

Is an enhancement to an ability that summons several creatures treated as a single target or multi-target ability when determining the cost?

Single Target

Is an enhancement to an ability that affects multiple allies treated as a single target or multi-target ability when determining the cost?

Multi-Target

Does an enhancement's cost increase based on the number of enhancements already on the action to be enhanced or the entire card?

It increases based on the number of existing enhancements on the specific action being re-enhanced.

Scenario Effects

If I have the ignore scenario effects perk, can I ignore the effects of event cards?

No. You can only ignore the specific effects outlined in scenarios as scenario effects. These will be listed in the special rules of a scenario and have the format of "Do such and such as a scenario effect."

If I have the ignore scenario effects perk, can I choose to still receive the scenario effects?

No

Are all scenario effects listed in the scenario books affected by the ignore perk even if they may possibly be beneficial to a character?

Yes

Are character summons affected by the ignore scenario effects perk?

No

Prosperity

How do I track lost prosperity?

Note it next to the prosperity track and then scratch out the note the next time you gain prosperity.

Road and City Events

If characters drop in and out of a party, which ones are affected by the results of road and city events?

Only the characters that are present when the event card is resolved are affected.

If I am forced to discard cards because of an event, when does that happen?

Even though events happen before setting up the scenario, you should wait until you've selected your hand of cards to decide which ones to discard.

What does it mean when a road event tells you to consume an item?

You must equip the item into a slot, already consumed, but mechanics that allow you to refresh items can apply to the unavailable item.

Do I do a road event when traveling back to Gloomhaven from a scenario?

No, you only do a road event when traveling to a scenario.

Which event rewards/penalties affect a single character and which affect all characters?

If a result starts with "Gain," "Lose," "Discard," or "Consume," the result is distributed among all characters however they choose if the word "collective" is included (i.e. "Lose 10 collective gold." means that the party loses 10 gold total). The result affects each character separately if the word "each" is included (i.e. "Lose 10 gold each." means that a party of 4 would lose 40 gold total). The exception to this is if the result is gaining an item. In that case, only one character gets the item (decided among the players).

If a result contains "Start scenario with..." it affects all players, unless it says "One starts scenario with..." in which case it only affects one player.

There are a few cards with typos where the "collective" or "each" is not included (see below). As a rule of thumb, if something is missing, assume it says "each."

TYPO - City Event 04 (R1): "Lose 1 check." should read "Lose 1 check each."

TYPO - City Event 06 (R1): "Gain 5 experience." should read "Gain 5 experience each."

TYPO - City Event 22 (R1): "Gain 1 check." should read "Gain 1 check each."

TYPO - City Event 46 (R1): "Lose 5 gold." should read "Lose 5 gold each."

There is also a typo on road event 36. The symbols in outcome A should read as follows (the change is underlined in red):