RETALIATE

A "Retaliate X" bonus ability causes the recipient to inflict X points of damage on figures who attack it from an adjacent hex for each attack made. A retaliate bonus can also be accompanied by a "Range Y" value, which means that the retaliate damage is applied to any attacker within Y hexes. A retaliate takes effect after the attack that initiated it. If the retaliating figure is killed or exhausted by the attack, then the retaliate does not activate. Multiple retaliate bonuses stack with one another, and retaliate itself is not an attack or even a targeted effect.

HEAL

A "Heal X" ability allows a figure to return X hit points to either themselves or one ally within the ability's range. Heals are always accompanied by one of two labels:

- **"Range Y"** means that any ally within Y hexes, or the figure performing the heal, can be affected by the heal. Like all ranged abilities, the recipient must be in line-of-sight.

- **"Self"** mean the figure can only affect him or herself with the heal.

SUMMON

Some abilities summon other ally figures to the board. Summoned figures (summons) are placed in an empty hex adjacent to the figure performing the summon. If there are no available hexes, the summon ability cannot be used. Summons are represented by a colored summon token. There are eight different colors of summon tokens so that multiple summons can be tracked at the same time, and players can assign any color they like to a specific summon, placing tracker tokens on their summon ability cards for easy reference.

Summons have basic statistics for hit points, attack value, move value, and range value along with any special traits written on the ability card. A summon is considered a persistent bonus (the card is placed in the active area) until either the summon loses all its hit points, its corresponding ability card is removed from the active area, or the summoner becomes exhausted, at which point the summon is removed from the board.

A summon's turn in the initiative order is always **directly before the character who summoned it**, and is separate from that character's turn. Summons are not controlled by the summoning player, but instead obey automated monster rules, permanently following the ability card **"Move+0, Attack+0"** (see Monster Turn on pp. 29–32 for details) and using the player's attack modifier deck to perform its attacks.

A player can have multiple different summon abilities in play at once, in which case they act in the order in which they were summoned. Summoned figures **never** take a turn in the round they are summoned. Summon kills are credited to the owner of the summon.

Summons tokens

Summons tracker

26

RECOVER AND REFRESH

Certain abilities allow a player to **recover** discarded or lost **ability** cards. This means that the player can look through his or her discard or lost pile (or discarded or lost cards in his or her active area), select up to a number of cards specified in the ability, and immediately return them to his or her hand. Some cards, however, **cannot be recovered or refreshed once lost**. This is denoted by the ⊠ symbol. This symbol applies to the card no matter how the card was lost or consumed.

Refresh abilities allow players to regain the use of spent or consumed **item** cards.

In the case of both recover and refresh, the type of card gained (discarded or lost for ability cards, spent or consumed for item cards) is specified in the ability.

Recover Ability Card

Refresh Item

Cannot be recovered or refreshed once lost or consumed

LOOT

A "Loot X" ability allows a character to pick up every money token and treasure tile within range X. This action is unaffected by the positions of monsters or obstacles, but note this is considered a ranged ability for the purposes of line-of-sight. Money tokens are kept in a player's personal supply and are not shared with the other players. If a treasure tile is looted, immediately refer to the reference number in the treasure index in the back of the scenario book to determine what is found (see Treasure on p. 15 for details). If a character loots an item he or she already owns a copy of, the new item is immediately sold to the city's available supply (see Buying and Selling Items on p. 43 for details).

END-OF-TURN LOOTING

In addition to specific loot abilities, **a character must also loot any money tokens or treasure tiles present in the hex he or she occupies at the end of the character's turn**. Character summons do not perform end-of-turn looting.

GAINING EXPERIENCE

Some actions also have an experience value attached to them, denoted by ✦. When that action is taken, the character gains the number of experience specified. An ability card cannot be played for the experience alone—a character must use one or more of the accompanying abilities to earn the experience. In addition, sometimes the action specifies that experience is only earned under certain conditions, such as consuming an elemental infusion or if the attacked target is adjacent to an attacker's allies ⓐ. Some persistent bonuses will also give a character experience, denoted by ⊛, when that charge of the bonus is expended ⓑ (i.e., when the character token moves off that slot). **Characters do not automatically gain experience from killing monsters. Only using specific actions awards experience.**

Experience is tracked on the right side of a player's tracking dial by rotating the wheel to the appropriate number ⟨c⟩.

CHARACTER DAMAGE

Whenever any **damage** is dealt to a character, the player has two options:

- **Suffer the damage** and **move his or her hit point total on the tracking wheel down the appropriate number**, or...

- **Choose one card to lose** from his or her **hand** or **two cards to lose** from his or her **discard pile** to negate the damage (any additional effects of the attack are still applied). **Note** that before a character acts in a round, the two cards chosen at the beginning of the round are neither in the player's hand or lost or discard pile, and so cannot be lost to negate damage.

Whenever a character is healed, move his or her **hit point total on the tracking wheel up the appropriate number** ⟨d⟩. The tracking wheel cannot go above the character's maximum hit point value indicated on the player's character mat ⟨e⟩.

EXHAUSTION

A character can become **exhausted** in one of two ways:

- If a character ever drops below one hit point on the hit point tracker, or...

- If, at the beginning of a round, a player cannot play two cards from his or her hand (because they have one card or no cards in his or her hand) and also cannot rest (because they have one card or no cards in their discard pile). Exhaustion due to insufficient cards does not affect a character's current hit point total.

In either case, all ability cards are placed in the characters lost pile, the character's figure is removed from the map, and the character can no longer participate in the scenario in any way. **There is no coming back from being exhausted during a scenario**, and thus it should be avoided at all costs. If **all** characters become exhausted during a scenario, the scenario is lost.

ITEMS

Characters can use items at any time, within the constraints of what is written on the item card, including in the middle of a card ability. However, if an item affects an attack (e.g. adds a bonus, an effect, advantage, or disadvantage), it has to be used before an attack modifier is drawn. If an effect is added to an attack, it functions exactly as if it had been written on the action card being used for the attack. There is no limit to the number of items a character can use on their turn or even during a specific ability. Any instance of applying the effects of an item card to a situation is considered a use. Like persistent abilities, an item with multiple use circles **must** be used when the situation applies.

Monsters' decisions are controlled by a system of action cards that **automate** what the monsters will do on their turn in the initiative order. They are **not** controlled by a separate player. All monsters will perform the actions listed on their ability card for the round in the order written. **They will not move or attack unless these actions are listed on their card.**

Note that each type of monster can come in two ranks: **normal** and **elite**. Normal monsters are designated with a white stand and elite monsters are designated with a gold stand. When an elite monster acts, use the statistics in the "Elite" section of the monster statistic card.

ORDER OF ACTION

All monsters of the same type take individual turns at the same initiative value listed on their monster ability card. **All elites of a type activate first, then the normal monsters of that type activate**. If more than one elite or normal monster of a given type is present on the board, then the monsters activate in ascending numerical order according to the numbers on their tokens ⓐ .

