

## Campaign Activities

- ✓ If gained a **Global Achievement** of type that matches an existing one, replace existing one [p40]
- ✓ If the city **Prosperity Level** increases, add new **Items** to the **City Supply** [p43]
- ✓ If adding a card to **Road** or **City Event Deck**, shuffle deck [p39]

## City Activities [p42-48]

### Create a New Character [p42]

- ✓ Pick an unlocked class (can't play duplicate classes in same scenario) [p6]
- ✓ Pick a starting level. May start at any level up to the city's **Prosperity Level**
- ✓ Record character name and level in a new **Character Sheet**
- ✓ Receive **Gold** = 15 x (L+1) (L = character's level)
- ✓ Receive **XP** = minimum required for level (as per **Character Sheet**)
- ✓ Choose 1 **Perk** for every character the player has retired. If 1 player controlling 2 characters, count each character's retirement lineage separately [p48]
- ✓ Draw 2 random **Personal Quest** cards and choose one, shuffling the other to the deck (if deck is empty, no quest is received).
  - A player may keep their **Personal Quest** secret or public as desired [FAQ]
- ✓ Create **Active Card Pool** with Level 1 and Level X **Ability Cards**
- ✓ Follow the **Level Up a Character** steps below for the remaining levels

### Level Up a Character [p44]

- ✓ Must level up if the character has enough **XP** (see **Character Sheet**)
- ✓ May level up if the character's current level < the city's **Prosperity Level** [p42]
  - For each level:
    - ✓ Chose 1 **Ability Card** with level <= character level, add to **Active Card Pool**
    - ✓ Choose and mark 1 new **Perk** on the **Character Sheet**, gaining any benefits
    - ✓ Increase **HP** on the character's damage dial

### Buy Enhancements [p45-47]

- ✓ May buy only if "The Power of Enhancement" achievement is unlocked
- ✓ Place sticker on an open **Enhancement** spot on the **Ability Card**
  - **Enhancement** is permanent and affects all characters of that class
  - Total # of enhanced cards for a class must be <= city's **Prosperity Level**
  - Can apply **Bless & Strength** to beneficial **Self**, **Ally** and **Range** abilities [FAQ]

### Donate to the Sanctuary [p45]

- ✓ Once per city visit, if last scenario played in **Campaign Mode** [FAQ], a character may pay 10 **Gold** to add 2 **Bless**  cards to their **Attack Mod Deck**
  - May only use Sanctuary **Bless** cards in **Campaign Mode** scenarios [FAQ]
- ✓ Add checkmark to envelope opening conditions [p49]

## Buy and Sell Items [p43]

- ✓ May spend **Gold** to buy **Items** from **City Supply**
  - **Reputation** affects cost [p36]
  - Characters cannot trade **Gold** nor **Items** and cannot own duplicate **Items**
  - **Items** available for purchase limited to # of copies of **Item** cards (per party)
  - For multiple parties, any unused character's **Items** are part of **City Supply**
- ✓ May sell **Items** for **Gold** at ½ price (rounded down) back to **City Supply**

### Retire a Character [p48]

- ✓ Character must retire if **Personal Quest** complete (can't retire if has no **Quest**)
  - May perform city activities before retiring but cannot do another scenario
  - **Personal Quest** conditions must be met at the time of retirement
  - See **FAQ** for scenario areas referenced by **Personal Quests**
- ✓ Unlock envelope as directed by **Quest** card. If already unlocked, unlock new **Random Item Design** and **Random Side Scenario** (see **Loot X Ability**)
- ✓ Add new **City** and **Road Events** to decks as per the **Event** ref #'s listed on the retired character's and on the unlocked character's **Character Mats** [p6]
- ✓ City gains 1 **Prosperity** checkmark
- ✓ When 1<sup>st</sup> character retires, open the **Town Records** book and read
- ✓ Add the character's **Items** to the **City Supply**
- ✓ Remove the character's **Personal Quest** card from the game

### Road and City Events [p41-42]

- ✓ Draw **City Event** card if doing optional **City Event** activity (once per visit and only if the last scenario was played in **Campaign Mode** [FAQ]) or **Road Event** card if travelling to unlinked **Campaign Mode** scenario (see **Start of Scenario**)
  - Only characters that are present are affected [FAQ]
- ✓ Read front side. Party chooses between two options (choice is permanent)
- ✓ After making choice, read back side to learn outcome based on conditions:
  - **Class Icon**: Outcome is applied if the party has a member of that class
  - **Reputation**: Outcome is applied if the party's reputation is in range
  - **Otherwise**: Outcome is applied if no preceding outcome was applied
  - **No Condition**: Outcome is always applied
- ✓ If gained an **Item Design**, add all copies of that **Item** to the **City Supply**
- ✓ Assign an **Item** reward to only one character (party decides) [FAQ]
- ✓ Consumed Items are unavailable during scenario (must equip in Slot as consumed but may be refreshed) [FAQ]
- ✓ Distribute "Collective" rewards/penalties among the party as desired
- ✓ Assign "Each" rewards/penalties to every character (no qualifier = "Each")
- ✓ If character has to lose something and doesn't have enough, lose what they can
  - Can't have < 0 **Gold**, < min **XP** for level, or < min checkmarks for **Perks**
  - If discarding ability cards, do so after **Hand** selection (see **Start of Scenario**)
- ✓ City cannot go below minimum **Prosperity** for its current level
- ✓ Remove  card from game or return  card to bottom of deck (no shuffle)

## Start of Scenario [p12-15]

- ✓ Players choose the scenario's play mode (**Campaign** or **Casual**) [p34]
  - Scenario must be unlocked before it can be played in any mode by any party
  - Playing a scenario in **Casual** mode does not affect the party's current location [FAQ]
  - A party may play a scenario in **Campaign Mode** if all the following are met:
    - The scenario has not been completed in **Campaign Mode** by any party
    - The scenario's required **Global Achievements** are unlocked by any party
    - The party has gained the scenario's required **Party Achievements**
- ✓ If playing in **Campaign Mode**, must do a **Road Event** if the location the party is travelling from is not linked to the scenario [p41]
- ✓ Read scenario introduction and special rules, do not read numbered sections
- ✓ Players choose scenario level:
  - Recommended level is average party character level / 2 (rounded up)
  - Optional adjustments: -1 for Easy, +1 for Hard, +2 for Very Hard
  - If solo or multi-player with open info, +1 to monster levels and **Trap** damage
  - Layout all map tiles but only examine the contents of the starting room [FAQ]
- ✓ Place overlay tiles [p14-15] and monsters in the starting room
  - Player count defines the monster count and their ranks/bases
  - Previously looted "Goal" **Treasure Tiles** are reset if replaying scenario
  - Previously looted numbered **Treasure Tiles** are not reset if replaying scenario (even for different parties)
  - Randomize the standee numbers for the monsters in the room
- ✓ Place **Monster Stat Cards** in sleeves, showing stats level = scenario level [p9]
- ✓ Add all scenario setup modifier cards to **Attack Modifier Decks**
- ✓ Apply any scenario effects. They last the entire scenario unless otherwise specified [FAQ]
- ✓ Shuffle the **Monster Ability** decks that correspond to monster types in the room
- ✓ Shuffle the **Monster Attack Modifier Deck** (all monsters use the same deck)
- ✓ Each player chooses one of two **Battle Goal** cards in secret (it remains secret throughout scenario). Unchosen card is discarded
- ✓ Each player may equip owned **Items** below their **Character Mat**.
  - Max one Head  , one Body  and one Leg 
  - Max one 2-handed  or two 1-Handed 
  - Max number of Small Items  =  $\frac{1}{2}$  character level (rounded up)
  - Add **Modifier Cards** from equipped **Items** to player's **Attack Modifier Deck** [p8]
- ✓ Shuffle **Attack Modifier Deck** for each player, composed of the base 20 cards adjusted for **Perks**, **Sanctuary** donation **Bless** cards  (if in **Campaign Mode**), scenario effects and **Items** [p5]
- ✓ Each player builds their **Hand** from their **Active Card Pool** with the number of cards = to the **Hand** size listed on the **Character Mat** [p6]
- ✓ Discard cards from **Hand** due to effects from pre-scenario **Events** [FAQ]
- ✓ Place 6 **Element** tokens on the "Inert" column of the **Elemental Infusion Table**
- ✓ Split **Curse** cards  into 2, 10 card decks (III for monsters, ★ for characters)
- ✓ Players place characters in 1<sup>st</sup> room positions  and start the 1<sup>st</sup> round

