

# GLOOMHAVEN

## Official FAQ

v1.2  
(16.02.2018)

# Introduction

This document includes the following Gloomhaven resources using the layout and style of the official Gloomhaven rule book:

- all FAQs from the [official Gloomhaven FAQ thread](#) which is maintained by a florin (Alex Florin)
- a monster AI reference card to serve as a quick visual reference during play to answer questions on monster turns
- an index with hyperlinked page numbers

FAQs containing spoilers are included in spoiler boxes labeled with a red exclamation mark symbol in the interactive version of the PDF. Additional pages containing serious spoilers have a red background. FAQs on locked classes are designated by class symbols without showing the corresponding names of the class in the heading.

In the print version of the PDF, the content of all spoiler boxes is shown, so make sure to avoid pages with red background if possible. You can download the current version of this document from [here](#).

Many thanks to Morthai (Marcel Cwertetschka) for helping to include non-starting class FAQs and improving the layout.

Cheers, Sadgit (Guido Hansen)

## From the official FAQ thread

This is the official FAQ for all Gloomhaven-related issues. It covers both Revision 1 (R1) and Revision 2 (R2) of the game. Many of the entries are already part of the R2 rule book. However, since not everyone has R2, those entries will remain in the FAQ. If an entry applies to a specific revision, it is noted as such (R1 or R2). Otherwise, the entry applies to both versions.

Note that the actual rules for R1 and R2 of the game are the same, and one of the purposes of this FAQ is to make sure their interpretations are in alignment. There were some minor changes to cards made for R2 but these aren't rule changes, they are typo fixes or small balance changes.

Alex Florin

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# General Errata

## Character retirement and perks (R1)

Every time an individual player retires a character, that player gains one extra perk to apply to all future characters they create. This effect is cumulative, so when a player retires their second character, their next character would gain two additional perks. Though this effect is applied to players, if one player is controlling multiple characters at once in a campaign (like for solo play, for instance), they should consider each "hand" they control a different player for this bonus.

## Tile Misprints (R1)

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.

## Components

(R1) There is no smaller envelope with a sun icon on it, as depicted in the picture.

(R1) The Bless and Curse tokens were included in error and are not used

(R1) 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) The component list should say 236 monster standees. Note that 4 standees were removed from R1.

## Special Conditions for Opening Envelopes (R1)

The second item should read "The Drake's Command" instead of "The Drake's Request." When you achieve this goal, you earn "The Drake Aided" global achievement. Also, it is optional to add the cards to the event decks and earn the achievement, but once it is done, it is permanent.

## Curse Deck (R1)

The curse deck should be split into two equal decks of 10 cards each. 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.

# General Scenario Gameplay

## Abilities - Skipping and Order

### Can I choose to not perform specific parts of an action and what is considered a negative effect?

You may not skip the following abilities/effects:

- Negative effects: Effects that when performed will (not may) reduce hit points, lose cards, or apply a negative condition to yourself or an ally .
- Stand alone infusions (i.e. not attached to a specific ability). Note that infusions gained from modifier cards are considered attached to the attack so they can be skipped. Also, at least one ability on the action must be performed in order to gain the a standalone Infusion.
- XP granting abilities, whether standalone or attached to another ability. If standalone, at least one ability on the action must be performed in order to gain the XP.
- +/- X ability adjustments from modifier cards.
- You may skip any other ability or effect, including some or all effects attached to an attack but you must chose to do so BEFORE drawing an attack modifier card.

### Can I change the order of the abilities in an Action?

No, any abilities that you choose not to skip must be performed in the order listed in the card

## Ability +X vs Ability X Cards

### What is the difference between “Ability +X” vs “Ability X” character ability cards granting other figures extra actions?

“Ability +X” makes an adjustment to an existing ability while “Ability X” grants the figure a new ability.

## Active Area, Card Recovery, Discarded Cards, Losing Cards

### If I play a card for its basic action, but the corresponding action on the card has the lose symbol, do I still lose the card?

No, only if you perform that specific action text does the lose symbol take effect.

### If I recover cards during my second action, can I recover the card I just played with my first action?

Yes. As soon as a card is used, it is placed in the appropriate pile, so if your first card played is lost, you could recover it with your second card if it allows for such.

### What is the designation of cards in my active area? Are they considered in my hand or in their own class or what?

Cards in your active area MAY be moved to the discard or lost pile (depending on their symbol or the symbol of the action which placed them there) at any time in order to meet game requirements, so you can think of them as already discarded or lost. When you recover discard cards (by resting, for example) or lost cards (through special actions), you have the choice of picking up corresponding cards in your active area OR leaving them in play. Discardable cards in the active area may be lost to negate damage (technically moving them to the discard pile first). Cards in the active area not considered in your hand.

### If a card has the lost symbol, do I have to perform all abilities on the card to lose it?

No, performing any ability on the card causes you to lose the card. However, you do not lose the card if you play it as a basic Attack2 / Move2. You must perform some ability of the action to actually lose the card

### Can you lose cards to resolve damage prior to using defense abilities or items?

Yes

### Do persistent cards that trigger “at the end of your next X turns” also trigger at the end of the current turn?

Yes.

## Ability Card Reveal

### If my leading card is revealed at the start of a round, when exactly is my second card revealed?

They are both revealed at the start of the round, just put your leading card on top. Once everyone has chosen their cards and revealed them, both of each player's cards are open information.

## Advantage/Disadvantage

### If I have advantage or disadvantage, how do I determine whether one attack modifier card is better or worse in the case of effects on the card beyond the typical +/- modifiers? How do I know when a comparison of the cards is mathematically ambiguous?

All effects listed on the card (negative conditions, elements, healing, etc.) have a positive but undefined value. Note that only the values and effects as listed on the cards are considered when doing a comparison - no other game effects or conditions should be considered. Thus, these would be the rulings in the following cases:

+1 vs +2: +2 is better  
+1 Stun vs +1: +1 Stun is better  
+0 Stun vs +2: ambiguous  
+1 Stun vs +1 Fire: ambiguous  
+0 Muddle vs +2 Stun: ambiguous

## Allies

**Am I an ally of myself?**

No.

## Ambiguous or Tied Situations

**In cases of ambiguity where players decide the outcome, how should the players decide? Should they do what is best for themselves or worst for themselves?**

It is up to you. That is why you are deciding. It is assumed that you would decide whatever is best for you, but, again, it is up to you. Note that ambiguity with respect to attack modifier cards drawn for advantage/disadvantage are not decided by the players - the rule book states how to resolve that (use the first drawn card).

## Attack Modifier Cards

**Is there any difference between an attack effect (elemental infusion, negative condition, etc.) caused by attack modifier, an item card, or one printed on the ability card itself?**

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.

## Beginning of Scenario Choices

**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 negative 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.

## 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 their total usage of the condition (unlike Curse and Bless). Use another token or make a note to keep track.

## Damage

**Does overkill damage count for abilities that say "amount of damage inflicted"?**

Yes.

## Doors and Doorways

**If you are standing in a doorway, are you considered within both rooms, within neither room, or you choose one?**

You are in a doorway; you are in neither room.

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

The coin goes away, like a trap.

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

Yes.

## Exhaustion

**Should curses and blessings 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?**

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 action if the action matches the item's restrictions. During your turn you can use an item at any time, including during a movement or after you have taken all your actions, with the following exceptions:

- Must meet all restrictions listed on the card
- If an item affects an attack (e.g. adds a bonus, an effect, advantage or disadvantage), it has to be used before an attack modifier is drawn
- If an item grants an action, it cannot be used in the middle of another action

**Is there any limitation to the number of items I can use on my turn or even during the same ability?**

No.

**When do equipped items become active?**

Equipped items are active from the beginning of the scenario, such that if an item reacts to an enemies actions, it can do so immediately.

**Is the use of an item card mandatory? What about item cards with multi-use circles/charges?**

If an item card does not have circles to track multiple uses, then you can decide when to use it - it is not mandatory.

Item cards with circles to track multiple uses act exactly like persistent ability cards, in that if the situation applies, you must use the item in reaction and lose a

charge. Additionally, it should be noted that if the card has a spent icon in the lower right corner, it is not technically spent until all charges have been lost, and so cannot be refreshed through resting or other abilities until all charges have been used.

**How do I use an item that says "Heal X" (R1)?**

If an item says "Heal X damage," it is functionally equivalent to a "Heal X, Self" action. It interacts with wound and poison like any other heal ability.

**If an item says it is used on the next "source of damage", does that include when the damage is 0?**

No.

## Kill Credit

**If an enemy dies from trap damage, who gets credit for the kill?**

The credit goes to whomever causes the trap to be sprung, not the whomever who made it. If the enemy moves onto a trap on its own, no one would get the credit.

**If an enemy dies from WOUND, who gets credit for the kill?**

No one.

**Who gets credit for a mind controlled monster's kills?**

No one

**Who gets credit for a mind controlled ally's kills?**

The ally

## Line of Sight, Adjacency and Walls

**What blocks Line of sight?**

Walls and closed doors are the only things that block Line of Sight

**What are the line-of-sight rules?**

Line-of-sight is necessary for all attacks (including every hex of an area attack) and all other abilities that specify a range (including looting, which technically has a range). Any non-attack ability that does not specify a range does not require line-of-sight.