Example: With the setup to the left, the elite monster to the right ❷ will activate first, then the other elite ❸ . Next the normal monster on the top will activate ❶ , then the lower monster ❹ . Even though ❶ is lower in numerical order than ❷ and ❸ , ❷ and ❸ are elite, so they activate first.
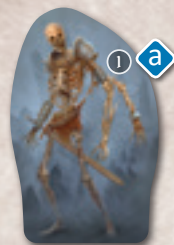
In addition to determining order of action, the number on the monster standee ⓐ corresponds to a section of the monster stat sleeve ⓑ that can be used to track damage and condition tokens.

MONSTER FOCUS

Before performing any action on their ability card, each individual monster will focus on a specific enemy—either a character or character summon.

- A monster will focus on the enemy figure it can perform its current attack against using the least amount of movement. It finds the shortest possible path to get in range and line-of-sight to use its attack, and the figure that can be attacked at the end of that path is the focus. This enemy figure is considered the "closest." It doesn't matter if the monster can't get within range to attack with its current movement, as long as there is a path to eventually get within range. If a monster does not have an attack listed on its ability card for the round, it finds a focus as if it had a melee attack. In the case where the monster can move the same number of spaces to get within range (and line-of-sight) of multiple enemy figures (e.g., because it starts its turn within range of multiple enemies), proximity from the monster's current position (i.e. number of hexes they are away, not counting through walls) is then checked as a tie-breaker for determining "closest."

- If more than one enemy ties for being the closest, the second priority is to focus on the enemy who is **earlier in the initiative order** (summons are focused on before the character who summoned them in this regard, even on the round they are summoned, and a character who is performing a long rest would be focused on last).

Example: Even though the Brute ⓐ is physically closer to Monster ①, the monster is performing a melee attack and can get in range of the Tinkerer in fewer steps (2 instead of 4), so the monster focuses on the Tinkerer ⓑ.

In the case where there are no valid targets on which to focus, because there are no valid hexes a monster can attack from (i.e., they are all blocked, occupied, or there is no open path to reach them), regardless of the number of hexes it could move, a monster will not move or attack on its turn, but it will perform any of the other actions on its ability card that it is able.
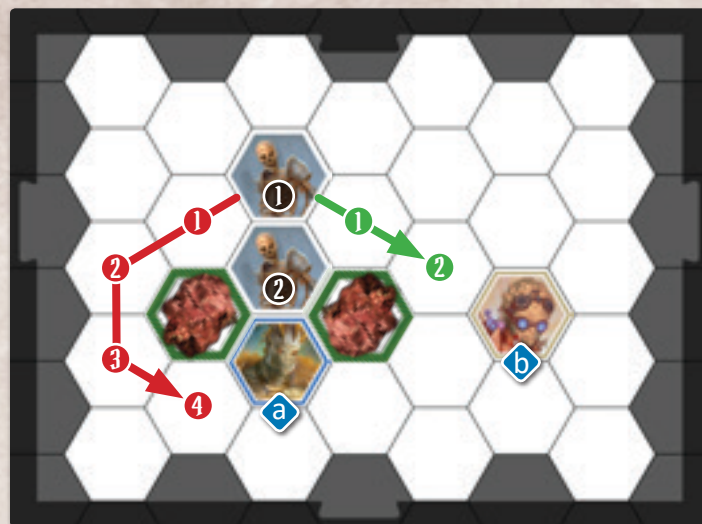
MONSTER MOVEMENT

A monster can move on its turn if **"Move±X"** is part of its ability card. It can move up to a number of hexes equal to its base move value (found on its monster statistic card) modified by X (either positive or negative). If a monster has a move but no attack afterward as part of its ability card, it will use its movement to get as close as possible to its focused target (determined as if it had a melee attack), moving along the shortest possible path to enter a hex adjacent to its focused enemy.

If a monster has an attack ability after its movement, it will move the least number of hexes possible in such a way as to attack its focused enemy with **maximum effect**. If it is a **single-target melee** attack, it will simply move toward the nearest hex adjacent to its focus to attack. If it is a **multi-target attack**, it will move toward a position where its attack will hit its focused enemy and as many other enemies as possible.

If the monster is performing a **ranged** attack, it will only move toward a hex where it is within range to perform its best possible attack. A monster will also move away from its focused enemy until it can perform the ranged attack without Disadvantage. When forced to choose, a monster will prioritize losing Disadvantage on its focused enemy over maximizing its attack on secondary targets. Even if a monster cannot move into attack range, it will still use its movement to get as close as possible to its focus.

Having abilities other than "Attack" on its ability card does not affect a monster's movement in any way. It will simply move according to the above rules and then use its other abilities as best as it can.

Example: Monster ① can perform a "Move 3" ability. It first focuses on the Brute ⓐ, since he is the closest enemy. If the monster had a ranged attack, it would remain in its current hex and attack the Brute. If it had a single-target melee attack, it would move 1 hex ⓑ to be adjacent to the Brute and attack. If it could attack two targets with a melee attack, it would move 2 hexes ⓒ to be adjacent to both the Brute and the Tinkerer. If it could melee attack three or more targets, it would move 3 hexes ⓓ to be adjacent to all three characters.

MONSTER INTERACTION WITH TRAPS AND HAZARDOUS TERRAIN

Monsters without the Flying trait consider negative hexes (traps or hazardous terrain) to be obstacles when determining focus and movement **unless** movement through one of these hexes is the **only** way they can focus on a target. In this case, they will use the path moving through the smallest number of negative hexes possible to find a focus and suffer any consequences.

Example: Even though the Tinkerer **a** *is closer, Monster* **1** *will focus on the Brute* **b** *with its melee attack because it considers traps to be obstacles. Only if the Brute were not there and the only enemy the monster could focus on was the Tinkerer would it do so and cross the traps to get to him.*

Example: Archer **1** *will focus on the Brute* **a** *, since she can get in range to attack him with the least number of moves. If the archer has a Range 3 attack and Move 2, she will move to hex* **b** *and attack her focus. If she only has Move 1, however, she will stay where she is and not attack. She will not move into the trap* **c** *, even though it would put her in range to attack the Brute, because there is still another viable path to get within range of the Brute, even if she can't use it this turn. She also will not move to hex* **d** *, as it would get her no closer to being in range of the Brute.*

MONSTER ATTACKS

A monster will attack on its turn if **"Attack±X"** is part of its ability card. Any damage dealt is calculated from its base attack value (found on its monster statistic card) modified by X (either positive or negative). Monsters will always attack their focused enemies (see Monster Focus on pp. 29–30 for details) but if the monster can attack multiple targets, it will attack its focused enemy and as many other enemies as possible to **maximum effect**. If a monster has multiple attacks, it will choose the focus of its other attacks following normal focus rules, excluding figures it is already attacking. Any attack that does not specify a range on the monster ability card should use the base range of the monster written on its stat card.

Monster attacks function exactly like character attacks, and are modified by the attacker's attack bonuses, then attack modifier cards, then the defense bonuses of their target. They may be performed with Advantage or Disadvantage as discussed on pp. 20–21.

OTHER MONSTER ABILITIES

Healing: Monster healing functions exactly like character healing as discussed on p. 26. With a "Heal X" ability, the monster will heal themselves or an ally within the specified range, whichever has lost the most hit points.

