

# **Special Conditions for Opening Envelopes**

- Gain 5 "Ancient Technology" global achievements – open envelope 
  - Have a party gain both of the following party achievements – add City Event 75 and Road Event 66 to the deck and gain "The Drake Aided" Global achievement
    - The Drake's Command
    - The Drake's Treasure
  - Donate a total of 100 gold to the Sanctuary of the Great Oak – open envelope   

  - Have a party reputation of 10 or higher – open box 
  - Have a party reputation of 20 – add City Event 76 and Road Event 67 to the deck
  - Have a party reputation of -10 or lower – open box 
  - Have a party reputation of -20 – add City Event 77 and Road Event 68 to the deck
  - Retire a character for the first time – open the Town Records Book

Average level / 2, rounded up				
Difficulty		Level		
Easy		-1		
Normal		+0		
Hard		+1		
Very Hard		+2		
L	M	G	T	XP
0	0	2	2	4
1	1	2	3	6
2	2	3	4	8
3	3	3	5	10
4	4	4	6	12
5	5	4	7	14
6	6	5	8	16
7	7	6	9	18

- L** - Scenario Level
- M** - Monster Level
- G** - Gold Conversion
- T** - Trap Damage
- XP** - Bonus Experience

## Small Items Limit (p8)

Character level / 2, rounded up

# 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 below, 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 in the shop as shown below the chart
  - 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 performing the following steps for each level increase in sequence:
    - Mark one of the perk boxes on the right side of their character sheet, applying the corresponding modification.
    - Add one new card to their active pool from available cards at or below the new level

Characters set their XP equal to the minimum required for their level (listed below that level on the character sheet), and set their HP to the maximum for their level.

New characters then receive  $15 \times (L+1)$  gold (existing characters do not receive additional gold)



