

Gloomhaven is a cooperative game of battling monsters and advancing a player's own individual goals. The game is meant to be played as part of a campaign, where a group of players will use the accompanying Scenario Book to string together a series of adventures, unlocking new content for the game as they progress. Any revealed scenario, however, can also function as a highly variable stand-alone experience.

This rule book is split into two parts: The first part will teach you how to play through an individual scenario, interacting with monsters and the environment using character ability cards. The second will teach you how to use the Scenario Book to link a series of adventures together to create a story of your own choosing, advancing your character's abilities and unlocking new content to further enhance your experience.

Components