Summons: Monster summon abilities place new monsters on the board that behave exactly like the normal monsters, acting according to played monster ability cards of their type. Summoned monsters are placed in an empty hex adjacent to the summoning monster and also as close to an enemy as possible. If there are no empty adjacent hexes or there are no available standees of the summoned monster type, the summon fails. Summoned monsters never act on the round they are summoned, nor do they drop money tokens when killed.

Bonus abilities: Ability card bonuses are activated through actions **only when the monster activates** and are only active until the end of the round in which the card was drawn.

Looting: Monsters do **not** perform end-of-turn looting, but some monsters do have loot actions. In these cases, a monster will pick up all money tokens within the specified range. These money tokens are lost and are not dropped again when the looting monster is killed. Monsters are unable to loot treasure tiles.

AMBIGUITY

If the rules ever make any monster action ambiguous because there are multiple viable hexes to which the monster could move, multiple equally viable targets to heal or attack, or multiple hexes a monster could push or pull a character into, the players must decide which option the monster will take.

BOSSES

Players will occasionally encounter bosses in their adventures. All bosses have their own stat card but act using a universal "Boss" ability card deck . **Note** that bosses are not considered normal or elite monsters. Bosses perform special actions on their turn that are summarized on their stat card. Explanations for more complicated abilities can be found in the Scenario Book. Bosses' stats are often based on the number of characters, which is signified by the letter "C" on the boss stat card. Lastly, **bosses are immune to certain negative conditions. The conditions to which they are immune are listed on their stat card .**
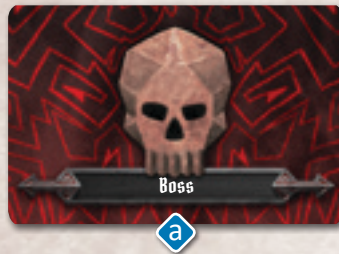
End of Round

Once all figures have taken a turn, the round ends and some cleanup steps may be necessary:

- If a standard **"2x"** or **"Null"** attack modifier card was drawn from a specific modifier deck during the round, shuffle all the discards of that deck back into its draw deck.

- If a monster ability card with a shuffle symbol ⟳ was drawn at the start of the round, shuffle all discards for the corresponding monster type back into its deck.

- If there are any elemental infusion tokens in the **Strong** column, move them to the Waning column. If there are any elemental infusion tokens in the **Waning** column, move them to Inert.

- Place all active round bonus ability cards in the appropriate discard or lost pile (depending on whether an action with a [lost card] symbol was used).

- Players may also perform a **short rest** (see Resting on p. 17 for details) if they are able.

ROUND TRACKER

Some scenarios may require players to keep track of what round it is. A round track can be found at the top of the elemental infusion table for this purpose. At the end of every round, simply move the tracker token (a) forward one space. **Note** that it is not necessary to keep track of the rounds for most scenarios.

Finishing a Scenario

A scenario can end in one of two ways: success or failure. Once a scenario's success or failure conditions are triggered, **the remainder of the round is played out,** and then the scenario ends.

Success or failure, players tally the experience their individual characters earned during the scenario and tally the money tokens their characters looted during the scenario and convert them into gold. Each money token looted is worth an amount of gold based on the scenario level and specified on the chart on p. 15. Anything not looted during the scenario is **not** collected. Players also recover all lost and discarded ability cards, refresh all spent and exhausted item cards, and return their hit point dials to their maximum hit point value so that they can start fresh in a future scenario. Players should also go through their attack modifier deck and remove any BLESS cards, CURSE cards, and any other negative cards added through scenario and item effects. This should also be done with the monster attack modifier deck. All battle goals are shuffled back into the battle goal deck, regardless of whether they were completed.

If players successfully complete the scenario, they receive checkmarks for their characters' completed battle goal cards at this time. Checkmarks are recorded on the player's character sheet and completing a set of three immediately earns a character an additional perk (see Additional Perks on p. 44 for details). Even if a character is exhausted, as long as the scenario was successfully completed, that character can still complete his or her battle goal, earn scenario rewards, and keep all the money and experience he or she collected before becoming exhausted. There is no penalty for becoming exhausted. Players also receive bonus experience for successfully completing the scenario. This bonus is equal to **four plus twice the scenario level** (see Scenario Level on p. 15 for details).

If players are playing in a campaign, successfully completing a scenario will also allow them to read the conclusion flavor text of the scenario and gain the benefits listed at the end (see Scenario Completion on p. 49 for details). In a campaign the money and experience collected during a scenario will be very important to improve a character's skills and abilities and should be tracked on the player's character sheet (b). If the scenario was not part of a campaign, money and experience can be used as metric for gauging how well each character did.
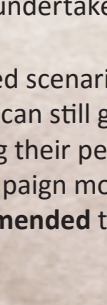
Battle Goal Card

Character Sheet

Special Scenario Rules

Many scenarios will feature extra rules. The following are clarifications for common special scenario rules:

- **Spawning:** When a monster is spawned, it is set up on the map at its spawning location or the nearest empty hex to that location. If a monster is spawned at the end of a round, it will begin to activate on the following round. If a monster is spawned during a round, it activates as if it had just been revealed (see Revealing a Room on p. 19 for details).

- **Locked doors:** Some doors are classified as "locked," which means they cannot be opened by a character moving onto them. Instead, they act as walls until the conditions to open them specified in the scenario book are met.

- **Pressure plates:** Pressure plates function similarly to corridors, in that they have no effect on a figure's movement. Instead, if a pressure plate is occupied by a character at the end of a turn, it may trigger a special effect specified in the scenario book, such as opening a door or spawning a monster.

- **Destroying obstacles:** When an obstacle is specified as having hit points in the scenario book, it can be attacked and will be destroyed and removed from the board when it drops below 1 hit point. Obstacles with hit points can only be destroyed through damage and not through other character abilities. These obstacles are considered enemies for all ability purposes and have an initiative of 99 for the purpose of summon focusing, but they are immune to all negative conditions.

- **Objective and scenario aid tokens:** Objective tokens ⓐ are used in many scenarios to represent allied figures or loot locations. In the case of allied figures, the numbers on the tokens should be randomized when placed, with the numbers determining the figures' activation order. Scenario aid tokens ⓑ can be placed on the map tiles to act as a reminder for special cases, such as where enemies spawn or when to read numbered sections from the scenario book.

- **Named monsters:** Often times the goal of a scenario is to kill a specific monster, either a boss or a unique variant of a regular monster, as specified in the scenario rules. These monsters are not considered normal or elite and thus are not affected by character abilities that target only normal or elite monsters.

- **Equations:** Some scenario properties such as hit points for obstacles or named monsters are determined by equations that depend on the scenario level and the number of characters. In such instances, "L" is used to denote the scenario level, and "C" is used to denote the number of characters.

Campaign Overview

There are two ways to play Gloomhaven: **campaign mode** and **casual mode**.

In **campaign mode**, players will form an official **party** of characters and undertake a number of consecutive scenarios over multiple play sessions. This allows players to follow a story thread as they make decisions and explore a path of their own choosing. A scenario can only be played in campaign mode if all the prerequisite global and party achievements listed as required in the Scenario Book are active for the party. In addition, once a scenario has been completed in campaign mode, it cannot be undertaken again in campaign mode by **any party**.

