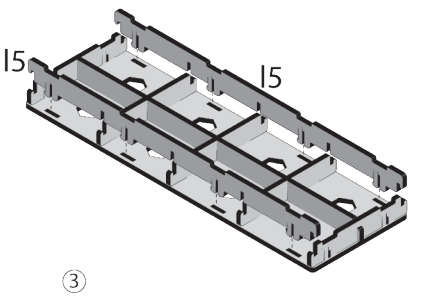
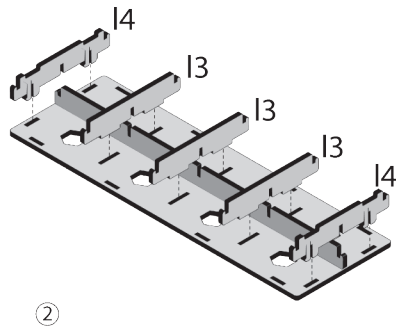
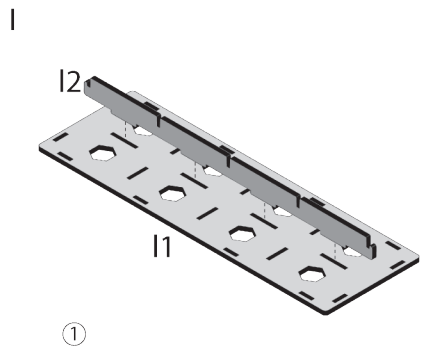
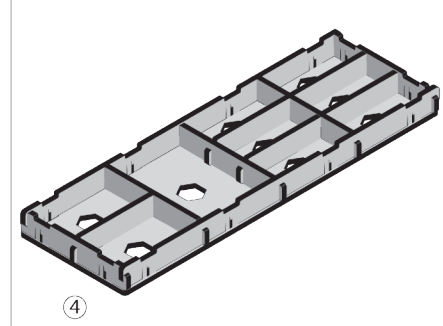
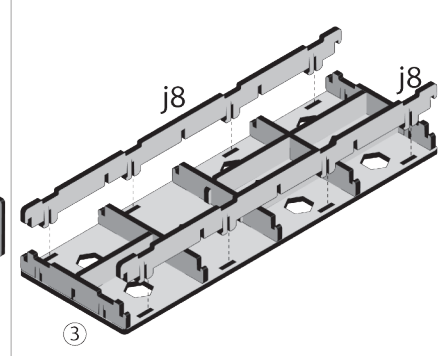
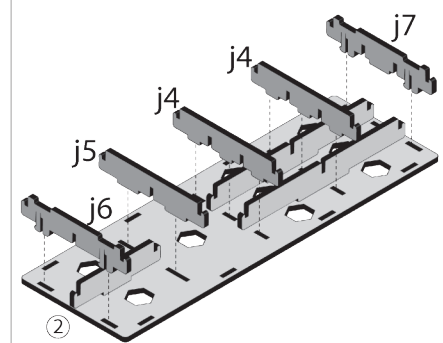
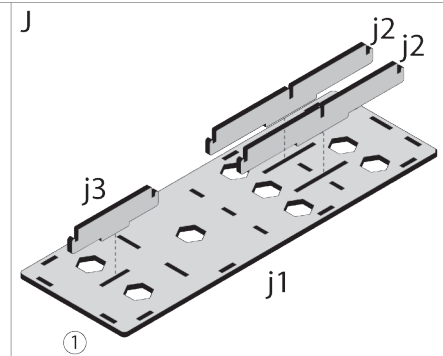
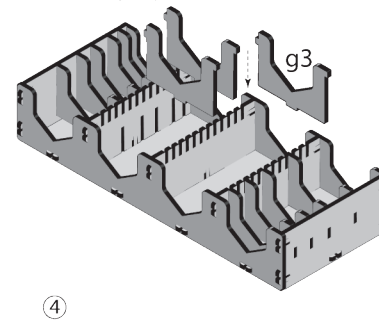
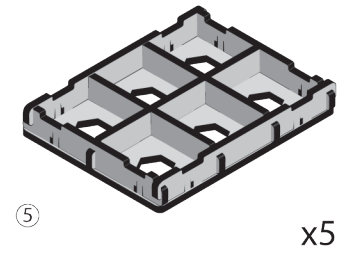
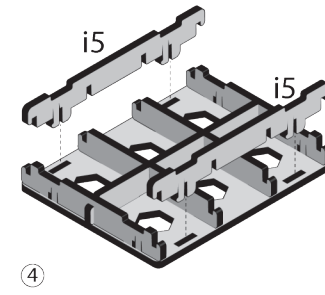
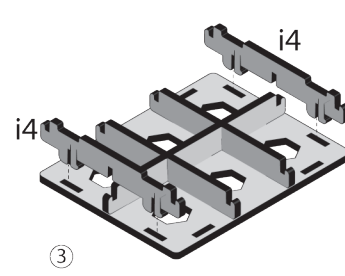
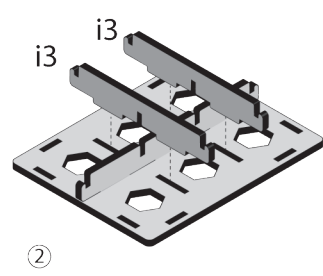
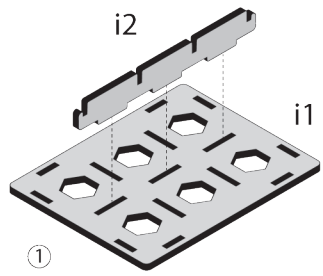


