

movement it has this turn, the rules are re-evaluated assuming infinite movement. Also, the monster uses its current attack when determining its attack/movement options, even if it may have a different (or no) attack when it eventually reaches its destination hex. If there are multiple hexes that meet the criteria, players decide ties.

1st - Attack its primary focus, losing/avoiding disadvantage if possible

2nd - Attack as many extra targets as possible

3rd - If there are still multiple attack locations with an equal number of different extra targets, use the focus rules (least amount of movement points*, then proximity, then initiative) from its starting position to determine which secondary target (in addition to the previous target(s)) should be included in the attack (repeating for a tertiary target, etc.) and select the attack location which includes these targets.

4th - Lose disadvantage on the extra targets (all equal priority, players decide ties)

5th - Use the least amount of movement points*

*Around walls, obstacles and hazards (if possible) using the normal, jumping and flying movement rules

See this [Geek List](#) for various community created examples of monster movement.

After selecting a destination hex, which path does a monster use to reach it?

The monster will take the shortest path to reach the destination hex. If it can't reach the destination hex this turn, it will take the shortest path which brings it as close as possible to the destination hex. Note that if it can't get closer to the destination hex this turn, it will not move. "Shortest" and "Close" mean the fewest movement points around walls, obstacles and hazards (if possible) using the normal, jumping and flying movement rules.

What does a monster do if it kills its target or the target becomes unreachable and it has additional attacks that may be used against different targets (like from an "Attack X, Attack X" ability card)?

If the target dies from the first attack, the monster will attack another target chosen via the focus prioritization rules. If the target is still alive but is now unreachable (ex: was pushed out of range by the 1st attack), the monster will NOT choose another target. Note that if the ability states that the attacks are performed on the same target, it cannot choose another target even if the original target dies.

What happens if a ranged monster becomes disarmed while moving towards its target?

It will continue moving along its original movement path towards its original destination hex.

What happens if a player removes a summon from the board by moving the active card to the lost pile while a monster is moving towards that summon as its focus?

The monster would continue to move to its destination hex and if there was another viable target from that hex, it would attack it.

Monster - Summons

How do you distinguish between summoned enemies and other enemies (since summoned enemies don't drop money tokens)?

You can place extra scenario tokens (grey circles) on summoned enemies if you have difficulty keeping track.

Do summons die after their summoner die?

Summons of monsters stay alive, but summons of player characters will die when the player becomes exhausted.

Which attack modifier deck do summons of monsters use?

The monster's deck unless otherwise specified by the scenario

Campaign

Casual vs Campaign Mode

How are sanctuary donations, road and city events handled when playing scenarios in casual mode?

Sanctuary donations and city events can only be done if the last scenario played was in campaign mode. Road events can only be done if the next scenario is being played in campaign mode.

Does playing a scenario in casual mode change the party's location?

No. The party remains at their previous location - either at their last campaign mode scenario or Gloomhaven.

Character Unlocks, Leveling Up, Perks, Personal Quests

When I level up, does my experience go back to zero?

No.

How exactly does my "pool" of ability cards work? What can I add to it when I level up?

Your pool of ability cards is the set of cards you can choose to add to your hand when you start a scenario. The cards in your hand are the