

Harrower Geminate Guidebook

Intro



I recently retired this creature during a regular Frosthaven play session and wanted to express my thoughts and some stratagem for it in the hopes that it will help clear up some of the fog and frustration with playing this class. Full disclosure, I did not like the Geminate at all when I first looked at it before Frosthaven came out and after a couple scenarios playing it that feeling was only solidified. The abilities seemed very lackluster and underwhelming for how many mechanics I had to juggle and navigate around.

It was the starter I was least interested in and I underperformed for a while. However as I started to discover the synergy between the two forms and leaning into the versatility of the classes options to set up combos and stopped being so conservative with card burns, it began to dawn on me just how nasty it can be. In the end I managed to attain a fair degree of mastery over it and it became incredibly enjoyable to play.

The Geminate will force you to rise to the occasion. You may have picked the class to play from the Frosthaven box but it's the Geminate that chooses you.

The first hurdle to overcome is going to be the mass of limitations you need to play around. The second and probably most important will be mastering the cadence of how to burn cards effectively. Once you get a hold of these basic points you'll be an efficient and deadly figure and I have faith that you'll enjoy this class thoroughly as it can easily perform above the curve and be a bit of a one-man army.

Pros:

- Way higher stamina than any other class; can play losses like mad
- Versatile kit, slots into any party role and can adjust on the fly as scenarios shift
- Good consistent damage output, control and mobility with lots of high and low initiatives
- Incredible play-enabling potential at higher levels

Cons:

- High bar of entry, multiple mechanical restrictions that must be learned early
- Tactically complex; demands a proactive playstyle
- Experience is hard to earn, can fall behind if not using losses and elements regularly
- Struggles against high Retaliate + Shield enemies

****spoilers are at the end of this write-up/guide, marked in the outline for convenience****

Geminate Mechanics Overview

The Geminate is a medium HP, hybrid-role, stance-swapping class with very high stamina balanced by a restrictive playstyle. It has a lot of build versatility, able to tank, deal damage and aid allies using a large arsenal of skill options. You will want to specialize in one avenue of play while still maintaining limited access to the others. I believe the Geminate performs best as a hybrid melee-ranged damage dealer while keeping tanking and support options in its back pocket to use as the scenario calls for them. However it will function just fine with a heavier focus on one form over the other and I'll touch on each role's picks during level up choices.

- Damage-dealers have a balanced playstyle between the two forms and will take on the role of an ['Inquisitor'](#), utilizing a combination of self-buffs, debuffs, melee multi-attacks and long range barrages to enable themselves and their team to hit breakpoints easier. Action economy is prioritized over support and survivability.
- Melee-focused Geminates function similar to a ['Paladin'](#) type class with a focus on mitigating incoming damage to themselves and teammates either through positioning, crowd control or damage absorption, while doing damage through Retaliate and smaller attacks and offering support to allies with healing, element control and positive conditions.
- Ranged-focused Geminates take on more of a traditional ['Priest'](#) role, focusing on buffing allies with Shield, Strengthen, Bless and Regenerate while keeping HP up with healing and helping control enemies with debuffs and a few solid ranged nukes. The Priest will function better at higher player counts and with summons present and may struggle harder than the other builds at 2 players as they will be restricted more often by Precise Range and monster positioning.

Regardless of build path, the Geminate will necessitate a hybrid playstyle. No matter which form you choose to focus on, half of your hand will always be melee or ranged abilities so make sure you tailor each form's action cards to suit your primary role in the party and be flexible. With how varied and challenging the scenarios in Frosthaven can be compared to Gloomhaven, the Geminate's versatility will often be a big asset so pay close attention during setup and choose your hand appropriately as you will always be able to plug gaps in your parties strategy or cover for weaknesses your group has.

There are five core concepts to grasp at the beginning: hand size, lost actions, form-shifting, exact range, and elements.

Hand size and Losses

The power of this class comes from its 14 card hand, that must be split evenly between ranged- and melee form abilities, and is a significant advantage. Played very conservatively, the Geminiate will outlast any other class in the game by a dozen or so rounds. Obviously that won't help move the needle much except on rare occasions. The big upside of this is that you will be able to keep up in stamina with average hand-size classes while also playing loss cards liberally. To balance, some of the Geminiate's early loss effects are weaker on average than other classes. Plan to play 6-7 losses in most scenarios, upwards of 9 or more in the right situation and almost never fewer than 5.

Form-shifting and Precise Range

Your hand is composed of 14 cards that must be split evenly between melee and ranged abilities at the beginning of a scenario. When you begin a scenario you may choose which form to start in so tailor your strategy based on starting position, teammates actions and enemy placement. The bottom of your miniatures have their corresponding form symbol molded on them if you become confused early on. It's important to note that you may form-shift whenever you perform a long rest.

Ranged cards will have a blue-gray background tint and the sidebar graphic on the right border of the card. Melee cards will have a magenta tint with the sidebar on the left.



You may only pick and play cards from the form you are currently in at the start of each round.

If you must lose a card either during rest or to prevent damage, you may choose any card from your hand regardless of your current form. In this way it's important to consider all 14 cards as your hand with your form only being relevant to which cards you may choose to play at the start of the round.

You will be form-shifting primarily from long rests or from skills that have a mandatory (!) form swap



component:

Planning ahead is crucial lest you get stuck in a form with no cards to play and are forced to rest early. It's important to note that **when you change forms the shift takes place at the end of your turn after your actions or rest are concluded.**

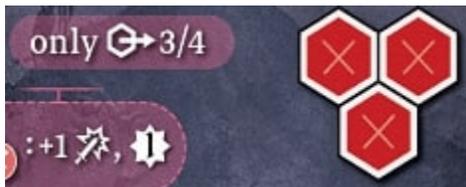
Melee form favors multi-hit burst damage, tanking and debuffs, but lacks mobility early on. It is versatile with its options and can easily slot into any party role at any party size.

Range form favors heals, buffs, AoE damage and mobility. It provides the highest potential damage output between the two forms however because of its mostly middle to slow initiatives and Precise Range mechanic, it will struggle to be effective as a damage-dealing focused strategy at low player counts. Unless paired with a sturdy frontrunner who can create a bulwark for you like melee Drifter, Banner Spear or skeleton-horde Boneshaper, it may be best to focus more on closer range and support actions at 2 player.

Precise Range - Most of range form's attack actions come with the caveat of 'Precise Range'

requirements:  3/4,

You'll need to be within the exact range stated on the corresponding action card to target an enemy. For example, to perform the tri-hex loss ability on Firefly Swarm, at least one target inside the hexes must be at 3-4 range away from you. If there are targets within the hexes that are at range 2 or 5, they cannot be hit with the ability.



Subsequently 'Precise Range' abilities cannot have their range modified by items or effects like the Crude Bow.

Elements and Experience

Briefly, regarding elements and experience, at levels 3-4+ the Geminat will start to lag behind the rest of the party in experience if you are not playing losses frequently and pairing those losses with elements when applicable. The caveat here being that you can't easily make your own elements and will need to rely on a combination of allies, enemies, modifiers, enhancements, items and several of your built-in tools to alleviate this problem. It is very important to plan ahead and communicate with your team. Early on it's less relevant as most of your infusions will either chain into each other with subsequent losses and the experience gained from burning cards will be enough to make up the difference. Start thinking about your strategy for elements as you start closing in on level 3 though, as you'll want to have a reliable system in place. Having one to two reliable throwaway element generators on your team that are reusable, paired with a one-off burn or item in yours or a cooperative ally's arsenal is a recommended path. Your earliest tools for element control will be the level 1 actions Changeling's Boon and Harvest the Essence.

Light is your most flexible element. It is used in both melee and range form and many abilities can use their primary element OR Light. If you get the opportunity to infuse an element but don't have an immediate use for one, Light is a very safe choice. It is used for a variety of effects from debuffs, damage, advantage, Bless and multi-targeting.

Fire is used almost exclusively in range form to improve the damage of ranged abilities and can also offer some support options such as Regenerate and Strengthen.

Ice is used almost exclusively to provide utility in melee form through Shield and Ward, extra damage and Stun.

Level 1

Melee Form



Changeling's will be a core action for a while. The top is your most reliable single target source of damage early on. It loses power considerably against Shield and Retaliate enemies but it's a good attack otherwise. Since it's a multi-attack, it will have disproportionately increased benefit from advantage and effects that add bonus attack damage like Poison. Initiative is effectively a wash. 40 is unreliable against most enemy types.

The bottom is a persistent effect that gives the ability to pick any element and transmute it to Light or Fire at the end of your turn for the remainder of the scenario. You don't easily have the means to infuse your own elements so this will be one of your primary tools for infusion. Snag a spare element with this and dribble it forward until you need it. Don't sabotage your allies' setup but do take advantage of any spare elements they infuse and definitely sabotage your enemies' setup as enemy infusions can be pretty devastating.

Light is good to have for both forms and a safe element to make if you don't have an immediate plan. Fire is going to be used almost exclusively in range form. It should be noted that you may consume any element and this effect may be played at the end of the round in which Changeling's is activated. Also note that this action form-swaps you. The one-off Bless isn't going to influence your use of this card but is a nice bonus.

The bottom will be the preferred element control effect for a Priest build while the top will be a core attack action for Paladins and Inquisitors and is a good candidate for enhancement.



Ole' reliable. The goofy AoE pattern has some hilarious visual imagery of tendril-slammng a line of enemies to the ground and can allow you to attack without needing to position closer to your opponents prior to form-shifting. It's not always possible to hit multiple targets with this attack but it's still a range 2 attack 2 Immobilize on a single target. It's a great counter to melee enemies and enemies who you don't want moving (Bladespinners, Burrowing Blades, Rending Drakes, Night Demons). It can punish spammy summoning enemies by keeping them clumped up for AoEs and force ranged enemies into disadvantage, and will be a reliable form shift skill for melee.

Disarm is a premium effect in Frosthaven and the Move 4 Jump will make hitting two targets very manageable. 34 Initiative makes this a little unreliable so pair it with either a fast or slow initiative depending on what state and position you want your enemies to be in, but this is a decent burn for a big engagement at the end of a scenario. This is a great candidate for an early +1 move enhancement as even at low level it will be pocket change and Drag Down is likely to make the cut for most decks.

The bottom will be a situational loss for you but the top is strong and reliable and you'll be happy to have this card with you most of the time in all builds.



Draining Pincers top is the first of four loss attacks at level 1, as well as the only 'late' Initiative in melee form until higher level. This is a classic AoE pattern that can consistently hit two targets with some decent positioning. You really want Light paired with this otherwise this attack is pretty underwhelming for a burn. This can be buffed with items and/or Hornbeetle Carapace but I wouldn't recommend using either on this attack. It will be an okay burn for a while but probably last in priority. This can shred low level packs of imps or lightning eels but will quickly depreciate as you level. I mostly used this as a final room throwaway for experience but it can put in some decent work early on as part of your burst damage.

Thankfully the bottom is great. Movement is an issue in melee form as are reusable bottom form-shift actions. Use the Jump to get to the precise range you need to be at for your follow-up ranged form ability or to chase a fleeing ranged enemy. You'll be relying on this card's bottom for a while if not indefinitely so consider a +1 enhancement to the move.



As fun as the AoE pattern might look and as thematic as this card sounds, Flailing is pretty bad. Striking more than 2 targets with this without Muddling an ally is going to be difficult and almost impossible in a party of 4 or parties with summons. Ironically it will be difficult to find enough targets to make this attack worth it if playing at fewer than 4 players. The Light infusion is almost mandatory as 1 damage, even for an AoE, is pretty weak. If this attack instead generated Light as a reusable, it would be worthy of consideration. As is, this action is pretty unusable especially with how often Shields show up and how swingy your early AMD can be relegating it almost entirely to just being a potential damage-mitigation tool.