**Are there any adjacency restrictions on what I can target with a melee area attack (area attack containing a grey hex)?**

The only restriction is that you have to have line of sight on a figure to target it with an attack. Other than that, if the hex is in the configuration shown on the card, you can attack it.

**What exactly is considered a wall?**

The edge of any map tile and the entire area of any partial hex along the edge are considered walls unless they are covered by a corridor tile. Doors are also considered

walls when they are closed. Where the edge of a complete hex on a map tile comes up right to the edge of the tile, there is a dark border to remind you that a wall exists at that edge, though it does not technically begin (for cases of line-of-sight) until the edge. If two map tiles are set next to each other such that these dark edges line up (i.e. the border of the first and second room of the first scenario), the wall is considered to still be there as a one-dimensional line.

### Do the corners and edges of walls block LOS?

Yes, if the sight line touches any corner or edge of a wall, or any corner or edge of a hex that is considered a wall, LOS is blocked.

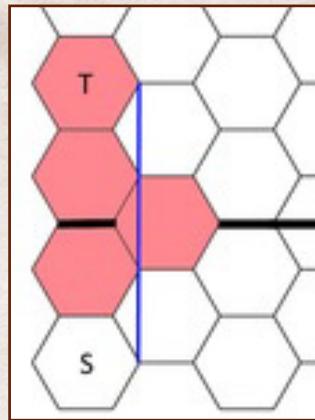
### If an enemy is on the other side of this one-dimensional wall line from me, can I hit him with a melee attack?

Not with a non-AoE melee attack. All range, even range 1 melee attacks, can't be counted through walls.

In fact, for all intents and purposes (including looting), these two hexes are not adjacent and considered two hexes apart. Note that AoE Melee attacks use their diagram (not adjacency) to determine if a target is in range. The following image shows the range (4 red hexes) between a source and a target. The blue line shows their LOS.

### If a figure is flying on top of something (like an obstacle), are they considered adjacent to it?

No.



## Obstacles

### Are obstacles with hit points considered enemies? Can they be poisoned, wounded, etc.?

Obstacles with hit points are technically considered enemies for all ability purposes, but they are immune to all negative conditions.

## Open Information

### Can I say X or Y at the beginning of the round when choosing my cards?

As long as you avoid specific numerical values and card titles, you can say whatever you want.

## Resting

### 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.

### 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).

### Can you do a short rest in the last round of a scenario?

Yes.

### Does a long rest cure WOUND and POISON? Does drinking a potion cure WOUND and POISON?

Yes, these are both considered "Heal" effects and thus interact with WOUND and POISON like other "Heal" abilities. Note that the WOUND damage would happen before the effects of the long rest, so you would still take a damage before it was cured.

## Revealing Rooms

### If a character becomes exhausted, and then I open a door to a new room, does the room populate based on the non-exhausted player count, or the original player count?

The player count that you started the scenario with.

## Round Tracker

### What is the round tracker for? Do I need to complete all scenarios within 12 turns?

No, the round tracker is only for specific scenarios. Unless the scenario has a specific reason for having you track rounds, don't worry about it.

## Scenario Completion

**What happens if we meet the scenario's goals but then the entire party gets exhausted during the round?**

You lose the scenario

**If a scenario is successfully completed, is there any penalty for being exhausted?**

No, you earn everything that you would have earned if you hadn't become exhausted: completed battle goals, tallied money and experience, bonus completion experience, any rewards in the scenario book granted for completing the scenario like bonus gold or experience.

**Do I regain all my hit points once a scenario is finished?**

Yes.

**Do BLESS and CURSE cards stay in my deck once a scenario is over?**

No, Curse and Bless cards (including those purchased from the Sanctuary) and any -1 cards with a star in the corner should be removed from your deck at the end of a scenario.

**How does failing a scenario interact with the permanent death variant?**

With the permanent death variant, whenever a scenario is failed through any condition, the scenario doesn't end until the end of the round in which it was failed. At this time, if any of the characters are still alive (possibly exhausted but not dead), then they would still survive.

**Is it possible to prematurely fail a scenario to avoid death or wasting time?**

Not technically, no, but if there are no monsters on the board and no more will be placed on the board without player action, then all players would be free to play out however many rounds it takes to exhaust themselves without danger. If all players agree, you can save yourself the time and call the scenario failed early.

**If we fail a scenario, can we immediately retry it?**

Yes, your party location is still considered to be at that scenario, so you can fully recover hit points, cards, etc. and immediately do the scenario again without doing a road event, or you can return to town or do another scenario, but that may necessitate a road event before starting a scenario depending on the linking rules.

**Do I get the money and treasure tiles left on the ground when I finish a scenario?**

No, all loot left on the ground is lost once the scenario is over. You have to pick it up during the scenario. If you want the treasure tiles that you weren't able to pick up, you will have to play through the scenario again.

**Do I have to win a scenario to complete it?**

Yes.

## Traps and Hazardous Terrain

**If I end my turn on a hex with hazardous terrain, do I take any additional damage?**

No, you only take damage when you enter the hex.

**Can I or one of my allies spring a trap that I lay? Can monsters spring their own traps?**

Yes, traps have no memory once you place them. They become hazards for everyone.

**If I lay a trap on an open door, and then the door closes because of a scenario rule, what happens to the trap?**

It is removed from the board.

## Turn Scope/Timing

**What exactly is the timing of a figure's turn?**

A figure's turn starts when the previous figure ends their turn and ends when the next figure begins theirs.

**If two effects are both supposed to happen at the beginning of a turn (such as a wound and a beginning of turn heal), which happens first?**

Player decide

## Unoccupied vs. Empty Hex

**Can you explain the difference between an unoccupied hex and an empty hex?**

An unoccupied hex has no figures (monsters, characters or character summons) present. An empty hex has no figures, tokens (money or otherwise), or overlay tiles of any kind (except corridors, open doors, and pressure plates) present.

# Player Abilities

## Attack, Attack Ability, Attack Effects, Targeted

### What do those terms mean?

An **action** is the top half or bottom half of an ability card (or the full card for monsters), or an item or persistent ability that specifically says it grants an "action". An ability that grants another figure an out-of-turn ability (like move or attack) is not an action unless it says "action".

An **attack action** is an action that has an attack in it. It constitutes any and all attacks made with that specific action.

An **ability** is considered an attack ability if it has the word "attack" printed on the card.

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.

An **attack effect** is the effect that occurs after the attack. It occurs even if the attack does no damage, including due to the NULL or Curse cards. You must chose whether you will do an effect attached to an attack before you draw a modifier card.

An ability is considered **targeted** if it says "Target" or "Attack"

### 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 on that enemy (i.e., curse, push, etc.)?

No, added attack effects are always applied after the damage. If you kill an enemy with the damage, then it is no longer around to be pushed onto a trap or cursed.

### Are abilities that target a single figure with an attack but damage additional figures via other non-attack effects (like suffer damage) still considered single target attacks?

Yes.

### Are the same differentiations used when mitigating "damage from an attack" versus a "source of damage"?

Yes, when something reduces damage from an attack (namely, Shield), it is specifically referring to a figure making an "Attack" and flipping over an attack modifier card. If you are reducing or negating a "source of damage," that can be anything: attacks, traps, hazardous terrain, retaliate, wound, suffering damage from choosing a different card to lose when short resting, or any other "suffer X damage" text.

### If a card or item grants an extra action that happens at the end of the turn, when exactly does it occur with respect to other end-of-turn activities?

The extra action occurs before other end-of-turn activities. Think of it as a third action performed after your normal two actions.

### When do the effects of deaths (like moving Dooms) occur: immediately after the figure dies or after the action completes?

Effects of death occur immediately after the figure dies. If an Attack has an attached element consumption that grants an effect plus XP (ex: Consume Ice, Stun 1 XP) can you skip the effect and still get the XP? What if the monster dies as part of the Attack?

Before you attempt the attack, you chose whether to do the consumption as part of the attack. If you do, you also chose if you want to include the effect as part of the consumption. If you decide to consume the element, you will gain the XP (it is mandatory), even if the monster dies or you decided not to include the Stun.

## Area of Effect Attacks

### Can I hit my allies with area attacks?

No, unless the action specifically states that you do. An area effect ability shows you the hexes that you can target with an attack, and you cannot target allies with attacks under any circumstances, so, in general, allies are safe from your abilities. Certain classes (the Cragheart, for example), however, have abilities that specifically state that allies in certain situations suffer damage or gain negative conditions, but these cases are clearly stated on the ability cards.

### Can I target empty hexes with an area attack?

While you are not technically "targeting" the empty hex, the hex of an area attack that is within the range specified by the attack can be empty. It can even be a wall, so long as there are enemies in the attack area that are in your line-of-sight.

**If my area of effect for an attack is chiral (not equal to its mirror image) can I use the mirror image of the area instead?**

Yes, in addition to applying any rotation to an area of effect, you can also use the mirror image of the area.