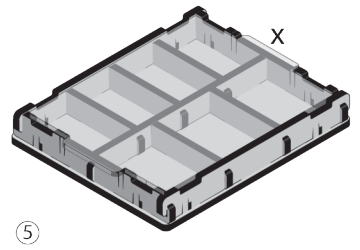
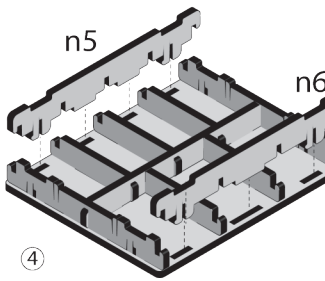
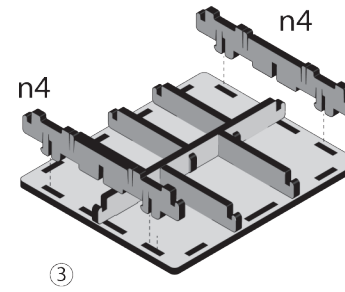
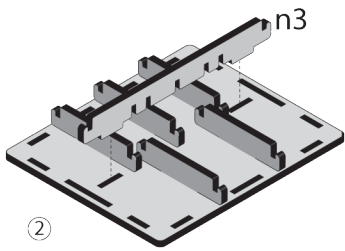
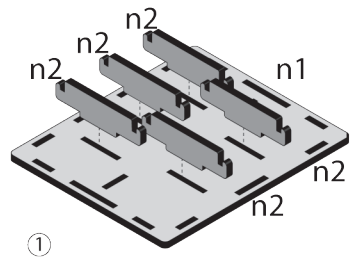
Insert the g3 as you like so the cards don't fall off