## Start of Round [p16-18]

- ✓ Each player must declare either a **Long Rest** or **Two Actions**
  - Cannot do **Two Actions** if < 2 cards in **Hand**
  - Cannot do **Long Rest** if < 2 cards in **Discard Pile** (cards in **Active Area** may be moved to **Discard Pile** to meet condition)
  - If a character can't do **Two Actions** nor a **Long Rest**, character is **Exhausted** (see **Character Exhaustion**)
- ✓ If doing **Two Actions**, each player chooses two **Ability Cards** secretly from their **Hand** as their **Two Actions** and picks one as their **Leading Card**
  - The **Leading Card** determines each player's **Initiative** 
  - Players may discuss their plan except **Ability Card** numbers or titles
- ✓ Each player places their **Two Action** cards face down, **Leading Card** on top
- ✓ Draw 1 **Monster Ability Card** for each monster type with a figure on the board and place in their discard pile. This is the monster's **Ability Card** for the round
  - If no cards to draw, shuffle all discards back into deck before drawing [p11]
  - The **Monster Ability Card** sets **Initiative**  for every monster of that type
- ✓ Players reveal their **Two Action** cards
- ✓ Determine turn order for all figures as per ascending **Initiative** order
  - All **Elites** of a type act first in their standee number order, then **Normal** monsters of that type act in their standee number order
  - If monsters of different types share same deck and have same standee numbers, players decide order but must be consistent between rounds (easiest to do one type at a time) [FAQ]
  - For ties between monster types, players decide
  - Players doing **Long Rest** act on **Initiative** 99 and after figures with **initiative 99** [FAQ]
  - Tied players decided by **Non-Leading Card**. If still tied, tied players decide
  - For ties between a player and a monster, player goes first
  - Player **Summons** act immediately before the player (even if doing long rest) [p26]
  - If player summoner has multiple **Summons**, they act in summoned order [p26]
  - Special scenario allies with numbered tokens act in token number order [p34]

## Round

- ✓ Do each figure's turn in **Initiative** order (see **Player** and **Monster Turns**) [p16]
- ✓ If a monster is **Spawned** due to a scenario rule during the round, setup monster on the map at the designated spawn location or nearest empty hex (**Pressure Plate** ok) (players decide ties) and draw a **Monster Ability Card** if new type [p34]
  - If **Spawned** in the middle of round:
    - If lower **Initiative** than current figure, it acts after the figure's turn ends
    - If higher **Initiative** than current figure, it will act in **Initiative** order
  - If **Spawned** at end of round, monster will act next round in **Initiative** order
- ✓ If the scenario objective is completed during a round, finish the remainder of the round then finish the scenario (see **End of Scenario**) [p33]

## Player Items [p8, p28]

- May use reactionary **Items** during monster's turn. May use other **Items** during player turn (or out-of-turn action) if their conditions met, even during an ability
  - Cannot use **Item** if: **Stunned** [p23]; **Item** is unequipped; **Item** is **Spent** or **Consumed**; before/during "start of turn" effects; after/during "end of turn" effects; while doing another action if **Item** grants an action; after drawing from **Attack Mod Deck** if **Item** grants attack effect/bonus
  - ✓ If **Item** has **Spend** symbol and no slots , rotate card (now **Spent**)
  - ✓ If **Item** has **Consume** symbol , flip card facedown (now **Consumed**)
  - ✓ If **Item** has neither **Spend** nor **Consume** symbol, may use it any # of times
  - ✓ **Item Heals** act as **Heal X Self** (see **Heal X** for **Poison** and **Wound**) [FAQ]
- Must use an open **Item** slot if its conditions are met (even if no benefit)
  - ✓ Place character token on next open slot. **Spend** card when all slots used
- **Item** considered used when it alters/adds: ability, effect, figure's performed action or stats
- **Items** played in any order. May use 1<sup>st</sup> **Item** if 2<sup>nd</sup> would have prevented 1<sup>st</sup> [FAQ]

## Player Turn

### Start of Player Turn

- ✓ Resolve beginning of turn effects (**Wound**, **Heal**, etc.) (players decide order [FAQ])
- ✓ If **Wounded** , suffer 1 point of damage (see **Character Damage**) [p22]

### Long Rest [p17]

- Player takes turn on **Initiative** 99 with only the following activities (can use **Items**)
  - ✓ **Lose 1 Discard Pile** card if available (do not have to **Lose** card in **Active Area**)
  - ✓ Return rest of **Discard Pile** cards to **Hand**
  - ✓ May [FAQ] perform **Heal 2 Self** (see **Heal X** for **Poison** and **Wound** )
  - ✓ May [FAQ] refresh all **Spent** (not **Consumed**) **Item** cards (see **Player Items**)

### Player Actions [p18]

- ✓ Cannot do actions if **Stunned** - put **Two Action** cards in **Discard Pile** [p23]
- ✓ Pick any 1 top action and any 1 bottom action from the **Two Action** cards
  - May use top action as **Attack 2** and/or bottom action as **Move 2**, ignore all other abilities and symbols on the card and place in **Discard Pile** after use
- ✓ Play each of the **Two Actions** in either order, one card at a time
  - Abilities on an action card are done in the order listed on the card
  - May skip ability/effect except: **XP**; solo **Infusion**; +/- **X** from modifier card; **AoE** targets [FAQ]; multi-use **Item**/Ability charge and its effects; if it will cause **HP** or card loss, or a neg. **Condition** on the character or ally
  - Must chose to skip each ability attached to attack before drawing modifier card
- ✓ If card is not an **Active Bonus** ability , complete the action and place the card in either the **Discard Pile** or the **Lost Pile** (if it has **Lost** symbol )
- ✓ If an **Active Bonus** ability card, place in the player's **Active Area** [p25]