#### **How does Add Target interact with area attacks?**

Add Target always adds a single extra target within the range of your attack to the attack, and this target cannot be an enemy already targeted by the attack (a single attack ability cannot target the same enemy multiple times). So if you got an Add Target effect on an area attack, you could pick one enemy within range but outside of the area (because all enemies in the area are already getting attacked) to get hit by the attack as well. All conditions and other effects of the attack (other than effects that would add additional attack targets) would apply to the added target, as well. Each instance of the Add Target effect adds an additional target to the attack using the above guidelines. Note that if an attack ability targets everything within a specified range, Add Target would do nothing since you are already targeting everything in that range.

## **Conditions**

**If a condition lasts until the end of my next turn, what exactly does "next turn" mean?**

"Next turn" means your next full turn. So if you start a turn with the condition in effect, then at the end of that turn, it is removed. If a monster stuns you on its turn, then your next turn (whether that happens in the current round or the following round) you would be under the effect of stun, and then it would go away at the end of that turn. If you manage to get stunned on your own turn, you would immediately suffer the effects, then you would also suffer from the effects on your following turn in the following round before the effect wore off at the end of that turn. This also applies to conditions on monsters.

**If I apply POISON with my attack, does it immediately give me +1 on the attack?**

No. All added effects of an attack are only applied after the amount of damage is resolved. The one exception to this is PIERCE, which is applied at the same time as the damage.

**If I have both the WOUND and POISON conditions and am healed, what happens?**

Both conditions are removed and no actual healing takes place.

**Can I voluntarily end positive conditions on myself like Strengthen and Invisible?**

No.

**If I get stunned before I have a chance to play my cards for the round, do I have to discard them, or can I take them back and do a full rest?**

You have to discard them.

**Can a figure still perform actions prevented by immobilize and stun even if those actions are granted to the figure outside their turn?**

No. The "on their turn" phrase listed in the condition section of the rule book should not be there.

**How does stun work with persistent effects and passive items?**

Stun does not affect them, they function normally.

**What happens when a figure becomes immune to a condition that it already has?**

The condition is removed. Note this does not apply to Curse and Bless. Those immunities prevent the card from entering the modifier deck; they do not prevent existing curse/bless cards from being drawn and applying their effect.

**What happens if a figure is immobilized or stunned and they are pushed/ pulled?**

The push/pull can be applied to an immobilized or stunned enemy - the enemy isn't using its limbs to move, it is been pushed/pulled.

**Can you clarify how gaining multiple conditions of the same type is handled?**

As per the rule book, you can't have multiple conditions of the same type on a figure. When a figure gains an existing condition a second time, the new instance replaces the old instance, resetting the expiration turn. Note that curse and bless are not assigned to a figure, they are added to a modifier deck (which affects any figure that draws from it) and as per the rules, multiple curse/bless cards can be added to the deck.

## **Elements**

**If I consume an element in the strong column, does it go down to waning or all the way down to inert?**

Whenever an element is consumed, it always moves down to inert, no matter where it started.

**Can you explain the timing of elemental infusions?**

Yes, the main take-away here is that any elements you create on your turn do not get moved to the strong column until the end of your turn. This means that you cannot create an element (that wasn't already present) and then consume it on the same turn because it won't be available to be consumed until the end of your turn. On the up side, this also means that if an element is already strong or waning at the start of your turn, you can create the element again with your first action, consume the existing element with your second action, and then

the element will still go up to strong at the end of your turn even though you just used it.

### If an element consumption is attached to an attack, when can I chose to consume the element?

Before the attack.

## Experience

### Can I play a card just for the experience?

You have to perform at least one part of the action on the card to gain the experience. If it just says "Attack," you have to attack an enemy to get the experience. If it has "Attack" and "Move," however, you can just move and not attack and still get the experience. A larger experience symbol sitting on its own on an action is not meant to be tied to any specific ability in the action.

### Can I choose not to gain the experience from using an action?

No, experience is not optional.

### If I am level 9, can I still earn experience?

You can still track experience when you are level 9 as a metric for how well you are doing in the scenario, but experience no longer gives you any long-term benefits.

### When a multi target attack has a Gain XP effect, do I get XP for each target?

Only if the card specifically says so.

## Heal

### If a heal or other beneficial ability specifies a range, can I target myself?

Yes.

### How do the heal rolling modifier cards work?

Any time a "Heal" attack modifier card is resolved, the figure who flipped it heals the amount specified. This heal can remove wound and poison like any other heal.

### If I draw two 'heal self' rolling modifiers in the same attack, is one heal performed or two?

Heals from rolling modifiers stack into a single Heal.

### What happens if a figure is poisoned and a "Heal all" ability is used on it?

The heal ability is treated just like other heal abilities, so the poison is removed but no damage is healed.

### Can you use a heal ability on a figure that is already at full health?

Yes.

## Loot

### Can I decide not to loot money or treasure tiles in my hex at the end of my turn?

End-of-turn looting is not optional. If there are money or treasure tiles in your hex at the end of your turn, you have to loot them.

### Can I perform a Loot even if there is no Loot in range?

No

### Are there restrictions on what I can loot with a Loot ability in regards to line-of-sight or obstacles?

The specific mechanics are that you can loot all hexes within range X of you, where X refers to "Loot X." This means that if you can target the hex with an attack in that range, you can loot the hex. This means loot is unaffected by monsters or obstacles, but is affected by line-of-sight.

### Any enemy or scenario effect forces me onto a hex with loot, can I automatically pick it up, like end-of-turn looting?

No, end-of-turn looting happens only at the end of your turn. You cannot automatically pick up loot at any other time.

### If I loot, say, an armor item from a treasure tile and I am already wearing armor, what happens?

You can own any number of items (but only one copy of each). It is not limited only to what you can equip. So when you find armor in a chest and already have armor, you still get to keep the armor you got, you just won't be able to equip it until next scenario. Actually, since you can only equip items in between scenarios, even if you weren't wearing armor, you'd still have to wait to equip the armor you just got.

### So what if I loot an item I already had a copy of?

In this case, you would immediately gain the sell value of the item you looted (half the buy value), and place that copy of the item in the city's available supply of items if it was not already there.

### What if I loot an item and there aren't any more copies available?

You would immediately gain the sell value of the item (half the buy value)

### 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 exceptions are the "Random Side Scenario" reward, which unlocks a new scenario for the entire campaign, and the "Random Item Design" or the "Item Design" re-

ward, which places a set of items in the shop for anyone in the campaign to purchase.

### If I loot a "goal" treasure tile in a scenario and then go back to do the scenario again, is the treasure tile still looted?

No, unlike numbered treasure tiles, "goal" treasure tiles are reset at the end of every scenario and must be looted again.

## Move

### Can you perform a Move X ability but do 0 move?

Yes.

### Some abilities state movement has to be done in a straight line. What does that mean?

It means a straight line of hexes, moving in one direction (no turning around and moving back).

## Push/Pull

### Do I have to push or pull the full amount?

Like any added effect, you can choose not to apply it, but if you do, you have to use the full push or pull effect. The only time the full push or pull may not go into effect is if there are obstacles or figures in the way.

### What if there are multiple blocked and/or unblocked paths?

If a figure is being pushed/pulled and there is an unblocked hex, it has to be used. If there are multiple unblocked hexes, the players decide. This is evaluated one hex at a time until the effect is fully resolved or there are no valid hexes for the figure to move into.

### Can we push/pull enemies through other enemy figures?

Yes, they just can't end the movement in the same hex.

### What happens if there are multiple push/pull effects used in the same ability?

If multiple push or pull effects are applied with the same ability (due to attack modifier cards), you can choose to apply or not apply them separately (e.g. if your ability applied a "push 1," and your attack modifier card applied a "push 1," you could decide to push 0, 1 or 2 since they are separate effects).

### What does "closer" and "further" mean for push/pull?

They are measured by proximity - count the number of hexes between the source and the target, except through walls.

### Can I target allies with push/pull abilities?

No, allies cannot be targeted at all, even if the ability isn't an Attack.

### Can flying monsters be pushed into traps?

The can be pushed into hexes with traps, but doing so will not trigger the traps.

## Retaliate

### When exactly does retaliate trigger?

Retaliate triggers after all effects of an attack have been applied. If the retaliating figure dies from the attack, the retaliate does not trigger because the figure is removed from the board beforehand. If the retaliating figure is pushed out of the range of its retaliate, it also does not trigger. However, if it is pulled into retaliate range, it would trigger.

### Is retaliation an attack, is it targeted? If I am invisible, can monsters still retaliate against me?

Retaliation is not an attack nor is it targeted, so it is unaffected by invisibility. You can still be retaliated against while invisible.

## Shield

### If I take one point of damage from an attack and have multiple abilities (from ability cards or items) which give me Shield when taking damage from an attack, do I have to use all of them?

No. You can choose which Shield bonus to apply in this case, and once the damage is reduced to zero, it is no longer a source of damage, so any other bonuses do not have to be used.

## Summons

### 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 can't 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.

### When summons attack obstacles, what initiative value do the obstacles have when resolving tie-breakers for monster focus?

Obstacles have 99 initiative for resolving focus ties.

# Monster Turns

## Monster - Activation/Initiative

**When a monster type activates, do they all go on the same turn, or does each individual monster have a separate turn?**

Each individual monster has a separate turn.

**If two different monster types reveal the same initiative on different ability cards, which one goes first?**

The players decide.

## Monster - Ability Cards

**If a monster ability card doesn't specify an "Attack" or "Move" ability, do they still perform that ability?**

No. Monsters only do what is written on their card for that round.