In **casual mode**, players can play any revealed scenario on the world map regardless of achievements or whether it has been completed in campaign mode. Players can still gain experience and money, loot treasure tiles, complete battle goals, and make progress toward completing their personal quests, but any story text or rewards listed at the end of the scenario are disregarded. A party in campaign mode can switch to casual mode to go through a scenario they have already completed, but it is **strongly recommended** that a party not undertake a scenario in casual mode that they haven't yet experienced in campaign mode.

The rules that follow will deal specifically with playing the game in campaign mode.

Campaign Board

The **campaign board** is used to track the global progress of the game world. The locations, achievements, and prosperity tracked on the board apply globally to all parties playing in the world.

Location sticker

THE BOARD INCLUDES:

- A map of Gloomhaven (a) and the surrounding area (b). Numbered circles on the map (c) represent scenarios that can be unlocked through the course of playing the campaign. When a scenario is unlocked, its corresponding sticker (d) is placed over the numbered circle (see Scenario Completion on p. 49 for details). When an unlocked scenario is completed in campaign mode, the blank spot on its sticker (e) is marked to signify this.

- A reference grid for the map (f) so that scenario locations can more easily be found.

- A space for tracking global achievements (g). When a global achievement is unlocked, its corresponding sticker (h) should be placed in one of the sticker slots in this space (see Achievements on p. 40 for details).

- A prosperity track (i). When the prosperity of Gloomhaven increases, a square on the prosperity track should be marked for every point of increase, moving from left to right (see Gloomhaven Prosperity on p. 48 for details). At certain thresholds, this will increase the prosperity level of Gloomhaven.

Party Sheet

A **party** is formed when a new group of players gets together to play the game. They will document the formation of the party by starting a new entry in the party sheet notepad. Party achievements, reputation, and location will be tracked on this notepad.

A party can persist from scenario to scenario and play session to play session, as long as the players want. The makeup of the party will change over time, especially as characters retire and new characters are created. Changes to the party makeup are fine, not only for characters, but players as well. New parties can also be formed at any time, though new characters should be made for a new party.

A PARTY SHEET INCLUDES:

- A space to name the party **a**. Every good party should have a name. Be creative.

- A space to track the current scenario location of the party **b**. This is mainly relevant for linked scenarios (see Traveling and Road Events on pp. 41–42 for details).

- A space for notes **c**. If there is anything else a party would like to track, they can do so here.

- A space to track party achievements **d**. Whenever a party earns a party achievement, it should be noted here (see Achievements on p. 40 for details).

- A reputation track **e**. A party will gain and lose reputation over time for a number of reasons, and this is tracked by penciling in or erasing sections of the reputation track on the notepad (see Reputation on p. 42 for details). To the right of the track, the item price discounts and penalties for high and low reputation **f** are visible.

Party Sheet

a Name:

b Location:

c Notes:

d Achievements:

Reputation	Shop Price Modifier
+20 +19 +18	-5
+17 +16 +15	-4
+14 +13 +12	-3
+11 +10 +9 +8 +7	-2
+6 +5 +4 +3	-1
+2 +1 0 -1 -2 -3	None
-4 -5 -6	+1
-7 -8 -9 -10	+2
-11 -12 -13 -14	+3
-15 -16 -17 -18	+4
-19 -20	+5

Character Sheet

When a new character is created, the player should start a new entry in the character's corresponding character sheet notepad. As players play through a campaign, they will need to keep notes on what experience, gold, items, perks, and available ability cards they have in their deck by using this character sheet.

A CHARACTER SHEET INCLUDES:

- A space to name the character **a** . Every character should have a name. Be creative.

- A space to mark the current level of the character **b** . As characters gain experience, they will increase in level (see Leveling Up on pp. 44–45 for details). The total amount of experience needed is written below each level **c** .

- Spaces to keep detailed notes on the amount of experience **d** and gold **e** a character has.

- A space to track all the items a character has in their possession **f** .

- A perk list specific to the character class **g** . Whenever a character gains a perk (see Additional Perks on p. 44 for details), they mark the one on the list they want.

- A space for additional notes **h** . If players would like to track progress on other aspects of their character, they can do so here. This space also includes a track for checkmarks **i** attained through battle goals.

Inox Brute

a Name: _____

b Level ♦ : | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

XP ❋ : **c** | 0 | 45 | 95 | 150 | 210 | 275 | 345 | 420 | 500 |

d XP ❋ Notes:

e Gold Notes:

f Items:

Perks **g**

- ☐ Remove two ⊖ cards
- ☐ Replace one ⊖ card with one ⊕ card
- ☐ ☐ Add two ⊕ cards
- ☐ Add one +3 card
- ☐ ☐ Add three PUSH 1 cards
- ☐ Add two PIERCE 3 cards
- ☐ ☐ Add one STUN card
- ☐ Add one DISARM card and one MUDDLE card
- ☐ ☐ Add one ADD TARGET card
- ☐ Add one ⊕ Shield 1, Self card
- ☐ Ignore negative item effects and add one ⊕ card

Notes **h**

i ✓:☐☐☐ ✓:☐☐☐ ✓:☐☐☐
✓:☐☐☐ ✓:☐☐☐ ✓:☐☐☐

Personal Quest Cards

When a character is created, he or she is dealt two random **personal quest cards** and chooses one to keep, returning the other to the personal quest deck. A character's personal quest is their primary reason for participating in a party.

A PERSONAL QUEST CARD INCLUDES:

- A thematic description of the quest (a).

- The specific requirements for completing the quest and the rewards for doing so (b). When a personal quest is completed, the character will retire (see Announcing Retirement on p. 48 for details).

(a) Seeker of Xorn

Even as a child, you could feel the call of Xorn. Once worshiped as a god, his flock has long since been destroyed and disbanded. But you can hear him calling. You will travel to Gloomhaven as he commands. You will find his remains and set him free. The plague will once again be embraced.

(b) Complete three "Crypt" scenarios. Then unlock "Noxious Cellar" (Scenario 52) and follow it to a conclusion.

Open Box 💀   510

Random Item Design Cards

Whenever a "Random Item Design" is listed as the reward when looting a treasure tile, the looting player should draw a card from the random item design deck. These cards look very similar to normal item cards, but have a blue back, shown at the right. When a card is drawn, the player should find the one additional copy of the drawn item with the same reference number in the deck of unavailable items and add both cards to the city's available supply of items. It is possible to deplete the random item design deck. In this case, additional random item design rewards have no effect.

Boots of Levitation

1/2   50

Gain Flying 🕊.

491

071

Random Side Scenario Cards

Whenever a "Random Side Scenario" is listed as the reward when looting a treasure tile, the looting players should draw a card from the random side scenario deck. The drawn scenario is then immediately unlocked and its corresponding sticker is placed on the campaign map. The drawn scenario card is then removed from the game. It is possible to deplete the random side scenario deck. In this case, additional random side scenario rewards have no effect.

69

Well of the Unfortunate

F-8

488

City and Road Event Cards

Players will have many opportunities to encounter city and road events throughout a campaign. When players encounter an event, they draw the top card off the corresponding deck and read the front side ⓐ. Note that event cards have content on both sides, and the back ⓑ should not be read until the front is resolved. City events and road events have different art and content, but they work the same way.