## Player Abilities

- Abilities cannot target an ally unless the card/rules specify otherwise [p18]
- Only **Attack** abilities (card says "attack") and abilities that specify a **Range** (including **Loot**) require **Line of Sight (LOS)** [p19]
  - **LOS** = line between start and end hex corners that does not touch a wall, wall edge, wall corner or a closed door (the entire area of a partial hex is considered a wall)
- The **Range** for an ability is the number of connected hexes between the source and destination (including destination hex). Path can't go through walls between hexes. It has to go around via an unblocked hex, adding +1 range [p19]
- If an ability grants Y from doing X, they happen simultaneously. However, if a figure exhausts from doing X and Y requires activity (like attack or move), Y is not granted [FAQ]
- "End of turn" action granted by an ability occurs immediately after the normal two actions
- Ability that grants an out-of-turn ability to another figure must say "action" for it to be considered an Action

### Move X [p19]

- ✓ Move from 0 to **X** number of hexes
  - May move 0 hexes to gain additional effects
  - Cannot move if **Immobilized** [p22] or through walls (doors ok, see below)
  - Movement cost = 2 for **Difficult Terrain** hexes [p14]
  - **Normal** moves can go through allies but not enemies nor **Obstacles**
  - **Jump** and **Flying** ignore all figures, **Traps** and **Terrain** but must end in hex with no figures. Last hex for **Jump** done as a **Normal** move (costs 2 if difficult **Terrain**)
    - If a figure loses **Flying** while on **Obstacle**, treat as a **Damage Trap**, then moves immediately to nearest empty hex (**Pressure Plate** ok)
  - If moved into a **Trap** [p14]:
    - ✓ Apply negative effect on character and remove the **Trap** tile from the board
      - **Damage Traps** do 2+L damage (L = scenario level) (see **Character Damage**)
      - **Damage Traps** created from abilities do not use (L) scale [FAQ]
  - If moved into a **Hazardous Terrain** [p14]:
    - ✓ Inflict (2+L)/2 damage, rounded down (L = scenario level)
    - ✓ Do not remove the **Terrain** tile from the board
    - ✓ Damage applied only when moved onto the hex. No damage if standing on it
  - If moved onto a **Story Point Hex** [p12]
    - ✓ Read scenario story point
  - If moved onto a **Closed Door** [p19] that is not marked as **Locked** [p34]:
    - ✓ Flip door tile to open side. Once open, treat doors as an empty hex
    - ✓ Reveal room and contents (monster count based on starting player count)
    - ✓ Randomize standee numbers for the monsters in the revealed room
    - ✓ If out of standees, place only those available, starting with closest to the door
    - ✓ Draw **Monster Activity Cards** for any new monster types
    - ✓ Revealed monsters with lower **Initiative** than the revealing character take their turns immediately after the character's turn ends, in **Initiative** order
    - ✓ Remaining revealed monsters take their turns in normal **Initiative** order

## Attack X [p19-22]

- ✓ Resolve “On next attack action” effects [FAQ]
- ✓ Chose attack’s optional effects (element consumption, consumption effect, etc.) [FAQ]
- ✓ Designate enemy target(s):

- Cannot attack if **Disarmed**  [p23]
- “Suffer Damage” effects and other **HP** reducing effects that don’t state “Attack” are not attacks [FAQ]
- Cannot attack the same enemy multiple times with the same listed ability
- Multi-target attacks treated as a separate attack to each target, each with its own **Attack Modifier** card draw (but all together are a single attack action)
- May attack **Obstacles** with **Hit Points** as designated by scenario [p34]
  - Can only be destroyed through damage and not with any other ability
  - **Obstacles** are immune to all **Conditions**
  - Player summons treat **Obstacles** with **HP** as enemies with **Initiative** 99

### Melee Attack [p19]

- Any attack that does not specify a **Range** is a **Melee Attack**
- Limited to range 1 (see **Player Abilities**). May target 1 adjacent enemy
- May target > 1 enemy if designated as **Area Effect**  or **Target Z** 

### Ranged Y Attack [p19]

- May target 1 enemy within Y hexes if in **LOS** (see **Player Abilities**)
- May target > 1 enemy if designated as **Area Effect**  or **Target Z** 
- If an ability defines a range and spawns other attacks, they are ranged [FAQ]
- **Ranged Attacks** on an adjacent enemy suffer **Disadvantage**

### Area Effect (AoE) [p21]

- Affected area is defined by the diagram on the card in any rotational orientation. May use mirror image of the entire diagram
- Character is in the grey hex (if there is one), targets are in the red hexes
- Must target all enemies that are in the affected area if they are in **LOS**
- If the diagram has a grey hex, it is a **Melee Attack**. All red hexes are always considered in range (but not necessarily in **LOS**)
- If the diagram has no grey hex, it is a **Ranged Attack**.
  - May cover any area where at least 1 hex is within range. The rest of the red hexes are always considered in range (but not necessarily in **LOS**).
  - May not target a wall as the initial hex but area can overlap walls

### Target Z [p21]

- May target Z number (or less) of different enemies in the attack’s range and **LOS**
- **Target Z** on an **AoE** attack or other multi-target attack adds Z-1 individual targets to the attack within the stated range but outside the original area

- ✓ Apply any adjustments (bonuses and penalties) to the attack’s base X damage from **Active Bonus** cards, **Items** and other sources

- If target **Poisoned** , add 1 to the attack [p22]
- If multiple adjustments, player chooses order of application

- ✓ Draw **Attack Modifier** card(s) for each enemy affected by the attack (if no cards are left to draw, shuffle discards back into a new deck, then draw) [p11]:

- If figure is granted an attack and has no modifier deck, use the granting figure’s deck
- Positive effects are part of the drawing figure’s attack and may be skipped
- **Null/Curse** -> 0 damage (other effects still apply); **2x/Bless** -> 2x damage
- If not under **Advantage** nor **Disadvantage** or under both (they cancel):
  - Draw 1 **Attack Modifier** card
  - If **Rolling Modifier**  drawn, keep drawing until a **Rolling Modifier** card is not drawn [p11]
  - Apply all drawn card effects on the attack. Player picks order, including 2x
- If under **Advantage** [p20]:
  - Draw 2 **Attack Modifier** cards and use the better one. Only values/effects on card considered. If ambiguous, use the first card. An effect listed on a card is positive but has an undefined value. Examples [FAQ]:
    - 2x and attack 2 vs +1: 2x is better ( $2 \times 2 > 2 + 1$ )
    - +1 Stun vs +1, or +1 Stun vs Stun: +1 Stun is better
    - +0 Stun vs +2: Ambiguous
    - +1 Stun vs +1 Fire: Ambiguous
    - +0 Muddle vs +2 Stun: Ambiguous
  - If 1 **Rolling Modifier**  card drawn, its effect is added to the other card (do not draw another card)
  - If 2 **Rolling Modifier** cards drawn, continue drawing until **Rolling Modifier** card is not drawn. All drawn card effects apply
  - Player chooses order for multiple effects, including 2x
- If under **Disadvantage** [p20]:
  - Draw 2 **Attack Modifier** cards and use the worse one. If ambiguous, use first card
  - If 1 **Rolling Modifier**  card drawn, ignore it and do not draw another
  - If 2 **Rolling Modifier** cards drawn, continue drawing until **Rolling Modifier** card is not drawn, then only apply the effect of the last card
- ✓ Place drawn **Attack Modifier** cards in their discard deck (except **Bless**  and **Curse**  cards - remove them from the deck, do not place in discard deck)
- ✓ Apply each defender’s individual defensive bonuses to their incoming attack (see **Shield X**  and **Pierce Y** )
- ✓ Apply adjusted damage to monster, tracking it on the numbered section of the monster stat sleeve that matches the monster’s standee number
- If monster’s or obstacle’s **HP** <= 0:
  - Remove monster or obstacle from map immediately (no effects applied)
  - If monster not **Summoned** nor **Spawned**, place **Money Token** on death hex
  - Kill credit goes to the character that does the killing blow [FAQ]
- ✓ Resolve **Ability Effects** applied from the attack, even if attack does 0 damage
- ✓ For each attack on the defender, resolve the defender’s **Retaliate X**  ability if active and if the defender survived
- ✓ Resolve “after death” effect immediately after figure dies

