

# Gloomhaven Campaign / Party Sheets

<b>Party Name:</b>	<b>Party Reputation</b>
<b>Location:</b>	<b>Shop Price Modifier</b>

**Notes:**

Party Achievements:	Party Members	level
	1	_____
	2	_____
	3	_____
	4	_____
	Average Party Level:	
	<u>Normal Scenario Level:</u>	

Global Achievements:		
The Drake:	The Edge of Darkness	End of the Invasion
City Rule:	The Power of Enhancement	End of Corruption
Artifact:	Water-Breathing	End of Gloom
The Voice:	The Demon De throne d	Ancient Technology
The Merchant flees	or	Annihilation of the Order
The Dead Invade	The Rift Closed	

## Gloomhaven Prosperity

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9

## Item Store:

Prosperity Level Items		Item Designs	
001-014	015-021	71	72
		73	74
022-028	029-035	75	76
		77	78
036-042	043-049	79	80
		81	82
050-056	057-063	83	84
		85	86
064-070		87	88
		89	90
		91	92
		93	94
		95	
	<u>Additional Unlocked Items</u>		

**Sanctuary Donations:** gold

## Unlocks:

- 5 "Ancient Technology" Global Achievements – envelope
- Gain "The Drake's Request" & "The Drake's Treasure" Party Achievements – add City Event 75 & Road Event 66
- Donate +100 gold to the Sanctuary of the Great Oak – envelope
- Have a party reputation of 10 or higher – envelope
- Have a party reputation of 20 – add City Event 76 & Road Event 67
- Have a party reputation of -10 or lower – envelope
- Have a party reputation of -20 – add City Event 77 & Road Event 68
- Retire a character – open the Town Records Book





# Additional Parties

<b>Name:</b>	<b>Party Reputation</b>	
<b>Location:</b>	<b>Shop Price Modifier</b>	
<b>Notes:</b>		
<b>Party Achievements:</b>		 Avg Party Level:

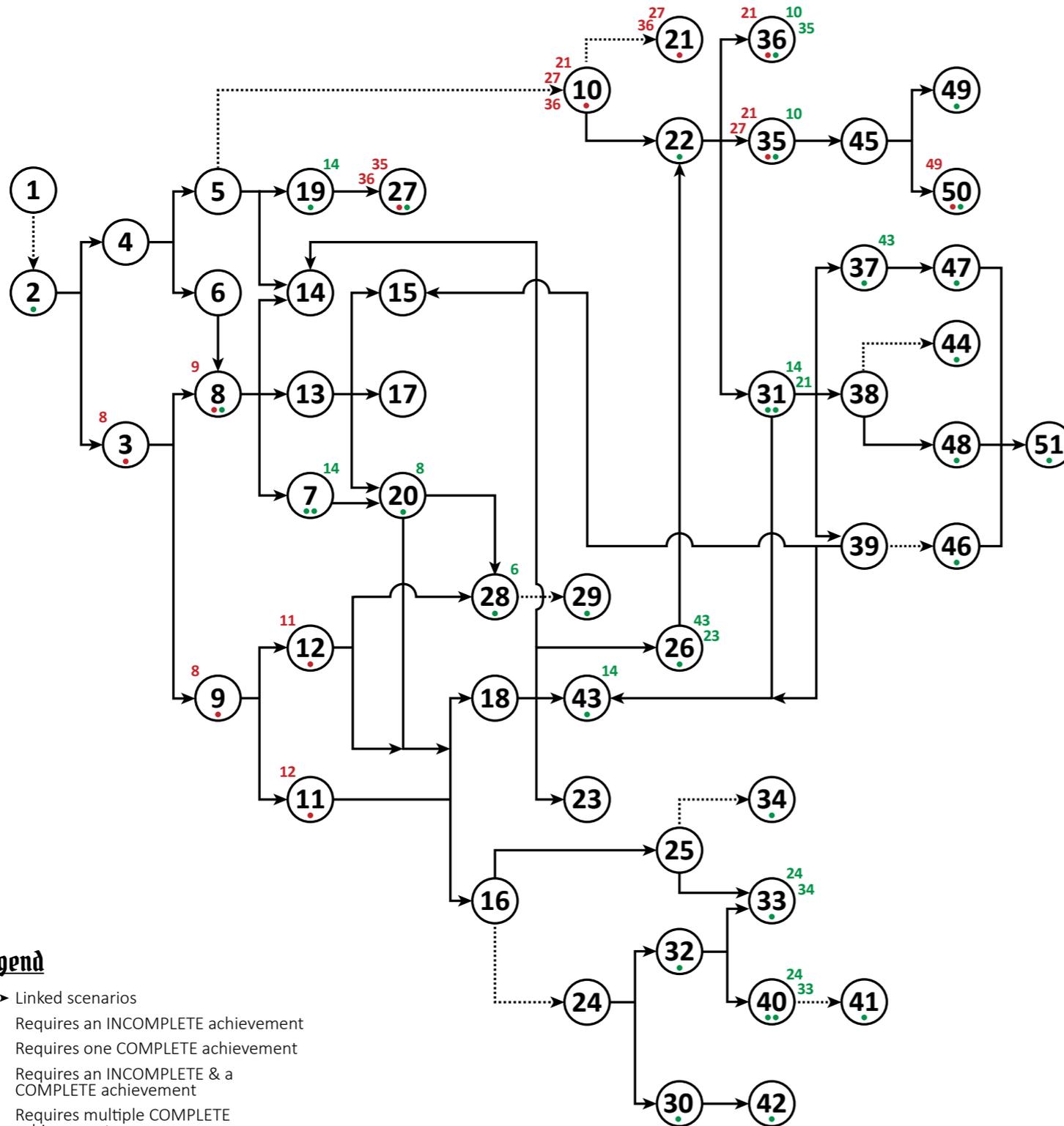
<b>Name:</b>	<b>Party Reputation</b>	
<b>Location:</b>	<b>Shop Price Modifier</b>	
<b>Notes:</b>		
<b>Party Achievements:</b>		 Avg Party Level:

<b>Name:</b>	<b>Party Reputation</b>	
<b>Location:</b>	<b>Shop Price Modifier</b>	
<b>Notes:</b>		
<b>Party Achievements:</b>		 Avg Party Level:

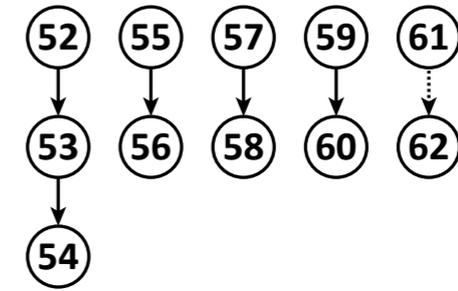
<b>Name:</b>	<b>Party Reputation</b>	
<b>Location:</b>	<b>Shop Price Modifier</b>	
<b>Notes:</b>		
<b>Party Achievements:</b>		 Avg Party Level:

# Original Campaign Flowchart

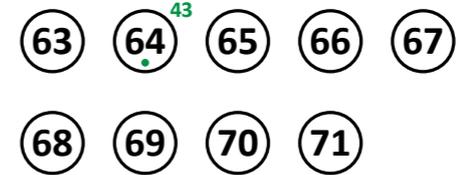
based heavily off of Alex Florin's Scenario Flowchart on BGG



## Personal Quests



## Random Scenarios



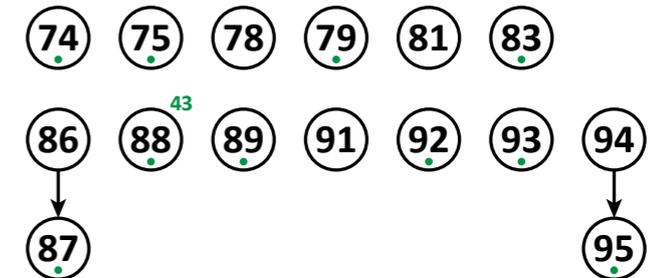
## Sealed



## Road Events



## City Events



## Solo Scenarios

Unlocks with prosperity level 3 & two retired heroes  
only level 5+ heroes may attempt



## Legend

- .....> Linked scenarios
- Requires an INCOMPLETE achievement
- Requires one COMPLETE achievement
- Requires an INCOMPLETE & a COMPLETE achievement
- Requires multiple COMPLETE achievements
- # Requires scenario # to be COMPLETE
- # Requires scenario # to be INCOMPLETE