

If the character being swapped in has already been created, then you don't have to go back to Gloomhaven, but if you want to swap in a character that hasn't been created yet, you would have to return to Gloomhaven to create it.

Do I get the money and treasure tiles left on the ground when I finish a scenario?

No, all loot left on the ground is lost once the scenario is over. You have to pick it up during the scenario. If you want the treasure tiles that you weren't able to pick up, you will have to play through the scenario again.

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.

Do I keep my personal quest secret?

There's not an official rule on this, so do whatever you want. I like to keep mine secret.

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: "Lose 1 check." should read "Lose 1 check each."

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

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

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

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

All treasure results (with the following two exceptions) affect only the character that loots the treasure tile. The *exceptions* are the "Random Side Scenario" reward, which unlocks a new scenario for the entire campaign, and the "Random Item Design" reward, which places a set of items in the shop for anyone in the campaign to purchase.

For the BLESS and STRENGTHEN enhancements, what abilities count as targeting allies or yourself?

If an ability has a targeting qualification below it (e.g. "Self" or "Affect all allies at X range" or simply "Range X"), and it is a beneficial ability, then you can enhance it with Bless/Strengthen (as long as it has a dot, of course). A "Move" ability does not count as targeting yourself.