## Active Bonus [p25]

- ✓ Place **Active Bonus** cards in **Active Area** above the **Character Mat**
- ✓ **Active Area** cards may be moved to **Lost**  or **Discard** piles at any time by the player to end effects or to meet gameplay conditions

## Persistent Bonus

- ✓ Place token on 1<sup>st</sup> slot  when card played and advance to next slot when triggered
- ✓ If slot gives experience , gain it when the token moves off that slot [p27]
- ✓ Character must use up a slot if conditions met, even if benefit not gained
- ✓ Place card in **Lost Pile** when the token moves off the last slot
- ✓ If no removal conditions or card has no slots, keep in **Active Area** for rest of scenario

## Round Bonus

- Effect active from when the card is played until the end of the round
- The card is placed in the **Discard** or **Lost Pile**  at end of round

## Shield X [p25] and Pierce Y [p22]

- ✓ Reduce the attack's damage by **Shield X** minus attack's **Pierce Y**
  - **Shield** from **Monster Ability** card active from monster turn until end of round [p32]
  - **Shield** from **Monster Statistic Card** trait is always active [p9]
  - A **Shield** from an **Attack Modifier** card is available until the end of the round
  - A **Shield** from an item/ability charge is only active for the triggering attack [FAQ]
  - If multiple **Shields** abilities available, player chooses order of use
  - **Stunned**  figures can use an active **Shield** [FAQ]

## Retaliate X [p26]

- ✓ Apply **X** damage to attacker if in retaliation range (= 1 or **Range Y** if specified)
  - If retaliator killed or exhausted by attack, **Retaliate** does not activate
  - **Retaliate** from **Monster Ability** card active from monster's turn until end of round [p32]
  - **Retaliate** from **Monster Stat Card** is always active [p9]
  - **Retaliates** from **Monster Ability Card** and **Stat Card** combine into one effect [FAQ]
  - **Retaliate** from an item/ability charge is only active for the triggering attack [FAQ]
  - **Retaliate** is not an attack so no **Attack Modifier** card draw nor **Shield** 
  - If multiple **Retaliate** abilities available, player chooses order of use
  - **Stunned**  figures can use an active **Retaliate** [FAQ]

## Heal X [p26]

- ✓ **Heal Self** - Return **X HP** to self. If from a **Modifier Card**, drawing figure heals
- ✓ **Heal Range Y** - Return **X HP** to either self or 1 ally within **Y**hexes and in **LOS**
- ✓ If target **Wounded** , remove **Wound** token in addition to **HP** recovery [p22]
- ✓ If target **Poisoned** , remove **Poison** token but do not recover **HP** [p22]
- ✓ If target **Poisoned** and **Wounded**, remove both but do not recover **HP** [p22]
- ✓ If multiple **Heals** drawn from modifier cards, only one **Heal** is performed [FAQ]
- ✓ A **Heal** from a modifier card turns the action into a "Heal Action" [FAQ]

## Recover X [p27]

- ✓ Select either **X Discarded** or **X Lost** cards as indicated (optionally including cards of the indicated type in the **Active Area**) and return to **Hand**
  - Cannot recover cards with **Cannot Recover/Refresh** symbol 

## Refresh Item [p27]

- ✓ Regain either **Spent** or **Consumed Items** as indicated (rotate/flip back cards)
  - **Items** with unused multi-use slots  are not **Spent** [p8]
  - Cannot refresh cards with **Cannot Recover/Refresh** symbol 

## Gain Experience [p27]

- ✓ Must grant character the **XP** if the ability is used and its conditions are met
  - If **XP** is attached to an ability (with a comma), it is only gained if that ability is used. If standalone, it is gained only if another ability is used

## Summon [p26]

- ✓ Place any large **Summon Token**  in empty hex adjacent to summoner
  - Cannot perform summon if no empty hex available (**Pressure Plate** ok)
- ✓ Place **Summon** card in **Active Area** and small **Summon Tracker**  on card
  - **Summon** card defines stats for summoned figure
  - **Summons** act on the next round before the summoner (see **Start of Round**)
  - **Summons** are not directly controlled - they obey monster AI rules, following an assumed ability card "**Move+0, Attack+0**" and targeting enemy monsters
  - **Summons** use summoning player's **Attack Modifier Deck** for their attacks
  - Kills by a **Summon** are credited to its summoner
  - **Summon** is removed if summoner is **Exhausted**, **Summon's HP** = 0, its card is **Recovered**  or the player moves the card to the **Lost Pile**

## Loot X [p27]

- ✓ Character must gain **Money Tokens** and **Treasure Tiles** within range **X** and **LOS**
  - **Treasure Tile** effects apply only to the looting character
  - Looted **Items** are not usable in the scenario in which they were found
  - Numbered **Treasure Tiles** can only be looted once for all parties [p15]
- ✓ If specific named **Item**, add **Item** to the character's owned **Items** [p15]
- ✓ If character already has **Item**, gain sell value in **Gold** and add to **City Supply**
- ✓ If a **Random Item Design**, draw card from deck, find the other copy of the **Item** and add both to the **City Supply** (if deck is empty, no reward) [p38]
- ✓ If an **Item Design**, add all copies of that **Item** to **City Supply** [p15]
- ✓ If a **Random Side Scenario**, draw and unlock (if deck empty, no reward) [p38]

## Mind Control / Granting an Ability [FAQ]

- Monster controlled by character is considered enemy by other monsters while controlled
- Figure can be granted **Move/Attack X** (but not **+X**) even if not a base stat for figure
- A granted **Attack X** is melee unless **Range +X** specified (other **Stat Card** effects retained)

## Ability Effects

### Push X → and Pull X ← [p22]

- ✓ May move an enemy **X** hexes in the direction specified by attacker
  - Must **Push/Pull** further/closer to character (by hex count, not through walls [FAQ])
  - Must use open hex, evaluated 1 hex at a time (players decide ties) [FAQ]
  - Cannot **Push/Pull** into figure's enemy (unless flying [FAQ]), into obstacle (unless flying [FAQ]), into wall or into closed door [p14]
  - Cannot **Push/Pull** less than **X** hexes unless halted by above [FAQ]
  - Can **Push/Pull** into **Difficult Terrain**
  - Can **Push/Pull** into enemy's allies except last hex (unless it dies in the hex)
- ✓ Resolve **Trap** and **Hazardous Terrain** if non-flying target enters those hexes [p14]
  - If target killed, remove from map. **Push/Pull** ends (credit kill to pusher/puller)

### Add Target ◎ [p22]

- ✓ May add an additional new target within range of attack and in **LOS**
  - Does not add a hex to an **AoE** so effects that apply to "Area" don't apply [FAQ]
- ✓ Apply all effects and conditions of the attack to new target except effects that would result in more targets receiving attacks beyond the newly added target

