



# GLOOMHAVEN

## —JAWS OF THE LION—

**EMBARK ON A NEW SINISTER ADVENTURE IN *JAWS OF THE LION*,  
GLOOMHAVEN'S FIRST DLC, NOW AVAILABLE ON PC AND MAC**

*Players can hire the four new mercenaries added in Jaws of the Lion as part of their mercenary troupe to tackle the new challenges*

**PARIS, FRANCE – May 17<sup>th</sup> 2022** – Asmodee Digital and Flaming Fowl Studios have announced that [Gloomhaven - Jaws of the Lion](#), Gloomhaven Digital's first DLC, is now available on Steam, GOG, PC and macOS. In this adaptation of the eponymous board game, players are given a new challenge with more than 30 hours of new content including four new mercenaries, new enemies and all 25 scenarios from the original board game.



Discover the launch trailer of Jaws of the Lion on [YouTube](#) or download it [here](#).

*Jaws of the Lion* brings the following new content to *Gloomhaven*:

- **New scenarios** – The 25 scenarios from the original board game expansion are now available. These linked scenarios will embark players in a compelling and dark story, leading them to the undercity of Gloomhaven. These new *Jaws of the Lion* scenarios are playable in the Story campaign once the players have beaten the second scenario of the base game.
- **Four new mercenaries** – In both Story and Guildmaster campaigns, players can hire the four new mercenaries in their guild, each with vastly different playstyles.
  - **The Red Guard** is a Valrath, exiled from their land and searching redemption as a mercenary warrior. Using their distinctive chained sickle and shield, this mercenary can manipulate the battlefield to protect their allies and deal with several opponents at once. Their peculiar weapon can keep their foes at bay before finding the perfect opportunity to strike.
  - Behind most explosions is a Quatryl, and behind most ruined buildings is **the Demolionist**. This mercenary comes with only 9 cards but not many burned ones. Enhancing their small body with dangerously powerful contraption, the Demolitionist is a force to be reckoned with. They can break any obstacle or enemy on their way with devastating close-range blows.
  - **The Hatchet** is a grim and unrelenting killing machine with a unique “Favorite” mechanic to hunt their quarry. With a lot of fast cards and mobility, this range damage-dealer mercenary can highly injure a single target.
  - Following a traumatizing event with the Void as a child, **the Voidwarden** has learned to use it to protect others... or turn mad those who dare oppose them. This mercenary is one of the best supports thanks to their ability to give more actions to the team.
- **New enemies and bosses** – From Zealots to Chaos Demons, players will put their skills to the test with 10 new enemies.
- **New city events** – 22 new events are available, offering tough choices to players.
- **New items** – Players can discover 10 new items in the treasure chest they will come across during their journey.
- **New Battle Goals** – 24 new Battle Goals are added to the game, giving players new ways to let down their group.

Adapted from Isaac Childres’ acclaimed board game, winner of six Golden Geek awards, *Gloomhaven Digital* offers a unique tactical card-based gameplay rewarding only the most daring players with the sharpest minds. Fully playable in online co-op with up to four players, *Gloomhaven* features all the content from the original board game alongside an exclusive digital-only Guildmaster campaign and all-new features.

*Jaws of the Lion* is fully playable in online co-op for up to 4 players. Every player will need to own the DLC in order to access the new content in multiplayer.

[Gloomhaven – Jaws of the Lion](#) is now available on Steam, GOG, PC and macOS for €17.99 / £13.99 / \$17.99

[Gloomhaven](#) is already available on Steam, GOG, PC and macOS for €34.99 / £27.79 / \$34.99  
The game features text in English, French, German, and Spanish.

**You will find all the visuals and PR materials available [here](#).**

**Related links:** [Steam](#) - [Facebook](#) - [Twitter](#) - [Discord](#).

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**About Asmodee Digital**

Asmodee Digital, a fully owned subsidiary of the Asmodee Group, is an international publisher and distributor of video games. Asmodee Digital manages the creation, design, publishing, and marketing of video games for Asmodee Group and third-party creators on PC (Steam, Epic), consoles (Nintendo Switch, Sony PlayStation, Microsoft Xbox), mobile and VR. Asmodee Digital aims at bringing passionate people together around memorable video gaming experiences. These include best-selling products with a board game DNA such as Gloomhaven, CATAN, Ticket to Ride, The Lord of the Rings: Adventure Card Game or Splendor. Asmodee Digital also publishes Dark Envoy, the Guns N' Sorcery RPG, along with exciting indie's gems such as Ember Knights or Innchanted, with more yet to be announced.

To learn more, please visit [www.asmodee-digital.com](http://www.asmodee-digital.com).

**About Flaming Fowl Studios**

Flaming Fowl Studios is an independent game studio, rising from the ashes of the renowned Lionhead Studios and have previously worked on titles such as the original Fable trilogy and The Movies. Our company goal is to build deep and interesting strategic experiences with fascinating twists and a healthy dose of humor. We also aim to include our fans and customers in the development process and by working together we hope to create something special.

To learn more, please visit <http://www.flamingfowlstudios.com/>