

My damage counters, monster standees and sealed envelope count doesn't match the list in the rule-book. Am I missing items?

[R1 Errata] The component list in the front of the rule book should say there are 28 "1" damage counters, 240 monster standees and 3 sealed envelopes.

[R2+ Errata] The component list should say 236 monster standees. Note that 4 standees were removed from R1.

If you are missing items, you can get replacements here: www.cephalofair.com/contact

Is the curse deck shared between players and monsters?

[R1 Errata] No. The curse deck should be split into two equal decks of 10 cards each (Rev 2 has symbols on the cards denoting this).

One deck is exclusively for putting curse cards into the player's attack modifier decks, and the other is exclusively for putting curse cards into the monster's attack modifier deck. So no single attack modifier deck can ever have more than 10 curse cards in it. When a curse card is removed from a player's attack modifier deck, it is returned to the player curse card deck, and a curse card removed from the monster attack modifier deck is returned to the monster curse card deck. If curses are distributed at the beginning of a scenario, distribute them as evenly as possible to all those affected, with players deciding cases of ambiguity.

Damage

Does overkill damage (damage past 0 HP) count for abilities that depend on the amount of damage "inflicted" or "suffered"?

Yes.

Doors and Doorways

If you are standing in a doorway between two rooms, are you considered within both rooms, within neither room, or you choose one?**What if the doorway is between two tiles?**

You are in a doorway - you are in neither room nor tile. Note that if two tiles are connected by a corridor token, it is considered one large room but you are still in neither tile.

If a monster drops a money token on a doorway and then the door closes, what happens to the money token?

The money token is removed from the board.

What happens if a monster is on a doorway and the door closes?

The monster suffers trap damage and is then placed in the nearest unoccupied hex (players decide ties).

Does each door token of a double door have to be opened one at a time?

Yes

Exhaustion

Should curses and blesses be removed from a player's modifier deck immediately when becoming exhausted so that other players and monsters can use them?

As per the rules, they are not removed until the end of the scenario.

Initiative

If a character has initiative 99 and another is doing a long rest (which is treated as initiative 99), which one goes first in the round?

The character doing the long rest goes later.

Item Use

What exactly is considered using an item for the purposes of battle goals?

Any instance of you applying the effects of an item card to a situation is considered a use.

When exactly can I use an item? Can I use it in the middle of a movement or other ability? Can I use items outside of my turn?

Items are only used during your turn unless it is used as a reaction to an enemy (as per its wording) or during a granted out-of-turn ability if the ability matches the item's restrictions. Note that wording like "add +X to the entire attack action" on an item expands the item's scope - it isn't a restriction that the item can only be used during full actions.

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