The bottom is also not great. This is going to almost be trolling if you have a Boneshaper, Bannerspear or Deathwalker in your party as Wound will melt their low HP summons. There are situations against tight-packed low health, high shield enemies, some of which also have Retaliate where this card could pull its weight but there are better sources of Wound that are easy to access early on. Fire infusion and an experience makes it slightly more tempting. Since it doesn't form shift you, this cannot set up a Fire-infused Hornbeetle Firefly Swarm (your most potent ranged AoE combo) without a 3-round investment with a double burn making it even more redundant.

This is a 12 Initiative 2 attack top, 2 move bottom card. The Geminete does not struggle for fast initiatives in melee form so even Flailing's biggest upside is not much of an advantage. As mobility can be a major issue for melee form, consider bringing this at early levels for the fast move 2 or as a throwaway for your 2-check perk.



Hornbeetle is a strong burn. 8 damage for a loss is not bad and you'll be able to pump those numbers up later on. +2 damage to the next 4 ranged attacks is pretty good value for this class provided you play this appropriately. Avoid using these pips on melee abilities unless it's life or death.

If you aren't ready to use this for the top yet, the bottom provides a small reposition and Shield. The reusable Ice infusion is a good source of experience early on and gives a very respectable Shield 2. This card can easily net you 3-4 experience per scenario by itself by using the Ice reusable as well as the top burn.

20 initiative is decently fast but not the best so if going for an early Shield play be aware that it may need to combine it with Boots of Speed. This will be a core melee card for virtually every build.



Hornet Stingers is your third and final reusable form shift melee ability until later. The AoE pattern gives you a pretty easy way to Poison 2-3 targets and the Pierce 3 will scale decently well. Many enemies in Frosthaven have Shield where this attack will shine, and with careful positioning you can also use this to handle Retaliate without risking damage. Poison is a premium status effect to have when paired with your AoEs and multi-attacks like Changeling's Boon. The downside of this ability has a bigger impact when playing with a lot of allies, particularly summoners so positioning is crucial. Try and get this off on the enemies you'll be going after in ranged form the following round or coordinate with allies to AoE combo.

The bottom is okay as a defensive tool but won't be as effective as Shield or Ward. 23 initiative is still somewhat quick so you can play this for its speed and it will always be a good card to bring for form shifting and the ever useful Poison. This is the only other decent reusable movement skill available to melee until level 5. If you end up retiring the top, the bottom can be enhanced with +1 or Jump.



Icebound is the most powerful single target attack you have for a while and should subsequently be reserved for those monsters that need to be shredded. Up to attack 8 against Shield 2+ targets is nice to have early on and will be good to have in the side-board as a swap-in. Range form will give options for Ice generation so try to always feed this its element for the bonus damage and experience. Given that you don't have a lot of strong one-hit attacks, this is also a good consideration against Retaliate enemies.

The bottom is a slightly stronger alternative to Hornbeetle if you don't need to move, and at 14 Initiative is much easier to activate early. Retaliate is not always the most reliable mechanic but being able to Shield and attack on the same round at a good initiative is going to be decent value and can be a way to protect yourself if shifting to range form.

Worth bringing early for the initiative alone, this card will become a lot less tempting against enemies without shields but is still good to have on the bench and should be in most level 1 hands.



The Geminate has some pretty odd X's. Feeding Frenzy very rarely made the cut for me except early on. The top gives you an opportunity to do combos in melee form by combining some of your higher level actions with, for example, the bottom of Draining Pincers to get the Move 3 Jump without form shifting when you would otherwise be immobile. The caveat being that you need to ensure an enemy dies from your attack which is not always the easiest thing to pull off without investing resources and is subject to randomness. This will become more viable as you level and gain stronger combos, or against high number, low HP 'horde' enemies that can easily be killed in 1-2 hits. Light is always handy and this is one of two ways you can generate it raw, though using it for that effect alone is not a good idea outside of end of scenario exp throwaways.

The bottom is a pretty thematic, if un-exciting, loot action. Loot is very important in Frosthaven and every class will probably want to carry a Loot action with them in most scenarios. The Geminate has two and they both have their pitfalls. This one requires pre-positioning and is ideally used when adjacent to one or more monsters that you can finish off with the true damage effect and subsequently loot them. Remember that if you kill your allies' summons with this, they do not drop loot bags. Only tears.



Reckless Jab is great. Disarm and Stun are premium effects. Wounding yourself to Disarm an enemy is almost always going to be worth it. Poisoning yourself as well and you have an attack 4 Disarm giving you some good damage output in melee form between this and Changeling's. The negative effects will be somewhat minimized by the target you just hit being unable to counterattack. Note that you will need to be free of the effects in order to activate the bonuses on this skill. I.e. if you are already Poisoned before activating this you won't be able to add the +2 damage, likewise with Wound to Disarm. Using an Amulet of Life to completely negate the downside of the top of this attack every long rest cycle is excellent value for your starting gold.

Attack 4 with Light or Cold to Stun is pretty on par with other Stun effects. This will give you the most mileage against high HP hard-hitting enemies like Algox Guards, Icespeakers, and Ice and Sun Demons, the latter three of whom may help by making the element you can use to Stun them. A handy offensive burn with a pretty poor initiative requiring a good pairing to reliably go early or late.

Ranged Form



Firefly is one of your stronger AoE attacks in ranged form. It is a very solid tri-hex attack 4 with Fire infused. Fire infusion will need the bottom loss of either Flailing Tendrils or Changeling's Boon. Of the starters, the Blinkblade (when Fast) and Bannerspear are both able to infuse Fire with level 1 actions and neither use it themselves. The late initiative makes it easy for them to have it ready for you on your turn. You want to use this attack while Hornbeetle Carapace top is active to turn this into a base attack 5. Firefly also showcases ranged form's peculiar 'precise range' mechanic mentioned in the intro. Getting three targets into a normal tri-hex AoE isn't a common scenario though. You'll get two targets in the majority of cases which (with the Fire element and Hornbeetle) gives you a solid 12+ damage attack.

The bottom is a decently late Move 4 which will always be a good inclusion in any classes deck, particularly when in range form where you'll need to have precise positioning.

Early on Paladins and Inquisitors will have a harder time making Fire on their own as Flailing is unlikely to be in your deck and Changeling's is a core reusable attack. The attack is still good by itself with

Hornbeetle active so until you have a reliable solution for making Fire, don't be afraid to send this out without the element if you get a good target cluster, and if you can hit all three don't hesitate.



Firefly is great when combined with Hornbeetle and should be your go-to ranged burn combo. Don't sleep on Hail though.

At a first glance it appears pretty weak for a burn but it can do just as much if not more than Firefly in the right situation. The two keys here being its flexibility and that there is no target limit. Hitting 3-4 targets at range 2 without putting yourself at disadvantage for any of them requires some finesse and good positioning. The Muddle to allies in range 2 needs to be considered as it can really sabotage multi-hit and AoE attacks. Also worth noting is this is your only ranged attack in your entire arsenal that does not require exact range and can subsequently be modified by range-altering effects. It will need to hit 3 targets with Hornbeetle to be on-par with Firefly and will be best utilized against swarms of low HP enemies where you can hit 4 or more. Though, since Fire is hard to come by, the 1 damage differential can easily bump this ability ahead if you can get even a third target at disadvantage. This is also your only raw Ice generation which makes this a natural combo into Icebound Quills or Reckless Jab the following round.

The bottom is less interesting but a Move 3 at a reliably late initiative isn't bad. The consumption effect is mostly forgettable but it's a tool you have access to.

A great inclusion on maps with 'horde' type enemies like Lightning Eels, Imps and Ruined Machines. Potentially stronger than Firefly in the right situation. As they struggle to generate Fire early on and tend to be closer to the enemy, Paladins and Inquisitors may prioritize this over Firefly for the first few levels. If you end up keeping this as a core attack, a +range piece of equipment or item can give it a lot of flexibility and lethality.



Harvest is the counterpart to Changeling's Boon, providing you with essentially the same persistent ability only with Ice instead of Fire. The Ward that you get from this is going to be very nice particularly as you get higher in level where it can start preventing big damage numbers.

The bottom is your only reliable self-sustain until level 6 and is going to make it tough to burn this card.

Priests may end up skipping this card so they can keep a slot for Reshape the Guise. Inquisitors and Paladins will lean into the top for element control and will enjoy using the bottom for self-sustain in the interim.



Into My Embrace is the counterpart to Draining Pincers, probably one of the more thematic skills in your kit and my personal second favorite Geminate action. Attack 3 at range 3 without sacrifice or needing setup is actually above the curve for level 1 and the Pull and form shift makes this a great re-engagement tool. There will often be opportunities to Pull enemies into traps or hazardous terrain. You can pair this with a move to set up a bottom and top attack round in melee form. It also has great synergy with Banner Spear's formations and Beartrap's mechanic. Range form is more biased towards reusable form shifts on the bottom of its cards, so Into gives you an option for a top action form-shift.

Heal loss effects tend to be pretty underwhelming. However, self heals are a premium on this class and being able to Strengthen yourself is a very powerful strategic consideration. Regenerate mitigates some of those negative conditions you can put on yourself in melee form and getting the Light you need for this infusion is easier than the Fire. Like its counterpart, this is lower in priority for a loss effect but can be a game-changer in the right situation.

Into is going to be one of your core cards and definitely a strong candidate for enhancement.



The top of Mind Spike is situational but flavorful. In the instances where it's useful, you'll be able to effectively prevent 3 targets from taking an action. The true damage on top is a nice icing to lessen the impact of the loss. This is a utility loss so its priority is based entirely on the current situation and enemies encountered and gains increased effectiveness against Shield and Retaliate, both things the Geminate consistently struggles against.

Bottom attacks allow you to pump out more damage in a round and can be considered an attack value buff to top actions. You can pair this with the top of Firefly to finish off any stragglers or remaining Hornbeetle pips; Scarab Flight or Smoldering Hatred for a double attack; or with Reshape the Guise or Selfless Offering to be able to attack on an otherwise non-damaging round. At 18, this is your only fast initiative in range form until level 5 and you will likely want to keep it in your deck just for that.



Scarab gives you another forced move option for range form, this time in the form of an AoE. While traps and hazardous terrain are fairly uncommon in scenarios, plenty of classes can now create them meaning you'll be able to find a use for the Push in a lot of instances. Against ranged or immobile enemies, it can be used the round prior to set up a three-target Firefly Swarm or get enemies into a position where you can maximize Hail of Thorns without attacking at disadvantage. The attack by itself is okay unless you can hit 2+ targets or push an enemy onto hazardous terrain or a trap. This card pairs well with Mind Spike and can be a decent doorbuster with Firefly bottom.

The bottom is a mirror of Hornbeetle, granting you Shield against the next four hits. Being able to have a passive Shield 2 in melee form if you can get into a good position could save your or your party's skin and is going to synergize with your level 2 and 4 melee skills. This can of course be further enhanced for a turn with the bottom of Hornbeetle or Icebound. Getting hit while in ranged form will dampen its value but protection is protection and Paladins will likely consider this a core range form ability. The easy 2 exp a scenario you can get from this early on is also a very important consideration while you're still getting consistent element generation online.

30 is your third fastest ranged initiative so there's a bit of value there as well.



Selfless is your first repeatable heal action. A lot of Frosthaven characters have pocket heals, however like the Boneshaper, you cannot target yourself with the bulk of yours. If Fire is an element that your team can generate effectively or you've used the bottom of Changeling's boon, throwing Regenerate on an ally is going to give you more mileage and a hedge against Wound, Poison, Bane and Brittle, as well as a reusable source of experience. This will be a staple ability for the Priest and is a good between-room action or a follow up after Muddling yourself with Smoldering Hatred.