**If an ability card for a monster that normally has range shows a hex configuration with a grey hex (signifying a melee attack), is this attack still considered ranged?**

No, in this case, it would perform a melee attack.

**If a monster has bonuses like "Shield" or "Retaliate" on their ability card, is that active for the whole round?**

No, bonuses only become active once the monster takes their turn based on the initiative on the ability card. It then lasts until the end of the round, where it will either get shuffled back into the deck or replaced with the next round's ability card.

**If a monster ability card lists a melee attack (like "adjacent enemies" effects) but the monster stat card specifies a Range X, is the attack melee or ranged?**

It is melee, the monster ability card takes precedence.

## Monster - Attacks

**Can you clarify how monsters do attacks against multiple targets?**

Area of Effect, Add Target and Target X attack are treated exactly like they are for players. Unless otherwise stated by a card, the multiple attacks cannot be done on the same enemy because they all come from the same ability. If a card says that multiple attacks CAN be done on the same enemy (as an exception to the rule), the monster will attack its focus until it's dead/exhausted, after which it will follow the focus rules to find its next target.

If a monster ability card has multiple attack abilities listed in different lines, they are considered separate abilities and will therefore be used on the same target until its dead or exhausted, after which it will follow the focus rules to find its next target.

Note that the wording on Page 31 of the rule book regarding monster multiple attacks should read "If the monster can target multiple figures with a single ability..." instead of the "If the monster has multiple attacks..."

After a monster is done moving (or didn't have to move), in what order does the monster perform its attacks against multiple targets?

Players decide.

## Bosses

**Are bosses elites?**

No, bosses are their own class of monster and are thus unaffected by abilities that target normal or elite monsters. Also note that named monsters specified in the scenario book are their own class of monster as well.

## Monster - Conditions

**Can you explain in more detail how monsters interact with invisible characters?**

Invisibility works the same regardless of whether it is an invisible character or an invisible monster. Monsters can't focus on invisible characters, move through them (unless flying or jumping), or target them with any attacks or other targeted abilities (an ability like "CURSE, target all enemies within range," for instance, wouldn't affect the invisible character even if he/she were in range). Monsters essentially treat invisible characters like obstacles, but may occasionally affect them with non-target effects (such as splash damage). Once again, however, an invisible character will never be focused on by a monster.

Invisibility can create an edge-case where a monster is unable to find a focus, either because all of its enemies are invisible, or an invisible character is standing in a door or some other one-hex passageway to prevent a monster from finding any viable path to get within range of an enemy. Blocking a passageway like this doesn't always result in not finding focus. Flying or jumping enemies can ignore the obstacle (invisible character), and ranged enemies may still be able to shoot over it, depending on the value of their range and the positions of the other characters.

**If a monster is disarmed, will it move as if it has an attack?**

No, disarm negates all effects of having an attack. A monster will move as though it doesn't have an attack, which means it will just try to get as close as possible to its focus.

### **How are ability bonuses (shield and retaliate) affected by stunning a monster?**

Note that the bonuses are not simply given by the monster ability card. Monsters would have to perform a "Shield 1" action to gain the Shield 1, so these bonuses only activate if a monster is not stunned on its turn.

### **If a figure is immune to CURSE, what happens if it draws a CURSE card?**

The card affects the boss normally (i.e. the boss does no damage). Note that it is only immune to the condition, which is the act of shuffling the CURSE card into the deck.

### **If a monster with a ranged attack is under disadvantage from being adjacent to its focus and is also muddled, will it still move to attempt to lose its adjacency disadvantage anyway?**

No

### **Does curse from a monster ability card stack with curse as a trait from the monster stat card?**

Yes, 2 curse cards will be added to the target's modifier deck.

## **Monster - Doors**

### **If a door is closed due to specific scenario rules, what happens if revealed monsters are stuck in a room with no enemies to attack?**

Closed doors behave like walls. The monsters are still revealed, so they would still play a card at the beginning of each round, but, until the door is opened, they wouldn't be able to find a focus, and so would not move or attack and just perform any other abilities on their card, as per the normal rules.

## **Monster - Elements**

### **When a monster's initiative comes up and the monsters consume an element as part of their ability card, do they each consume an element as they take their individual turns or do they consume the element as a group?**

They consume the element as a group, with all the currently revealed monsters of that type gaining the benefit. However, if new monsters of that type are later revealed, they would need to consume the element again to gain the benefit (assuming it is available).

## **Focus**

### **I'm just confused about focus. Can you explain it?**

Finding a focus for a monster can be tricky in certain circumstances, but it follows some very basic rules.

First of all, is the monster performing an attack on the ability card it drew? If not, pretend as if it is performing a melee attack (i.e. it wants to be adjacent to an enemy). Next, find the minimum distance it needs to move to get within range (and line-of-sight) to attack an enemy. Note that the monster focuses on a target but the movement path is towards a legal firing/attack position hex (unoccupied, in LOS and in range) - its destination hex. It doesn't matter if the monster can't get to its destination hex with the movement it has, as long as there is a path to eventually get to the hex it will still consider this path the optimal path. The enemy/enemies that are within range (and line-of-sight) at the end of this shortest path are considered the "closest."

Side note on negative hexes (traps or hazardous terrain): negative hexes are considered obstacles when determining this path unless there is no path except through the negative hexes. The path can be ten steps long if the enemy avoids the negative hex and two steps long if it goes through the negative hex, it will still choose the ten-step path as long as it is available. Basically, monsters will move through as few negative hexes as possible.

In the case where the monster can move the same number of spaces to get within range (and line-of-sight) of multiple enemies (either because it starts its turn within range or multiple enemies or through some other situation), proximity (i.e. number of hexes they are away, not counting through walls) is then checked as a tie-breaker for "closest."

Okay, now, if there is only one closest enemy within range at the end of that path, that is the monster's focus. If there are multiple closest enemies within range (and line-of-sight), the focus is the enemy among those tied who has the lower initiative for the round.

Note that there may be some cases where a monster can't find a focus at all. In order to obtain focus on an enemy, there must be an unblocked path (no walls, enemies, obstacles) to a hex that it can legally stand in where it could eventually move to and target the enemy. If an enemy can't find a focus, it doesn't move or attack on its turn but it can perform any other abilities written on its card.

### **How exactly does a monster with Jump evaluate its focus/movement path?**

The monster acts as if it has an infinite jump, just like it normally acts as if it has infinite movement. The monster treats anything that would normally block its movement (obstacles, traps, enemies) as an ally in terms of where it can move to (i.e. they can move through them, but not end their movement in the same hex). Then it follows all the normal movement rules (minimum movement required to get as close to the target hex as possible, thinking that it can move through anything).

**If a monster has jumping or flying for only one turn (say from an ability card), does it evaluate its focus path assuming it has jumping or flying for just its current turn or for the entire path?**

The monster assumes it can jump or fly for the entire path (as if it was a permanent ability).

## Monster - Mind Control

**When a monster is controlled by a character, is it considered an ally or an enemy of other monsters while it is being controlled?**

It is considered an enemy by other monsters.

**Can enemies that do not have a base movement be granted movement abilities from other sources like mind control?**

Enemies without movement function like summons without movement. If they are granted a "Move X" ability, they can move, but if they are granted a "Move +X" ability, they can't.

## Monster - Movement

**If a monster can't get within range to attack with its movement, will it still move closer?**

Absolutely, monsters will always use the minimum movement required to get as close as possible to a hex where they can attack their focus, attempting to get into a position where they can attack with maximum efficiency if possible (e.g. avoiding disadvantage (first priority) or maximizing attacks on other targets (second priority)). Closeness is measured by the minimum total number of hexes the monster needs to physically move to reach the desired hex.

**Will a monster move away from its target if it is adjacent and is performing a ranged attack?**

Yes, monsters move a minimum amount to maximize their attack, so they will move away to lose disadvantage. If it can't lose disadvantage (i.e. is muddled or does not have enough movement points), it will not attempt to do so.

**Will a monster move away from its target just to extend its distance (kite)?**

No. It will only move away to maximize its current attacks.

After determining focus, how exactly does a monster move to maximize its attack on its focus and any additional targets?

It will determine where to move by prioritizing the following **before moving**:

1st - Attack its primary focus, losing disadvantage if possible

2nd - Attack as many extra targets as possible

3rd - If there are multiple attack locations with an equal number of different extra targets, use the focus rules (from its starting position) to determine priority

4rd - Lose disadvantage on the extra targets (all equal priority, **players decide ties**)

5th - Move as little as possible to attack the chosen targets

See this [Gloomhaven Rules Quiz Geek List](#) for various community created examples of monster movement.

## Monster - Summons

**How do you distinguish between summoned enemies and other enemies (since summoned enemies don't drop money tokens)?**

You can place extra scenario tokens (grey circles) on summoned enemies if you have difficulty keeping track.

**When something that summons monsters dies, do the monsters it summoned die too?**

No.

## Monster - Traps

**What happens if a flying monster is over a stun trap and another monster attempts to move over that stun trap?**

A figure cannot end their move in the same hex as another figure so treat the flying monster as an obstacle when determining the non-flying monster's movement.

