So, there's a few things I'd like to address:

> **Quote:**
>
> An attack is a single attack on a single target that flips over a single attack modifier card. If your attack action is, say, "Attack 3," then there is only one attack in your attack action. If it is "Attack 2, Target 3," then your attack action consists of three separate attacks. If the action contains separate "attack" lines, all are part of the attack action. If the attack is an AoE, all attacks performed as part of the AoE are part of the attack action.

Is the underlined implying that an action such as "Attack 2, Move 2, Attack 2" could be turned into "Attack 3, Move 2, Attack 3" via a Minor Power Potion? For reference, Minor Power Potion reads: "During your attack, add +1 Attack to your entire Attack action". If so, I strongly feel as though this might be incorrect??? Please verify; I may have to start questioning my whole existence, haha...

> **Quote:**
>
> **Which treasure tile rewards/penalties affect a single character and which affect all characters?**
> All treasure results (with the following two exceptions) affect only the character that loots the treasure tile. The exceptionsare the "Random Side Scenario" reward, which unlocks a new scenario for the entire campaign, and the "Random Item Design" reward, which places a set of items in the shop for anyone in the campaign to purchase.

I do believe that anything simply referred to as a "design" is added to the shop, not just the random items.

> **Quote:**
>
> **If a monster type consumes an element due to its ability card, does only the first monster who acts gain the effect or all the monsters?**
> When monsters consume an element, all monsters of that type gain the benefit when they activate.

Given the wording, it might be helpful(?) to add a note here that if more of the same monster type are revealed later in the round, they do not gain the benefit from the earlier consumed element, as there is no longer an element for them to consume.

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