Move 3 form-shift will be one of the most usable shift actions you do in range form and being able to give this a cost-effective +1 or Jump enhancement is going to be a solid investment. 27 is your second fastest initiative in range form at level 1 and likely to remain permanently in your deck for those two effects alone.



Reshape is your other Loot action, mirroring Feeding Frenzy. Looting on top while still being able to attack on bottom with Mind Spike is typically going to give you the most bang for your buck but can always be paired with a move if there's no enemies. Used at the end of a rest cycle before you long rest, the regen will get more mileage and is another option for managing Poison/Wound/Brittle. Looting is important in Frosthaven and being a top action, this one is a lot more flexible than Feeding Frenzy.

The bottom gives you a persistent ability that lets you swap forms and choose your discard when short resting. I find that because of the added benefit of form shifting, long rests were much more preferred than short rests on this class and allowed me to be more aggressive with my burns. The best use of the bottom of Reshape is to achieve both of your Masteries early on. Some scenarios like 15 or 115 require expedience and in those instances this card will give you a big tactical advantage so it will remain in your sidebar at all times for its unique toolkit. There are mid-late game items that can really empower this effect further.



Smoldering is the edgy and much more greedy counterpart of Reckless Jab.

This ability is the primary attack action of the Priest but it comes with caveats. The Muddle will likely lower the damage of both this attack and your attack next round. The Curse for two targets isn't as bad but you can get the same effect plus Push from careful positioning with Scarab Flight without the downside.

Eating both of the effects means you're going to have double the chances of pulling that Curse you just shuffled into your modifier deck while also ensuring your attack next round has the same issue.

However, these downsides can all be minimized in different ways. Your 'cleanse once' perk can negate the Muddle for a two-hex attack 6 with Hornbeetle putting it on-par with a Fire infused Firefly Swarm. If you add Strengthen or gain advantage, the Curse is temporarily mitigated. There are also items that will let you cleanse the Muddle if you happen to find them as well as certain class abilities that can negate or mitigate the Curse. There is good synergy with Smoldering and your level 3 ranged skill as well. The extra range could help polish off a low health target in the rear and is less risky if you've removed your -2 already. The downsides of the Muddle are partially negated as well if you end your rest cycle with this attack or use the following round for support actions.

Now, that's an awful lot of extra utilities needed to make an average ranged attack into an impressive repeatable ability so you'll need to gauge whether or not this is worth the investment based on the tools you have available.

The bottom is pretty unimpressive. The unreliable initiative on this means using it reactively is more or less out of the question. Immobilizing and then moving is great if enemies are on top of you but that's a pretty unique hypothetical. The poor initiative isn't helping this card's case. This is likely to be just a loss move 4 Jump for 1 experience in most situations. Probably the lowest priority of all your burns unless you desperately need that reposition.

If you devote the resources to controlling the downsides, the top repeatable can potentially yield a lot of damage. Fairly weak early on, with higher level abilities and a more balanced AMD this card will gain more viability, scaling quite well.

Perks and Masteries

 Harrower Geminat																			
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Top Priority

Modifier Swap-outs

Improving the average damage bonuses of your modifier deck is the first goal here. The basic modifier deck is pretty swingy and should be fixed quickly if you're playing any class that attacks often.

With your lower damage hits, -2 is basically an extra Miss. Get rid of it ASAP.

Afterwards pepper in your -1 and +0 swap outs between other top priority picks.

The three perks are roughly equivalent in AMD value so pick based on the resources your group has available. If elements are abundant in your party you may prefer the +0s over the rest.

The main benefit of the element-transmutes is that you're removing negatives from your deck but don't expect these to help you much with element control on their own. However, combined with Changelings/Harvest they will give you a good deal of control over the element board.

Prioritize the Poisons over the Wounds unless your group has a lot of Poisoning already and/or completely lacks Wound capability.

Between lots of advantage, multi-attacks in melee and AoEs in range, the Geminate should be flipping enough modifiers that you should be seeing these regularly.

x2 Brittle self

At some point fairly early pick up your x2, Brittle self. It's akin to having a permanent Bless in your deck. The Brittle will bite you in the butt on occasion if it comes up at the wrong time but you'll have your amulet, maybe a potion or other healing item, and allies. If the creature you hit died from the crit then it's even less of a problem.

+1, effect add-ins

Snag the additional +1, effect cards. The Pushes and Regenerates aren't always going to be useful but they're helpful effects and sometimes the stars will align. More +1s will bring up the average damage of your modifier pulls, pad against disadvantage, and you can always choose not to Push the targets if it will mess with positioning or attacks.

Double perk

Your two mark perk is a valuable utility. Doubles need to be absolutely gameplay-defining in order to be worth the cost of two perks and the Geminate's is worthy. You will be playing loss cards frequently. Every time you play one of those lost actions, you'll be able to swap a card out of your hand for one in your discard at the same level or lower. At the bare minimum this gives you a 7 round first rest cycle by balancing your hand to 6:8 instead of 7:7. As you go along this will let you keep your forms balanced so you always have an even number of cards to play between them and will let you repeat your core actions.

One-off self-cleanse

Preventing a negative condition to yourself once per scenario is a very handy utility. Potential uses include ignoring the Muddle on Smoldering Hatred; preventing the Disarm from Venomous Barbs top; Poison from Reckless Jab; or, crucially, ignoring Impair from Corrosive Acids.

Pick this up by level 6 unless playing with Shackles.

Lower Priority

Ignore scenario effects

Ignoring scenario effects is going to be up to you to decide how to value. I personally rate this perk fairly high on most classes, particularly on the Boneshaper. The Geminate loves rolling around in garbage and covering themselves with their own debuffs anyway and since this doesn't come with any other benefits, I place it lower in priority on this class. That said it can prevent instances of negative modifiers, early discards, particularly nasty debuffs and loss of valuable check marks so judge this accordingly. The earlier in your character's retirement cycle you get this, the more value you'll get out of it.

Pierce rollovers

These improve the value of your +0s by turning a pair of them into a better chance at pulling a positive modifier. Just don't snag these thinking they'll give you any kind of advantage against Shielded monsters. Once in a blue moon these will happen at the right time and you'll be able to one-shot a Wind Demon or take a much bigger chunk out of a Steel Automaton than you were expecting. However, this class more so than the other starters struggles against Shields and Pierce is something you need to control.

Cleanse ally during short rest

Cleansing a debuff from an ally every time you short rest is going to be incredibly situational. Despite having 14 cards you have no real incentive to short rest if you aren't consistently playing the bottom of Reshape the Guise. If you are, this perk adds a lot of situational utility but otherwise you can write this off. This was probably put in here to potentially mitigate some of the friendly-fire debuffs you throw out and expand your arsenal of support skills but one of those abilities is borderline useless and you never gain any more friendly-fire as you level up.

Masteries

The Geminates Masteries are both pretty easy. Achieving both of your masteries is very doable and recommended at level 1. You will be harder pressed depending on the scenario to achieve the second one as some scenarios require you to complete them without a character exhausting or are drawn out dungeon crawls but you can usually tell at a glance by checking the map layout and difficulty during setup.

Scenarios 1, 4, 15 and 115 are practically designed for accomplishing both Masteries with ease and are all available early.

Bring the following cards:

Melee: Changeling's Boon, Drag Down, Draining Pincers, Hornet Stingers, Icebound Quills, Hornbeetle Carapace and Reckless Jab. Feeding Frenzy can be swapped in for Hornet Stingers as extra insurance.

Range: Harvest the Essence, Into My Embrace, Mind Spike, Selfless Offering, Reshape the Guise, Firefly Swarm and Hail of Thorns.

Some tips:

- By round 10 you want to be within one-shot range of any of the enemies you're fighting, ideally at 1-2 HP. Position to take a couple hits as you go but try to stay close to your team.
- Reshape the Guise bottom will be instrumental in achieving both masteries. Play it at some point in your first rest cycle and use the Light in melee form on either Draining Pincers Top or Reckless Jab bottom. You will want to pair Reshape with Into My Embrace OR use it during the last turn in your first rest cycle and short rest at the end of that round. This will allow you to perform any pair of reusable actions you want on your short rest turn as you can lose the card and form shift during your rest.
- Be very careful with positioning around Algox Priests. Always assume that they will go before you and Disarm you so do not position yourself around them in a way that will make you their primary focus as one badly timed top of the round Disarm will easily cause you to become dead weight.
- Subsequently, always assume Chaos Demons will go before you, hit you hard and Muddle you. If you are their focus, plan to lose a card to damage and be at disadvantage. Have a backup burn if things go well. Both of these enemies have kits that were designed specifically to throw a wrench in any kind of stratagem.
- If you're able to form shift and burn on the last round of any rest cycle without short resting, long rest the following round.

- Selfless Offering and Hornet Stingers are your first candidates for losses from resting.
- A great combo after you've played Reshape with Into: play Hornbeetle Carapace top with Draining Pincers bottom > Hail of Thorns top with Selfless Offering bottom > Icebound Quills top and any bottom then short rest or if you killed an enemy and Feeding Frenzy is active, form shift and keep going. This will be an easy combo to help move you through the first or second room while doing some good damage.
- You won't make the Fire for Firefly Swarm without an ally or monster's help so don't wait up for it, just burn that bad boy when you get a good shot and pair it with Mind Spike or Selfless Offering.
- Keep Changelings and Harvest as one-time-use emergency back-ups. If you mess up your cadence or end up in a situation where you don't have an enemy to target with a loss or form shift, one of these with a basic move/attack can bail you out so you don't have to rest early.

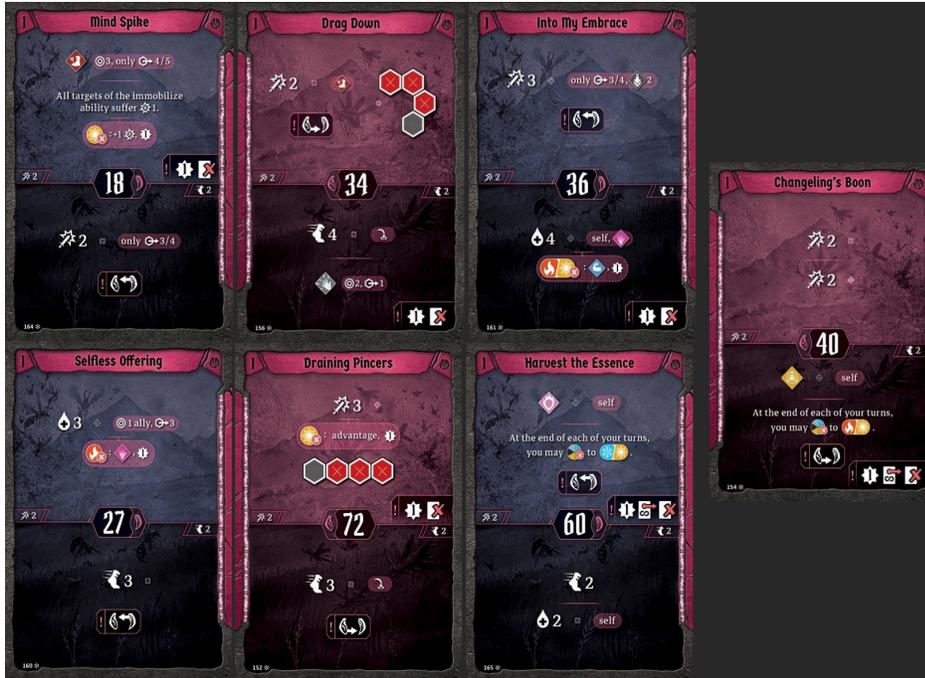
Example sequence, Rounds 1-6

*you must have a fairly high (9+) HP target within range 3 of a starting hex for this to work.