# Campaign

## Casual vs Campaign Mode

**How are sanctuary donations, road and city events handled when playing scenarios in casual mode?**

Sanctuary donations and city events can only be done if the last scenario played was in campaign mode. Road events can only be done if the next scenario is being played in campaign mode.

## Character Unlocks, leveling Up, Perks, Personal Quests

**When I level up, does my experience go back to zero?**

No.

**How exactly does my "pool" of ability cards work?**

**What can I add to it when I level up?**

Your pool of ability cards is the set of cards you can choose to add to your hand when you start a scenario. The cards in your hand are the cards you actually play the scenario with and their number is limited based on the class you are playing. When you are starting out with a level 1 character, your pool consists of all level 1 cards, plus the three "X" cards in your deck as well. All other cards are unavailable to you. When you level up, you can take a single card of your new level or lower from the deck of unavailable cards and add it to your pool. In this manner, a level 9 character will add eight more cards to their pool over the course of leveling up from level 1.

**If a perk on a character sheet has multiple check boxes next to it, does that mean it requires that number of check marks to unlock it, or that I can acquire that perk for one check that number of times?**

The second case. If a perk has two check boxes, you can gain that perk twice for one perk allocation each.

**Can I choose not to level up when I have the experience or not gain a perk when I have three check marks?**

No. If you are in town and you have enough experience to level up, you are forced to do so, immediately gaining all benefits of leveling up. If you have three check marks, you must immediately gain a perk.

**If I lose a check mark, can that make me lose a perk?**

No. You cannot go below the threshold of a perk, experience level, or prosperity level when losing check marks, experience, or prosperity, respectively. So if you have three check marks (enough to gain a perk), and then lose a check mark, nothing happens. You don't lose a perk, and you don't go into check mark debt

**If I unlock a character class through means other than retirement and it is already unlocked, do I still get the bonus of a random scenario and item design?**

Yes. No matter how a character class is unlocked, if you trigger the unlock and it is already unlocked, you gain the bonus of a random scenario and item design.

**Do I keep my personal quest secret?**

There's not an official rule on this, so do whatever you want. I like to keep mine secret.

## Enhancements

**For the BLESS and STRENGTHEN enhancements, what abilities count as targeting allies or yourself?**

If an ability has a targeting qualification below it (e.g. "Self" or "Affect all allies at X range" or simply "Range X"), and it is a beneficial ability, then you can enhance it with Bless/Strengthen (as long as it has a dot, of course). A "Move" ability does not count as targeting yourself.

## Negative Scenario Effects

**If I have a perk that lets me ignore scenario effects, can I ignore the negative effects of event cards?**

No. You can only ignore the specific effects outlined in scenarios as scenario effects. These will be listed in the special rules of a scenario and have the format of "Do such and such as a scenario effect."

## Prosperity

**How do I track lost prosperity?**

Note it next to the prosperity track and then scratch out the note the next time you gain prosperity.

## Road and City Events

**If I am forced to discard cards because of an event, when does that happen?**

Even though events happen before setting up the scenario, you should wait until you've selected your hand of cards to decide which ones to discard.

**Does consuming items during a road event make them unavailable during the scenario?**

Yes.

**What does "unavailable" mean regarding items consumed during road events?**

You must equip the item into a slot, already consumed, but mechanics that allow you to refresh items can apply to the unavailable item

**Do I do a road event when traveling back to Gloomhaven from a scenario?**

No, you only do a road event when traveling to a scenario.

## Which event rewards/penalties affect a single character and which affect all characters?

If a result starts with "Gain," "Lose," "Discard," or "Consume," the result is distributed among all characters however they choose if the word "collective" is included (i.e. "Lose 10 collective gold." means that the party loses 10 gold total). The result affects each character separately if the word "each" is included (i.e. "Lose 10 gold each." means that a party of 4 would lose 40 gold total). The exception to this is if the result is gaining an item. In that case, only one character gets the item (decided among the players).

If a result contains "Start scenario with..." it affects all players, unless it says "One starts scenario with..." in which case it only affects one player.

There are a few cards with typos where the "collective" or "each" is not included (see below).

As a rule of thumb, if something is missing, assume it says "each".

There is also a **typo on road event 36**.

The symbols in outcome A should read as follows (the change is marked in red):

XYYK9XII - KYY VYJY, KYY >9XII,  
JSTI - KYY BYAAYY - **SDZ**.

**TYPO - City Event 04 (R1):** "Lose 1 check." should read "Lose 1 check each."

**TYPO - City Event 06 (R1):** "Gain 5 experience." should read "Gain 5 experience each."

**TYPO - City Event 22 (R1):** "Gain 1 check." should read "Gain 1 check each."

**TYPO - City Event 46 (R1):** "Lose 5 gold." should read "Lose 5 gold each."

## Scenarios

**If the party wants to go directly to a linked scenario but wants to swap out characters in between, does the party have to go back to Gloomhaven, thereby forcing them to take a road event before the linked scenario?**

If the character being swapped in has already been created, then you don't have to go back to Gloomhaven, but if you want to swap in a character that hasn't been created yet, you would have to return to Gloomhaven to create it.

**If I play a random dungeon from the random dungeon deck, do they trigger road events and city events like normal scenarios?**

No. Random dungeons will not progress the campaign in any way. This means they do not trigger road or city events, unlock new scenarios, gain town prosperity or anything else that would impact the campaign world. They can, however, help with character progression, in the form of experience, gold, checks, and personal quests.

**If a scenario's requirements have an achievement listed as "INCOMPLETE," what does that mean?**

It means that you can only play that scenario in campaign mode if you do not have the listed achievement.

**If a scenario is actually in the town of Gloomhaven, would interacting with the town both before and after the scenario be considered separate visits (for the purposes of donating to the sanctuary and city events)?**

Yes.

**If a scenario's goal is to kill all revealed monsters, do those include summons as well?**

Yes

## Personal Quests

**What scenarios are considered to be inside Gloomhaven?**

Any scenario marked on the zoomed-in inset in the top right of the map is considered to be in Gloomhaven (even 58 and 86).

### Personal Quest 510

**What scenarios are considered to be crypts?**

Any scenario with "crypt" in the title. 4, 5, 6, and 19.

### Personal Quest 521

**What scenarios are considered to be inside the Dagger Forest?**

3, 28, 29, 38, 43, 44, 48, 55, 56, 59, 81, and 91.

### Personal Quest 529

**What scenarios are considered to be inside the Dagger Forest?**

3, 28, 29, 38, 43, 44, 48, 55, 56, 59, 81, and 91.

## **Personal Quest 531**

**What scenarios are considered to be inside the Dagger Forest?**

3, 28, 29, 38, 43, 44, 48, 55, 56, 59, 81, and 91.

**What scenarios are considered to be inside the Lingering Swamp?**

19, 32, 45, 49, 61, 62, 68, and 79.

**What scenarios are considered to be inside the Watcher Mountains?**

9, 13, 63, 65, 73, 76, 80, 82, and 85.

**What scenarios are considered to be inside the Copperneck Mountains?**

7, 14, 15, 16, 24, 25, 33, 34, 39, 40, 41, 42, 46, 54, 66, and 84.

**What scenarios are considered to be inside the Misty Sea?**

17, 30, 37, 47, 64, 70, 74, and 93.

**If I have to kill a certain number of something, do I have to land the killing blow?**

Yes. You also get credit for kills if your summon lands the killing blow.

**If I fulfill the conditions of my personal quest and then do something so that they are no longer fulfilled, do I still retire?**

No, you must be fulfilling the conditions of your personal quest at the time you retire.

**For quest cards 510, 513, 521, 526, and 529, I have to fulfill some condition and then unlock a scenario. Does the scenario unlock automatically once the condition is fulfilled or do I have to do something else to unlock it?**

The scenario is unlocked when you fulfill the condition. You don't need to do anything else to unlock it.

**For quest cards 510, 521, 522, 526, 528, and 529, do these have to be different scenarios?**

Yes.

**For quest card 514, can I experience this even if I am exhausted?**

Yes. Note that your own exhaustion does not count, though.

**For quest card 515 and 520, do I have to that many monsters total or that many of each monster listed?**

That many monsters total.

**For quest card 517, what counts as different monster types?**

Each monster stat card (the large square ones) depicts a different monster type. So, for instance, Inox Guards and Bandit Guards are two different monster types and each different boss is a different monster type.

**Do random scenarios count for quest card 518?**

Yes.

**For quest card 519, can I lose progress for this if I lose check marks through events? Do I gain progress if I gain check marks through events or bonuses other than battle goals?**

No, only battle goals count as progress towards this quest. It may be necessary to track this separately in the notes section.

# Starting Classes



## Level 1 and X

### Trample (Card 001):

Note for the bottom action, the attacks are resolved after the movement is completely resolved. They are considered melee attacks, but you do not have to be adjacent to the targets at the end of the movement.



## General

### TYPO (R1)

The final perk on the character sheet should read "Ignore negative scenario effects," not "Ignore negative dungeon effects."

## Level 1 and X

### Avalanche (Card 118):

For the bottom ability, place the obstacles in hexes adjacent to the Cragheart.

### Backup Ammunition (Card 121):

Even if there is only one target in range, if the top action is active and you perform a ranged attack, a charge is expended.

