

During your turn you can use an item at any time, including but not limited to: during a movement, after consuming an element and gaining its effects during attack resolution, between attacks of multi-target/AoE attack action, or after you have taken all your actions - with the following restrictions:

- Must meet all restrictions listed on the card
- If an item affects an attack (e.g. adds a bonus, an effect, advantage or disadvantage), it has to be used before an attack modifier is drawn

- If an item grants an action, it cannot be used in the middle of another action
- An item cannot be used before/during "start of turn" effects nor after/during "end of turn" effects. Note that if an item (or other effect) grants an extra action "at the end of your turn", that effectively extends the turn so items can be used during that extra action.

Is there any limitation to the number of items I can use on my turn or even during the same ability?

No.

When do equipped items become active?

Equipped items are active from the beginning of the scenario, such that if an item reacts to an enemy's actions, it does so immediately.

Is the use of an item card mandatory?

The use of items with charges is mandatory if it's conditions are met

The use of items with passive effects is mandatory.

All other uses of items are optional

Item cards with circles to track multiple uses act exactly like persistent ability cards, in that if the situation applies, you must use the item in reaction and lose a charge. Additionally, it should be noted that if the card has a spent icon in the lower right corner, it is not technically spent until all charges have been lost, and so cannot be refreshed through resting or other abilities until all charges have been used.

What are considered passive items?

Passive items are those that aren't spent nor consumed (they have neither symbol - like the Iron Helmet)

How do I use an item that says "Heal X" (R1)?

If an item says "Heal X damage," it is functionally equivalent to a "Heal X, Self" action. It interacts with wound and poison like any other heal ability.

If an item says it is used on the next "source of damage", does that include when the damage is 0?

No.

If you have one item that prevents the use of another (like an item A that can only be used on a single target attack and another item B that adds a target to the attack), can you play both items by playing A first?

Yes. You can play items in what ever order you chose as long as their conditions are met at the time you play them.

If an item states its effect applies to a single attack and that attack is then turned into a multi-target attack, does the item's effect apply to the extra new attacks?

No.

If a modifier card allows you to refresh an item, can you refresh an item that is used in the middle of the attack or must the item have been used before the attack began?

You can refresh an item that was (or will be) used during the attack. Note that the rule that you can't use an item that affects an attack AFTER the modifier card is drawn still applies.

Kill Credit

If an enemy dies from trap damage, who gets credit for the kill?

The credit goes to whomever causes the trap to be sprung, not whomever made it. If the enemy moves onto a trap on its own, no one would get the credit.

If an enemy dies from WOUND, who gets credit for the kill?

No one.

Who gets credit for a mind controlled monster's kills?

No one

Who gets credit for a mind controlled ally's kills?

The ally

Line of Sight, Adjacency and Walls