

## Scenario Completion

When a scenario is successfully completed as part of the campaign, a number of rewards are gained by the party. These are listed at the end of the scenario's entry in the Scenario Book. Rewards can include global or party achievements, extra gold or experience for each party member, prosperity increases, unlocked scenarios, items, or item designs. As discussed on p. 42, if a scenario reward directs a party to lose something, they can't lose more than what they have.

When a new scenario is unlocked, find its corresponding number on the world map using its grid location and place the sticker matching the scenario on top of it  . Note that the scenario numbers in circles within the story text do not unlock scenarios. These are simply references to what the story text is referring to. If an item is gained as a reward, players should find one copy of that item from the deck of unavailable items and give it to one of the present characters. If an item design is gained as a reward, players should find all copies of that item from the deck of unavailable items and add them to the city's available supply of items.



<b>New Locations:</b>
Gloomhaven Warehouse  (C-18), Diamond Mine  (L-2)
<b>Party Achievement:</b>
Jekserah's Plans
<b>Rewards:</b>
15 gold each +1 prosperity

## Special Conditions for Opening Envelopes

- Gain 5 "Ancient Technology" global achievements – open envelope 
- Have a party gain both "The Drake's Command" and "The Drake's Treasure" party achievements – add City Event 75 and Road Event 66 to the decks, and gain "The Drake Aided" global achievement
- Donate a total of 100 gold to the Sanctuary of the Great Oak – open envelope   

- Have a party reputation of 10 or higher – open box 
- Have a party reputation of 20 – add City Event 76 and Road Event 67 to the deck
- Have a party reputation of -10 or lower – open box 
- Have a party reputation of -20 – add City Event 77 and Road Event 68 to the deck
- Retire a character – open the Town Records Book

## Game Variant: Reduced Randomness

If players desire to reduce the variance in damage caused by the "2x"  and "Null"  attack modifier effects, they can instead treat BLESS  and the standard "2x" cards as a +2  modifier and CURSE  and the standard "Null" cards as a -2  modifier. Players should still shuffle the corresponding attack modifier deck at the end of a round after one of these cards is drawn.