Game Variant: Permanent Death

If players desire an extra threat of danger, they can decide to play Gloomhaven with permanent death. Any character will permanently die when they drop below one hit point (instead of being exhausted). Characters can still become exhausted as normal if they are unable to rest or play cards, except that their figure remains on the map and can still be targeted by monster attacks. The character cannot act at all and is considered to have an initiative of 99 for the purposes of monster focus. After a scenario is failed, any character who is still alive at the end of the round survives and can continue playing.

When a character dies, all the materials for the character are returned to the box, any items the character owned are returned to the city's available supply, all money the character owned is gone, their personal quest is shuffled back into the personal quest deck, and their character sheet is removed from the game. The player whose character died must then create a new character (see Creating New Characters on p. 42 for details) to continue playing.

Game Variant: Random Dungeon Deck

Instead of playing through a scenario from the Scenario Book, players always have the option to play through a random dungeon instead. Random dungeons will not progress the campaign in any way, but they can be used to gain additional experience, money, checkmarks, and personal quest progress for characters.

Each random dungeon consists of three randomly generated rooms and the goal is always to clear all rooms of monsters. The three rooms will be set up one at a time, with the next room only being revealed once the door to it has been opened. Each room is set up using a room card and a monster card, each drawn randomly from the tops of their shuffled decks.

A ROOM CARD INCLUDES:

- A noun title **a**. When combined with the adjective title on the monster card, this provides the full title of the room.

- A graphical depiction of the map tile(s) used in the setup of the room along with twelve numerical designations of where various elements of the monster card are placed during setup **b**. The room setup will also depict any obstacle overlay tiles to be placed. It is possible to run out of specific overlay tiles when setting up the second or third room. In these cases, use a comparable overlay tile of the same type.

- Designations for where players enter **c** or exit **d** the room and what types the entrance(s) and exit(s) are (see below for details). Entrances and exits always correspond to the nearest half-hex of the tile with a puzzle connection. If this is the first room of the dungeon, players can place their figure on any empty hex within two hexes of the entrance. If the first room has multiple entrances, players can collectively choose on which entrance to start.