- Play losses on: Reshape, Reckless with Light, Firefly, Hornbeetle, Hail, and Icebound with Ice, position to maximize targets hit and try to fully clear the first room.
- Short rest on round 6, shift to range form and lose Hornet Stingers.

Rounds 7-9



- Play the loss on Mind Spike. Lose Changeling's to negate damage on round 8 or play the loss action on it. Do not heal or accept a heal unless you're under 3 HP.
- On round 9, Into My Embrace will shift you into melee form at the end of your turn, short rest at the end of the round and shift back to range form. Lose Selfless Offering.

Rounds 10-11



- Play the losses on both Harvest and Into, do not heal yourself.
 - Then play the loss on one of either of your melee cards. If an enemy will be able to finish you off on round 11 then don't play any loss action. Go on 34 Initiative. When the enemies attack you, lose both cards to negate the damage and then exhaust when you attempt to short rest.
 - If you were not attacked, burn one of the cards and use the basic action on the other depending on what's most impactful for winning the scenario.
- Short rest and form shift. You will be unable to pick cards and exhaust immediately. If it's the final round of the scenario, you're gravy. If not, as long as your allies complete the scenario you will have achieved both masteries.

Level 1 Hand

For melee I consider these cards to be core inclusions in the beginning:

- Draining Pincers - slow initiative for melee, good movement action + form shift
- Drag Down - ranged attack w/ immobilize and form shift, good/situational burn
- Changeling's Boon - core offense skill for dps/bruiser, burn is crucial for elements on Priest
- Hornbeetle Carapace - Inquisitor's kaio-ken, Paladins like the bottom
- Reckless Jab - strong melee attack with Disarm, downside is mitigable

For range:

- Mind Spike - only fast initiative for range, bottom attack, form shift
- Into My Embrace - ranged attack and pull with form shift, great initiation skill
- Selfless Offering - Priest loves top, Inquisitors/Paladins love bottom, second fastest range card
- Harvest the Essence - element control burn and only self sustain for a long time w/o items
- Firefly Swarm - good mobility, semi-late initiative, strongest AoE burn

The following abilities are better considered for your side-board so that you can keep options available for various scenarios and swap-ins for level ups:

Melee

- Icebound Quills - situationally strong burn, fast initiative and solid defensive bottom
- Hornet Stingers - decent initiative, can pierce most shielded enemies, AoE poison and form shift
- Feeding Frenzy - loot on bottom + weird, option for later level form shift plays

Range

- Hail of Thorns - AoE burn without range or target restrictions, late initiative and Ice gen
- Scarab Flight - reusable AoE attack and Push, decent initiative. Defensive burn
- Reshape the Guise - loot on top + sustain

Questionable:

- Flailing Tendrils - My brain is flailing trying to understand how this card made it past play-testing.
- Smoldering Hatred - decent range attack, needs many resources to be good, scales well

Level Ups

Level 2



Level ups will present you with a choice between a melee and range form card.

Venomous Barbs

The top is situational but thematic. For Disarm self: Retaliate 3 at range 3, basically lets you pretend to be a real Harrower for a turn. Good synergy here with the Shield from Icebound, Hornbeetle, and the persistent from Scarab Flight. Retaliate is great when it works and feels pretty bad when it doesn't, especially on a burn. Could potentially be incredibly powerful, and get you a good chunk of exp, but is a situational loss action. A scrying item can help judge whether the burn is going to be worth it.

The repeatable here, though, is why I picked this card over Locust Host. The synergy this has with Into My Embrace and Changeling's Boon is fantastic and will continue to grow in power from subsequent

melee level ups. Grab a target into melee range with Into My Embrace paired with a slow initiative, then follow up the next round with a 17 Initiative attack 2, attack 3 attack 3. Venomous with Changeling's is a potential 11+ damage combo between two rounds, putting it well above the curve for level 2 with no loss and minimal setup. The fast initiative and enhancement pip makes this all the more tempting.

Locust Host

The range 2 or 3 on the AoE pattern is going to make this much more usable in confined spaces than your other big AoEs and is a fair bit more flexible than Hail without the downside. Ideally you'll want to hit four targets with this attack and have Hornbeetle Carapace active for each hit. Cursing yourself to ensure you can snag 4+ targets isn't too much of a downside, even less so if you perform this at advantage which is going to be gravy by level 3. This will be harder to pull off on some scenarios with a 2 person team but this effect is still going to be much more flexible than Hail and thankfully the repeatable is a very handy utility.

The bottom gives you another move skill that lets you shove enemies away into the effective range of your other attacks since you can choose exactly where they go so long as it follows rules for Push, and at initiative 23 can help get you a three target Firefly Swarm before the enemies move and ruin your setup. This is your second fastest range initiative as well so this card, while not as immediately powerful as Venomous, is still a strong consideration for your deck with a useful bottom and a situationally decent burn.

Enhancing the loss on this card to add an effect like +1 Attack, Poison, Muddle or Curse would vastly increase its power, while adding one or two +1 Moves to the bottom is much more affordable and makes it way more flexible.

Thoughts on Level 2

Inquisitors will snag Venomous Barbs while Priest Geminates will grab Locust Host as each offers clear benefits for their respective roles.

Paladins can go either way. The burn on Venomous is thematic and powerful but situational and you'll be in melee more frequently to make good use of the bottom. Locust Host gives you some decent close range control of enemy positioning and a small bit of AoE damage near the end of a scenario.

Level 3



Mandible Storm

This card gives you another reusable form shift on the top for melee. The AoE pattern is reminiscent of the Cragheart's Opposing Strike and Stone Pummel and shouldn't be too hard to hit a pair of enemies with. The attack is decent if you can hit two targets and will play nicely with your level 4 melee reusable. Immobilize and form swap is a good combo for you, though the Muddle will dampen any follow up attack you have planned, single handedly diminishing this action or relegating you to a support role the following round which might not be much of a downside for a Paladin or Priest who are much less concerned with good AMD flips.

The bottom is another Move burn which, while underwhelming, at least gives you the benefit of being very tanky for the rest of the round. At 30 initiative it will need to be paired with a faster card to reliably have that Shield up before enemies act which as you know by now, is quite easy to pull off in melee form. End

of scenario big plays, this can be combo'd with the top of Venomous Barbs and the element for Move 3, Shield 3, Retaliate 3 range 3 on 17 Initiative, and a boatload of exp if you can get several enemies to trigger the retaliate. True Harrower shenanigans.

Dragonfly Surge

This is your Icebound Quills equivalent in range form, letting you get off a fairly long ranged single target strike and isn't as stingy with its consumption requirements as Icebound letting you pick either element. The element consumption nets you two card flips to try and snag a positive modifier or Crittle and leaves the target Wounded for some attrition damage to boot.

Now, at face value and on paper this ability is disgusting. Condition-free Pierce and Advantage on one of your top ranged AoEs empowered by Hornbeetle and items is a very devastating attack and one that needs to be considered. However let me bring you down a bit with some harsh reality.

50 initiative is just awful. You'll never be able to reliably use this with one of your burn attacks except Locust Host as they all have slow initiative values so you'll be banking on your enemies behaving and staying still. Not a wise gamble. Second, it doesn't have a cohort move component, meaning you'll need to use a rare and powerful item or preposition.

It's a powerful effect rendered mediocre by its unusable initiative.

Thoughts on Level 3

I love Dragonfly Surge and despite its piss poor initiative I was able to take advantage of it regularly in almost every scenario. There are a few enemy types that you can reliably beat even at 50 Initiative and often my teammates were cooperative with corralling enemies knowing I was about to blow up a cluster of them with a super powered Firefly Swarm at the end of the round. As I accumulated items and abilities, it helped make my Firefly and Hail turns into absolute slaughters. Always nice flipping two cards per hit, seeing a crit, Crittle, or Bless and watching a group of Wind Demons or Living Spirits just explode. I also played in a 4-man group which made corralling enemies with my teammates easier than it would in a smaller party.

Inquisitors will either snag Dragonfly Surge. A Hornbeetle and Dragonfly empowered Locust Host, Smouldering or Firefly will decimate a large pack of enemies.

Paladins will likely prefer Mandible Storm for the control and defensive burn.

Priests can grab either, Dragonfly directly buffs Locust Host and Smouldering as well as any of your other attacks and Mandible gives them more utility in melee form.

Level 4



Thresh and Flail

This is the big daddy claw smash attack and will be your strongest attack for a while. Combining this with the bottom of Venomous Barbs gives you a whopping potential 14+ damage in a single turn. Having advantage will dramatically improve this attack's potency compared to a big one-off attack like Icebound so consider finding an option for Strengthen either through items, allies or Into's burn. As a bonus you get a raw Light infusion to use the following round. On the flip side, this card further illustrates our biggest weakness: enemies with Retaliate and/or large Shield values.

The bottom is a long range Pull effect that can allow you to displace a pesky ranged enemy or peel a melee enemy off an ally. This will increase in value in scenarios with traps and hazardous terrain and/or in the company of Bannerspear, Meteor, Snowflake, Fist or Beartrap. The Light to Fire or Ice option for this is a fantastic tool for you to control the element board. The Geminate is all about setup and this bottom

action gives you more setup tools. If you've unlocked Beartrap, they will love you for taking this ability. The initiative is pretty awful and is the biggest downside to this skill, however melee form doesn't lack for fast initiatives. This pairs naturally with Mandible Storm, Drag Down and Hornet Stingers.

Luminous Descent

This is not as impactful as Thresh and Flail but should still be considered. A reusable heal 4 (that can be enhanced with Bless, Ward or Strengthen) on an ally is pretty spicy and having a way to cleanse some of the scarier debuffs like Brittle and Bane, particularly on two allies can help tremendously. If you aren't playing Hail of Thorns or Harvest the Essence, this can be a good way to generate Ice for melee or Fire for Firefly Swarm without expending Hornbeetle pips. Overall solid utility.

The bottom is yet another movement burn. Though this one is a lot more exciting than your last two. Stun is almost never a bad choice to have and is particularly rare in Frosthaven, so being able to disable two targets for a round on a bottom action with huge movement is wild value. Only real downside to Luminous is it's another late-ish initiative for range form.

Thoughts on Level 4

Inquisitors will want Thresh and Flail for its powerful burn and reusable setup tool. Priests will slam-dunk Luminous Descent into their over-bloated ranged form deck and be happy to have a powerful crowd control burn paired with a strong reusable multi target heal. Both will enjoy the improved element control.

Paladins could go either way. Thresh doesn't improve your survivability at all other than giving you a burn that can nuke down an enemy before it attacks. The Pull can be great for yanking pesky ranged enemies to you and pairs well with Mandible Storm. Alternatively Luminous gives you some really strong party support and a fantastic initiation tool for the final room so choose which benefits your group the most based on the role you've chosen.

I like both of these cards a lot but I took Thresh and Flail because of the damage potential. "+ damage" buffs combined with advantage and Venomous Barbs turned this attack into an instant kill button most of the time and trivialized a couple early boss fights.

Level 5



Formless Grace

Grace top gives a persistent effect that lets you take 2 true damage to generate Light or Fire on any of our turns. This will trivialize setting up the infusion for Firefly Swarm and any of your Light skills and is a game changer if your party size is small and/or doesn't generate many elements. The heal could be used to cleanse debuffs from allies in melee when you are ready to activate the top but can mostly be forgotten. It also puts you in range form. As with Changelings/Harvest, you may use the element effect here the same round that you play the top and the element will be available for you next round or for your party or enemies immediately.