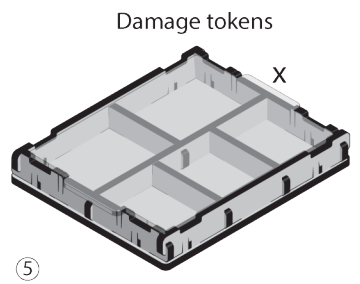
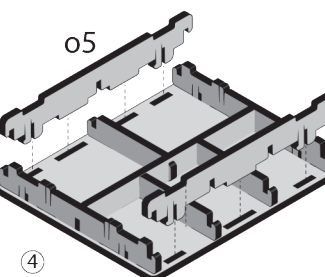
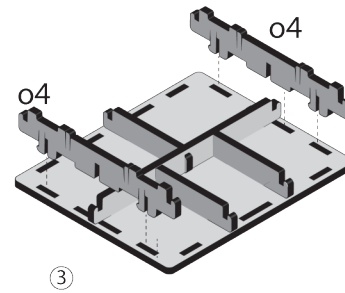
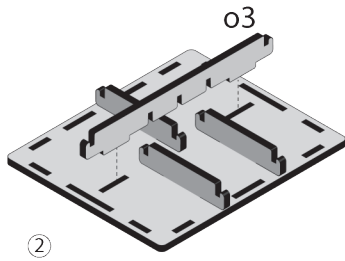
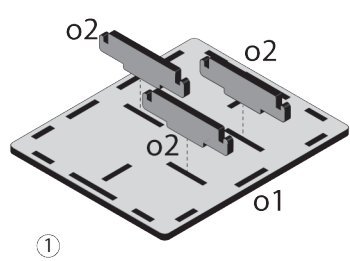
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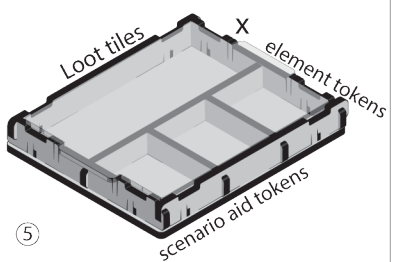
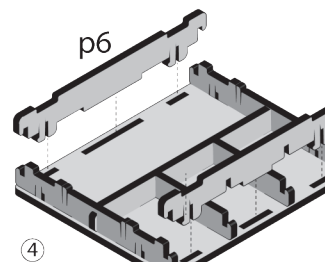
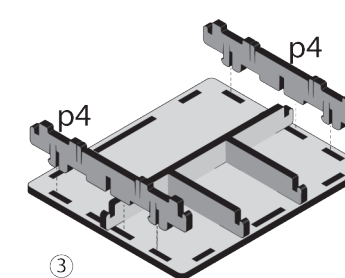
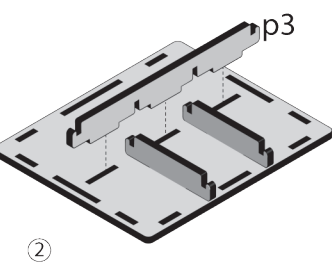
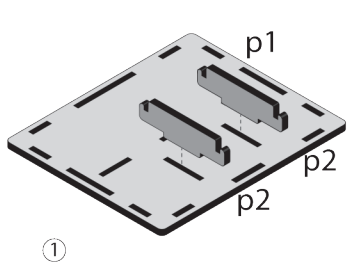
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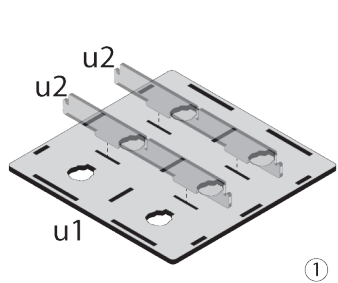
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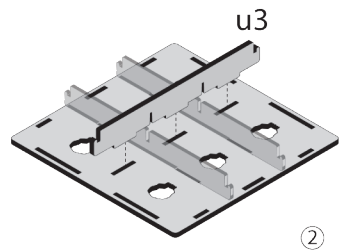
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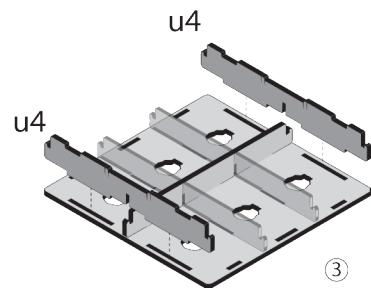
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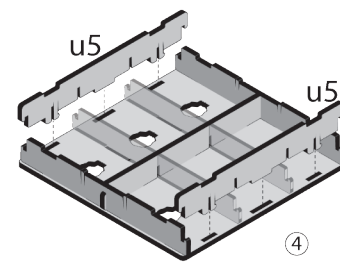
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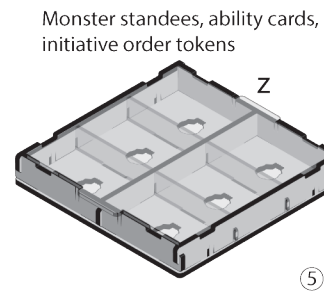
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③



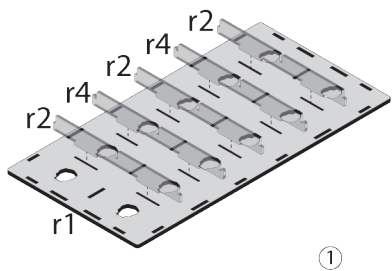
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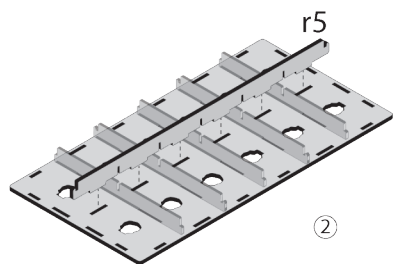
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Monster standees,
ability cards,
initiative order tokens