AN EVENT CARD CONTAINS:

- A thematic introduction to the event ⓒ. This should be read first.

- A **decision point** ⓓ. The party as a whole must choose between two options depending on their preference. Only after a collective decision has been reached should the card be flipped over and the proper **outcome** on the back resolved.

- The number of the event ⓔ. This number will be referenced in the game when instructing players to add specific events to their respective decks.

- Descriptions of both choices ⓕ. Depending on which option the party chose, players should read the corresponding choice and ignore the other.

- The outcome of a choice ⓖ, which consists of a block of thematic text followed by the specific game play effects on the game in bold. A choice can contain multiple separate outcomes, some dependent on specific conditions (see Completing Road Events on pp. 41–42 for details).

- Icons directing players to either remove the event card from the game ⓗ or return it to the bottom of the corresponding event deck ⓘ after the outcome is resolved.

City Event Card

Road Event Card

When the game box is opened and the campaign begins, a shuffled city event deck and road event deck should both be created using city and road events 01 through 30. Players will be directed to add or remove certain events from these decks over the course of the campaign. When a card is added to an event deck, the event deck should then be shuffled. Note that adding a card is different from returning a played card to an event deck, in which case it is placed on the bottom of the deck and the deck is not shuffled.

Sealed Boxes and Envelopes

The game box includes a number of sealed boxes and envelopes, each designated with a symbol or letter. At certain times, the game will direct players to open one of these. If it contains materials for a new character class, that character class is now available for anyone starting a new character. If the envelope contains other contents, the contents will direct the players how to use them.

Players will be directed to open boxes or envelopes when they complete personal quests or meet specific conditions. These conditions are listed on p. 49.

Town Records

The game box also includes a small sealed book titled "Town Records." Players are directed to open this book once the first character retires, at which point they can begin reading the book from front to back. At certain points in the book, players will be directed to stop reading until certain conditions are met.
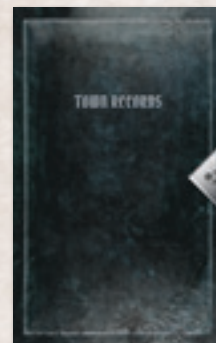
Achievements

The achievement system is the main way that players will keep track of major changes in the world and what scenarios a particular party has access to while playing in campaign mode. There are two types of achievements: **global achievements** and **party achievements**.

Global achievements affect the entire game world, regardless of what party is playing in it. Global achievements are tracked with stickers along the top of the world map (a). Some global achievements have a specific type (listed after the achievement in the format of "Type: Achievement," e.g., "City Rule: Militaristic"). Only one global achievement of each type can be active at a time. If a global achievement is gained and there is already an active achievement of the same type, the previous achievement is overwritten and the new sticker is placed on top of the previous one. Multiple instances of a single global achievement are possible, so long they don't have a specific type.

Party achievements are tied to a specific party and are mainly used to keep track of what scenarios are available to play in campaign mode for that party.

Traveling and Road Events

After every scenario, whether it was a success or failure, players have the choice to either return to Gloomhaven or to immediately **travel** to a new scenario.

In the case that players immediately travel to a new scenario, they must complete a road event before starting the new scenario **unless they are playing the same scenario, the new scenario is linked to the previous scenario, or they are playing in casual mode**. In a scenario's entry in the Scenario Book, the scenarios that are **linked** to that entry are listed on the upper right side of the page ⓐ. If the two scenarios are **linked**, players can immediately start the new scenario without completing a road event.

☐ #1 G-10 Black Barrow

ⓐ Links: Barrow Lair — #2

If players return to Gloomhaven, once they are finished with their **business** in town (see Visiting Gloomhaven on pp. 42–48 for details), then the party will still need to **travel** to a new scenario and complete a road event **unless the new scenario is linked to Gloomhaven or it is being played in casual mode**. This link will also be listed in the scenario's entry in the scenario book.

*Example: After completing the **Black Barrow** scenario, the party unlocks the **Barrow Lair** scenario. These two scenarios are **linked**, so they could travel to the Barrow Lair without completing a road event. Instead, they decide to go back to **Gloomhaven** to spend the money they gathered. Now when they travel to the Barrow Lair, they must complete a road event because the Barrow Lair is not linked to Gloomhaven.*

COMPLETING ROAD EVENTS

To complete a road event, players draw a single card from the road event deck and read the introductory text on the front. After this text, two options are given, and players must agree on a single choice **before** turning over the card and reading the matching outcome. **Once the outcome has been read, the choice cannot be changed**, and players must gain or lose whatever the outcome directs.

Depending on the makeup and reputation of the party, a single **choice** (A or B) can have several different **outcomes**. A choice should be read top to bottom, resolving all outcomes that apply to the party.

An outcome can be preceded by one of the following conditions:

- A class icon. As long as one of the listed class icons matches the class icon of a current member of the party, the outcome is applied.

  ⚙: You quickly identify the source of the problem — some frayed wiring in the kitchen — and have it replaced in no time.

- A range of reputation. If the party's reputation is within the designated range, the outcome is applied.

  REPUTATION > -5: You get into the game, but after a few rounds, your enthusiasm wanes as the man displays a streak of luck

- A collective gold amount. If the party collectively has equal to or more than the gold amount, that amount is lost, and the outcome is applied.

  PAY 10 COLLECTIVE GOLD: You hand over the gold and take hold of the piece of garbage. Amidst troubling brown smears you

- The word "otherwise." If none of the preceding outcomes were applied, apply this outcome instead.

  OTHERWISE: You fumble about magnanimously for a while before concluding that you have no idea what you're doing. The

If the outcome does not have a condition, the outcome is applied.

"Collective" rewards or penalties are distributed among the party, and rewards or penalties specified as "each" are applied to each character in the party individually. If a player is directed to lose anything (money, checkmarks, etc.), but they cannot do so because they do not have a sufficient amount of that thing to lose, they lose what they are able to lose and continue resolving the event. A character can never lose a checkmark that would cause him or her to lose a perk, have negative money, or be brought below the minimum experience required for his or her current level, and the town can never be brought below the minimum prosperity for its current level.

REPUTATION

Reputation is tied to a specific party and is tracked on the party sheet. Any time a new party is formed, that party starts at **0 reputation**. Through event consequences or by completing certain scenarios, the party will gain or lose reputation. A party can have a maximum reputation of 20 and a minimum reputation of -20.

A party's reputation has a number of implications:

- Many events have consequences that are only applied if the party meets specific reputation requirements.

- When buying items, players modify the cost based on their reputation. They receive a reduction in cost at a higher reputation and an increase in cost at a lower reputation. These cost modifications are written next to the reputation track on the party sheet.

- Certain sealed envelopes are opened when a party reaches specific positive and negative values of reputation.

Visiting Gloomhaven

Whenever a party returns to Gloomhaven, they can perform a variety of activities: **creating new characters**, **completing city events**, **buying and selling items**, **leveling up their character**, **donating to the sanctuary**, **enhancing ability cards**, and **announcing retirement**. A new visit to Gloomhaven can be triggered after every scenario played in campaign mode.