### Unstable Upheaval (Card 123) (R1):

For the top action, if you consume earth, this turns from a melee attack into a ranged attack because a range is specified. Note that for R2, the attack is always melee.

### Crater (Card 124):

For the bottom action, if you consume earth, only the second instance of everything adjacent suffering damage is augmented, not both.

### Heaving Swing (Card 117):

The top attack effect works on flying enemies.

## Level 2

### Explosive Punch (Card 130):

The top attacks are considered melee attacks.

### Sentient Growth (Card 131):

For the top action, use the exact same area for both abilities.

## Level 3

### Clear the Way (Card 132):

The top attacks are considered ranged attacks.

## Level 4

### Rock Slide (Card 134):

For the top ability, any single enemy cannot take more than two damage. The damage from individual obstacles does not stack.

## Level 5

### Petrify (Card 136):

Place any money tokens or treasure tiles (including the one dropped by the enemy) in this hex on top of the obstacle. These are still lootable with loot actions (or if you are flying and end your turn in the hex).

### Stone Pummel (Card 137):

A charge of the bottom ability will only be expended if there is an adjacent obstacle to destroy (even if you don't destroy it to gain the bonus).

## Level 7

### Meteor (Card 140):

For the top action, all three hexes have to be within range 3. These attacks are considered ranged attacks.

### Brutal Momentum (Card 141):

You can place a character token on this card as a reminder of whether you consumed earth for it.



## General

### TYPO (R1)

The final perk on the character sheet should read "Ignore negative scenario effects," not "Ignore negative dungeon effects."

In general, Augments are persistent ability cards that go in your active area when played. They will give you (not your summons) some persistent bonus (the part with the darker background) to all of your melee attacks once in your active area, and then will also allow you to immediately perform a one-time attack, which benefits from the augment just activated.

The Augment part of an augment card is an ability and can be skipped so you can play the card for its other abilities and leave a currently active Augment in play.

Whenever you force a monster to attack, they use the monster attack modifier deck.

Whenever you force a figure to take an action, unless otherwise noted, the figure still takes their turn during the round.

## Level 1 and X

### Submissive Affliction (Card 146):

For the top action, the bonus does not count negative conditions applied by the attack, since negative conditions are applied after damage is dealt. The bonus only counts negative conditions that were on the target before the attack. It also does not count curse, as that effect is not target specific. For the bottom action, note that there is no plus on the attack line, but there is a plus in the range. This means that the enemy performs an "Attack 2" on another enemy within its base range. Any added effects from the monster's stat card are also applied to the attack, and the monster uses the monster attack modifier deck. This is not a targeted ability.

### Feedback Loop (Card 149):

The Shield effect can stack for each separate attack you make. Place a character token on this card for each attack, and each token adds "Shield 1." These tokens are removed from the card at the end of the round.

### The Mind's Weakness (Card 151) (R1):

TYPO - The top ability should read "**On your melee attacks:**" just like all the other augment cards.

### Perverse Edge (Card 154):

For the top action, the bonus does not count negative conditions applied by the attack, since negative conditions are applied after damage is dealt. The bonus only counts negative conditions that were on the target before the attack. It also does not count curse, as that effect is not target specific.

## Level 2

### Hostile Takeover (Card 160):

The bottom action has no effect on enemies who have already acted in the round.

## Level 4

### Cranium Overload (Card 164):

You do not gain experience for the initial enemy killed with the top action. Also the attacks performed are considered ranged attacks.

## Level 8

### Domination (Card 172):

The bottom action has no effect on enemies who have already acted in the round.

# Scoundrel

## Level 1 and X

### Swift Bow (Card 099) (R1):

The enhancement circle in the bottom action is no different than any other. This is just a graphical mistake.

## Level 6

### Crippling Poison (Card 108):

For the top action, this bonus is in addition to the normal +1 attack against poisoned enemies.

## Level 9

### Long Con (Card 114):

The bottom action has no effect on enemies who have already acted in the round.

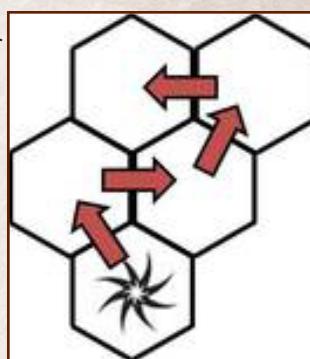
# Spellweaver

## Level 1 and X

### Impaling Eruption (Card 062):

As with any ranged ability, you can trace the path to your target however you would like. It doesn't have to be in a straight line. For instance, the Spellweaver could hit all of these hexes with this action by tracing the path along the red arrows:

Also note that this is a ranged attack, so any attack against someone adjacent to you has disadvantage.



### Crackling Air (Card 069):

Keep track of whether you consumed air when you used this ability by placing another character token on the card.

## Level 4

### Spirit of Doom (Card 076):

The top action is not targeted.

## Level 6

### Living Torch (Card 080):

When the summon drops below 1 health, before it is removed from the map, it performs one last "Attack 3, target all adjacent enemies" action.

# Tinkerer

## Level 1 and X

### Harmless Contraption (Card 031):

This summon has no attack action or a base attack value. It cannot be commanded to attack with an "Attack +X" action, but it can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession").

### Flamethrower (Card 032):

The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

### Reinvigorating Elixir (Card 037):

The bottom ability can be used on allies who are long resting for the round. In such case, when their long rest occurs at the end of the round, they do not recover any discards (because they have none), and thus do not have to lose any cards. They simply perform the other parts of the long rest, healing two hit points and refreshing their spent items.

### Enhancement Field (Card 040):

The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

## Level 8

### Chimeric Formula (Card 060):

So this is probably the most ridiculous action in the game. You're level 9, so have a little fun. The bottom action allows for any class to get the card of any other class in their hand to use as they would their own cards. For instance, the Brute could gain one of the Mindthief's augments. The sky's the limit, except that lost cards that cannot be recovered still cannot be recovered.

# Monsters

## Living Bones

### Target one enemy with all attacks (Card 522):

Normally players or monsters with a "Target X" modifier to their attack must target different enemies with each of their multiple attacks. This card allows the monster to instead target the same enemy with each attack. Thus, a Living Bones with "Target 2" would perform two attacks, one right after the other, on its focus.

If the target gets exhausted by the 1st attack, the monster will attempt to attack another enemy using the focus rules, though it can't move since it is in the middle of an attack.

## Vermiling Scouts

### Looting (Card 675):

Just like a player "Loot 1" action, the scout will pick up all coins on its hex or adjacent hexes. These coins are lost - the scout doesn't drop them again when it dies (just the normal one coin). The scout, however, cannot loot treasure tiles. Also keep in mind that this action does not influence how the scout moves. Since there is no attack written on the card, it focuses and moves as if it had a normal melee attack.

## Oozes

### Stat Card Typo (R1)

Level 3 elite Oozes should have "Shield 1," not "Shield 2."

### Summoning (Cards 696, 697)

Note the damage happens before the summon, so new oozes come in at the new hit point value. The new ooze's max hit point value is still defined by its Stat card. Also, if the damage kills the ooze, then it doesn't summon at all. If there are no more ooze standees, the ooze will still perform the action, simply suffering damage.

### Looting (Card 698)

Just like a player "Loot 1" action, the ooze will pick up all coins on its hex or adjacent hexes. These coins are lost - the ooze doesn't drop them again when it dies (just the normal one coin). The ooze, however, cannot loot treasure tiles. Also keep in mind that this action does not influence how the ooze moves. Since there is no attack written on the card, it focuses and moves as if it had a normal melee attack.

## Spitting Drakes

### Stat card Typo (R1)

A level 0 elite Spitting Drake should have 4 Attack, not 5.

## Lurkers

### Target one enemy with all attacks (Card 615)

Normally players or monsters with a "Target X" modifier to their attack must target different enemies with each of their multiple attacks. This card allows the monster to instead target the same enemy with each attack. Thus, a Lurker with "Target 2" would perform two attacks, one right after the other, on its focus.

## Sun Demon

### Consume Light: Target all allies within range (Card 652):

This should read "Target all allies within range instead". Doing the consumption replaces the self/single ally heal with a multi-ally ranged heal.

## Wind Demons

### Typo (Card 648) (R1):

The "+" signs are missing on the top part of this card. It should read "Move +0, Attack +0"

## Scenario 2 Boss

### Special 1:

If he is moving to an already opened door (because he's already made a full circuit) and the door hex is occupied, have him move instead to an unoccupied hex nearest to the door hex (players choose in the case of ambiguity).

## Scenario 46 Boss

### Special 2:

**Stat Card Typo (R1):** It says "Summon P eggs." It should read "Summon C eggs," as "C" is the abbreviation for number of characters.

# Scenarios

## Scenario 9 (R1):

**TYPO** - The boss abilities are switched in the scenario book. "Boss Special 1" should be labeled "Boss Special 2" and vice versa.

## Scenario 10 (R1):

**TYPO** - The treasure tile should be labeled 11, not 55.

## Scenario 11 (R1):

**TYPO** - Ignore the text of "Boss Special 1" in the scenario book and just go by the boss's stat card.

### Errata - Extra reward:

Gain "Item Design: Skullbane Axe (Item 113)" when you complete this scenario as well.