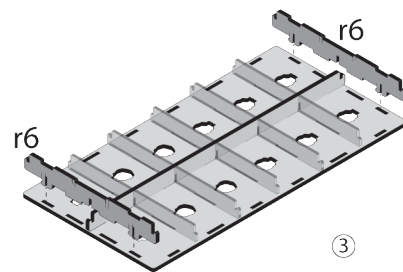
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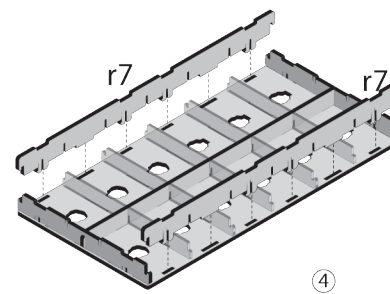
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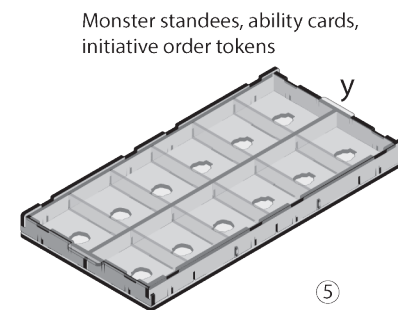
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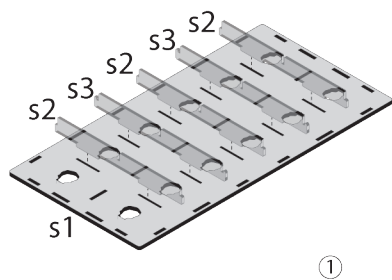
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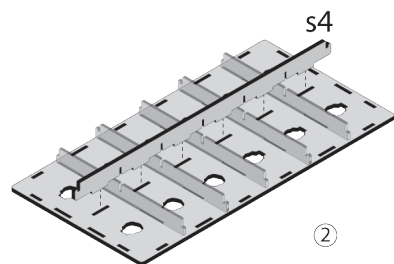
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Monster standees, ability cards,
initiative order tokens

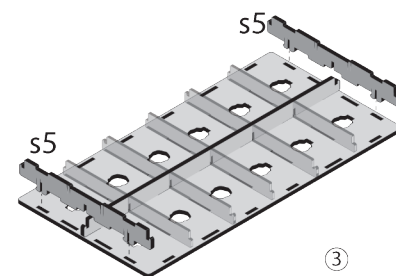
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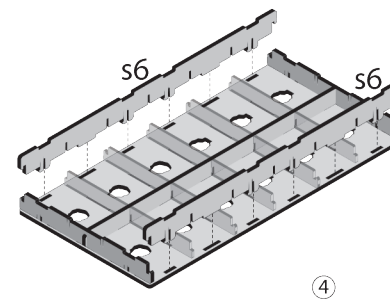
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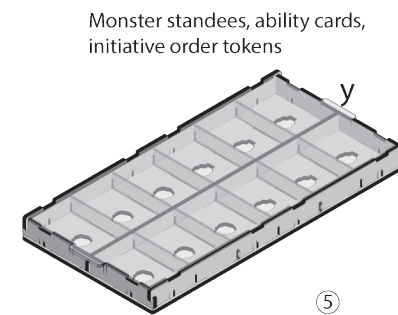
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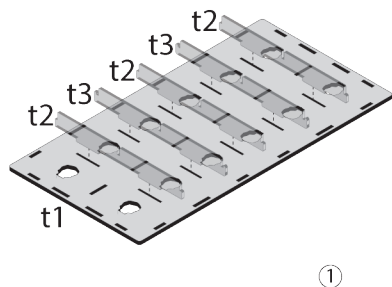
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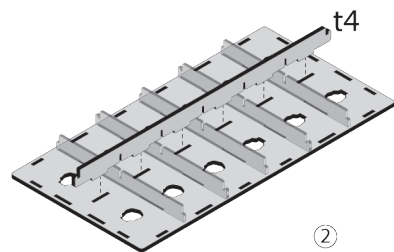
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Monster standees, ability cards,
initiative order tokens

