

GENERAL

Question: What do I do with Kickstarter Limited Enemies, Encounters and Time Cards?

Answer: You may shuffle the Enemies and Encounters with their respective decks. The Time Cards are to be used instead of the normal Time deck for a higher difficulty level.

Question: What do the symbols above the tracks on the Quest Charter stand for?

Answer: The Raging Enemy symbol above the Time Track and the Regular Enemy symbol above the Reinforcement Track serve only as a reminder of the functions of the track (Reinforcement track adding Enemies, Time Track enraging some of them).

Question: If a card effect allows me to resolve any 1 Action, can I resolve a Regular Action even after I had already resolved one on the same turn, or does the “1 Regular Action” restriction still apply?

Answer: Any effect that allows a player to resolve “any 1 Action” overrides any restrictions, so a player may use it to resolve an extra Regular Action if they so desire.

Question: When can I resolve a Reflex?

Answer: A player may resolve any reflex at any time, with one exception: a Reflex may not be resolved to interrupt drawing cards.

Question: How do Attachments work?

Answer: Each Attachment works in a way defined by the effect that attaches the card. Regardless of their function, Attachments are always ignored when counting how many cards a player has in their Hand (so they do not count against Hand Limit when drawing cards at the end of the turn).

Question: Is it allowed that players have 6+ cards on their hand (by buying an advanced feat or playing cards that let you draw)?

Answer: Yes. It's a Draw limit, not a Hand limit.

Question: How does the Draw Limit work exactly?

Answer: When you end your Hero Turn, look at the cards in your hand. If you have fewer than your Draw Limit, draw cards until you have as many cards in your hand as your current Draw Limit (or until your deck is empty, whichever comes first). If you have a number of cards equal or higher than your Draw Limit, do not draw any cards and do NOT discard any cards from your hand.

Question: Does the Draw Limit put a cap on the number of cards a player can draw using card effects?

Answer: No. Draw Limit is used exclusively when drawing cards either at the end of a Hero Turn, or during Encounter Aftermath.

Question: Burying / restoring cards: do I take the top one or may I choose?

Answer: Discard and Burial piles are open, you can always choose cards out of the piles.

Question: Is it allowed to cancel damage dealt by a Location effect using a Reflex?

Answer: Yes. If a Reflex effect cancels damage of a given type (meaning: physical or magical), then their source is irrelevant.

Question: Do you play the Hero Phase if the location is safe?

Answer: Yes. You “play” all phases, even if you practically do nothing during these phases (although during the Hero Phase you may still resolve some effects, like placing cards in your Hero Area).

Question: How many wounds do I place on an Enemy with multiple Vulnerabilities?

Answer: For every keyword that matches a Vulnerability, 1 Wound is placed on targeted Enemy. However, these have to be different keywords. Multiple copies of an identical keyword that matches one Vulnerability will still place only 1 Wound on targeted Enemy.

Question: How can I get to the first (leftmost) space of the Time Track?

Answer: At this point it is impossible, but may become possible with future expansions.

Question: Do players have to pay any Resolve to enter an adjacent Location during the Travel Phase?

Answer: No.

Question: The rules state that during the Travel Phase the party may pay a number of Resolve tokens equal to the number of players to move through a contiguous line of Safe Locations to a Perilous or Overrun Location. Can the party use this rule to move to a Safe Location instead?

Answer: No.

Question: What is a Free Action?

Answer: For all intents and purposes, a Free Action is the same as a Fast Action.

TIMING

Question: How long do effects of Actions last?

Answer: Unless otherwise stated, any effects are resolved instantly. If an effect modifies an Action (like adding damage or lowering target’s defence), the effect lasts only as long as it takes for the Action to fully resolve.

Question: Can I buy Advanced Feats after drawing cards / out of my Hero Turn?

Answer: No.

Question: Which should be done first: special setup rules or drawing the starting enemies when new Encounter is drawn?

Answer: Any special setup rules are resolved after setting up Enemies. So a Special Enemy is set up last.

Question: When increasing Enemy Focus, when do any triggered effects happen?

Answer: Only after the effect that triggered them is fully resolved (all possible damage had been dealt, all relevant cards had been discarded, etc.).

Question: What is the exact timing of the end of the Defence Phase?

Answer: 1. Resolve Conditions. 2. Resolve any effects that order players to resolve them after Conditions. 3. Resolve any other end of the Defence Phase effect. If multiple effects resolve at the same time, players are free to choose their order.

Question: When does a quest end?

Answer: A Quest ends the moment its Special Encounter is completed. As every Encounter, a Special Encounter may be successfully ended only during the Encounter Phase.

Question: Which “?” from the Time Track do I use when resolving the Event of a Time Card?

Answer: The one most recently passed by the marker cube (including the one the marker cube is currently on), after the movement just performed.

KEYWORDS AND CONDITIONS

Question: Do weapons with the *Piercing* keyword penetrate armour?

Answer: No. *Piercing* is simply a keyword with no special ability of its own.

Question: Does the keyword *Ranged* make a difference for range in combat?

Answer: No, but the keyword may be used or referred to by specific effects (like the Skirmisher special ability).

Question: Can *Ranged* Enemies attack from the Quest Area?

