

Invisibility works the same regardless of whether it is an invisible character or an invisible monster. Monsters can't focus on invisible characters, move through them (unless flying or jumping), or target them with any attacks or other targeted abilities (an ability like "CURSE, target all enemies within range," for instance, wouldn't affect the invisible character even if he/she were in range). Monsters essentially treat invisible characters like obstacles, but may occasionally affect them with non-target effects (such as splash damage). Once again, however, an invisible character will never be focused on by a monster.

Invisibility can create an edge-case where a monster is unable to find a focus, either because all of its enemies are invisible, or an invisible character is standing in a door or some other one-hex passageway to prevent a monster from finding any viable path to get within range of an enemy. Blocking a passageway like this doesn't always result in not finding focus. Flying or jumping enemies can ignore the obstacle (invisible character), and ranged enemies may still be able to shoot over it, depending on the value of their range and the positions of the other characters.

#### **If a monster is disarmed, will it move as if it has an attack?**

No, disarm negates all effects of having an attack. A monster will move as though it doesn't have an attack, which means it will just try to get as close as possible to its focus.

#### **How are ability bonuses (shield and retaliate) affected by stunning a monster?**

Note that the bonuses are not simply given by the monster ability card. Monsters would have to perform a "Shield 1" action to gain the Shield 1, so these bonuses only activate if a monster is not stunned on its turn. However, abilities listed in the monster stat card are unaffected by stun as they are continuously available.

#### **What happens if a non-stunned monster draws a card that gives it an on-death effect but then gets stunned before it dies?**

The effect is applied, even if the monster is stunned at the time of their death.

#### **If a figure is immune to CURSE, what happens if it draws a CURSE card?**

The card affects the figure normally (i.e. the figure does no damage). Note that it is only immune to the condition, which is the act of shuffling the CURSE card into the deck.

#### **If a monster with a ranged attack is under disadvantage from being adjacent to its focus and is also under disadvantage for another reason (ex: muddle), will it still move to attempt to lose its adjacency disadvantage anyway?**

No. As per the rules, a monster will only move away from its target to lose disadvantage if moving actually does so.

#### **Does curse from a monster ability card stack with curse as a trait from the monster stat card?**

Yes, 2 curse cards will be added to the target's modifier deck.

### **Monster - Doors**

#### **If a door is closed due to specific scenario rules, what happens if revealed monsters are stuck in a room with no enemies to attack?**

Closed doors behave like walls. The monsters are still revealed, so they would still play a card at the beginning of each round, but, until the door is opened, they wouldn't be able to find a focus, and so would not move or attack and just perform any other abilities on their card, as per the normal rules.

### **Monster - Elements**

#### **When a monster's initiative comes up and the monsters consume or infuse an element as part of their ability card, do they each consume/infuse an element as they take their individual turns or do they consume/infuse the element as a group?**

They consume/infuse the element as a group when the 1st monster takes their turn, with all the currently revealed monsters of that type gaining any benefit. However, if new monsters of that type are later revealed, they would need to consume the element again to gain the benefit (assuming it is available).

#### **If a monster's element consumption is attached to another ability (like Attack or Move) and can't perform that ability (ex: disarmed or immobilized), is the element consumed?**

No. However, if the consumption allows the original ability to take place (like Consume for +1 Range which then puts the attack in range) it means that the monster CAN perform the ability and consumes the element to do so.

### **Monster - Focus**

#### **I'm just confused about focus. Can you explain it?**

Finding a focus for a monster can be tricky in certain circumstances, but it follows some very basic rules.

First of all, is the monster performing an attack on the ability card it drew? If not, pretend as if it is performing a melee attack (i.e. it wants to be adjacent to an enemy).

Next, find path using the least movement points to get within range (and line-of-sight) to attack an enemy. Note that the monster focuses on a