


Players should not show other players the cards in their hands nor give specific information about **any numerical value or title** on any of their cards. They are, however, allowed to make general statements about their actions for the round and discuss strategy.

- **Examples of appropriate communication:** “I’m attacking this guard near the middle of the round.”; “I’m planning on moving here and healing you pretty early in the round, hopefully before the monsters attack.”
- **Examples of inappropriate communication:** “You’ll need lower than an initiative 17 to go before me.”; “I should be doing 4 points of damage to the bandit, so you don’t have to worry about him.”; “I’m going to use Impaling Eruption and wipe out everyone.”

During a player’s turn, the two played cards will be used to perform actions and then are either **discarded**, **lost**, or **activated**, depending on the actions that were taken. Played cards are normally placed in a player’s **discard pile** unless otherwise noted. **Discarded** cards can be returned to a player’s **hand** through **resting** (see below). If the performed action from a card contains a  symbol in the lower right of the action field, the card is instead placed in a player’s **lost pile**. **Lost** cards can only be returned to a player’s hand during a scenario by using a special **recover** action. Whether the corresponding card is lost or discarded, some actions may contain an **active** effect (denoted by the symbols at right). Instead of being placed in the discard or lost pile, the card is placed in the **active area** in front of the player to keep track of the effect. Once the effect wears off, the card is then transferred to the appropriate pile (see Active Bonuses on pp. 25–26 for details).

Players **must** either play two cards from their hand or declare a **long rest action** at the beginning of **every** round. If a player only has one card or no cards in their hand, the long rest action is their only option. If this option is **also** not available at the beginning of a round because a player has only one card or no cards in their discard pile as well, that player is considered **exhausted** and can no longer participate in the scenario (see Exhaustion on p. 28 for details).



Lost



Recover



Persistent Bonus




Round Bonus

Active Effects

RESTING

Resting is the main way players can return discarded cards back into their hand of available cards. A player has two options when resting: a **short rest** or a **long rest**. In both cases, the rest action can **only** be taken if a player has two or more cards in his or her discard pile, and a rest action **always** results in losing one of the discarded cards.

- **Short rest:** During the cleanup step of a round, a player can perform a short rest. This allows that player to immediately shuffle his or her discard pile and **randomly** place one of the cards in the lost pile, then return the rest of the discarded cards to his or her hand. If the player would like to instead **keep** the card that was randomly lost, he or she can choose to suffer 1 damage and **randomly** lose a **different** discarded card, but this can only be done once per rest.
- **Long rest:** A long rest is declared during the card selection step of a round and constitutes the player’s entire turn for the round. Resting players are considered to have an initiative value of 99. On the player’s turn, at the end of the initiative order, he or she must **choose** to lose one of his or her discarded cards, then return the rest of the discarded cards to his or her hand. The resting character also performs a “Heal  2, Self” action and **refreshes all of his or her spent item cards**.