

ANNOUNCING RETIREMENT

If a character currently fulfills the conditions of his or her personal quest and is visiting Gloomhaven, the character **must** announce retirement. The character may perform any other town activities beforehand, but he or she cannot play any new scenarios using a character with a fulfilled personal quest. The character has accomplished his or her dreams and has no more motivation to go exploring monster-filled ruins. All the materials for the character are returned to the box, any items the character owned are returned to the city's available supply, and all money the character owned is gone. Additionally, the city gains 1 prosperity.

Fulfilling personal quests will always unlock new content for the game. They will allow the player to open a sealed box or envelope, which will usually unlock a new character class. Any time players are directed to open a box or envelope and it has already been opened because of some previous condition, a new random item design and random side scenario are unlocked instead (see p. 38 for details). When a personal quest is fulfilled, the personal quest card is removed from the game.


Each time an individual player retires a character, that player also gains one extra perk to apply to all future characters they create. This effect is cumulative, so when a player retires their second character, his or her next character would gain two additional perks. Though this effect is applied to players, if one player is controlling multiple characters at once in a campaign (e.g., solo play), he or she considers each character lineage they control a different player for this bonus.

When a specific character class **retires** for the first time, new city and road events are usually added to the events decks. The reference number for these is written on the back side of the class's character mat in the bottom **right (rightmost number)**. In addition, whenever a new character class is **unlocked** through retirement or other means, new city and road events are also added to the decks. This reference number is on the back side of the unlocked class's character mat in the bottom **right (leftmost number)**. Each reference number applies to both the city and road event decks.

When a player's character retires, they can choose a new character to play, drawing two new personal quest cards, keeping one and discarding the other. Players are free to use the same class for their new character, but fulfilling personal quests usually unlocks a new class, encouraging players to explore new play styles over the course of the campaign. New characters may start at any level equal to or less than the current prosperity level of the town.

It is possible to run out of available personal quest cards. If there are no personal quest cards left when a player creates a new character, then that character does not receive a personal quest. A character without a personal quest can never retire, though the player is still free to switch characters whenever he or she wishes.

GLOOMHAVEN PROSPERITY

As the characters grow in power, the town of Gloomhaven grows in **prosperity**. Gloomhaven prosperity can be gained either through certain events or by completing certain scenarios. The prosperity points are tracked along the bottom of the map board , and the town will attain new levels when reaching the designated thresholds.



When the city reaches a new level of prosperity, players gain two benefits:

- New items become available for purchase, according to the chart on p. 43.
- New characters may begin at any level equal to or less than the prosperity level of the town. Likewise, any character with a level lower than the prosperity level may immediately advance their level to match. In either case, follow the level-up steps on p. 44, adjusting the character's experience value to the minimum value required for the new level.