

No, whether an attack effect is added by a modifier card, an item card or the ability card itself, it functions exactly the same.

Is it ever possible to do damage with an attack after the "no damage" attack modifier card or Curse card takes effect?

No. If this card is applied to your attack, you do no attack damage with the attack under any circumstances. Note that additional effects, including non-attack damage ones, still take place.

What damaging effects are modified by attack modifier cards?

Only attacks (specified by the "Attack" keyword) are modified by attack modifier cards. Traps, hazardous terrain, retaliate, wound, and any "suffer X damage" text do not cause attack modifier cards to be drawn.

Battle Goals

Does becoming exhausted from lack of cards affect my hit points in any way for the purposes of the "Fast Healer" and "Masochist" battle goals?

No, you can still achieve those battle goals after being exhausted if your hit points were in the correct range when you were exhausted.

Do allied monsters count towards battle goals?

No

Scenario Setup

What is the exact order of my choices at the beginning of a scenario in terms of battle goals, ability cards, and equipped items?

The first thing you should do when starting a scenario (after going through a Road Event when applicable), is look in the scenario book to get the map tiles set up, all the monsters you will be fighting prepared, and apply any scenario effects. Next, you should deal battle goals and choose one. After choosing your battle goals, then you can decide which items you would like to equip from the ones you own (adding in -1 cards to your attack modifier deck when applicable) and which ability cards you would like to start with from the pool of those you have available to you.

What exactly do you place on the map when you first setup a scenario?

When setting up, you place all the map tiles, all the doors, all corridor tiles, all the story point markers (1, 2, 3, etc.) and all objective tokens (a, b, c, etc.) and reveal the first room. When you reveal a room, you place everything in it.

What is open information and what is hidden information to the party when setting up the map for a scenario?

The intent and recommendation is that you try to only look at the contents of the first room (except for doors, story point markers and objective tokens). However, since all the contents of the map had to be fully displayed in the scenario book, it is technically open information. Obviously the scenario will be easier if you choose to examine all the contents before hand.

Components and Icons

I know that if I run out of standees for a monster, no more are placed, but what if I run out of bases?

Try to find a suitable replacement. Standee bases shouldn't limit monster numbers.

What is the red starburst symbol next to traps on the monster cards from the random dungeon deck?

This symbol indicates the trap is a damage trap.

What happens if I run out of condition tokens?

Condition tokens are not meant to limit the total usage of the condition (unlike Curse and Bless). Use another token or make a note to keep track.

[R1 Errata] What's up with side B of map tiles L and D, they don't line up with the scenario book and the random dungeon deck?

Those are misprints. The "b" sides of the "L" and "D" tiles are misprinted and have their art rotated by 180 degrees in relation to their puzzle piece connections when compared to the images in the scenario book and random dungeon deck. When setting up these tiles, make sure their puzzle connection orientation is correct and don't use the art as a reference.

There aren't enough scenario aid tokens to cover all the icons used in some scenarios, what's up with that?

The set of scenario aid tokens is not strictly meant to cover all the icons in every scenario. If necessary, use other markers as an alternative.

[R1 Errata] What do I use the Curse and Bless tokens for?

The Bless and Curse tokens were included in error and are not used

[R1 Errata] Where is the small envelop with a sun icon shown in the picture of the rulebook?

It doesn't exist. It shouldn't be included in the picture.