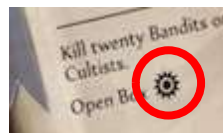


Gloomhaven_How to retire

Normally, retirement can only be done in Gloomhaven, in extraordinary circumstances where the game tells you to retire a character while outside of the city, you must skip steps 4,5 & 6.

1. Open the envelope indicated on your personal quest, this may be in the Hero Setup panel, or it may be in the Legacy Envelopes panel under the World menu. Note that some Legacy envelopes have two items to open, both should be opened when first instructed to open that envelope. If the hero or legacy envelope you are instructed to open has already been opened, then instead you add a Random Scenario and a Random Item to the game, from the Random Scenario/Items panel in the World menu.



If you have opened a hero envelope, open the Hero>Level Up panels and locate the hero tab for the new unlocked hero. From the Hero Board tab flip the character board and find the first number in the bottom right corner, add both City and Road events of that number to the relevant decks. Note that the 6 heroes available from the start do not have a first number, so no event cards are added if one of those is chosen.



2. Increase the city Prosperity track by 1 tick (not the great oak donation track).

3. Return all your Ability Cards still on your Player Board to your hand.

4. Sell all your gear back to the shop for half it's purchase price rounded down (do not adjust for reputation price changes). Use the Send to Available Items option from the right mouse menu. Keep track of the Gold and add it to your total on your Hero Sheet in the Party Overview panel.

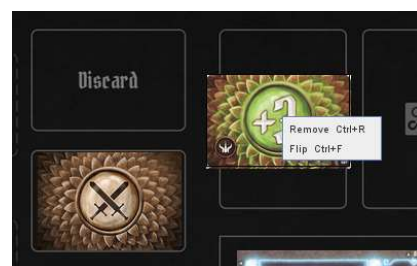
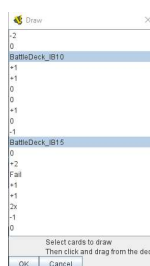
5. If you wish to donate to the Great Oak, you can do so now, but do not add bless cards to the battle deck as these bless cards will be removed when the character retires, bless cards DO NOT belong to the Player, that is a typo in the rulebook.



6. If you have unlocked "The Power Of Enhancement" you may now spend that gold to add enhancements to any of the cards in your player hand. This is your last opportunity to spend this gold, anything not spent on enhancements will be lost when the character retires.

7. Delete any hero and summon tokens on your player board..

8. Pull all the hero specific battle deck modifier cards out of your deck, use the right mouse Draw Specific Cards option and holding ctrl, select all the cards named BattleDeck_XXX and any card ending in an asterisk, when all cards are selected, click OK and then drag the top of the battle deck pile off to one of the "cards in play" slots on your player board. Select that whole stack of cards and Remove and/or Delete them from play.

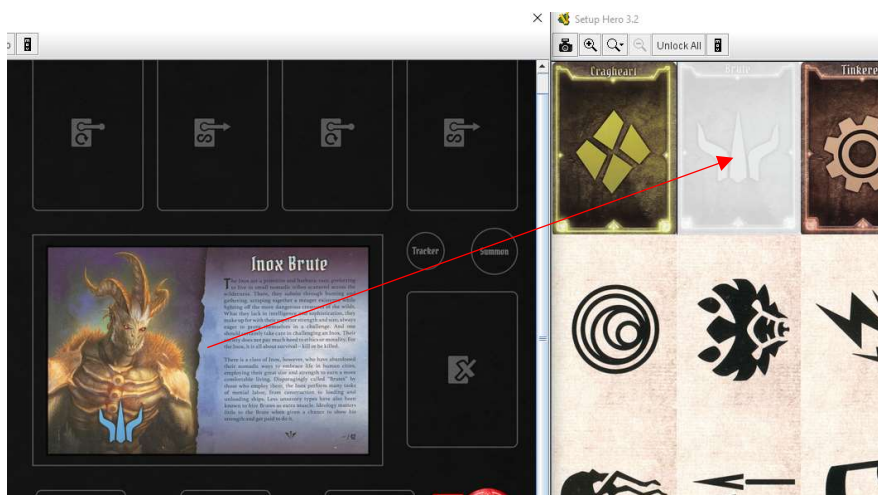


9. Flip your character board (hold shift and left click to select it then flip from the fright mouse menu) and find the second number in the bottom right corner, add both City and Road events of that number to the relevant decks.

NOTE: If this hero has already been retired once, then skip this step.



10. Drag the hero board from your player board to the Hero Setup screen, into the location showing that hero's symbol.



11. In your player hand window, organise your cards into 2 piles, one of Level 1 cards, the other of everything else, including Level X cards. DO NOT use the Card Pool deck as one of the piles. Drag a selection box around the pile of level 1 cards, and drag that to the Hero Setup panel and drop it on top of your hero sheet. (Aim for the middle of the hero sheet). Drag another selection box around the other card pile in your player hand panel and Remove those cards from play.

12. Select your hero sheet from the Party Overview panel and drag it to an empty slot on the Old Heroes panel. Now drag out a selection box around all of this hero's ticks and the personal quest card in the Party Overview panel, and drag them to the Old Heroes panel, trying to get them to land in the right place on the hero sheet, it's easiest to left click on the centre of an "X" when you move the group, and drop them in the matching location.

13. If this is the first retirement, place a cross on the Special Conditions for Opening Envelopes page (Special Con. Env. under the Quests menu). Then for all retirements, open the Town Booklet and fill in the hero details on a new row on page 3.

14. Open the Lost Battle Cards panel from the Hero menu, find the pile of removed cards **with your player number** in the lower left corner, then using the right mouse menu, select "Return" to send those back to your battle deck.

Congratulations, your hero is now retired, and you're ready for a fresh start.

If the party is now in Gloomhaven, or as soon as they are, you can choose a new hero to play from any of the available open heroes on the Hero Setup panel, including another version of the hero you just retired. From the right mouse menu, select Choose P<Player number> to assign the hero to the player role, which will send the hero board and level 1 cards to the player board panel.

Open the Hero Level Up panels and find your new hero, then drag a copy of it's hero sheet onto the Party Overview panel. You can now give your hero a name.

NOTE: In the Hero Level Up panel, the hero tabs are named for the envelope symbol, NOT the true hero name. (To preserve the "mystery")

Your new hero can start at any level up to the Prosperity level of Gloomhaven (your choice).

Give your hero the minimum XP for the chosen level.

Select two Personal Quests from the Hero menu. Choose one to keep and use the right mouse menu Return to Deck to remove the other. DO NOT DELETE IT.

Give your new hero $15x(\text{Level}+1)$ Gold.

Assign your Perks as usual, removing cards from your battle deck and adding cards from the Hero Level Up panels.

You gain Level-1 perks, +1 perk for each retirement you, the player, have already made (If playing solo, each character in play should have it's own retirement lineage, gaining 1 perk for each).

Construct your Available Cards Pool. Use the Hero Level Up panels to find your new hero and drag the Level X cards to your player hand, and one card for each level from Level 2 up to your new hero level. Each card must be equal to or lower than the new level. (For example, at 3rd level, you must take one of the Level 2 cards, and either one of the level 3 cards, or the other level 2 card. You may only add one copy of each card to your available card pool.)

Spend your Gold as you wish.

Since this is the Hero's first visit to Gloomhaven, you can donate to the Great Oak, even if your previous hero already did.