




Special Scenario Rules

Many scenarios will feature extra rules. The following are clarifications for common special scenario rules:

- **Spawning:** When a monster is spawned, it is set up on the map at its spawning location or the nearest empty hex to that location. If a monster is spawned at the end of a round, it will begin to activate on the following round. If a monster is spawned during a round, it activates as if it had just been revealed (see Revealing a Room on p. 19 for details).
- **Locked doors:** Some doors are classified as “locked,” which means they cannot be opened by a character moving onto them. Instead, they act as walls until the conditions to open them specified in the scenario book are met.
- **Pressure plates:** Pressure plates function similarly to corridors, in that they have no effect on a figure’s movement. Instead, if a pressure plate is occupied by a character at the end of a turn, it may trigger a special effect specified in the scenario book, such as opening a door or spawning a monster.
- **Destroying obstacles:** When an obstacle is specified as having hit points in the scenario book, it can be attacked and will be destroyed and removed from the board when it drops below 1 hit point. Obstacles with hit points can only be destroyed through damage and not through other character abilities. These obstacles are considered enemies for all ability purposes and have an initiative of 99 for the purpose of summon focusing, but they are immune to all negative conditions.
- **Objective and scenario aid tokens:** Objective tokens  are used in many scenarios to represent allied figures or loot locations. In the case of allied figures, the numbers on the tokens should be randomized when placed, with the numbers determining the figures’ activation order. Scenario aid tokens  can be placed on the map tiles to act as a reminder for special cases, such as where enemies spawn or when to read numbered sections from the scenario book. 
- **Named monsters:** Often times the goal of a scenario is to kill a specific monster, either a boss or a unique variant of a regular monster, as specified in the scenario rules. These monsters are not considered normal or elite and thus are not affected by character abilities that target only normal or elite monsters.
- **Equations:** Some scenario properties such as hit points for obstacles or named monsters are determined by equations that depend on the scenario level and the number of characters. In such instances, “L” is used to denote the scenario level, and “C” is used to denote the number of characters.

Campaign Overview

There are two ways to play Gloomhaven: **campaign mode** and **casual mode**.

In **campaign mode**, players will form an official **party** of characters and undertake a number of consecutive scenarios over multiple play sessions. This allows players to follow a story thread as they make decisions and explore a path of their own choosing. A scenario can only be played in campaign mode if all the prerequisite global and party achievements listed as required in the Scenario Book are active for the party. In addition, once a scenario has been completed in campaign mode, it cannot be undertaken again in campaign mode by **any party**.

In **casual mode**, players can play any revealed scenario on the world map regardless of achievements or whether it has been completed in campaign mode. Players can still gain experience and money, loot treasure tiles, complete battle goals, and make progress toward completing their personal quests, but any story text or rewards listed at the end of the scenario are disregarded. A party in campaign mode can switch to casual mode to go through a scenario they have already completed, but it is **strongly recommended** that a party not undertake a scenario in casual mode that they haven’t yet experienced in campaign mode.

The rules that follow will deal specifically with playing the game in campaign mode.