## Scenario 12:

**TYPO** - Door marker number 1 should be located at the southern door, not the northern door. The text under the "1" section should be read when the southern door is opened.

**TYPO (R1)** - "Boss Special 1" is not listed here. It is exactly the same as "Boss Special 2," except Living Bones are summoned instead of Living Corpses.

### Errata - Extra reward:

Gain "Item Design: Skullbane Axe (Item 113)" when you complete this scenario as well.

## Scenario 14:

### What are the numbers at the end of the conclusion text referencing? Do I unlock those scenarios?

No, scenario 14 does not unlock any new scenarios. There are many ways to arrive at scenario 14, and when you unlocked it, you also unlocked a scenario that couldn't be completed until you completed scenario 14 due to global achievement restrictions. The numbers at the end of scenario 14 are just reminders of where you should go next depending on what your goal was in the first place.

## Scenario 19:

The altar (b) can be affected by abilities that affect obstacles, though it is recommended that you not destroy it, since that would make the scenario unwinnable. The NPC treats the altar as a focus when determining movement.

## Scenario 20 (R1):

**TYPO** - "Boss Special 1" is not listed here. It is exactly the same as "Boss Special 2," except Living Bones are summoned instead of Living Corpses.

## Scenario 21:

**TYPO** - Under "Special Rules" the position of the altar should be "f" not "a".

## Scenario 25:

**Escaping** - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

## Scenario 27 (R1):

**TYPO** - If you already have a sticker in the space that "The Rift Closed" global achievement should be placed, do not cover it up. In this case, either don't place "The Rift Closed" sticker, or place it somewhere to the side of the map.

## Scenario 33:

**Escaping** - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

## Scenario 34 (R1):

**Additional special rule** - The boss is immune to any ability or effect that would affect its position on the map in any way (e.g. push, pull, forced movement, etc.).

This scenario should have an additional requirement: "The Drake Aided (Global) INCOMPLETE." Additionally, completing this scenario should also trigger - "Lost Party Achievement: The Drake's Command."

## Scenario 35

### Can you destroy the wall obstacles?

No

## Scenario 37:

**Escaping** - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

## Scenario 42 (R1):

### Errata:

Completing this scenario should award the global achievement: "The Voice Silenced."

There should be an extra requirement for this scenario:

"The Voice Freed" INCOMPLETE.

## Scenario 45:

The totems are considered obstacles so cannot be destroyed using abilities but may be affected by other non-damaging abilities (like the Cragheart's obstacle manipulation abilities).

## Scenario 47 (R1):

Additional special rule - The boss is immune to any ability or effect that would affect its position on the map in any way (e.g. push, pull, forced movement, etc.).

## Scenario 52 (R1):

Special rule - For this specific scenario, you can use the bottom action of any card to loot a treasure tile within range 1.

## Scenario 58:

Each bone pile is considered a separately performed heal ability, and they still heal the named monster even if it is stunned.

## Scenario 60:

Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

## Scenario 69:

You don't have to end your movement on a hex adjacent to the well, you just have to enter a hex adjacent to the well.

## Scenario 71:

Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

## Scenario 72 (R1):

**TYPO** - Use map tile L1b instead of L2b.

## Scenario 77:

Characters that have the ability to create obstacles cannot block all pressure plates simultaneously.

## Scenario 79:

The bosses two abilities can affect invisible characters. The boss's mind control can only be used on characters that have not yet acted in the round.

## Scenario 81:

**TYPO (R1)** - In the special rules of section 1, "the Betrayer" should instead be "the Colorless." For both of the boss's specials, consuming elements only affects the summoning. The other parts of the specials go off regardless.

Note that the Crystal of Zenith and Sphere of Midnight are not actual items and have no use outside this scenario. Use numbered tokens to keep track of who has them. At the end of the scenario, win or lose, these two "goal" treasures are reset so that these two items can be looted again, just like any other "goal" treasures in the game.

## Scenario 82:

**What happens if the player with the items is exhausted without reaching the exit? If the scenario is failed, do we still get to keep the items we looted?**

If the player holding the items is exhausted, the scenario is failed. If the scenario is failed, the items are returned to the treasure tile and you can loot it again on your next attempt.

## Scenario 84 (R1):

**TYPO** - The author's name is David Isakov, not David Jansen. Sorry David!

## Scenario 85:

**The scenario book says to spawn 8 sum demons when playing 4 players but there are only 6 standies, what gives?**

This is an error in the book. For 4 players, don't place the night demon and sun demons in the final room that are only placed as normal enemies for 4 players (i.e. they're colored black for 2 and 3 players and white for 4 players)

## Sun Class Solo Scenario:

**TYPO** - The special rules for (1) should read "Two normal Inox Guards." They spawn in both locations.

## Random Scenario Cards:

**TYPO** - Cards 542, 546, 549 - Art should be rotated 180 degrees.

**TYPO** - Card 535 - Icons and overlay tiles should be mirrored.

# Items

## Item 001

Boots of Striding only add to the numerical value of an existing movement. They do not give you a free movement action.

## Item 004

Hide Armor only grants the shield for the attack, not until the end of the round.

## Item 023

Chainmail only grants the shield for the attack, not until the end of the round.

## Item 045

The perk that ignores item effects does not prevent you from being cursed.

## Item 107

This bonus must be used on the turn it is gained. It cannot be saved. If you can perform multiple movement abilities during your turn, the item can only be used one time.

## Item 115, 123, 132

The card is treated like a persistent bonus, going in the active area until the summon is killed or the card is removed (removing the summon and consuming the item). If the card is refreshed and there is an active summon from the card, the active summon disappears.

## Item 124 (R1)

The ability text should contain "on your turn."

## Item 131

This item cannot be used if there is no other enemy in range to be attacked.

# Locked Classes



## Level 1 and X

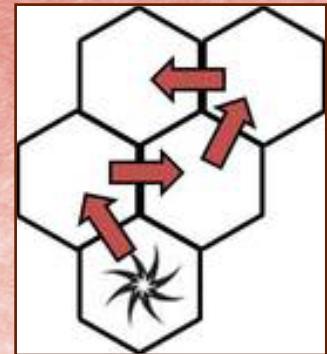
### Wings of Night (card 270) (R1)

**TYPO** - Wording of Wings of the Night should read "Before your next 4 Attack actions, perform a Move 2 as the first ability of the action"

If you add an attack to an action, it becomes an attack action, and the same goes for adding a move. So if you have all those cards active, basically any action you take with an attack or move would trigger all the effects. And you cannot choose to not perform some of them. A charge of each would get consumed regardless.

### Storm of Wings (Card 307):

As with any ranged ability, you can trace the path to your target however you would like. It doesn't have to be in a straight line. For instance, the Plagueherald could hit all of these hexes with this action by tracing the path



along the red arrows:

Also note that this is a ranged attack, so any attack against someone adjacent to you has disadvantage.

## Level 7

### Baneful Hex (Card 314):

If an enemy draws two curse cards on an attack because of advantage or disadvantage, it still only suffers 3 damage since only one of them is activated.



## Level 1 and X

### Empowering Command (Card 178):

The "Attack 4" action is considered a melee attack, even if the affected ally has a Range trait.

### Protective Blessing (Card 179):

The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

## General

### Attack Modifier Cards -

### Refresh Item (Cards 144, 145, 146):

Using this card allows you to refresh one consumed or one spent item you have equipped.

## Level 1 and X

### Sharpening Kit (Card 207):

The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

### Proficiency (Card 208):

Note that for the top ability, the item used doesn't have to directly affect the attack. Any items that you can use "during your turn" could also apply, and, if the attack action is also a move action (i.e. it has both an attack ability and a move ability), any items that apply to a move action could also work.

### Iron Bulwark (Card 209):

The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

## Level 4

### Engulfing Radiance (Card 194):

The bottom effect applies to allies only while they are within range 4 to you (like a large aura), not allies that were within that range at the time this action was performed.



## Level 1 and X

### Spread the Plague (Card 292):

For the top action, you cannot give Poison to an ally who is immune to Poison.

## Level 4

## Level 5

### Reinforced Steel (Card 223):

The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.



## General

Note that unless a card specifically says it only affects summoned allies you own, it can affect any summoned ally, including those of other players.

## Level 1 and X

### Living Night (Card 235):

Place down two summon tokens of the same color with different numbers to track the two separate summons.

## Level 5

### Conjured Aid (Card 252):

This summon's heal ability will be performed exactly like a monster's heal ability - it will go to the ally within range (or itself) who has suffered the most damage, with a tie being decided by the players.

## Level 5

### Endless Spikes (Card 253):

Place down three summon tokens of the same color with different numbers to track the three separate summons. These summons have no attack action or a base attack value. They cannot be commanded to attack with an "Attack +X" action, but they can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession").



## General

**Songs** are persistent bonuses for your allies that last until you choose to discard them, or you play a different song. Remember, however, that you are not an ally of yourself. Whenever you have a song active at the beginning of your turn (i.e. it was played on a previous turn), you gain an experience.

## Level 1 and X

### Defensive Ditty (Card 349):

The effect of the bottom action only happens once.

### Unending Chant (Card 358):

For the top bonus, the additional curse caused by the bonus does not also trigger the bonus.

The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

## Level 3

### Echoing Aria (Card 362):

The bottom effect applies to allies only while they are within range 3 of you (like an aura), not allies within range 3 of you at the time this action was performed.