### Conditions ◊ ↗ ↘ 🔥 🌞 ⚡ 🌟 ? 🔍 [p22-23]

- ✓ Place token (not **Bless** ☽ nor **Curse** ↖) in section on **Monster Stat Sleeve**
  - **Conditions** must remain until the requirement for removing them is met
  - Gaining a duplicate **Condition** replaces previous one with newly applied one
  - **Bosses** are immune to some **Conditions** (see **Monster Statistic Card**) [p32]
  - Cannot apply **Curse** or **Bless** if all cards in use (use separate 10 card **Curse** decks for monsters 🧟 and characters 🎭 – see **Start of Scenario**)
- **Negative Conditions** (applied to all targets of the ability)
  - **Poison** ☣ - All enemies add +1 to all of their attacks on the affected figure
  - **Wound** 🔥 - Suffer 1 damage at the start of their turn
  - **Immobilize** 🤱 - Cannot perform any **Move** ability (immediate effect)
  - **Disarm** 🔮 - Cannot perform any **Attack** nor their effects (immediate effect)
  - **Stun** ⚡ - Cannot do any ability or use **Items** (immediate effect). Character must do **Long Rest** or discard 2 **Hand** cards on their next turn
  - **Muddle** ? - Suffer **Disadvantage** (immediate effect)
  - **Curse** ↖ - Shuffle **Curse** card into figure's non-discarded **Attack Modifier Deck**. If figure immune to **Curse** or has no deck, don't add card but target affected if drawn
- **Positive Conditions** (applied to self or allies through specific actions)
  - **Invisible** 🕵️ - Cannot be **Focused** nor affected by targeted ability ("target" or "attack") from enemy. Monsters treat invisible enemies as **Obstacles**
  - **Strengthen** 🔍 - Gain **Advantage** (immediate effect)
  - **Bless** ☽ - Shuffle **Bless** card into figure's non-discard **Attk Mod Deck** (if it has one)

### Elemental Infusion 🔥 ❄️ 🌦️ 🌴 🌟 🌠 🌒 [p23]

- ✓ Place **Element** token in "Strong" column of the **Elemental Infusion Table**
  - **Elements** are considered infused at the END of the figure's turn
  - If created via a **Multi-Element** 🕊, player chooses which **Element** to infuse at the end of the turn [FAQ]
  - If **Infusion** is attached to an ability (with a comma), it is only gained if that ability is used. If standalone, it is gained only if another ability is used [FAQ]

### Elemental Augment ✗ [p24]

- ✓ If an **Element** is in the "Strong" or "Waning" column of the **Elemental Infusion Table**, it may be consumed - move token to the "Inert" column
  - A figure cannot infuse an **Element** and consume it on the same turn, but they can consume an **Element** if it was previously infused by another figure
  - One **Augment** icon ✗ cannot be used to consume more than one infusion
  - If ability has multiple **Augments**, player picks **Elements** to consume
  - If an **Augment** consumes a **Multi-Color Element** 🕊, player chooses which one **Element** to consume
  - If a single **Augment** lists multiple **Elements**, must consume all to gain effect
- ✓ Apply the effect of the **Elemental Augment(s)** if its **Element** was consumed

### End of Player Turn

- ✓ Must loot **Money** or **Treasure** in the character's hex (see **Loot X Ability**) [p27]
- ✓ Remove **Immobilize** 🤱, **Disarm** 🔮, **Stun** ⚡, **Muddle** ?, **Invisible** 🕵️ and **Strengthen** 🔍 tokens from the character that were not applied this turn [p22]
- ✓ If character is standing on a **Pressure Plate**, see scenario book for effect [p34]

### Character Damage [p28]

- ✓ Player must choose ONE of the following to resolve the damage:
  - Take **HP** damage, tracking it on the **Damage Dial**
  - Pick 1 card to **Lose** from **Hand** (can't pick un-played **Two Action** cards)
  - Pick 2 cards to **Lose** from **Discard Pile** (may include non- ✗ **Active** cards)
- ✓ May **Lose** cards to resolve damage prior to using defensive abilities/items [FAQ]
- ✓ Receive other effects, even if damage reduced to 0
- ✓ If the character's **HP** <= 0, they are **Exhausted**

### Character Exhaustion [p28]

- ✓ Remove all **Active** cards from the character's **Active Area**
- ✓ Remove figure from map. Player can no longer participate in the scenario
- ✓ If all characters become **Exhausted**, the scenario is lost (see **End of Scenario**)
- ✓ Exhaustion due to insufficient cards does not set **HP** to 0 (for Battle Goals)
- ✓ The character's modifier deck is not reset until the end of the scenario [FAQ]

## Monster Turn [p29-32]

### Start of Monster Turn

- ✓ If monster is **Wounded** , it takes 1 **HP** of damage [p22]. Remove figure if **HP** = 0, no kill credit to characters [FAQ]
- ✓ Attempt to **Focus** on the closest enemy (least movement points to an attack hex) based on the monster's current attack (if has no attack, treat as melee)
  - Must have an unblocked path to an unoccupied hex where it could eventually move to and attack the enemy
    - Path is around walls, obstacles and hazards (if possible); allies do not block; use **Normal**, **Jumping** and **Flying** movement rules
    - If **Jumping** or **Flying** just for this turn, treat as if doing so for full path [FAQ]
    - A monster focuses on an enemy (no **LOS** required), but moves towards an unoccupied attack position hex where it will be in range and **LOS**
    - Treat **Traps**  and **Hazardous Terrain**  that would be triggered by the move as **Obstacles** unless they are the only open path towards the destination hex (will minimize the # of triggered negative hexes)
  - If above results in multiple enemies in range and **LOS** of the ending hex or multiple enemies already start in range and **LOS**, closest is based on simple proximity (not through walls) to the monster's current hex
  - If above results in a tie, **Focus** on enemy acting earlier in round (for character **Summons**, obstacles with HP treated as **Initiative** 99).
  - If still tied, players decide
- ✓ If cannot obtain **Focus**, will not move nor attack but will do other abilities

### Monster Action

- ✓ Monster cannot use any abilities in the **Monster Ability Card** if **Stunned** , but still does its **End of Turn** [p22]
- ✓ Perform **ONLY** the abilities on the drawn **Monster Ability Card** in the listed order using the adjusted **Normal** or **Elite** values on the **Monster Stat Card** [p29]
  - “±” on an ability modifies an existing one, no “±” adds a new one [FAQ]
  - Each separate line on the card is treated as an independent ability [FAQ]
  - Special traits on the **Monster Statistic Card** are active for entire round [p9]
  - Abilities cannot target ally unless the ability specifically states otherwise [p18]

### Monster Abilities and Effects

#### Move ± X [p30-31]

- Monster cannot move if **Immobilized**  [p22]
- Functions exactly like player's **Move X** ability for **Difficult Terrain** , **Normal** , **Jump**  and **Flying**  (but can't move onto closed doors)
- Players decide ties between qualifying hexes when resolving movement
- ✓ Determine available move points from the **Monster Stat Card** adjusted by ± X