The bottom is exactly the kind of reusable ability you want in your melee kit. Up to this point the only reusable movement with Jump you have is the bottom of Draining Pincers which, while very useful, places you in range form so you won't be using it to get closer to enemies without Feeding Frenzy. Formless lets you fly across the map to your target(s) and burn Ice for a nice defensive buff. You can pair this with a fast card to help set up the Bannerspear's trickier formations with ease while softening up a target with Icebound. Ward is going to be carrying some weight by this point as you'll likely be coming up

to difficulty level 3 where enemies swap their pea shooters out for rail guns and unlucky crits and Brittle start becoming extremely deadly.

Chitinous Horde

This skill will be a big upgrade for the Priest. Healing isn't always going to be as useful as just preventing damage preemptively particularly when being multi-attacked or swarmed. The Fire for Strengthen gives a way to buff your allies damage as well. At range 3 this is going to be very usable at most points in the game and if you have Banner Spear or Coral on your team you can get very close to making them invincible for a round with this and help enable one of Coral's Masteries.

The bottom is a mirror of Formless Grace's top but requires you to coordinate with your teammates more. The persistent effect lets you generate Ice or Light by having an adjacent ally suffer 2 true damage. Aside from requiring decent positioning you will also need to have an ally take damage in order to get this effect, not ideal. The activation effect here is fairly forgettable since you'll be in range form and probably won't have any enemies to target with it, just try not to hit your allies summons. Also places you in melee form. The biggest draw of Chitinous Horde over Formless Grace is its 15 initiative which is lightning fast for range form and won't get better than this.

Thoughts on Level 5

Priests will probably be picking Chitinous Horde for the solid ally buff and fast initiative. The problem being that their range deck is starting to get fairly bloated at this point so you may want to consider Formless as a very reliable element generation tool to help you milk the top of Selfless Offering or set up the double heal on Luminous with ease.

Paladins will absolutely want Formless Grace for the extra mobility and option to Ward themselves especially if they took Luminous Descent over Thresh and Flail.

Inquisitors may actually choose to go back and snag Locust Host or Dragonfly if they skipped those. The main benefit for damage focused Geminat at level 5 is having a reliable element generator and the extra mobility on Grace. Unfortunately their melee cards are bottom heavy already and this only compounds that issue.

I took Formless Grace and was happy to have the mobility and tanky flexibility but I had difficulty balancing my melee actions to consistently output damage and would have rather had Locust Host in most situations.

Level 6



Corrosive Acids

It is time.

This skill is absolutely gross, representing a considerable power spike for you and is a slam-dunk pick in my opinion. The attack itself is weak but the real strength of this skill is in its setup potential. Being able to spray a cluster of enemies down with Brittle and Poison and let your allies follow up with a big hit is almost always going to be worth the self debuffs. You can even ignore the Impair if you took your 'cleanse' perk and immediately heal yourself with an item to remove the Brittle if you know you're gonna take heat. The attack itself isn't much to write home about but Brittle is a rare and powerful effect for your party to have access to particularly when you can inflict it on multiple enemies. If you have Fist or Astral unlocked, you'll be familiar with just how nasty and big-play enabling Brittle can be for your team. Paired with heavy hitting or AoE classes, you can end up setting up 20+ damage with a single ability.

The bottom oddly enough doesn't have anything printed on it so I guess we'll just ignore it and play this card for the top.

Hirudotherapy

The top has some fun flavor and is a rock solid skill. This is the first source of direct healing for yourself since Harvest the Essence and comes in the form of a decent chunk of ranged true damage so we can ignore Shields and Retaliate. Since this isn't an attack it can be performed while Disarmed and ignores Shield and Retaliate. Ironically it IS enhanced by Brittle making it synergize excellently with Corrosive, potentially healing up to 8 HP.

The bottom has a high value turn economy, letting you move and ranged attack with a single action. Against melee targets, Immobilize effectively Stuns. If you pick a good target, or two, this action has a wild turn economy for a very minimal cost. Slam dunk pick for a range or support-focused build.

Thoughts on Level 6

I love and hate this level.

Corrosive Acids is such a game changer I can't not recommend it for every build. Despite that, Hirudotherapy, while way quieter than Corrosive, is also an incredibly valuable addition to your kit and I desperately wanted both.

Inquisitors will slam jam Corrosive into their deck as it does everything they want in a single action and it will become their signature ability.

Paladins and Priests can go either way but I think that being able to just delete a group of enemies will be way more valuable to your group than the double Immobilize. Judge accordingly as these are both incredible actions.

I took Corrosive obviously and the amount of damage my group managed to get out of it was insane. It also finally gave me an option to delete those gross high Shield high HP enemies.

I love this ability.

Level 7



Two-Pronged Entrapment

The top gives you a decent reusable attack in melee form. All of your repeatable melee attacks up to this point have caveats (weak multi-attacks, Muddle/Poison self, etc.) so not only do you not require set up but you get the added benefit of Shield 1 as well. The element generation gives you another way to make Ice or Light for a follow up. Using Changeling's or Harvest, you can use one element next round and juggle the other forward so that you can use it the turn after.

The bottom is a pretty goofy AoE pattern with a great effect that has anti-Flame Demon written all over it. It's a two-pronged line AoE that Pushes, Brittles and provides some hard crowd control options. Light will be easy to pick up but having both is going to take some finessing. Corrosive is handling Brittle just fine but this is a potential sub-in if you took Hirudotherapy, need a follow up or want to get Corrosive back in your hand from your double-perk.

Alluring Pheromones

You get a decently powerful repeatable top attack that can generate two elements. Alluring is the first repeatable attack for range form since level 1. It pairs okay with Dragonfly Surge bottom (initiative, bleh) and is an okay candidate for Hornbeetle pips though at this point Smoldering Hatred is arguably better for that. A fun combo is to pair Corrosive with Draining then hit the targets you Brittled + Poisoned with Alluring for a juicy 16+ damage non-loss AoE. Goodbye, you god-forsaken Ice Wraiths. 49 Initiative is pretty awful as we've come to expect from range form so plan accordingly.

The bottom is interesting. Spray your friends down with your sweet smelling bee musk and give them a pile of buffs. This is not a particularly great loss but can be played to decent effect depending on your composition. Snagging both elements for this is well worth the extra effort and of course this effect will gain significant value in 3-4 player groups and parties with summons. Since this is a bottom action, positioning is going to be awkward unless you use this with your level 8 and coordination will be needed. It will overperform with a level 7 or higher Boneshaper if you can blast a bunch of their summons with it. Just shuffle that entire Bless stack into the Boneshaper's AMD and watch their Bone Ball roll over the entire map like a twisted death Katamari.

Thoughts on Level 7

This was the last level I got to play at before I retired.

Neither of these skills are particularly impactful without a lot of setup but you should be pretty adept at that by this point. You'll need Harvest/Changelings and either a burn, Thresh/Luminous, or an enhancement to get them both set up. The reusables are solid for what they do and will put in the work until the moment they're burned.

Inquisitors will either snag Alluring or go back and pick up Hirudotherapy. Personally I'd lean towards Hirudotherapy since it's a way for them to deal damage without expending Hornbeetle pips, gives valuable sustain and has great synergy with Corrosive.

Priests have plenty of options. The bottom of Alluring just has way too much potential with their level 9 and the reusable attack will give them some decent damage output which they're probably lacking pretty hard by now. Two-Pronged keeps them from over bloating their range hand with level ups and gives some great utility options. And they can also go back and snag a card they passed up along the way.

Paladin bugs grab Two-Pronged for that juicy top reusable and the awesome play-making bottom burn that will become their signature skill, promoting them to Crusader.

Level 8



Accelerated Metabolism

The top gives you a non-loss way to Strengthen yourself using elements that at this point should be pretty trivial to generate. With that lovely Pierce 3 you get, effectively, up to 12 damage on two 3+ Shield targets which you could potentially bring up to 22 if you hit them with Corrosive the previous round. You've got the potential to get some really nasty numbers with Strengthen tossed into the mix. Not an amazing skill for level 8 but it's another decent attack you can pull off in melee form without burning a card or doing much setup, it's another source of Pierce and the reliable Strengthen self without having to play a loss is great.

The bottom is a conditional effect that will enable you to perform some pretty nasty combos in range form. What this can do is allow you to forgo setting up Hornbeetle by using it on your range form turn or, double burning it with Hornbeetle to get range form's +2 bonus on a melee ability like Thresh the following round.

You can also play the Move or Pull action of a melee card in order to maximize targets for Firefly. Alternatively if you don't need the Pierce from Dragonfly and have another source of advantage (which you absolutely should have by this point), you can combine Firefly with Mind Spike for a sanic fast Hornbeetle AoE burst.

Lastly you can use Corrosive Acids to Brittle and Poison a group of enemies, form shift, then use this card to activate Hornbeetle and get your fully buffed AoE of choice on the debuffed enemy group empowered with items and potentially Dragonfly Surge. It's so nasty it almost puts Triangles' Burial to shame. Late initiative finally gives you a decent 'go last' option for melee.

Oscillating Entity

This ability gives you the flip effect of being able to use a ranged ability in melee form on your next turn after a decent ranged attack. This will enable you to use Dragonfly Surge bottom in conjunction with your single-target melting Venomous + Thresh combo giving the entire volley advantage and at long last circumventing its Achilles' heel: big Shields. Other potential plays: Luminous Descent, Scarab Flight or Alluring Pheromones bottom; Hirudotherapy top; Smoldering, Dragonfly, Alluring, Hail of Thorns or Locust Host tops with Corrosive Acids in the same round. If you want to get extra cheeky, use this on Reshape the Guise top to get some loot after your melee combo. Lots of options are available.

The bottom trumps Accelerated Metabolism's very strong but more situational top by a decent margin, letting you get the same benefit of Strengthen self while also rolling in a Bless with move 4. In terms of raw value on a repeatable it's hard to beat that. In a longer scenario, the bottom will hypercharge you until your game-winning moment. Combine this with your old Into > Venomous + Thresh/Changeling's combo and you've got 5 hits with advantage and at least three x2 effects floating around in that AMD just waiting to ruin an Algox' day.

Thoughts on Level 8

I almost feel like these should have come earlier but here we are, the big-play enabling monsters. Both of these cards have exactly what you want to see on a loss card. A very powerful game-winning play-enabler loss effect with an extremely high value reusable skill to carry it to the end of the scenario where it will be burned.

Aside from the Boneshaper and arguably Banner Spear, most starters have more fun and thematic rather than powerful level 8s so it's funny to see the Geminate get two that are so impactful. Both of these cards are gross and can be justified in any build. Choose accordingly based on play style.

Inquisitors will take Oscillating to pump up their deck with Blesses and beef up their melee combo even more, or Accelerated in order to further expand the death dealing potential of Hornbeetle and Corrosive. Priests and Paladins will get the most benefit from the repeatable action of Accelerated and less impact from the benefit of Oscillating compared to the damage dealer but these are both solid picks for them.

Level 9



Harbinger of Ruin

This is a potent ability to cap off a melee bruiser playstyle. You become incredibly resilient to melee damage while dishing out heavy Retaliate all while circumventing timing and enemy cooperation. This can be setup early and combo'd with Scarab Flight bottom using Oscillating Entity, with Icebound Quills, Mandible Storm or Hornbeetle bottom and Two-Pronged top for some ridiculous defensive plays as you let the enemies impale themselves on an impenetrable phalanx of bug spikes. If you have time to set up for the triple burn, you can even add in Venomous Barbs top instead of Two-Pronged to turn yourself into a tornado of chainsaws for the round.

If your enemies get chopped to bits by it, it's their own fault.

There's no anti-range option but with how powerful the effect is at countering melee attackers, who cares?

The bottom hardly matters with how juicy the top is but if mobility isn't an issue, this bottom is rock solid.

Locking an opponent in place and forcing them to eat Retaliate damage if they choose to play nice is pretty great for a reusable. Lots of potential combos with your current toolkit and a banger burn you can play when the time calls for it. And at 11 initiative it's your fastest card.