## Level 1 and X

### Resolute Stand (Card 319):

If an item is used to attack multiple targets with the top attack, all targets would receive the full effect of the attack. Experience, however, would be calculated separately, such that any remainder damage from the first attack does not roll over into the second attack.

### Growing Rage (Card 320):

The number of cards you have lost is equal to the cards in your lost pile plus any lost cards in your active area. If you recover any lost cards, they no longer count toward the total.

### Unbridled Power (Card 329):

The text on the bottom action means that any time you see the words "maximum hit point value," you would still apply your normal maximum hit point value instead of 26 (unless you are level 9 and they are the same).

### Glass Hammer (Card 330):

Since this is not damage it cannot be mitigated in any way. If an item is used to attack multiple targets with the top attack, all targets would receive the full effect of the attack. Experience, however, would be calculated separately, such that any remainder damage from the first attack does not roll over into the second attack.

## Level 2

### Reckless Offensive (Card 332):

For the top action, if you suffer no damage, the action does nothing. This attack also costs double to enhance.

## Level 5

### Final Fight (Card 339):

For the top action, there is no way to mitigate the effect of becoming exhausted. As the name implies, this will be your final action for the scenario.

For the bottom action, the number of cards you have lost is equal to the cards in your lost pile plus any lost cards in your active area. If you recover any lost cards, they no longer count toward the total.

## Level 7

### Burning Hatred (Card 342) (R1):

For the top action, if you consume fire, this turns from a melee attack into a ranged attack because a range is specified.



## Angry Face

### General

**Dooms** are persistent negative effects applied to a specific enemy that last until you choose to discard the applied doom card, you play a different doom, or the enemy dies.

Any enemy that has a doom applied to them is considered "doomed."

Note that while bosses are immune to many negative conditions, they are not immune to dooms. Obstacles with hit points, however, cannot be doomed.

Note that unless a card specifically says it only affects summoned allies you own, it can affect any summoned ally, including those of other players.

You cannot have doom tokens on more than one enemy

## Level 1 and X

### Frightening Curse (Card 383):

For the top bonus, if there are multiple enemies within range, you can choose which one to move the doom to.

## Level 5

### Inescapable Fate (Card 397):

Note that this doom is special in that it cannot be applied to named enemies or bosses.

### Wild Command (Card 398):

The attack in the bottom action is considered ranged since the word "range" is used.

## Level 7

### Crashing Wave (Card 402):

This doom means you and all allies apply the curse effect to all attacks on the enemy (i.e. you curse the enemy), not that you are cursed every time you attack it.

## Level 8

### Rising Momentum (Card 403):

For the doom, if there are multiple enemies within range, you can choose which one to move the dooms to.

## Level 9

### Predator and Prey (Card 405):

As an example of this doom, if you were to perform a range 5 attack on the doomed enemy 2 hexes away, you would gain +3 attack. If this were to cause a negative bonus (due to an area effect attack), do not apply it.



## General

### Attack Modifier Card

#### Refresh Item (Card 271):

Using this card allows you to refresh one consumed or one spent item you have equipped.

## Level 1 and X

### Cards 410, 430, 433, 437

For the bottom actions of these cards, the light part is what is applied to the ally as a persistent bonus. This card is technically owned by the ally now, and they can recover it through special actions like any other card they own. These cards should be returned to the Sawbones at the end of the scenario.

#### Curative Mixture (Card 412):

**If the target is poisoned, will this ability heal the target 3 damage and remove the poison or only remove the poison and not heal the target?**

The poison gets removed, no other healing happens and if you have any other negative conditions, they get removed too

#### Syringe (Card 413):

For the top action, this card is put in the Sawbones' discard pile at the end of the round. The Sawbones' ally never technically owns the card.

#### Prevention is Key (Card 428):

The bottom effect applies to allies only while they are adjacent to you (like an aura), not allies adjacent to you at the time this action was performed.

#### Medical Pack and Large Medical Pack:

These cards have an X on them, but they are not cards that are included in the Sawbones' normal hand. Instead, keep the stack of them off to the side and hand them out to other characters when an ability tells you to. When these cards are lost, or the scenario ends, return them to the Sawbones' supply.

## Level 9

### Prep for Surgery (Card 445):

Unless the range is otherwise stated, all moves and attacks can become heals with a range of 1 (affect yourself or an adjacent ally).



## Level 1 and X

### Raw Enhancement (Card 476):

**When exactly do you consume the element for upgrading the movement?**

The element can be consumed at any time during the movement - so before you start moving, after you move some spaces or after you move all spaces.

## Level 3

### Chain Lightning (Card 463):

The three (or four) targets must all be separate enemies. You cannot attack the same enemy twice. Consuming light adds 1 to the base attack (making X=5).

## Level 6

### Simulacrum (Card 469):

For the summon on the bottom, for any full attack action, you can choose to originate it on your hex, or the summon's hex, but not both. So something like "target all enemies within range 4" would target either all enemies within range 4 of you, or all enemies within range 4 of your summon. Keep in mind that you are still the source of the attack, so you would only suffer disadvantage on a ranged attack, or suffer the effects of a non-ranged retaliate, if the attacked enemy was adjacent to you. Also note this summon has no attack action or a base attack value. It cannot be commanded to attack with an "Attack +X" action, but it can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession").

## Level 9

### Ethereal Manifestation (Card 474):

The bottom is the only action in the game that does not have a base ability. Consuming elements gives you different abilities you can perform in whatever order you want. For instance, you could consume fire, wind, and ice to move 3 hexes, loot 1, and then perform the attack 3, range 3.



## Two Mini Class

### General

You can put the extra card in your active area to keep track of the bear's attack and move values if you want (consider it a lost card that cannot be recovered), but it should be pretty easy to remember after a game or two.

**Command** actions allow only the bear to perform the abilities on them - not the Beast Tyrant or any other summon.

Note that unless a card specifically says it only affects summoned allies you own, it can affect any summoned ally, including those of other players.

#### Can you voluntarily remove the bear from the board?

No. However, it is still considered a summoned figure.

#### Can the bear open doors with a Command action?

Now does the bear running out of hit points interact with the permanent death variant?

Like any other summon, the bear will always be available to summon again in the next scenario. Permanent death would only apply if the Beast Tyrant himself ran out of hit points.

### Level 5

#### Stone Sigil (Card 497):

This summon has no attack action or a base attack value. It has no move action or base move value. It cannot be commanded to attack or move with an "Attack +X" or "Move +X" action, but it can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession") or to move with a "Move X" action. It can also be pushed or pulled as normal.

### Level 7

#### Storm Sigil (Card 500):

This summon has no move action or base move value. It cannot be commanded to move with a "Move +X" action, but it can be commanded to move with a "Move X" action. It can also be pushed or pulled as normal.

### Level 9

#### Tribal Sigil (Card 505):

This summon has no attack action or a base attack value. It has no move action or base move value. It cannot be commanded to attack or move with an "Attack +X" or "Move +X" action, but it can be commanded to attack with an "Attack X" action (e.g. the Mindthief's "Possession") or to move with a "Move X" action. It can also be pushed or pulled as normal.



# Monster AI Reference

## 1. Initial check



**1.1. Check for Attack ability and conditions.** If a monster is DISARMED or does not have an Attack ability, it behaves as if a melee attack targeting a single enemy was possible. An IMMOBILIZED monster ignores any Move abilities. A STUNNED monster cannot find focus, will not move, and ignores all instructions on its ability card.

### figure legend

0 — 1	Movement path
0 — 1	Valid movement
- X -	Invalid movement
○	Attack-hex
○	Focused enemy
○	Attacked enemy
35	Initiative value

**1.2. Check for a movement path** to an unoccupied hex from which an attack can be performed (line-of-sight to a target required). All identified hexes are attack-hexes. If no such path exists, the monster cannot find focus and will not move or attack.

## 2. Find focus



The monster finds a hex and focuses a single enemy applying the following priority list.

**2.1.** hex with a movement path that will trigger the fewest negative hexes possible; **2.2.** hex with a shorter movement path; **2.3.** Enemy in closer proximity to the position of the monster; **2.4.** Enemy earlier in the initiative order.

Rules for initiative order for figures with identical initiative value: non-leading ability cards break ties, if still tied players decide; summons activate directly before their controller; characters performing a long rest activate last; characters activate before monsters

## 3. Move and attack



**3.1. Move:** ① The monster must end its movement with a shorter path to the hex or will not move. ② The monster chooses a movement path that will trigger the fewest negative hexes possible. ③ The monster moves to a hex to attack its focus and as many additional enemies as possible. ④ The monster moves away from its focus until it can perform a ranged attack without Disadvantage. ⑤ If the monster can move to multiple hexes to attack its focus, it will prioritize hexes that allow: 1. attacking the focus without Disadvantage, 2. attacking as many additional enemies as possible applying focus and attack rules based on the position of the monster before movement. 3. attacking as few additional enemies with Disadvantage as possible. ⑥ A muddled monster will not move to lose its adjacency disadvantage.

**3.2. Attack:** Attack abilities included on the ability card are executed.

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## Credits

Text: Alex Florin (aflorin)

Layout: Guido Hansen (Sadgit)



