

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.

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.

Do I have to win a scenario to complete it?

Yes.

If I loot a "goal" treasure tile in a scenario and then go back to do the scenario again, is the treasure tile still looted?

No, unlike numbered treasure tiles, "goal" treasure tiles are reset at the end of every scenario and must be looted again.

If I unlock a character class through means other than retirement and it is already unlocked, do I still get the bonus of a random scenario and item design?

Yes. No matter how a character class is unlocked, if you trigger the unlock and it is already unlocked, you gain the bonus of a random scenario and item design.

How are sanctuary donations 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.