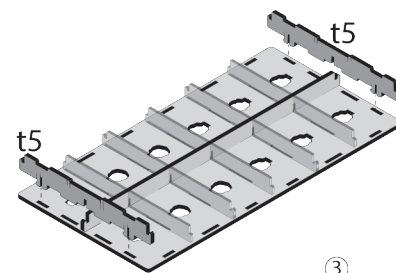
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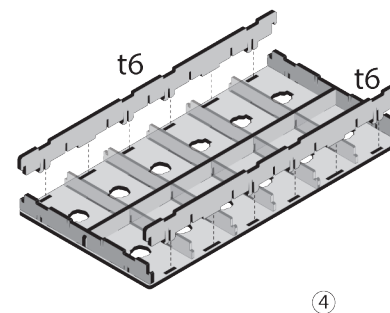
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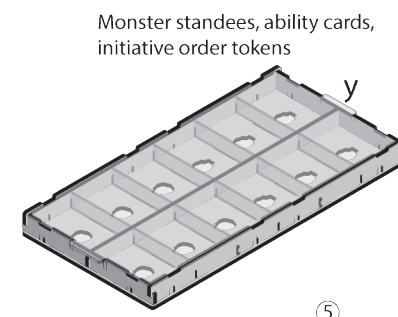
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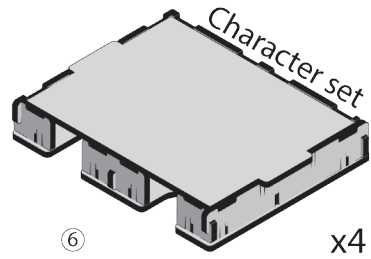
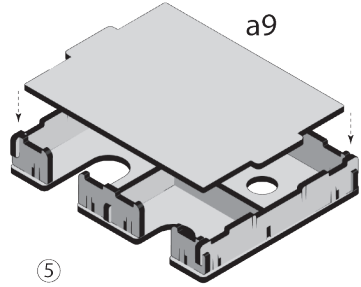
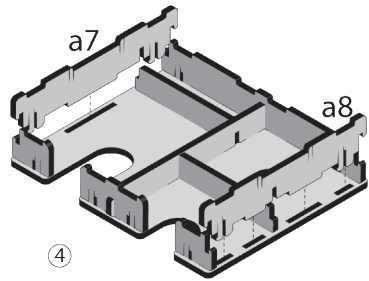
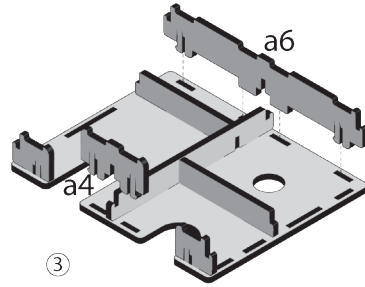
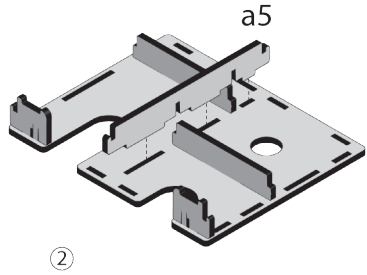
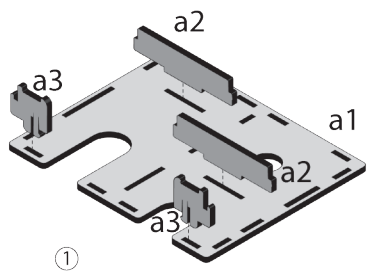
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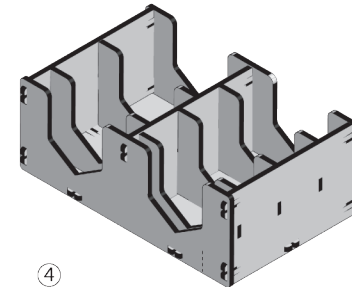
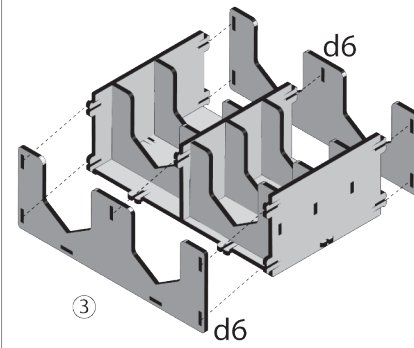
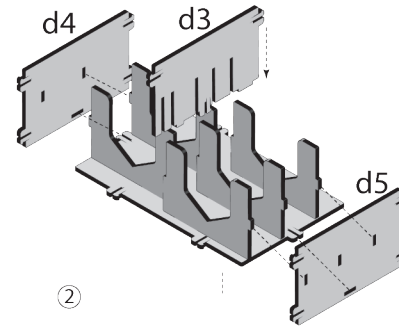
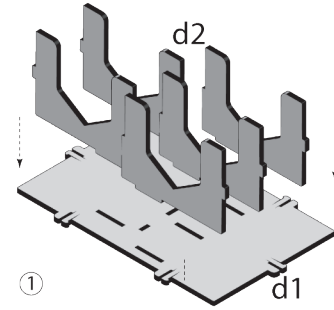
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Monster standees, ability cards,
initiative order tokens

