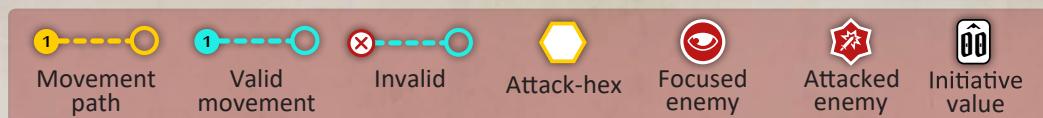


Monster Artificial Intelligence Reference



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.

1.2. Check for a movement path

Measure a 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.



> Path to attack-hex

2. Find focus

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

- 2.1. Yellow hex with a movement path that will trigger the fewest negative hexes possible
- 2.2. Yellow 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. Execute Monster abilities (move, attack, and others)

Execute monster abilities from top to bottom. For move abilities:

- 1 The monster must end its movement with a shorter path to the yellow 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 yellow 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 yellow hexes to attack its focus, it will prioritize yellow 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. Elemental infusion/consumption is performed by the first monster of the type activated, and the complete group gains any related benefits.