CREATING NEW CHARACTERS

The first step in any character's story is creation. Players will create new characters when they first start playing the game, when they retire an old character and wish to continue playing, or pretty much whenever they want to try something new. When the box is first opened, the following six classes are available to play: Brute 🖖, Tinkerer ⚙, Spellweaver ✳, Scoundrel 🦅, Cragheart ◆, and Mindthief 🗪.

When a player creates a new character, he or she gains access to that character's character mat and deck of Level 1 and "X" ability cards. The player should create a new entry in the class's corresponding character sheet notepad, and also draw two random personal quest cards, choosing to keep one and shuffling the other back into the deck.

A player can start a character at any level equal to or lower than the prosperity level of the city (see Gloomhaven Prosperity on p. 48 for details). If a player starts a character above Level 1, they should go through all the steps outlined on p. 44 for each level increase in sequence, up to and including their chosen starting level. In addition, a newly created character receives an amount of gold equal to 15x(L+1), where L is their starting level. A character starts with an amount of experience equal to the minimum required for their level (the number listed below that level on the character sheet).

COMPLETING CITY EVENTS

Once per visit to Gloomhaven, a party may complete a city event. City events are functionally the same as road events, but are drawn from the city event deck and generally have better outcomes than road events.

BUYING AND SELLING ITEMS

When in Gloomhaven, characters have the opportunity to buy item cards by spending the gold they've collected from scenarios. In addition, players can also sell back any item for **half** the price listed on the item card (rounded down). When an item is sold, it goes back into the city's available supply, and the character receives the calculated amount of gold. Players can own as many items as they can afford, but are limited in how many they can equip (see Item Cards on p. 8 for details). **Players cannot trade money or items.**

When the game box is opened and the campaign begins, the city's available supply should consist of all copies of Item 001 through Item 014. Over the course of the campaign, many more items will be added to the city's available supply based on the following conditions:

- Any time an item **design** is gained from a scenario or event, every copy of that item card is added to the city's available supply.

- As the city gains prosperity levels (see Gloomhaven Prosperity on p. 48 for details), new items will be made available in the supply. The list of what items are made available at each prosperity level can be found to the right.

- Lastly, when a character retires, all of their item cards go back into the shop's supply.

Prosp.	Item Cards
1	001–014
2	015–021
3	022–028
4	029–035
5	036–042
6	043–049
7	050–056
8	057–063
9	064–070

Within any one party, the number of items available for purchase is limited by how many copies of the item's card there are. No character may own duplicates of the same item. If a different party plays the game with different characters, items possessed by **unused characters** are considered to be in the city's available supply and can be purchased. Players should always keep track of what items they own on their character sheets in case the cards get moved around by other groups.

LEVELING UP

When a character gains the amount of experience listed on the table to the right, they must level up. **Leveling up only occurs in town**.

When a character reaches a new level, add **one** new card to their active card pool. The card selected must be from the character's class and have a card level **equal to or less than the character's new level**.

Additionally, when leveling up, the player can mark **one** of the **perk** boxes on the right side of their character sheet. This signifies an evolution of the character's attack modifier deck. Apply the bonuses of the marked perk box to the character's modifier deck using the class's accompanying deck of available modifier cards. If a perk has multiple check boxes next to it, this means that the perk can be gained multiple times for the cost of one perk each.

Level	Experience
1	0
2	45
3	95
4	150
5	210
6	275
7	345
8	420
9	500

Example: The Brute marks the "Replace one ⊖ card with one ⊕ card," so he removes a ⊖ card from his attack modifier deck and adds a ⊕ card (taken from his Brute modifier deck) in its place.

☑ Replace one ⊖ card with one ⊕ card
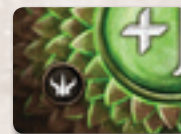
Brute Deck Icon

Lastly, leveling up also increases a character's hit point total ⓐ, as indicated on their character mat. Leveling up **never** changes a character's maximum hand size. This is fixed for each class.

Conditions		ⓐ	1	2	3	4	5	6	7	8	9
			10	12	14	16	18	20	22	24	26

ADDITIONAL PERKS

Any time a character successfully completes a battle goal card at the end of a scenario, they receive a number of checkmarks, which are tracked in the specified area of the notes section of their character sheet. For every three checkmarks a character earns, he or she immediately gains an additional perk on their character sheet and applies its effects to their attack modifier deck. Any checkmarks from a battle goal that are left over after achieving a perk are applied toward the next perk. A character can achieve a total of six additional perks in this way.

Layabout

Gain 7 or fewer experience points during the scenario.

✔ ✔

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☐ Add two ⚔ PIERCE ⬦ 3 cards
☐ ☐ Add one ⚔ STUN ✷ card
☐ Add one ⚔ DISARM ⬇ card
   and one ⚔ MUDDLE ? card
☐ ☐ Add one ⚔ ADD
   TARGET ◎ card
☐ Add one ⊕ Shield 🛡1, Self card
☐ Ignore negative item effects
   and add one ⊕ card

Notes

✔:☐☐☐ ✔:☐☐☐ ✔:☐☐☐
✔:☐☐☐ ✔:☐☐☐ ✔:☐☐☐

BUILDING A HAND OF CARDS

When playing a class for the first time, it is recommended that players use a hand comprised entirely of Level 1 cards (denoted by a ![1] below the title). However, each character also has immediate access to three ![X] cards. These are typically more complex and situational than Level 1 cards. Once a player is familiar with the basic abilities of the class, they should consider incorporating one or more ![X] cards into their hand, removing an equal number of Level 1 cards to observe the hand limit.

As characters level up, higher level ability cards will also become available. Even though players have access to more cards, the maximum number of cards they can take into battle (hand limit) remains the same. Therefore, at the beginning of a scenario, players must **select a number of cards from the character's available card pool equal to the character's hand limit**. These cards will form the player's hand, and only cards in the player's hand may be used during a scenario.

Character Hand Limit

SCENARIO SCALING

As characters level up, the recommended scenario level will also increase, as discussed on p. 15. This will increase monster levels, trap damage, gold gained from money tokens, and scenario completion experience.

DONATING TO THE SANCTUARY

Once per visit to Gloomhaven, each player can donate 10 gold to the Sanctuary of the Great Oak, a temple and hospital in the city. Doing so allows the donating player to add two BLESS ![icon] attack modifier cards to their attack modifier deck for the next scenario.

ENHANCING ABILITY CARDS

Once players have completed "The Power of Enhancement" global achievement, they can spend gold while visiting Gloomhaven to increase the power of their ability cards. To do this, a player places the desired sticker from the enhancement sticker sheets onto a designated spot ![a] of an ability card in their character's active card pool. This sticker denotes a **permanent** enhancement to the ability.

Ability cards can be enhanced in a variety of ways, with each costing a specific amount of gold. This cost must be paid by the character whose ability card is being enhanced.