Voice of Salvation

At long last the support role payoff has arrived. The top action promotes the Priest to Archdeacon. +2 damage to all ally attacks for the round is nuts by itself but obviously will multiply in value with summons or allies that AoE or multi-attack. If you use Accelerated or Oscillating to combo this skill with Corrosive Acids and Alluring Pheromones on a summoner you enable a potential one-round room destroying team play. The fact that this skill is reusable is the kicker. Being able to pull this off once per rest cycle, or more if you have a high level card recovery tool available, is just nasty. 39 initiative is pretty mediocre, which is unfortunately par for the course with range form skills but is just fast enough that combined with improved initiative boots can give you a decently quick speed.

The bottom presents a handy but situational effect that effectively nullifies 4 sources of big damage from an enemy. When it's useful this could easily save a scenario but it will almost never be worth sacrificing the monstrously powerful top action. Decent 'oh-shit' button for Priests.

Thoughts on Level 9

These are pretty fun skills and I'm looking forward to making a high level Geminate when our Prosperity is capped out and playing around with them.

Inquisitors and Paladins will want to snag Harbinger for the nice reusable and the super spicy burn.

The Inquisitor has uses for their bottom slots and so may want to burn this early just for some reliable defense when ducking in for those melee takedowns, whereas the Paladin will be happy to take advantage of the extra damage from the attack 4 and Retaliate before activating their Ultimate skill.

Priests cannot get their signature skill Voice of Salvation into their decks fast enough.

Builds

These are the three main archetypes that I was able to identify from my time playing this class. It seemed kind of ironically hilarious and in-line with Gloomhaven's tongue-in-cheek humor that the Harrower class was the one in Frosthaven that seemed to identify the strongest with the 'divine magic' class archetypes. The imagery of the split-personality sentient bug colony creature trying to RP as a divine warrior when all it's really doing is just spraying acid on its enemies, using leeches to heal its allies and covering monsters in bees and fireflies is just terribly amusing.

If you're having some trouble trying to formulate your own playstyle, consider one of the three following build paths.

Centipede Inquisitor

An all-in damage dealing build that will focus on both ranged and melee form in relatively equal measure to squeeze out as much killing power as possible.

The Inquisitors core abilities will likely look something like:

Level 1

- (melee) Changeling's Boon, Drag Down, Draining Pincers, Hornbeetle Carapace, Hornet Stingers, Icebound Quills and Reckless Jab
- (range) Reshape the Guise, Selfless Offering, Mind Spike, Into My Embrace, Harvest the Essence, Hail of Thorns and Firefly Swarm

Pickup the following level up choices and swap out (<->) the subsequent ability(s):

- (level 2) Venomous Barbs <-> Icebound Quills/Hornet Stingers
- (level 3) Dragonfly Surge or Locust Host <-> Hail of Thorns/Firefly Swarm
- (level 4) Thresh and Flail <-> Icebound Quills/Hornet Stingers
- (level 5) Formless Grace or Dragonfly Surge<-> Hornet Stingers or Hail of Thorns/Reshape the Guise
- (level 6) Corrosive Acids <-> Drag Down/Reckless Jab
- (level 7) Hirudotherapy <-> Harvest the Essence/Reshape the Guise
- (level 8a) Accelerated Metabolism <-> Drag Down/Reckless Jab/Changelings Boon
- (level 8b) Oscillating Entity <-> Harvest the Essence/Reshape the Guise/Firefly Swarm/Hail of Thorns
- (level 9) Harbinger of Ruin <-> Drag Down

Keep all swapped out abilities in your side-board as you will want them on a case-by-case basis.

Your playstyle will be focused on prioritizing enemy takedowns. Most of the good combinations of actions have been discussed already during the level ups.

Your kit will be offense heavy and mobility will be an issue so be proactive with your positioning. React to the monster ability draws and choose cards that are appropriate to the enemy types you'll be facing. If there are lots of shields, make sure to include Hornet Stingers and Icebound Quills and consider benching Changeling's Boon. If there are lots of traps or hazardous terrain, consider bringing in Scarab Flight and holding on to Thresh and Flail until the very end.

Action economy is the primary focus for the Inquisitor. This means you want to be making the biggest impact with each of your cards to reduce the number of enemy turns. If your turn is spent doing damage to an enemy, make sure you use an attack that will kill a monster, remove its ability to act, or sufficiently wound it such that an allies follow up attack will kill it or it will die from Wound/attrition damage.

If you can't make sure a big enemy will get knocked down this turn, turn your focus to smaller, weaker enemies. You have a plethora of AoEs in range form that, when set up properly, can wipe out or severely injure most medium-low HP monsters in the game in a single hit.

Obviously this isn't always possible and is subject to the whims of the AMD, the massive HP pool of some monsters, and monster ability pulls but you can control what abilities you choose to play and how you position your character.

Your strongest melee combo, Venomous Barbs bottom + Changeling's/Thresh top, doesn't allow for movement so make sure you position ahead of time.

Your strongest range combo has poor initiative unless you swap out Dragonfly Surge's effect with items (a very viable strategy in mid-late Prosperities) and also does not allow for movement so when going all in with Firefly Swarm, Locust Host or Hail of Thorns, make sure you communicate with your team. Having just a little bit of cooperation will ensure you can maximize your damage and once you get your level 6 and level 8 cards you'll be able to destroy anything.

The Inquisitor's class change will enable them to slaughter all enemy types with impunity. Corrosive Acids is such a game-changer for how much damage output you can provide either passively or directly by popping that Brittle yourself. It melts Shielded enemies, destroys packs and can take enormous chunks out of those obnoxious high HP enemies like Earth Demons, Automatons and Algox Guards. Hunt down those heretics and show no mercy.

Scarab Aegis Paladin

A tankier, melee-focused build that prioritizes survivability, support and control. Your level ups will be top heavy with melee form actions.

The Paladins core abilities will be:

Level 1

- (melee) Changeling's Boon, Drag Down, Draining Pincers, Hornbeetle Carapace, Hornet Stingers, Icebound Quills and Reckless Jab
- (range) Reshape the Guise, Selfless Offering, Mind Spike, Into My Embrace, Harvest the Essence, Hail of Thorns and Scarab Flight

Pickup the following level up choices and swap out (<->) the subsequent ability(s):

- (level 2) Venomous Barbs or Locust Host <-> Hornet Stingers or Hail of Thorns
- (level 3) Mandible Storm <-> Reckless Jab/Hornet Stingers
- (level 4) Thresh and Flail or Luminous Descent <-> Drag Down/Changeling's Boon or Mind Spike/Hail of Thorns/Selfless Offering
- (level 5) Formless Grace <-> Draining Pincers/Changeling's Boon/Drag Down
- (level 6) Hirudotherapy <-> Harvest the Essence/Selfless Offering/Hail of Thorns
- (level 7) Two-Pronged Entrapment <-> Changeling's Boon, *Class change to Crusader
- (level 8a) Accelerated Metabolism <-> Drag Down/Hornbeetle Carapace
- (level 8b) Oscillating Entity <-> Harvest the Essence/Reshape the Guise/Hail of Thorns
- (level 9) Harbinger of Ruin <-> Venomous Barbs

Keep all swapped out abilities in your side-board as you will want them on a case-by-case basis.

You'll be playing the role of protector and controller. Use your arsenal of Immobilize and Retaliate to force enemies to be where you want them. Create artificial bottlenecks by positioning yourself and using Immobilize in a manner that forces enemies to pile up and prevents multi-target enemies from being able to maximize their damage. Mind Spike, Mandible Storm, Drag Down and Hirudotherapy will be your best friends. Take advantage of your strong arsenal of control.

Use the burn on Scarab Flight to keep a strong shield available and the top to help keep enemies held back. When an ally needs a heal, you have Luminous and Selfless. Generally try to stay within range 3 of the party and the enemies so that you can get back into the action with minimal movement as your bottom actions will largely be spoken for. Formless Grace will be a fantastic re-engagement tool for you.

You'll tend to be a frontliner most of the time so it will be up to others to take care of back-row enemies. You do have options to deal with them, if you took Thresh and Flail for instance, or you can afford the Jump on Draining Pincers to get up close.

Plan for incoming damage by keeping Hornbeetle and Icebound available to Shield up and always try to get that Ice on Hornbeetle for the exp and survivability. Harvest will make this much easier for you.

Lean heavily on your abundance of Immobilize and you'll be able to really control the flow of combat without needing to lean heavily into damage and while minimizing hits that you take.

The Paladin will want to have a lot of cards that don't have form shift components so you'll need to carefully plan your turns so as not to get stuck without cards to play and is probably the most intensive Geminant role when it comes to positioning and being proactive, planning your actions ahead of time. For damage your biggest assets will be timing Retaliate bombs once a scenario. The bottom of Drag Down or Mandible Storm will enable some very powerful end-of-scenario phalanx plays combined with Venomous Barbs top and potentially some retaliate items. Situational but timed well and with a little luck, you can clear an entire room by yourself without performing a single attack.

Your class change is less impactful overall but will enable you to take heat for longer and take more of a battle-commander role for your team, neck and neck with Banner Spear.

Firefly Priest

A support focused build that emphasizes keeping party members alive and using the Geminate's kit to finish off weaker enemies and control the battlefield. A very ranged form heavy build, your melee abilities will be used mostly for their utility.

The Priests core abilities will likely look something like:

Level 1

- (melee) Changeling's Boon, Drag Down, Draining Pincers, Hornbeetle Carapace, Hornet Stingers, Feeding Frenzy and Reckless Jab
- (range) Reshape the Guise, Selfless Offering, Mind Spike, Into My Embrace, Smoldering Hatred, Scarab Flight and Firefly Swarm

Pickup the following level up choices and swap out (<->) the subsequent ability(s):

- (level 2) Locust Host <-> Scarab Flight
- (level 3) Mandible Storm <-> Hornet Stingers
- (level 4) Luminous Descent <-> Into My Embrace/Firefly Swarm/Selfless Offering
- (level 5) Formless Grace or Chitinous Horde <-> Changeling's Boon or Selfless Offering/Into My Embrace/Firefly Swarm
- (level 6) Corrosive Acids <-> Drag Down/Draining Pincers/Hornet Stingers
- (level 7) Alluring Pheromones <-> Reshape the Guise/Into My Embrace/Firefly Swarm
- (level 8) Accelerated Metabolism <-> Drag Down/Reckless Jab/Draining Pincers/Hornet Stingers
- (level 9) Voice of Salvation <-> Selfless Offering, *Class change to Archdeacon

Keep all swapped out abilities in your side-board as you will want them on a case-by-case basis.

The Priest's focus will be tending to their flock bar none while simultaneously hindering enemy action economy.

If an ally is taking heat this round, shield them with Chitinous Horde. If an ally is about to pull off a big attack, blast them with Alluring Pheromones or the Strengthen from Chitinous.

Push/Pull enemies out of their movement range of an ally so they waste a turn moving.

Immobilize them and back off so they waste their turn, or move into melee and take the focus for the round and let your allies reposition better. Taking a hit for an injured party member can be just as effective as healing and you do have a medium HP pool.

If a weak enemy in the backline is causing trouble, fire up Hornbeetle and take it down with Smoldering Hatred and Mind Spike.

You have a lot of flexibility as the Geminate so leverage that to support your party.

This role is at its best when it has 2-3 allies and will struggle in 2 player environments but is probably the easiest of any archetype for the Geminate to play as you'll have a lot of control over elements and won't need to worry as much about planning your turns or being proactive with positioning and ability usage and can react to the flow of battle much easier. Conversely this may make it slightly more boring as it's a bit more simplistic with its actions.

Your class change happens much later than the other two roles but is massively impactful and will enable a huge amount of death-dealing for your team. Imagine Voice of Salvation with some of the Blinkblade's later level burst combos... my god...

