functions exactly the same.

When I do a long rest, when do the effects (healing, getting your discards back, refreshing spent items) take place?
Your full rest happens on initiative 99, so you have to wait until the end of the round to gain the effects.

If I have zero cards in my hand and two cards in my discard, can I still long rest even though I will become exhausted at the beginning of the next round?
Absolutely. You can stick around for one more round as a meat shield. Also consider the following question.

If I long rest, do my summons still get a turn during the round?
Yes, they will act directly before initiative 99 as normal.

Do summons perform end-of-turn looting?
No, only characters perform end of turn looting.

If a summon has a "-" for its move or attack, can I grant it move or attack actions, respectively?
It depends. The "-" means that it has no base for that stat. So you cant' grant an "Attack +2" action to a summon with a "-", as that is a modifier to an undefined base, but you can grant it an "Attack 2" action, as that sets the base. The same applies to movement. Also note that summons (or monsters) with "-" movement can still be pushed and pulled.

If I long rest, do I still technically have a turn for the round?
Yes, on initiative 99, you perform the effects of the long rest, and it is considered a turn, so you can still use items or do other things you would normally be able to do on your turn (unless you are stunned, in which case you are only allowed to perform the effects of the long rest).

What's the difference between an attack and an attack action?
And *attack* is a single attack on a single target that flips over a single attack modifier card. And *attack action* constitutes all the attacks made with a specific action (entire top or bottom half of an ability 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 an ability allows me to "kill" an enemy, is that considered an attack?
No, unless the ability says "attack," it is not an attack.

What if I consume an element to turn an attack action into a kill action?
So long as you consume the element and trigger only the kill effect, the word "instead" negates the attack, and it is no longer an attack.

If I kill an enemy with my attack damage, can I still apply the effects of the attack (i.e., curse, push, etc.)?
No, added attack effects are always applied after the damage. If you kill an enemy with the damage,