Each kind of enhancement sticker has a different function and has restrictions on where it can be placed. "Main line ability" refers to an ability written in large font (as opposed to modifiers written in a smaller font under the main line):

+1 Can be placed on any ability line or summon base stat line with a numerical value. That value is increased by 1.
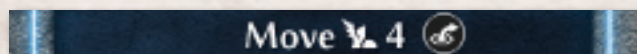
Can be placed on any main ability line that targets enemies. The specified condition is applied to all targets of the ability.
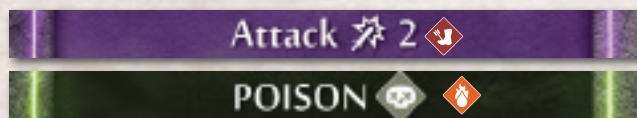
Can be placed on any main ability line that affects allies or yourself. A "Move" ability does not count as affecting yourself. The specified condition is applied to all targets of the ability.
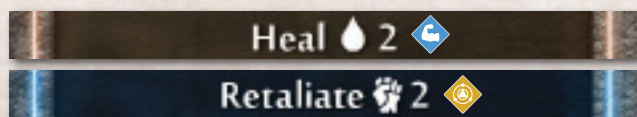
Can be placed on any "Move" ability line. The movement is now considered a jump.

Can be placed on any main ability line. The element is created when the ability is used. In the case of a 🌈 the player chooses the element as normal.

Can be placed to increase the graphical depiction of an area attack. The new hex becomes an additional target of the attack.
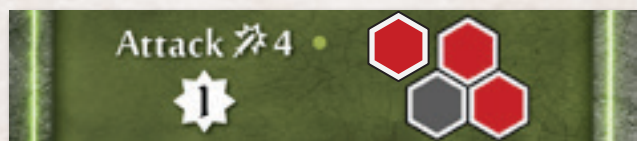
The base cost associated with any enhancement depends on the sticker **and** what ability the sticker is enhancing. Double the base cost of an enhancement (other than an attack hex) if it is applied to an ability that targets multiple figures. Additional costs are added based on the level of the ability card and the number of previously placed enhancement stickers on the same **action**.

The total number of enhanced cards in a class's ability deck must be **equal to or less than** the prosperity level of the town. Once placed, enhancement stickers should never be removed. **Enhancements persist through all instances of a specific character class, even after retirement.**

Base +1 Enhancement Cost		Base Other Effects Cost		Level of Ability Card	
Move	30g	POISON	75g	1	+ 0g
Attack	50g	WOUND	75g	2	+ 25g
Range	30g	MUDDLE	50g	3	+ 50g
Shield	100g	IMMOBILIZE	100g	4	+ 75g
PUSH	30g	DISARM	150g	5	+ 100g
PULL	30g	CURSE	75g	6	+ 125g
PIERCE	30g	STRENGTHEN	50g	7	+ 150g
Retaliate	100g	BLESS	50g	8	+ 175g
Heal	30g	Jump	50g	9	+ 200g
Target	50g	Specific element	100g		
(for summons)		Any element	150g	**Number of Previous Enhancements**	
Move	100g			0	+ 0g
Attack	100g			1	+ 75g
Range	50g			2	+ 150g
HP	50g			3	+ 225g

Double base cost for any ability with multiple targets.

Attack Hex	🟥	200g divided by the number of hexes currently targeted with the attack

Example: The Brute wishes to enhance the top action of his ability card with a +1 on the attack ⓐ. The base cost of this is 50 gold, but it is doubled because the attack targets multiple enemies. In addition, this is a level 3 ability card ⓑ, so another 50 gold is added, for a total of 150 gold. Afterwards, the Brute now wants to add an attack hex to the action ⓒ. This would normally cost 66 gold (200 gold divided by three existing hexes, rounded down), but again, 50 gold is added because the card is level 3, and now an additional 75 gold is added because the action was previously enhanced once, for a total 191 gold.

ANNOUNCING RETIREMENT

If a character currently fulfills the conditions of his or her personal quest and is visiting Gloomhaven, the character **must** announce retirement. The character may perform any other town activities beforehand, but he or she cannot play any new scenarios using a character with a fulfilled personal quest. The character has accomplished his or her dreams and has no more motivation to go exploring monster-filled ruins. All the materials for the character are returned to the box, any items the character owned are returned to the city's available supply, and all money the character owned is gone. Additionally, the city gains 1 prosperity.

Fulfilling personal quests will always unlock new content for the game. They will allow the player to open a sealed box or envelope, which will usually unlock a new character class. Any time players are directed to open a box or envelope and it has already been opened because of some previous condition, a new random item design and random side scenario are unlocked instead (see p. 38 for details). When a personal quest is fulfilled, the personal quest card is removed from the game.

Each time an individual player retires a character, that player also gains one extra perk to apply to all future characters they create. This effect is cumulative, so when a player retires their second character, his or her next character would gain two additional perks. Though this effect is applied to players, if one player is controlling multiple characters at once in a campaign (e.g., solo play), he or she considers each character lineage they control a different player for this bonus.

When a specific character class **retires** for the first time, new city and road events are usually added to the events decks. The reference number for these is written on the back side of the class's character mat in the bottom **right (rightmost number)**. In addition, whenever a new character class is **unlocked** through retirement or other means, new city and road events are also added to the decks. This reference number is on the back side of the unlocked class's character mat in the bottom **right (leftmost number)**. Each reference number applies to both the city and road event decks.

When a player's character retires, they can choose a new character to play, drawing two new personal quest cards, keeping one and discarding the other. Players are free to use the same class for their new character, but fulfilling personal quests usually unlocks a new class, encouraging players to explore new play styles over the course of the campaign. New characters may start at any level equal to or less than the current prosperity level of the town.

It is possible to run out of available personal quest cards. If there are no personal quest cards left when a player creates a new character, then that character does not receive a personal quest. A character without a personal quest can never retire, though the player is still free to switch characters whenever he or she wishes.

GLOOMHAVEN PROSPERITY

As the characters grow in power, the town of Gloomhaven grows in **prosperity**. Gloomhaven prosperity can be gained either through certain events or by completing certain scenarios. The prosperity points are tracked along the bottom of the map board ⓐ , and the town will attain new levels when reaching the designated thresholds.

When the city reaches a new level of prosperity, players gain two benefits:

- New items become available for purchase, according to the chart on p. 43.

- New characters may begin at any level equal to or less than the prosperity level of the town. Likewise, any character with a level lower than the prosperity level may immediately advance their level to match. In either case, follow the level-up steps on p. 44, adjusting the character's experience value to the minimum value required for the new level.

## Scenario Completion

When a scenario is successfully completed as part of the campaign, a number of rewards are gained by the party. These are listed at the end of the scenario's entry in the Scenario Book. Rewards can include global or party achievements, extra gold or experience for each party member, prosperity increases, unlocked scenarios, items, or item designs. As discussed on p. 42, if a scenario reward directs a party to lose something, they can't lose more than what they have.

When a new scenario is unlocked, find its corresponding number on the world map using its grid location and place the sticker matching the scenario on top of it ⓐ. Note that the scenario numbers in circles within the story text do not unlock scenarios. These are simply references to what the story text is referring to. If an item is gained as a reward, players should find one copy of that item from the deck of unavailable items and give it to one of the present characters. If an item design is gained as a reward, players should find all copies of that item from the deck of unavailable items and add them to the city's available supply of items.