- ✓ Chose destination attack hex based on priority below [FAQ], based on current movement range. If can't reach target this turn, re-evaluate assuming infinite movement:
    - 1<sup>st</sup> Attack its primary focus, losing disadvantage if possible
    - 2<sup>nd</sup> Attack as many extra targets as possible
    - 3<sup>rd</sup> If multiple attack hexes with equal # of different extra targets, use focus rules (least movement points, then proximity, then initiative) from its starting position to select secondary target (in addition to prior target), repeating for tertiary targets, etc. and select the attack hex which includes these targets
    - 4<sup>th</sup> Lose disadvantage on extra targets (all equal priority, players decide ties)
    - 5<sup>th</sup> Use the least amount of movement points
  - If monster **Disarmed**  or has no attack, move as if it has a melee attack
  - Will not trigger **Trap**  nor **Hazardous Terrain**  unless it is the only way to eventually reach the destination hex (will minimize the # of triggered negative hexes)
  - A figure allied with the monster that occupies the ending hex halts the performed movement at the previous hex [FAQ]
  - ✓ Move down the path that uses least movement points, even if it can't reach destination
  - ✓ If moved into a **Trap**  or **Hazardous Terrain**   - Cannot move over **Stun** trap if flying monster already in hex
- ✓ Remove the monster figure if its **HP** = 0 (**Trap** and **Terrain** kill credit goes to whomever caused it to trigger – so no credit if the monster suicides [FAQ])

#### Attack ± X [p31]

- Monster cannot attack if **Disarmed**  [p23]
- Multiple attack abilities listed in **Monster Ability Card** affect the same target until killed or exhausted, then switching to new target via Focus rules [FAQ]
- ✓ If attack does not specify a range, use base range on **Monster Statistic Card**. Attack is NOT ranged if **Area Effect**  with grey hex or it specifies an adjacent target [FAQ]
- ✓ Determine attack base damage from **Monster Statistic Card** adjusted by ± X
- ✓ If **Single-Target** attack, perform attack on **Focused Target** if in range and **LOS**
- ✓ If **Multi-Target** attack, perform attack on **Focused Target** plus max # of targets for max effect (targets must be in range and in **LOS**; one attack per target unless otherwise specified by ability; players decide order)
- ✓ Apply adjustments (bonuses and penalties) from abilities such as **Poison**  (see player **Attack X** ability).
- ✓ Draw **Attack Modifier Card** from monster's deck, accounting for **Advantage** and **Disadvantage** effects (see player **Attack X** ability)
- ✓ Apply target's defensive bonuses (see **Shield X**  and **Pierce Y**  abilities) and/or resolve by **Losing** cards (see **Character Damage**)
- ✓ Resolve **Ability Effects** applied from the attack, including any traits listed in the **Monster Stat Card**, even if attack does 0 damage but not on killed figures
- ✓ For each attack on the defender, resolve defender's **Retaliate X**  ability (see player **Retaliate X** ability)
- ✓ Resolve abilities (like **Heal** ) attached to the attack that aren't **Attack Effects** [FAQ]

## Active Bonus [p32]

- Activated on monster's turn and is active until the end of the round

## Elemental Infusion [p23]

- Place **Element** token in "Strong" column of the **Elemental Infusion Table**

- Elements** are considered infused at the END of the figure's turn
- If a monster created an infusion with a **Multi-Element** , players choose which **Element** to infuse

## Elemental Augment [p24]

- Monsters always consume **Elements** if they are able
- Consumption is done as a group, not individually [FAQ]
- All monsters of the type gain the benefit
- Players choose which one **Augment** to consume if it's **Multi-Color** 
- In all other respects, functions exactly like a player's **Elemental Augment** effect

## Heal X [p31]

- Monster will heal itself or an ally within range and in **LOS**, whichever has lost the most **HP** (players decide ties)
- If **Heal** ability does not specify range, use the **Monster Stat Card** base range
- In all other respects, functions exactly like a player's **Heal X** ability

## Loot X [p32]

- Loot taken by monsters is permanently removed, even if the monster is killed
- Monsters cannot loot **Treasure Tiles**

## Summon [p31]

- Place **Summon** in empty hex (**Pressure Plate** ok) adjacent to the summoner and as close as possible to enemy (players decide ties)
  - Can't summon if no empty hex or no available standees
  - Summons** by monsters not removed if the summoning monster dies [FAQ]
  - Monster Summons** behave exactly like normal monsters, using the **Monster Ability Cards** of their type
  - Monster Summons** from player mind-controlled monsters are not mind-controlled [FAQ]
  - Monster Summons** do not act (nor gain bonuses from their ability card) on the same round as they were summoned, they will act in the next round during their normal **Initiative** order
  - Monster Summons** without an ability card draw one immediately to set initiative [FAQ]

## Other Abilities and Effects

- Function exactly like a player's abilities and effects

## End of Monster Turn

- Remove **Immobilize** , **Disarm** , **Stun** , **Muddle** , **Invisible**  and **Strengthen**  tokens from the monster that were not applied this turn [p22]

## End of Round [p32-33]

- Perform when all figures have taken a turn
- If **2X**  or **Null**  **Attack Modifier** card was drawn from an **Attack Modifier Deck**, shuffle all its discards back into the deck
- If a drawn **Monster Ability Card** has the **Shuffle** symbol  or there are no more cards to draw, shuffle all discards of that deck back onto that **Monster Ability Deck**
- Place all **Active Round Bonus** ability cards  in **Discard** or **Lost Piles** 
- Move **Elemental Infusions** one step left on the **Elemental Infusion Table**
- Characters may perform a **Short Rest** if  $\geq 2$  cards in **Discard Pile** [p17] even in last round of scenario [FAQ]:
  - Move one random **Discard Pile** card into the **Lost Pile** OR may keep that card, take 1 **HP** of damage and **Lose** a different random card (once per rest)
  - Return the remaining cards in the **Discard Pile** into **Hand**
- If the scenario calls for tracking rounds, move round tracker forward one space

## End of Scenario [p33,49]

- Remove **Attack Modifier** cards added by **Items**, scenario effects , and **Bless**  and **Curse**  cards from all **Attack Modifier Decks**
- Characters recover **HP**, lost and discarded **Ability Cards** and refresh all **Items**
- Players gain **XP** earned during the scenario
- Characters gain **Gold** from looted **Money Tokens** as per scenario level conversion [p15] (anything not looted during scenario is NOT gained)
- "Goal" **Treasure Tiles** are not kept after the scenario ends [p15]
- If scenario successful (the scenario's objective is complete and at least 1 character is not exhausted):
  - Players record **Checkmarks** and resultant **Perks** from completed **Battle Goals** ( $3 \text{ Checks} = 1 \text{ Perk}$ , must pick **Perk** if enough **Checkmarks**) [p44]
  - All characters gain scenario bonus  $XP = 4 + (Lx2)$ , L = scenario level
  - If playing scenario in **Campaign Mode**:
    - Read conclusion and mark sticker on **Campaign Map** as completed
    - Characters gain rewards and achievements as designated by scenario
    - If reward = **Item**, award to any character
    - If reward = **Item Design**, add all copies of that **Item** to **City Supply**
    - Unlock new designated scenarios by placing stickers on **Campaign Map**
- Return all **Battle Goal** cards to their deck
- Either return to Gloomhaven (see **City Activities**) or start another scenario (can repeat the same one or travel to an unlocked one - see **Start of Scenario**)