*These roles are just for fun and have nothing to do with in-game mechanics.

Items and Enhancement

Take the recommended starting items: Amulet of Life and Winged Shoes.

The Amulet's value has been discussed and the shoes will give you valuable mobility.

You may consider going Leather Armor for minor defensive utility.

For boots you can either craft the Rough Boots to help out with early mobility issues in melee form, or craft the Flexible Slippers which can help you get extra loot tokens. Boots of Speed may be a consideration as well if you get the opportunity and have the gold.

Pickup a Heater Shield from the vendor at your first opportunity for more defense or craft a Crude Spear to give Reckless Jab and Icebound Quills extra range.

A Protective Scepter is a great early utility option for your hand slot that can help an ally out with your fast initiatives and should be the top pick for Priests.

The Weighted Net is a handy item that can let you add some control onto your big ranged AoEs. You already have a lot of access to Immobilize but this can really trivialize control.

If you have nothing else to pick, you could craft a Crude Bow. The only ranged attack you have that it works on is Hail of Thorns and only for a single hit, and it takes up two item slots but if there are zero options, it's something.

As you adventure and unlock things, look for items that allow you to cleanse debuffs, add advantage and damage to your attacks, inflict Poison, get free attacks, Pierce, or generate elements. These will all enable you to bypass an enormous amount of setup and let you squeeze out as much damage as possible.

Refine your item slots by choosing good defensive options. Disadvantage to attackers, Invisibility, Shield, Ward and healing are all good choices.

Having a tool to Push/Pull or a free movement/Teleport action will allow you to compensate for enemy randomness, teammate sabotage or poor positioning.

The following section is full spoiler. Divert your eyes now if you care about these things.

Items (Spoilers)

The following sections discuss: item specifics including names, effects, how to acquire them and alchemy ingredient spoilers; info regarding how to unlock the Enhancement shop and what its upgrades entail; and class spoilers for the Shackles as they have an absurdly high degree of synergy with the Geminat.

I only go over the items that I've personally unlocked. There are certain to be more that I don't know about so apply the philosophy from the spoiler-free section when looking for equipment upgrades. Items that are imported from Gloom, Jaws or FC will be ignored.

(Courtesy buffer for the scrolling-impaired, spoiler time)

Head

Plumed Helmet (36, Craftsman rank 7) This defensive item has some unique synergy with the bottom of Hornet Stingers, potentially leading to some good damage mitigation. It won't solve for +2s or Crits and isn't as inherently strong as Shield but it is a consideration for Paladins over an Iron Helmet since you won't be able to equip the tank-dedicated items without suffering the -1 penalties.

Amulet of Eternal Life (66, Boneshaper retirement scenario reward, Major Renewing Potion + Amulet of Life) This is a very interesting item that gives you a free Heal 1 every time you rest, long or short. It's a pretty good side/upgrade to the Amulet of Life as it's never spent so you can always guarantee that debuff cleanse each rest cycle and always lets you get the full Heal 2 from every long rest. Better in shorter scenarios and/or with Reshape the Guise bottom. The downside being that you can't immediately activate the heal after using Reckless Jab or Corrosive Acids and will have to live with the debuffs for however many rounds before you can rest. This can go a long way to helping with self-sustain issues and is a great item pick for the head slot.

Eagle-Eye Goggles (129, Trading Post rank 2) Surprising no one, this god-tier item from Gloomhaven is still fantastic. With the amount of AoE and multi-target attacking you'll be doing, your group will need to come up with a VERY good reason to justify not letting you snag a pair of these asap and are a good reason to hoard gold. Advantage is disproportionately powerful on classes that can hit multiple targets in a single turn. This can help you forgo the awful Initiative on Dragonfly Surge, particularly if the Pierce is not needed, allowing you to add in Mind Spike instead for the speed and extra attack. Important to note, this effect now only applies to a single attack ability, not the entire attack action. While it is a large improvement over the Spyglass for your AoEs and this item is absolutely fantastic to pick up, it won't improve Changeling's or Thresh much. Still, a must-have for Inquisitors.

Circlet of Elements (121, Starting items/Trade Post rank 1) The spyglass isn't going to cut it for you and you'll be using your Amulet of Life to nullify the downsides of Reckless Jab or Dragonfly Surge. If you have that covered by other means and want an extra tool for element control, this is an okay pick.

Mask of Duality (253, solo scenario reward) This is not the pick of choice for an Inquisitor as the Eagle-Eyes will totally outclass it for raw output but it can be very handy for the Paladin.

Body

Cured Leather Armor (17, Craftsman rank 2, Unhealthy Mixture + Crude Leather Armor) Your medium HP pool cannot sustain many hits. Since you can't equip heavy armor without incurring the penalty, this is the most cost effective defensive option you have access to for your chest piece.

Shell Armor (32, Craftsman rank 6, 1 Wood + 2 Metal + 2 Hide) Once per rest cycle, being able to apply Ward before a big attack coming your way can let you take some bigger risks with melee plays and may be the chest piece of choice for the Paladin.

Ghost Cloak (37, Craftsman rank 7, Traveling Cloak + Foresight Potion + Corpsecap) I guess Isaac got salty at how much of a slam dunk pick the Cloak of Invisibility was for most classes in Gloomhaven. Granted such a powerful effect should definitely have been reserved for a higher prosperity item. I don't know if this much of a nerf was warranted considering how much deadlier Frosthaven's scenarios and enemies can be, and with the changes to Invisibility, but it is what it is. This Frosthaven version has a fairly significant downside but still gives you a very powerful strategic tool and can let you be a little reckless with your positioning. A pretty solid pick for Inquisitors and Priests.

Cloak of Pockets (132, Trading Post rank 2) Grab this for your chest slot once you upgrade your Trading Post along with the Eagle-Eyes. Having a slot for a Power, Element and Muscle potion as quickly as you can is going to help tremendously. You have to forgo a defensive chest piece to bring this but it will greatly increase your killing potential. I consider this best-in-slot for an Inquisitor's chest item.

Multi-Colored Cloak (173, Random Item) Generate any element when hit once per rest. Possible to trivialize element generation with a single item and free up a potion slot if you happen upon this.

Blinking Cape (176, Random Item) Free reposition at any point during your turn once a scenario. Lets you bypass positioning for some of your finicky combos. If you happen upon this it's an incredibly valuable tool.

Magnetic Cape (174, Random Item) Same deal here though the positioning requirement can be a bit too restrictive for you. Better off on Boneshaper or Banner Spear.

Hands

Heavy Sword (14, Craftsman rank 2, 1 Metal + 1 Hide) An extra damage every rest cycle is better than nothing, it takes up only 1 hand slot, is available early and cheap to craft.

Reinforced Shield (15, Craftsman rank 2, Crude Shield + 1 Lumber) A reusable way to mitigate inbound statuses so that you can make sure Reckless Jabs potential is unimpeded. This item is not worth the two -1s but it can be a decent option to keep in your arsenal for scenarios with lots of debuffs flying around.

Well-Strung Bow (20, Craftsman rank 3, Crude Bow + 1 Arrowvine) This weapon is only usable on Hail of Thorns, however it bumps the range up to 3 for all targets, turning it into a much deadlier attack. Consider picking this up as it's available early and is pretty cheap and can sit in your arsenal when you don't need to bring Hail.

Corrupted Blade (24, Craftsman rank 4, Heavy Sword + Unhealthy Mixture) Easy to make and gives you access to more debuffs. Straightforward and good on any melee class.

Parrying Gauntlet (30, Craftsman rank 5, 1 Metal + 1 Hide) This is a needle mover. Your deck will be looking a lot better by the time this item is available and its dirt cheap to craft. A fantastic hand slot item for Inquisitors and Paladins.

Shrapnel Bomb (34, Craftsman rank 6, Explosive Vial + 2 Hide) This will let you pick a target in the middle of your AoEs or Dragonfly Surge top and deal some free splash. A little more situational without forced movement to guarantee it but still quite good and works well with any build.

Biting Gauntlet (55, Random Blueprint) Fairly cheap to craft, if you happen upon this blueprint, it's a good consideration for any Geminate build letting you get a nice Retaliate 2 once per rest cycle when you take a melee hit. Even as a support you'll be finding yourself in close range from time to time so this item can work on any build but is a slam-dunk pick for Paladins.

Armorbane Bow (135, Trading Post rank 2) You can again circumvent your deadly foe, Shield, and get around Dragonfly Surges awful initiative by combining this with Strengthen or Eagle-Eyes for your big AoE burst.

Battle Axe (136, Trading Post rank 2) Lets Thresh and Flail cleave a second target, deleting two adjacent enemies at once, perhaps following Corrosive Acids for some nasty damage.

Boots

Dancing Slippers (13, Craftsman rank 2, 1 Hide + 1 Snowthistle) Not the most reliable effect since you need enemies to cooperate but it lets you reposition out of turn which can be insanely valuable and are

probably a top pick for Paladins early on who will end up being in melee range more often than the other builds.

Duelist's Shoes (38, Craftsman rank 7, Dancing Slippers + Expertise Potion) This is a phenomenal item to have for any frontrunner. Free movement on your turn that can be refreshed during long rest or from an item. Lets you add in a Move 2 to any of your previously immobile melee combos. Without a doubt the best boot slot pick for Inquisitors.

Comfortable Shoes (134, Trading Post rank 2) Basic moves don't happen often with the Geminate as you typically want the specific effects of your bottom abilities. However if you need to forgo those frequently or have trouble with positioning, these can help.

Boots of Quickness (142, Trading Post rank 3) Boots of Speed won't move the needle enough to give you a speed advantage when playing Dragonfly > Firefly and you have good initiative control in general. These can at least let you go at Initiative 30 when playing the ranged burst combo which is still fairly unreliable but at least fast enough to compete with most monsters.

Boots of Transference (177, Random Item) Since your boot slot is a bit more free, these can offer some decent utility. If you have a Trapper in your group, someone on the team will want to grab them to give him more freedom to cook up his snare shenanigans.

Tranquil Shoes (178, Random Item) Probably the best boots you can get for the Inquisitor or Paladin. These give you an option to cleanse Poison, Wound, Brittle and Bane on your own terms provided you aren't Impaired. This effect triggers before Regen and Wound. Very useful and easy to pull off as you have a good spread of 60+ Initiatives.

Items

You can find a use-case for almost every potion in the game for the Geminate with how versatile your kit is. I'll go over the important ones.

Three-herb potions require the Alchemist to be upgraded to rank 3.

Healing Potion (83, Arrowvine + Rockroot) It's a staple and everyone wants one but melee characters get dibs. Since you lack self-sustain and unlike the Boneshaper are often in melee range, I feel the Geminate has higher priority for early curatives.

Major Healing Potion (99, Arrowvine + Rockroot + Snowthistle) Double the healing. This will help keep up with the higher damage numbers coming your way by this point. Probably a higher priority for Paladin than Inquisitor.

Stamina Potion (84, Arrowvine + Snowthistle) Always handy, especially with your large hand size meaning you'll be using the bulk of your level 1s for most of your play time. Though this item is better reserved for 9 to 11 card classes.

Major Stamina Potion (100, Arrowvine + Snowthistle + Axenut) You can make a much stronger case for snagging this for yourself since you'll have 4 stamina potions available now and some of your high level abilities are just gross. Primary candidates will be Corrosive Acids, Oscillating Entity and Voice of Salvation.

Power Potion (85, Arrowvine + Axenut) As advantage disproportionately buffs your multi-hits and AoEs, so to do +1 damage buffs. Just the basic potion can add 3-5 damage to one of your big loss bursts before factoring crits or Brittle. This is a must-have item for Inquisitors.

