

## Playing a Campaign

### 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.
- A range of reputation. If the party's reputation is within the designated range, the outcome is applied.
- 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.
- The word "otherwise." If none of the preceding outcomes were applied, apply this outcome instead.

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

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

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

**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.