



Jaws of the Lion: Wards



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Summary

This is a ward tile for the "Warding the Void" scenario (Scenario 24) of the board game Gloomhaven: Jaws of the Lion....

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This is a ward tile for the "Warding the Void" scenario (Scenario 24) of the board game Gloomhaven: Jaws of the Lion. The file is a remix of the ward created byXinx, combined with a cobblestone hex base that was modified from a file posted by Diona.

Wife did all of the painting! To give the wards an aura-like glow, she pulled apart individual strands of some wool yarn, further frayed them, and then glued them onto the wards. An unpainted picture of the wards is also included.

How I Designed This

The cobblestone hex from Diona was edited in MeshMixer, distorting the center to make a bulge. The crack in the cobblestone was designed and extruded in Fusion 360, exported to MeshMixer as a .STL file, and used twice on two different size scalings to cut out the central gap for the ward

to emanate from. The ward stem that was designed byXinx was then rescaled and combined with the new cobblestone base.

Category: Games

Model files



jotl_ward.stl

[Find source .stl files on Thingiverse.com](#)

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