Major Power Potion (101, Arrowvine + Axenut + Corpsecap) Double the potency, double the death. You will annihilate things with this item. Get it and ideally have both it and its lesser form equipped at all times.

Element Potion (86, Arrowvine + Flamefruit) This is a cheat code for Firefly Swarm and is probably the second highest priority item for you to get as it will slap 2-3 damage onto your big AoE. Combined with Hornbeetle and your Power Potion this will put Firefly in range to one-shot most Shieldless creatures at difficulty 2-3. Less value if you have an ally that can make Fire for you or you're prioritizing Hail/Locust but it will still have a ton of use by letting you fasttrack a consumption effect.

Major Element Potion (102, Arrowvine + Axenut + Flamefruit) Lets you auto setup your level 7 burns, do two consumes on the same round, or consume one and bounce the other element forward with Changelings/Harvest. This will be better on Astral but you can still make good use out of it if you have an extra slot.

Cure Potion (87, Arrowvine + Corpsecap) Bye bye Poison and Impair. This can free up your head slot if you've picked up Eagle-Eyes and helps augment your debuff cleanse perk. I don't recommend its Major variant since it's more resources to craft and you're typically only concerned with one debuff at a time but it's another option if you've got plenty of herbs.

Fireshield Potion (88, Rockroot + Flamefruit) This can be of particular interest if you're playing a Paladin. It can add extra damage onto Venomous top and let you dish out some absurd Retaliate plays provided the enemies cooperate. The additive nature of Retaliate values means that the range effect of this potion is its primary strength. Fortunately you've got good initiatives on your Retaliate actions so this can be trivial to get off when you need it.

Major Fireshield Potion (105, Arrowvine + Rockroot + Flamefruit) For the same reasons as above, this can be a great pick for a Paladin. You'll likely prioritize these over Power Potions.

Muscle Potion (90, Axenut + Flamefruit) This gives you two turns of advantage on all your attacks. Disproportionately good on multi hitters, this item is extra juicy on the Inquisitor and is why you want to snag that Cloak of Pockets soon. If you see those herbs pop up, prepare to do a lot of group servicing so you can make sure your allies let you have them first. Maybe share with the Blinkblade since both of you want this item desperately. Chug this baby before using Into My Embrace and follow up with Venomous + Changeling's/Thresh and you'll be slicin' and dicin' your way to damage-topia. Toss Mind Spike and a Frenzy Potion into the mix and you'll be sure to kill anything you target that isn't covered in Shields.

Precision Potion (110, Rockroot + Snowthistle + Corpsecap) This thing is lovely. It turns your first Miss into a +2. Its downsides being that it's still subject to rng and it takes up a precious item slot. It's still a strong consideration and a great trump card to have in your equipment for any damage dealer. Consider it as an add-on if you've got a slot free after all your bases are covered.

Frenzy Potion (94, Corpsecap + Axenut) Lets you pretend to be Blinkblade once a scenario. A staple for any melee character and is a great combo with the Muscle and Power potions. An extra attack to throw out for free. Ineffective against high Shields without Pierce and a liability against enemies with Retaliate but great in all other situations.

Major Frenzy Potion (111, Alchemist rank 3, Rockroot + Axenut + Corpsecap) See above. More damage on that attack means more potential for wreckage. These potions were made for you.

Poison Vial (95, Snowthistle + Corpsecap) A cheeky way to distribute Poison prior to an attack ensuring you get the bonus damage immediately and a great item to have at low level.

Infusion Potion (115, Axenut + Corpsecap + Flamefruit) You can pop this to bypass the element consume requirements while still gaining the bonus of any ability once a scenario and is a pretty solid upgrade to the element potion for your Firefly combo.

Expertise Potion (113, Rockroot + Corpsecap + Flamefruit) The Geminates has a lot of actions with good top and bottoms particularly in its mid to high level actions. Notably you have a lot of actions where you'd like to perform both actions simultaneously, Firefly Swarm, Icebound Quills, Smoldering Hatred, Mandible Storm, Luminous Descent, Corrosive Acids, etc. This is more 'neat' than 'powerful' but is still a unique and impactful effect to have on this class and can give your level 8s a ton of flexibility.

Buff Rains (106-108) Apply Strengthen, Bless or Ward to yourself and two adjacent allies. All staple items for a Priest to further enhance your support kit.

Debuff Tonics (95, 96, 116, 117) Single target and respective tri-hex variants of Poison and Wound vials. All melee range effects but can let you toss out some additional support for your team, particularly useful for the Priest as you'll be foregoing your Poison abilities and won't be attacking as frequently to pull your +1 effect modifiers.

Glorious Bracelet (159, Jeweler rank 1) 6 damage in a single attack is well within your range of values particularly after Corrosive Acids comes online at level 6. Keeping an item slot free with your Cloak of Pockets, this can be a great sub-in if you can get that big attack off in your first rest cycle to snag a pair of Blesses into your deck giving you 4 crits to play with in a scenario. If rolling with the Diviner for some reason, you'll be a prime candidate for deck scrying.

Strategist's Ring (161, Jeweler rank 2) This is an interesting item that lets you pull a card out of sequence to play only its persistent or mandatory effects. For example if you used this to play Changeling's Boon bottom you would be able to activate the element transmute effect but not the Bless portion of the action. This gives you another potential way to play Hornbeetle Carapace out of sequence without playing the loss on Accelerated Metabolism which can give you a ton of freedom in choosing your melee form actions prior to a big AoE ranged burst. Very sneakily powerful item in your hands.

Howling Ice Brooch (162, Jeweler rank 2) Ice is probably one of the easier elements for hybrid or melee oriented Geminates to build because of Harvest the Essence top so for a one-off on a turn where you've activated Dragonfly Bottom and/or have Hornbeetle pips to burns, you can get an extra ranged attack and some CC off using one of your flex elements. This can also just be used if you have no immediate need of an element infusion opportunity in either form. Versatile, handy, more damage and control. Pretty solid item slot choice.

Star Earring (164, Jeweler rank 2) The earrings have seen a pretty big (and probably well deserved) nerf, but they are still fantastic items to have. Beefing up your short rests further, this synergizes with Reshape the Guise bottom phenomenally, basically letting you get the full effect of a long rest while benefiting from

the speed of a short rest with no downside. A bit more esoteric but still good synergy with the Geminat's toolkit for an item slot.

Ember Energy Shard (244, reward from scenario 32) As this is technically a mandatory item, you'll bump into it eventually. Pretty much any character will be happy to bring this along with them but in most cases it will likely just be an additional Power Potion on a single ability. However there are some fun use cases for it on the Geminat. Extra targets on Mind Spike, Hirudotherapy bottom or Luminous Descent, additional range to Hail of Thorns, Venomous Barbs top or Voice of Salvation are all some pretty over the top options for this thing. If you get the opportunity to snag it the inherent flexibility of this consumable makes it a great item for any Geminat build.

Inquisitors will want to have Elements, Muscle, Power, and Frenzy or two Powers. Extra slots can go to Frenzy and Precision.

Paladins will want Elements, Fireshield, Healing and Stamina. Extra slots can go to Stoneskin, buff rains, Frenzy or Swiftness.

Priests will want Elements, Power, buff rains and debuff tonics. Extra slots can go to Healing, Stamina or Swiftness.

Enhancements (Spoilers)

The Enhancer is unlocked after completing the Aesther Outpost personal quest which is part of the initial personal quest deck and should be started immediately as the quest chain is time-gated.

I'll just cover the base costs of the enhancements without applying any discounts.

The Enhancers upgrades are as follows:

- Rank 2 gives you a permanent 10 gold discount to the final price of any enhancement.
- Rank 3 reduces the additional cost per level to 15 gold from 25.
- Rank 4 reduces the costs of multiple enhancements on the same card.

+1 to Changelings Boon, Into My Embrace, Reckless Jab top or Mind Spike bottom, 50 gold each
Extra damage to your regularly repeated attacks.

+1 Move to Drag Down, Smoldering Hatred bottom, 15 gold each
Dirt cheap though low impact.

Second +1/Muddle/Wound/Ice or Light to Changeling's Boon top, 115-175 gold

Fairly self explanatory. More damage, debuffs or the possibility of being able to generate your own element without an item or burn. Good investment for Inquisitors.

+1 Move to Draining Pincers or Hornbeetle Carapace bottom, 30 gold each

These abilities will probably stay in your deck in most builds so enhancing the movement is a solid investment.

+1 Retaliate to Icebound Quills bottom, 60 gold

Paladins may want this to dish out more damage as Icebound will probably stay in your deck most of the time.

+1 to Icebound top, 25 gold

For pretty cheap you can improve the value of this loss.

Immobilize/Poison/Wound/Muddle/Ice to Into My Embrace top, 40-150 gold

Free setup, free damage.

Ward/Bless/Strengthen/Fire to Selfless Offering top, 75-100 gold

Extra free element generation during down time can be very handy for any Geminate and being able to buff an ally for no setup is incredible value on a reusable level 1 card.

Wound to Reckless Jab bottom, 38 gold

Effectively adds 2 damage to this attack granted you consume Light or Ice as the Wound will tick once when the enemy is stunned and tick again before they can act the following turn.

+1/Ice/Light/Muddle to Venomous Barbs bottom, 65-125 gold

Beef up the damage of your core combo starter or add some utility onto it.

+1/Poison/Wound/Curse to Locust Host top, 75-175 gold

The AoE and loss cost adjustments cancel each other out so if you have money burning a hole in your wallet, you can improve your arsenal of debuffs or just pump up the damage on an attack that needs it. Ignore the persistent effect symbol on the card as it's a printing error.

+1 to Dragonfly Surge or Thresh and Flail top 75, 100 gold respectively

More damage on your big burn attacks.

Second +1/Muddle/Wound to Thresh and Flail top 190-225 gold

Totally loaded with no idea what to spend all that cash on? Double enhance this bad boy. Obviously if you'd be able to afford this, the Enhancer would likely already be rank 4 so this would be a lot cheaper.

Ward/Bless/Strengthen to Luminous Descent top, 225-275 gold

An insanely potent enhancement for late game Priests. Two buffs and a big heal on a reusable ability that can easily be recurred with your 2-mark perk. Very spendy so it's definitely a level 3 Enhancer buy but probably one of the best enhancements you can pick up.

+1/Extra Hex to Corrosive Acids, 192-225 gold

If you're richie mcmoneybags, make your strongest setup tool even better.

Unlockable class spoilers ahead!

Shackles (Spoiler City)

Getting the Enhancer to rank 2 unlocks the Pain Conduit and the two of you will be the ultimate plague bros together.

Their ability to create an abundance of Fire and Wind, and automatically strip debuffs off of you will free up your item slots to be devoted entirely to doing damage and heavily reduce setup.

Their level 1 skill Blood Ritual lets them take any debuffs from their allies within range 3 onto themselves when they're applied.

You'll be able to completely bypass the downsides of Mandible Storm, Locust Host, Corrosive Acids, Smoldering Hatred and Reckless Jab with no setup. Since a lot of the Pain Conduits skills aren't particularly dependent on modifier flips or are just true damage and don't flip modifiers at all, they won't be as affected by sucking up all those extra Curses. They can even turn this into a way to pump the enemies deck full of Curses very quickly with one of their level 9 abilities.

In return, you will be a regular source of Poison, Wound, Brittle, Impair and Muddle for them. They will easily be able to maximize damage output and Curse potential of their Agony of Others, Swift Vengeance and Infection Purge abilities. They can further capitalize on these debuffs with Delayed Malady allowing them to carry everything without issue and choose more impactful level up choices and items as you'll be providing them with the bulk of their debuff resources.

These classes do such a good job of eliminating setup for and empowering each other that it's kind of ridiculous.

Look forward to this combo if you ever get the chance as it's incredibly powerful.