

At Gloomhaven		Completing a scenario		New character	
Level	Must level up if enough XP. May level up to prosperity level if below. - Choose a new perk - Choose a new ability card (equal to or less than new level) - Increase HP	On win	- Read conclusion - Gain scenario rewards • Location stickers on map • GA stickers on map • Add PA to party sheet - Mark completed scenario in scenario book and on map	Character sheet	Fill out character sheet.
Personal quest	Must retire if completed personal quest.	Gold	Convert looted gold (see chart). Add to character sheet.	Starting level	Equal to or lower than prosperity level. Starting XP is the minimum for the level.
Shop / enhance cards	<i>Optional.</i> Check reputation, may have discount.	Experience	Add XP from tracker to character sheet. If scenario was completed, add extra XP as reward (see chart).	Gold and perks	Gain gold and perks (see chart). Add additional perk for each character you have retired.
Sanctuary	<i>Optional.</i> Donate 10 Gold, receive 2 bless cards for next scenario. Mark donation on tracker.	Battle goal	If completed, add check(s) on character sheet. If set of 3 is completed, choose a perk.	Shop	<i>Optional.</i> Check reputation, may have discount.
City event	<i>Optional.</i> Select a city event card.	Modifiers deck	Remove bless and curse cards.	Personal quest	Draw two cards, keep one.
Select scenario	Choose a scenario and travel to that location.	Decide	Go back to Gloomhaven or travel to a new scenario.	Active card pool	Gain all level 1 and level x cards. For each level above 1, additionally select a card of same or lower level.
Starting a scenario		Retire a character		Attack modifier deck	Should contain 20 cards.
Road event	Take card if travelling to location not linked from current party location.	Optional	- Sell items for half price - Donate to sanctuary (x1) - Buy enhancements	Unlockable content	
Scenario level	Choose scenario level. Recommended = equal to average level of characters, divided by 2 (rounded up)	Town Records book	- Enter character in the book. - Check if additional Town Records progress is unlocked.	GA <i>Ancient technology</i> (x5)	Open envelope A
Scenario effects	Read scenario introduction and note any effects or outcomes.	City / Road cards	Add cards for retiring class (back of class mat, right number)	PAs <i>Drake's command</i> + <i>Drake's treasure</i>	- Add city event 75 - Add road event 66 - "Drake Aided" GA
Battle goal	Take two and choose one.	Personal quest reward	Claim reward. If already unlocked, draw random item design + random side scenario	Reputation 10 (+)	Open box [sun]
Items	Choose what items to use for the scenario (if you have more than you are able to carry).	City / Road cards	Add cards for new class (back of class mat, left number)	Reputation 20	- Add city event 76 - Add road event 67
Hand	Choose what cards you want for the specific scenario.	Prosperity	Gain one checkmark.	Reputation -10 (-)	Open box [eclipse]
Start	Apply any effects from scenario and city/road events. Place characters on starting grids.	New character	Create new character	Reputation -20	- Add city event 77 - Add road event 68
				Prosperity level	- New items available (see chart). - Level up characters if below prosperity level.
				Town records book	See book for reward.