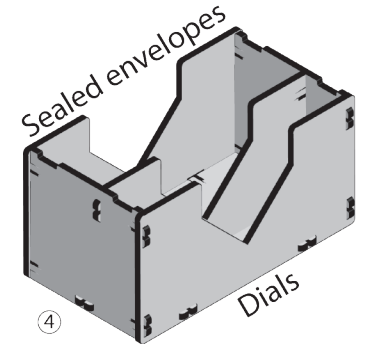
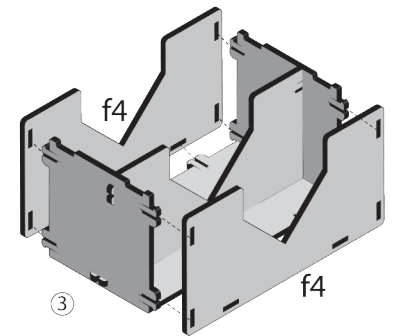
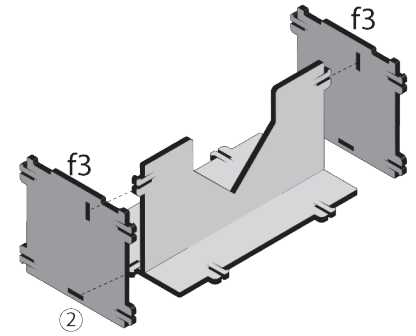
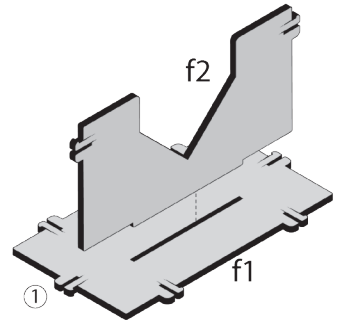
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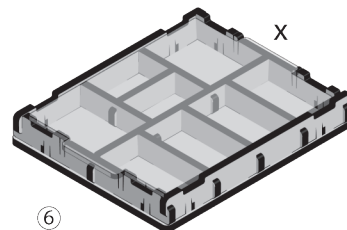
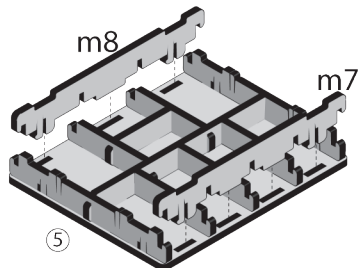
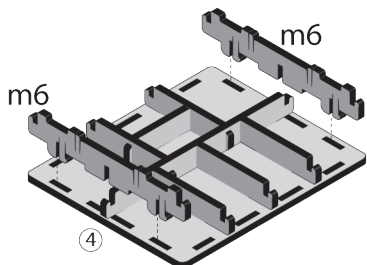
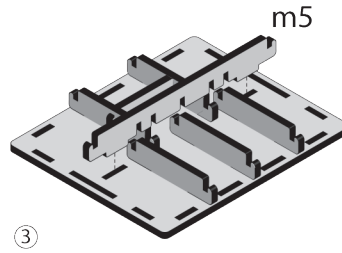
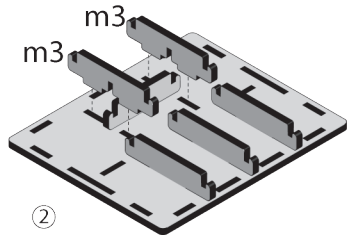
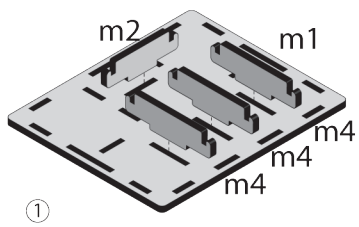
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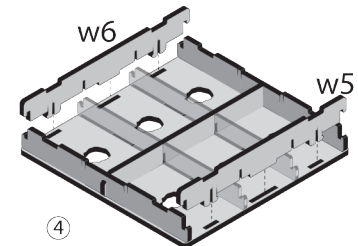
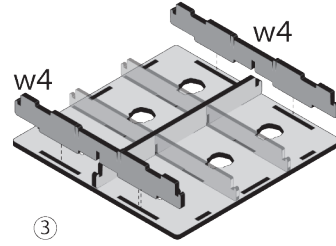
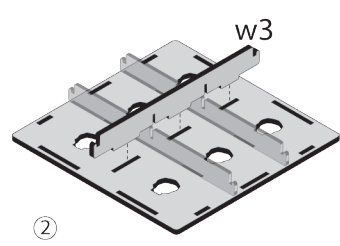
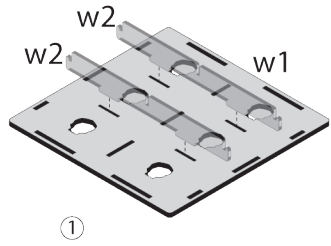
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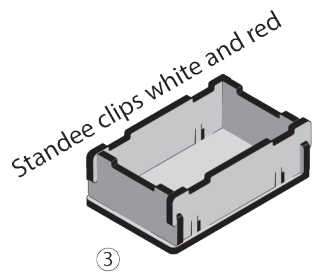
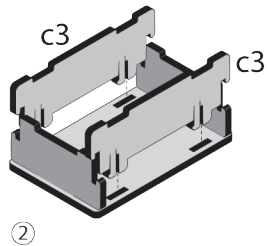
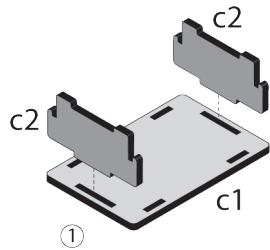


