At Gloomhaven

Level	Anyone with enough XP must level up. Anyone below the Prosperity level may level up to Prosperity level. Choose a new perk. Choose a new card. Increase Health.
Shop	Optional: Check the shop for items to buy.
Enhance Cards	Optional: If this is available you can Enhance your cards.
Sanctuary	Optional: Donate 10 Gold to the Sanctuary and receive 2 Bless Cards for your next Scenario. Mark the donation on the tracker.
City Event	Optional: Select a City Event Card and choose what happens. Note any effects / outcomes.
Personal Quest	Anyone who has completed their personal quest must retire. [p48] If this is the first time the character class retires, check the character mat for road and city event card numbers to be added to the respective deck. If the Personal Quest allows content to be unlocked - do so, if this content is not locked anymore unlock a random item design and a random side scenario.
Town Records	Open / Update this book when a character Retires.
New Character	New characters may start at any level up to Gloomhaven's prosperity starting gold is (level+1)*15. The player adds an extra perk for every retirement. (Re-visit: Shop / Enhance Cards / Sanctuary)
Select Scenario	Choose a Scenario and travel to that location.

Starting A Scenario

Road Event	When travelling to a Scenario that is not linked from the current party location, take a Road Event Card. Take a note of effects / outcomes.
Scenario Effects	Read the Scenario Introduction and note any effects / outcomes.
Battle Goals	Take two battle goals and choose one.
Choose Items	If you have more items/potions than you are able to equip/carry you can choose which ones you want to use for the scenario
Hand	Depending on the scenario/monsters, you may decide to change the cards you have in your hand
Start	Apply any effects from Scenario and City/ Road events. Place the characters on the starting grid and begin Round 1

Completing A Scenario

On Win	Read Conclusion and update tracker. Achievements, Locations, & Scenario Rewards
Gold	Always: Looted Win: +Scenario Rewards
Experience	Always: XP from character tracker. Win: +((Scenario Level * 2)+4)
Battle Goals	Completed: Add perk check
Modifiers Deck	Remove Bless & Curse cards
Decide	Gloomhaven / new Scenario?

Attribution

Unlockable Content

Global Acheivement "Ancient Technology"	☐ ☐ ☐ ☐ ☐ Lvl 5 Envelope A
Party Acheivements ☐ Drake's Command ☐ Drake's Treasure	City 75, Road 66 "Drake Aided" GA
Sanctuary Donation 10g/ea = +2 bless	☐ ☐ ☐ ☐ ☐ Env ☐ ☐ ☐ ☐ ☐ B
Reputation 10+	Unlock [Sun]
Reputation 20	City 76, Road 67
Reputation -10	Unlock [Eclipse]
Reputation -20	City 77, Road 68
Retire a Character	Town Records
Unlock/Retire Character	City&Road from Character Mat

Retired Characters

Player Name	Retirement Tracker
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

When starting a new character, gain one additional perk per retired character from that player.[p44]