# Glossary

**Ability** – A single activity that can be performed by a figure. One ability may result in multiple effects

**Ability Card (Character)** – Lists the abilities a character can perform as one of their 2 actions during their turn. Separated into a top part and a bottom part, only one of which is performed during the turn

**Ability Card (Monster)** – Drawn for each monster type at the beginning of the round. Lists the abilities that all monsters of that type can perform as their action during their turn. Also defines the initiative of those monsters for the round. A “±” on the ability modifies an existing ability listed on the monster statistic card. No “±” on the ability grants a new ability

**Ability Card Deck** - Composed of all the ability cards specific to a character. Card levels > 1 are not available to use at the start of the game

**Action (Character)** – A character can perform two actions during their turn, chosen in secret at the beginning of the round. One action is composed of the abilities listed in either the top or bottom of one ability card. Abilities must be performed in order, one card at a time. One action must be completed before another is started

**Action (Monster)** – Composed of the abilities listed in the monster ability card drawn for the monster type. A monster can perform one action during their turn. All abilities must be performed (if possible) in order

**Active Area** – Contains a character's played active bonus ability cards. Cards may be moved to discard or lost piles at any time by player to end effects or to meet gameplay conditions

**Active Bonus** – Ability that continues to provide effects after it is played. Card is placed on a character's active area

**Active Card Pool** - Composed of a character's level 1, level X and any higher-level ability cards gained from leveling up. It is a subset of the ability card deck

**Add Target** – Ability that allows an additional attack to a new target

**Adjacent** – Hexes (or figures within hexes) are considered adjacent if the hexes share a side and the shared side does not contain a wall. Flying figures on top of an object are not adjacent to it

**Advantage** – Qualifier for an attack. Requires drawing of two attack modifier cards instead of one and choosing the best one

**Ally** – Any figure that is on the same side as the character or monster. A figure is not their own ally

**Ambiguous** – An effect listed on an attack modifier card is positive but has an undefined value. Ex: (Stun vs +1) and (+1 Stun vs +1 Fire) are ambiguous

**Area Effect (AoE)** – A type of attack that can damage multiple enemies within a cluster of hexes. If one hex in the cluster is in range, all are. Melee AoE attacks contain a grey hex, range AoE attacks do not. An AoE attack may target a non-wall hex instead of a figure but area can overlap walls

**Attack** – Ability used to damage enemies. An ability must state “Attack” in order to be considered an attack. “Suffer damage” effects are not attacks. Attacks converted to kills are not attacks. Cannot attack the same target more than once with a single ability unless specified

**Attack (Multi-Target)** – Ability that can attack more than one target (even if only one current valid target)

**Attack Action** – Any action that includes one or more attack abilities. If no attack performed, it is not an Attack Action

**Attack Effect** – Effect attached to an attack. Applied even if no damage. Composed of: +X, Pierce, Add Target, Push/Pull, Condition, Infusion and effects in small font below attack line on card

**Attack Modifier Card** – Drawn whenever an attack is performed. The card defines a modification to the attack's damage or an additional effect

**Attack Modifier Deck** – Made up of attack modifier cards. Each character has their own deck. One deck is shared by all monsters. Composed of 20 base cards, plus adjustments from gameplay and perks

**Attached Ability** – Ability that is a result of another. Has large font, more spacing between prior one or references prior one

**Battle Goal** – Chosen by each character at the beginning of a scenario. Awards perk checkmarks if goal is met and scenario is completed successfully

**Bless** – A condition gained through ability cards or gameplay rewards. Adds a bless card to an attack modifier deck giving 2x damage modification when drawn

**Boss** – A type of monster designated by a scenario. They are not considered normal nor elite monsters

**Campaign Mode** – One of the two ways a scenario can be played. A scenario can only be played in campaign mode one time by all parties (total) and only if its requirements have been met

**Casual Mode** – One of two ways a scenario can be played. A scenario can be played in casual mode if it has been unlocked on the campaign map

**Character** – A role-played personage controlled by a player. The same character can be controlled by different players during different sessions. A player can control multiple characters during a session. A character can only ever belong to one party

**Character Mat** – Defines a character's max hand size, max hit points per level and designates locations for the active area, discard pile and lost pile

**Checkmark (Perk)** – Awarded during gameplay, mainly through completion of battle goals. Recorded on character sheet. 3 checkmarks grant 1 new perk

**Checkmark (Prosperity)** – Awarded during gameplay. Recorded as marks on the bottom of the campaign map. Sufficient checkmarks will advance the city's prosperity level

**City Event** – Optionally performed as a city activity. Results in rewards or penalties to the party

**City Supply** – The stock of items available for purchase in the city. Items are added to the supply by increasing the city's prosperity level and through awards gained during gameplay

**Class** – One of the archetypes a character can belong to. There cannot be characters of duplicate classes in a party in the same game session

**Condition** – Refers to a positive or negative state that is placed on a figure through gameplay. Also refers to bless or curse cards that are added to an attack modifier deck. A condition that ends “next turn” is removed at the end of a figure's turn if it started its turn with the condition

**Consumed Item** – Designates an item as used. A consumed item cannot be used again in a scenario until it is refreshed with a refresh ability

**Curse** - A condition gained through ability cards or gameplay penalties. Adds a curse card to an attack modifier deck negating all damage when drawn

**Difficult Terrain** – Imparts a move cost of 2 to a hex

**Disadvantage** – Qualifier for an attack. Requires drawing of two attack modifier cards instead of one and choosing the worse one. Typically affects ranged attacks performed on adjacent enemies

**Discard Pile** – Composed of ability cards played by a character that do not contain a lost symbol. Discarded cards can be recovered to the hand by recover abilities, a long rest or a short rest

**Door (Closed)** – Entry point between two rooms. A closed door is treated as a wall. May only be moved onto by a character. A door opens immediately when a character enters the hex. Each door of a 2x door is opened separately. If door closes (from scenario effect), remove traps and coins in hex, monster in hex suffers trap damage and is repositioned to nearest unoccupied hex

**Door (Locked)** – Cannot be entered nor opened by any figure until specified by the scenario

**Door (Open)** – A door that a character moved onto. Treated as an empty hex. A figure in a doorway is considered in neither room

**Element** – There are 6 element types that may be infused by abilities. Infused elements may be consumed by augments to gain additional effects

**Element Augment** – Ability that consumes an infused element for additional effects

**Element Infusion** – Ability that allows an element augment ability to consume an element

**Element Infusion Table** – Used to track the state of infused elements during a scenario. Elements may be inert, strong or waning

**Elite Monster** – One of two monster ranks. Defined by the scenario setup instructions and the # of characters that started the scenario. Uses the right-side values and traits on the monster statistic card

**Empty Hex** – Hex that doesn't contain a token, figure or overlay tile (except an open door or pressure plate)

**Enemy** – Any figure that is on the opposite side of the character or monster. Obstacles with HP are not enemies

**Enhancement** – A permanent modification to an ability card marked by a sticker on the card. Purchased by a character as a city activity. Effects all characters that are members of the class

**Exhaustion** – Occurs when a player reaches 0 hit points or when they cannot do two actions nor a long rest at the beginning of their turn. If all characters become exhausted, the scenario ends as a failure

**Experience (XP)** – Earned during gameplay. Earning sufficient XP causes a character to level up as defined in the character sheet