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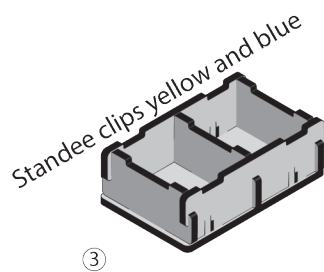
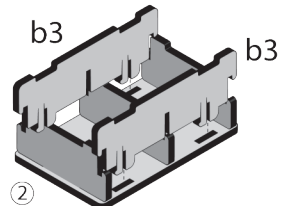
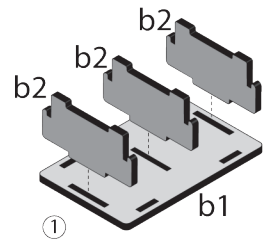
Monster standees, ability cards, initiative order tokens

C



Standee clips white and red

B



Standee clips yellow and blue

INSERT COMPATIBLE WITH THE GAME:

FROSTHAVEN

Please remove elements out of frame carefully. It is recommended to use a blade at the cutline to punch element out of sheet easier.

Assemble based on element letter
Then from number first to last.

Components in boxes:

D - Cards: random rooms & random setups, summer road & outpost, winter road & outpost, personal quests, buildings and Events.

G - Small cards: Items, scenarios, modifiers (2x, A, m, *), battle, herbs, wood, hide, metal, coins, challenges, town guard.
Insert the g3 as you like so the cards don't fall off, you dont have to use g3 parts.

i - small overlay tiles except loot tiles (doors, corridors, pressure plates, traps, hazardous terrain, difficult terrain, icy terrain, obstacles, walls, chests, barrels)

J,I - big overlay tiles

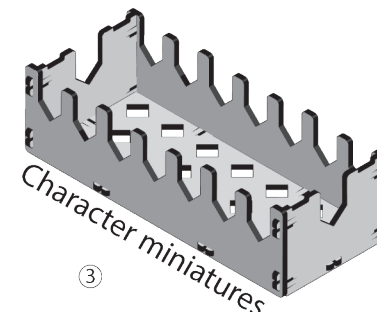
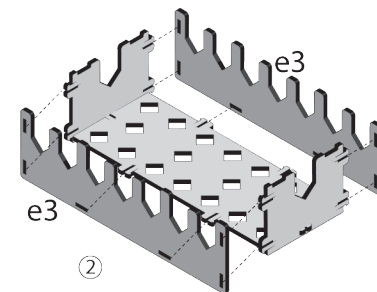
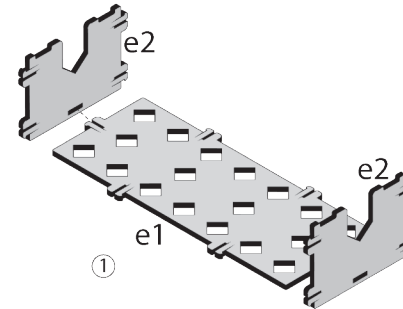
M, N - condition tokens (regenerate, ward, invisible, strengthen, bless, qound, brittle, bane, poison, immobilize, disarm, impair, stun, muddle, curse, heal)