New Locations:

Gloomhaven Warehouse ⑧ (C-18),
Diamond Mine ⑨ (L-2)

Party Achievement:

Jekserah's Plans

Rewards:

15 gold each
+1 prosperity

Special Conditions for Opening Envelopes

- ☐ Gain 5 "Ancient Technology" global achievements – open envelope **A**
- ☐ Have a party gain both "The Drake's Command" and "The Drake's Treasure" party achievements – add City Event 75 and Road Event 66 to the decks, and gain "The Drake Aided" global achievement
- ☐ Donate a total of 100 gold to the Sanctuary of the Great Oak – open envelope **B**
  - ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g
- ☐ Have a party reputation of 10 or higher – open box ☀
- ☐ Have a party reputation of 20 – add City Event 76 and Road Event 67 to the deck
- ☐ Have a party reputation of -10 or lower – open box ☽
- ☐ Have a party reputation of -20 – add City Event 77 and Road Event 68 to the deck
- ☐ Retire a character – open the Town Records Book

Game Variant: Reduced Randomness

If players desire to reduce the variance in damage caused by the "2x" and "Null" attack modifier effects, they can instead treat BLESS and the standard "2x" cards as a +2 modifier and CURSE and the standard "Null" cards as a -2 modifier. Players should still shuffle the corresponding attack modifier deck at the end of a round after one of these cards is drawn.

Game Variant: Permanent Death

If players desire an extra threat of danger, they can decide to play Gloomhaven with permanent death. Any character will permanently die when they drop below one hit point (instead of being exhausted). Characters can still become exhausted as normal if they are unable to rest or play cards, except that their figure remains on the map and can still be targeted by monster attacks. The character cannot act at all and is considered to have an initiative of 99 for the purposes of monster focus. After a scenario is failed, any character who is still alive at the end of the round survives and can continue playing.

When a character dies, all the materials for the character are returned to the box, any items the character owned are returned to the city's available supply, all money the character owned is gone, their personal quest is shuffled back into the personal quest deck, and their character sheet is removed from the game. The player whose character died must then create a new character (see Creating New Characters on p. 42 for details) to continue playing.

Game Variant: Random Dungeon Deck

Instead of playing through a scenario from the Scenario Book, players always have the option to play through a random dungeon instead. Random dungeons will not progress the campaign in any way, but they can be used to gain additional experience, money, checkmarks, and personal quest progress for characters.

Each random dungeon consists of three randomly generated rooms and the goal is always to clear all rooms of monsters. The three rooms will be set up one at a time, with the next room only being revealed once the door to it has been opened. Each room is set up using a room card and a monster card, each drawn randomly from the tops of their shuffled decks.

A ROOM CARD INCLUDES:

- A noun title ⓐ. When combined with the adjective title on the monster card, this provides the full title of the room.

- A graphical depiction of the map tile(s) used in the setup of the room along with twelve numerical designations of where various elements of the monster card are placed during setup ⓑ. The room setup will also depict any obstacle overlay tiles to be placed. It is possible to run out of specific overlay tiles when setting up the second or third room. In these cases, use a comparable overlay tile of the same type.

- Designations for where players enter ⓒ or exit ⓓ the room and what types the entrance(s) and exit(s) are (see below for details). Entrances and exits always correspond to the nearest half-hex of the tile with a puzzle connection. If this is the first room of the dungeon, players can place their figure on any empty hex within two hexes of the entrance. If the first room has multiple entrances, players can collectively choose on which entrance to start.
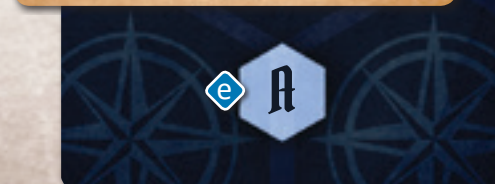
- The entrance type available for the room on the back of the card ⓔ. There are two types of entrances and exits: A and B. If players exit a room from an A exit, they must enter the next room from an A entrance and vice versa with B. If the entrance of the top room in the deck does not match the exit the players used in the previous room, the top card is discarded until a matching entrance type is found.

  If a room has two exits, players may use whichever one they wish, though the one they don't use is closed off. If a room has two entrances, players must use the entrance that corresponds to the previous room's exit.

- Penalties for revealing the room ⓕ. Whenever a new room is revealed and set up, a penalty may activate depending on the room and the difficulty decided on by the players. The suggested difficulty is to use no penalties in the first room, the minor penalty of the second room when it is revealed, and the major penalty of the third room when it is revealed. Players can decrease or increase the number and severity of the penalties as they like, up to a point where major penalties are activated for each of the three rooms when they are revealed. If the character who opened the door is referenced in the penalty of the first room, players can decide who the penalty targets. If the previous room is referenced in the penalty of the first room, nothing happens.

- The specific map tile(s) used to create the room ⓖ.

A MONSTER CARD INCLUDES:

- An adjective title ⓗ. When combined with the noun title on the room card, this provides the full title of the room.

- Designations for the twelve numbered spaces on the room card ⓘ. Each monster has designations for a two, three, and four character game, as in the normal setup for a scenario.

- Descriptions for any treasure tile contents ⓙ. Though treasure tiles in a random dungeon will never contain elements important to the campaign, they can contain a number of useful benefits for the players.

- Designations of trap types ⓚ. Note that the red damage symbol ⓛ indicates the trap is a damage trap.

General Icons

Initiative p.18	Move p.19	Jump p.19	Fly p.19	Attack p.19	Range p.19	Attack Hex p.21	Player Hex p.21	Target p.21	
Persistent Bonus p.25	Round Bonus p.25	Shield p.25	Retaliate p.26	Heal p.26	Loot p.27	XP p.27	Use Slot p.25	Use Slot: Gain XP p.27	Lost or Consumed p.8,17
Spend Item p.8	Cannot Recover p.27	Recover Ability p.27	Refresh Item p.27	-1 Attack Modifier p.8	Level p.12	Shuffle Deck p.32	Remove from Game p.39	Return to Deck p.39	

Element Icons (p.24)

Fire	Ice	Air	Earth	Light	Dark	Any Element	Use Element

Conditions and Effects (pp.22–23)

BLESS	CURSE	DISARM	IMMOBILIZE	WOUND	MUDDLE	POISON
PUSH	PULL	PIERCE	ADD TARGET	INVISIBILITY	STUN	STRENGTHEN

Equip Slots (p.8)

Head	Body	Legs	One Hand	Two Hands	Small Item

Enhancing

Attack ⚡3

pp.45–47

Scenario Level (p.15)

Average level / 2, rounded up

Difficulty	Level
Easy	-1
Normal	+0
Hard	+1
Very Hard	+2

L	M	G	T	XP
0	0	2	2	4
1	1	2	3	6
2	2	3	4	8
3	3	3	5	10
4	4	4	6	12
5	5	4	7	14
6	6	5	8	16
7	7	6	9	18

- L - Scenario Level
- M - Monster Level
- G - Gold Conversion
- T - Trap Damage
- XP - Bonus Experience

Monster Key (p.13)

Monster type

Two Characters

Three Characters

Four Characters

- No Monster
- Normal Monster
- Elite Monster

Cards

Character Ability p.7	Item p.8	Monster Ability p.10	Battle Goal p.10	Attack Modifier p.11	Personal Quest p.38	Random Item p.38	Random Scenario p.38	Road Event p.39	City Event p.39	Room Deck p.50	Monster Deck p.51