**Experience Ability** – Ability that earns the character experience

**Figure** – A monster, a character or a summon token located on a map tile

**Flying** – A type of movement ability that ignores figures (except on the ending hex), traps and terrain

**Focus** – The act of a monster choosing a target

**Focused Target** – The enemy a monster will attempt to target during their turn

**Global Achievement** – Awarded during gameplay. Recorded on the campaign map. Used to meet scenario requirements and unlock gameplay options

**Hand** - Composed of ability cards chosen from a character's active card pool. Limited to the hand size defined in the character mat

**Hazardous Terrain** – An overlay tile that inflicts damage when a figure moves onto it. Standing on it does not cause damage

**Heal** – Ability used to regain lost hit points and to remove poison and wound conditions

**Hit Points (HP)** – The amount of damage a figure can lose before it is exhausted (player) or killed (monster)

**Immunity** – Prevents figure from receiving a condition. If a figure becomes immune, existing condition is removed. Immunity to Curse prevents the card from being added to deck

**Initiative** – Defines the turn order for figures in a round. Figures with lower initiatives act earlier

**Item** – Grants abilities to a character when used. Awarded during gameplay and purchased as a city activity. Characters may equip items (# limited by type) prior to playing a scenario

**Item Design** – Reward that adds items to city supply

**Jump** – A type of movement ability that ignores figures, traps and terrain except in the ending hex

**Kill Credit** – Kill that counts towards goal or reward. Trap kill granted to whomever causes trap to spring. Summons grant credit to summoner. No credit for wound kills, or from mind-controlled figures

**Leading Card** – One of the 2 action ability cards chosen by a player that defines their initiative

**Line of Sight (LOS)** – Required for attack abilities (card says "attack") and abilities that specify a range (including loot). It is a line between any corners of the start and end hexes that does not touch a wall, wall corner or closed door

**Long Rest** – One of the two options a character has for performing a turn. Used to retrieve discarded cards, refresh spent items and regain lost hit points

**Loot** – Ability used by a figure to obtain treasure tiles (players only) and money tokens. Money tokens looted by monsters are permanently removed

**Lost Pile** – Composed of ability cards played by a character that contain a lost symbol, lost through damage or lost through resting. Lost cards can be recovered back into the hand with recover abilities

**Melee Attack** – A type of attack ability used to damage (typically) adjacent enemies

**Money Token** – Placed on the death hex of a non-summoned, non-spawned monster. Looted by a character with a loot ability or by ending their turn on the hex. Awards gold at the end of the scenario

**Monster** – Any enemy of the characters

**Monster Statistic Card** – Defines the values for monster characteristics for all monster levels as well as their permanent traits

**Monster Sleeve** – Used to reveal the statistic values and traits for a specific level of a monster type. Also used to track damage and conditions for all monsters of a monster type

**Move** – Ability used to traverse map tile hexes

**Named Monster** – A special monster designated by a scenario. They are not considered normal nor elite

**Negative Ability** – Ability that if played will cause a character or their allies to lose HP, lose a card or suffer a negative condition

**Normal Monster** – One of two monster ranks. Defined by the scenario setup instructions and the # of characters that started the scenario. Uses the left-side values and traits on the monster statistic card

**Null Card** – A type of attack modifier card that negates all damage for the attack when drawn

**Obstacle** – An overlay tile that blocks movement. Some obstacles can be damaged, but only by damage abilities. They are unaffected by conditions. May not block off an area of a map (per current door states)

**Overlay Tile** – Tile placed on map to denote a door, treasure, obstacle, terrain, pressure plate or trap

**Party** – A group of characters playing the campaign. New characters can join a party only in the city. Existing characters can join or leave outside the city. A party cannot be split across the campaign map

**Party Achievement** – Awarded during gameplay. Recorded on the party sheet. Used to meet scenario requirements

**Path (Unblocked)** – A chain of hexes that a figure can successfully move through

**Perk** – Earned by gaining checkmarks. 3 checkmarks grant 1 perk. Recorded on character sheet. Earning a perk modifies the character's attack modifier deck

**Persistent Bonus** – A type of active bonus ability that remains for all of scenario or until all slots used

**Personal Quest** – Obtained when creating a new character. Defines a character's retirement conditions

**Pierce** – Ability that negates some or all of a shield

**Pressure Plate** – An overlay tile that causes a result if a character ends their turn on the hex

**Prosperity Level (City)** – Increased by earning prosperity checkmarks. Gaining city prosperity levels adds new items to the city supply and defines the maximum level for characters if they choose to level up beyond their current XP based level

**Pull** – Ability that moves an enemy towards the figure

**Push** – Ability that moves an enemy away from the figure

**Range (Calc)** – Count hexes including target. Path can't go through a wall between hexes, it has to go around via an unblocked hex, adding +1 range

**Range Attack** – A type of attack ability used to damage both adjacent and non-adjacent enemies

**Recover** – Ability that returns discarded or lost cards back into the hand

**Refresh** – Ability that resets spent or consumed items

**Retaliate** – Ability that inflicts damage onto a figure that performed an attack. Retaliate itself is not considered an attack

**Road Event** – Performed when traveling to a scenario. Results in rewards or penalties to the party

**Rolling Modifier** – A type of attack modifier card that signifies additional cards must be drawn

**Round** – Encompasses a single cycle of individual turns performed by all figures. A round ends when all figures have completed each of their turns

**Round Bonus** – A type of active bonus ability that remains until the end of the round or until all its uses have been consumed

**Sanctuary** – A character may donate 10 gold to the sanctuary as a city activity to gain 2 bless conditions

**Shield** – Ability that reduces attack damage

**Short Rest** – An optional activity performed by characters at the end of a round. Used to retrieve discarded cards back into the hand

**Side Scenario** – Any scenario numbered 52 or higher

**Slot** – A place on an active bonus ability card or item used to mark how many uses of the ability remain

**Source of Damage** – Any effect or ability that causes hit point loss. Must result in damage > 0

**Spawned Monster** – Refers to a monster brought into play when specific scenario conditions are met

**Spent Item** – Designates an item as used. A spent item cannot be used again in a scenario until it is refreshed with a refresh ability or through a long rest

**Summon (Ability)** – Ability that brings a new figure into play

**Summon (Figure)** – Figure brought into play by a summon ability. Represented by a standee (for monster summon) or by a token (for player summon)

**Target** – The figure that will be affected by an ability performed by another figure

**Target X** – Designates that an attack ability may target X different enemies within the attack's range

**Targeted Ability** – An ability is targeted if it states "target" or "attack"

**Trait** – Ability listed in a monster statistic card. Traits are available to those monsters for the entire round

**Trap** – An overlay tile that inflicts damage or negative conditions when a figure moves onto it. The trap is removed after it is triggered or a door closes on it

**Treasure Tile (Goal)** – May be looted during the scenario as part of the scenario's objective. It is not kept after scenario completion and resets if replayed

**Treasure Tile (Numbered)** – May be looted during the scenario. Can only be looted once during the campaign

**Turn** – The scope of all activities a figure can perform in a round. Figures perform 1 turn each, 1 at a time in a round. A turn starts when the previous figure's turn ends and ends when the next figure's turn begins

**Unoccupied Hex** – A hex that does not contain a figure, a summon token nor an ally token

**Wall** – Walls block movement, LOS and adjacency. Walls between connected hexes affect range. The entire area of a partial hex is considered a wall