At Gloomhaven

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
Personal quest	Must retire if completed personal quest.
Shop / enhance cards	*Optional*. Check reputation, may have discount.
Sanctuary	*Optional*. Donate 10 Gold, recieve 2 bless cards for next scenario. Mark donation on tracker.
City event	*Optional*. Select a city event card.
Select scenario	Choose a scenario and travel to that location.

Starting a scenario

Road event	Take card if travelling to location not linked from current party location.
Scenario level	Choose scenario level. Recommended = equal to average level of characters, divided by 2 (rounded up)
Scenario effects	Read scenario introduction and note any effects or outcomes.
Battle goal	Take two and choose one.
Items	Choose what items to use for the scenario (if you have more than you are able to carry).
Hand	Choose what cards you want for the specific scenario.
Start	Apply any effects from scenario and city/road events. Place characters on starting grids.

Completing a scenario

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
Gold	Convert looted gold (see chart). Add to character sheet.
Experience	Add XP from tracker to character sheet. If scenario was completed, add extra XP as reward (see chart).
Battle goal	If completed, add check(s) on character sheet. If set of 3 is completed, choose a perk.
Modifiers deck	Remove bless and curse cards.
Decide	Go back to Gloomhaven or travel to a new scenario.

Retire a character

Optional	- Sell items for half price - Donate to sanctuary (x1) - Buy enhancements
Town Records book	- Enter character in the book. - Check if additional Town Records progress is unlocked.
City / Road cards	Add cards for retiring class (back of class mat, right number)
Personal quest reward	Claim reward. If already unlocked, draw random item design + random side scenario
City / Road cards	Add cards for new class (back of class mat, left number)
Prosperity	Gain one checkmark.
New character	Create new character

New character

Character sheet	Fill out character sheet.
Starting level	Equal to or lower than prosperity level. Starting XP is the minimum for the level.
Gold and perks	Gain gold and perks (see chart). Add additional perk for each character you have retired.
Shop	*Optional*. Check reputation, may have discount.
Personal quest	Draw two cards, keep one.
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.
Attack modifier deck	Should contain 20 cards.

Unlockable content

GA *Ancient technology* (x5)	Open envelope A
PAs *Drake's command* + *Drake's treasure*	- Add city event 75 - Add road event 66 - "Drake Aided" GA
Reputation 10 (+)	Open box [sun]
Reputation 20	- Add city event 76 - Add road event 67
Reputation -10 (-)	Open box [eclipse]
Reputation -20	- Add city event 77 - Add road event 68
Prosperity level	- New items avaliable (see chart). - Level up characters if below prosperity level.
Town records book	See book for reward.

By **Climber**
cheatography.com/climber/

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