

Scenarios

If the party wants to go directly to a linked scenario but wants to swap out characters in between, does the party have to go back to Gloomhaven, thereby forcing them to take a road event before the linked scenario?

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.

If I play a random dungeon from the random dungeon deck, do they trigger road events and city events like normal scenarios?

No. Random dungeons will not progress the campaign in any way. This means they do not trigger road or city events, unlock new scenarios, gain town prosperity or anything else that would impact the campaign world. They can, however, help with character progression, in the form of experience, gold, checks, and personal quests.

Do bonuses/penalties from random scenario cards last one round or for the entire scenario?

They last the entire scenario unless otherwise indicated.

If a scenario's requirements have an achievement listed as "INCOMPLETE," what does that mean?

It means that you can only play that scenario in campaign mode if you do not have the listed achievement.

If a scenario is actually in the town of Gloomhaven, would interacting with the town both before and after the scenario be considered separate visits (for the purposes of donating to the sanctuary and city events)?

Yes.

If a scenario's goal is to kill all revealed monsters, do those include summons as well?

Yes

Permanent Death Variant

How does this variant affect Personal Quest 514 (the one that deals with player exhaustions)?

Remove PQ 514 from the game if playing with permanent death.

How does failing a scenario interact with the permanent death variant?

With the permanent death variant, whenever a scenario is failed through any condition, the scenario doesn't end until the end of the round in which it was failed. At this time, if any of the characters are still alive (possibly exhausted but not dead), then they would still survive.

Can you explain exactly how effects and abilities work with unconscious characters?

If a character becomes exhausted from card loss, all of their cards are removed from the game, as per the normal exhaustion rules. These include all summons and active cards.

They don't get a turn per se but are treated as having one for the effects and expiration of conditions. The processing of that turn is nominally at initiative 99 and takes place after long rests.

The character may still be focused by enemies per the normal focus rules (including activation order tie breaker rules). They can still be affected/targeted by friendly and hostile abilities, including receiving new conditions. Some conditions won't be relevant, like bless or strengthen, but invisibility would be. They may be healed to keep them alive in case of future damage but remain unconscious for the remainder of the scenario even if healed. Conditions are removed per the normal rules (heal or end-of-turn expiration).

Personal Quests

What scenarios are considered to be inside Gloomhaven?

Any scenario marked on the zoomed-in inset in the top right of the map is considered to be in Gloomhaven (even 58 and 86).

Personal Quest 510