R, S, T, U, W - arrange the monsters to match their names in the box

Photos of components in boxes can be found on our website

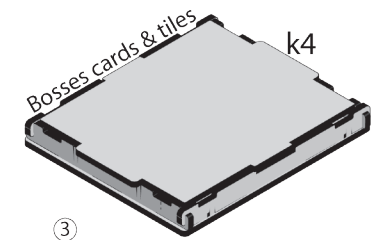
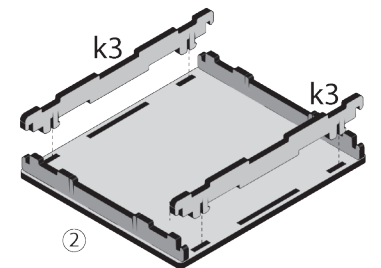
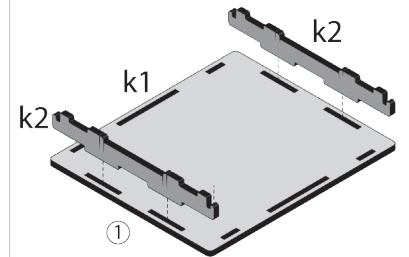
<https://www.e-raptor.pl>

E



Character miniatures

K

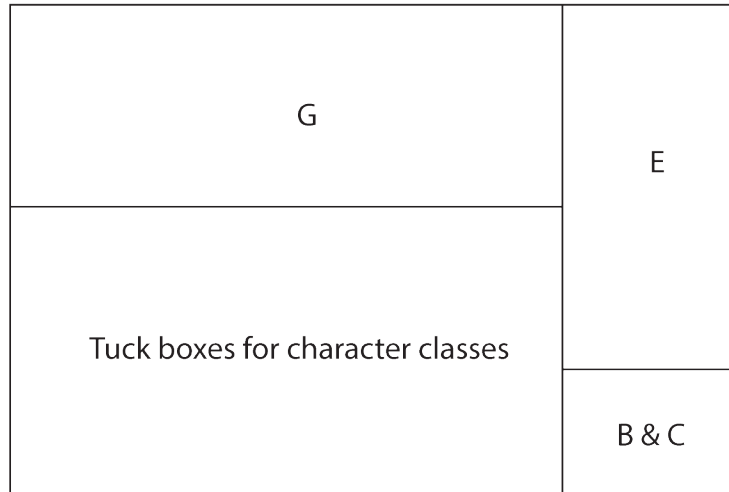


Bosses cards & tiles

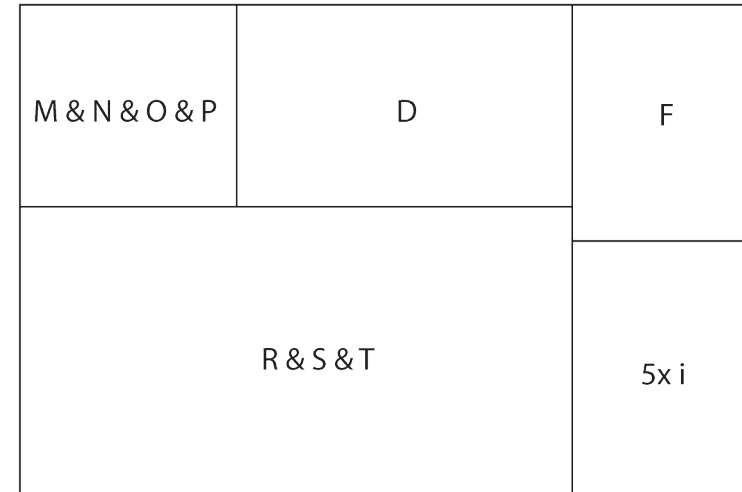
FIT IN BOX!

VIEW FROM ABOVE!

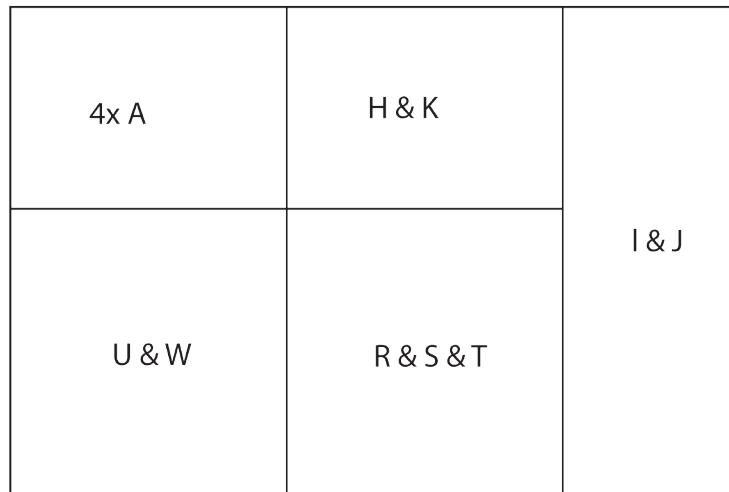
1.



2.



3.



4.