Answer: The *Ranged* keyword on its own does not allow an Enemy to attack from the Quest Area. Enemies can attack from a Quest Area only when they are specifically allowed to do so by effects or special abilities.

Question: Are Beastmen considered Beasts?

Answer: Only an Enemy with the Beast keyword is considered a Beast.

Question: What is the difference between Burning and Poison status?

Answer: Mechanically they work identically, although they are often placed by cards that exploit different Vulnerabilities.

Question: Are Condition tokens removed from Enemies/Heroes after an Encounter?

Answer: No. Condition tokens are only removed during the Defence Phase, and when resolving specific effects that allow for additional removal.

Question: Do Conditions have keywords?

Answer: No. Only the cards that place them have keywords (and may trigger Vulnerabilities).

HEROES

Question: What is the starting Enemy Focus of my Hero?

Answer: The darker value on the Focus Track is the starting Enemy Focus (also this is the where the marker cube is moved to during Encounter Aftermath).

Question: Does Crow's Ways Around card trigger when Enemies are discarded during Encounter setup?

Answer: No, as the Enemies discarded during setup never enter play.

Question: Does Celenthia's Lightning Cast allow her to resolve a total of 2, or a total of 3 Regular Actions on the turn it is played?

Answer: A total of 3 Regular Actions.

Question: What happens when I use a single Arcane Infusion on Celenthia's Magic Missile, and decide to target two Enemies?

Answer: One Enemy will be dealt 3 damage, and one will be dealt 2 damage.

Question: Does Arani's Divine Intervention allow me to make another player draw a card (since it is a Range 2 card)? If yes, who receives the Enemy Focus?

Answer: Yes, and the Enemy Focus is still received by the player who resolved the Action, and not by the player whose Hero was targeted by the Action.

Question: During setup, are there any objective tokens on Ardenei's Quiver card?

Answer: Yes. During setup treat the Quiver card (and only the Quiver card), as if it was just played using its Fast Action for determining the number of Objective Tokens starting on the card.

Question: How many times can I attack with a single weapon?

Answer: The limit is determined by Action type only.

Question: Can I place cards from my Hero Area into my Burial pile when my Hero is damaged?

Answer: No, unless the card specifically allows for that.

Question: Can I Bury Gear cards (from hand or discard pile) when my Hero is damaged?

Answer: Yes. Any card from your hand, deck or the top of your discard pile can be Buried when being dealt damage, unless it specifically forbids the player to do that.

Question: What exactly are the Reward cards my Hero can use?

Answer: Any Reward cards with your Hero symbol can be taken and used by that Hero. For any other Reward (Transient Reward or a card with another Hero Symbol), at least one keyword from the receiving Hero's Proficiencies Section on the Character Charter must match one of the Keywords on the Reward received. Otherwise, the Hero is not allowed to receive the Reward (but the player may immediately return it to the Reward Deck and receive Resolve).

Question: When does the Restoration value on the Hero Charter trigger?

Answer: Only when you receive restoration-points via resting.

REGULAR ENEMIES

Question: Can a Skirmisher Enemy be targeted without the extra range?

Answer: If all Enemies in the same Area (Hero Area or Quest Area) have the *Ranged* keyword, the Skirmisher ability is ignored.

Question: When the Bonesorrow Magus is eliminated, does his Necromancy Special Ability trigger as well?

Answer: No.

ENCOUNTERS

Questions: Are Heroes allowed to rest during the Encounter Aftermath if the Encounter card is still in play?

Answer: Yes. The Encounter Aftermath rest is not resolved only if the Location is not Safe and/or there are Enemies on the table.

Question: Do Relentless Enemies remain on the table in any instance of Dispersing Enemies?

Answer: Yes. They can be eliminated or removed from the game by specific effects, but no instance of “disperse Enemies” discards them.

Question: Do Relentless Enemies from the Quest Area also remain on the table after Dispersing Enemies?

Answer: No. Each Enemy special ability preceded by the Hero Area symbol activates only when an Enemy is in a Hero Area. Relentless Enemies in the Quest Area are not allowed to make use of the Relentless ability, and are discarded normally.

Question: I have seen in Rahdo’s video / on the players aid card a step of encounter aftermath: Reset Enemy Focus, how it works?

Answer: Each player resets their Hero’s Enemy Focus by placing the marker cube on the blackened value. This happens during Encounter aftermath only, hence if you face Relentless Enemies or play cards after an encounter finished, you will start the next one with increased Enemy focus.

Question: How many reward cards you should draw based on the number of players?

Answer: Regardless of Hero count, the whole party draws 2 reward cards.

QUESTS

Question: How much Life does Ghardhak the Charred have (Into the Wilds quest)?

Answer: Quest Info Card is correct. $3 * \text{Player Number} + 6$ Life.

Question: How many Transient Rewards should be used in Into the Wilds quest?

Answer: Quest Info Card is correct = 6 (as per the Quest Info Card).

Question: What is the correct final location of The Abomination quest?

Answer: The correct location is Desecrated Shrine (Deadlands).

Question: Is Rahlfors' flip condition missing from the card?

Answer: Yes, for spatial reasons. It is, however, detailed in the Quest Guide.

Question: How many Objective Tokens you require to flip Sycra and discard Blackwood fighters?

Answer: Double of players + 2 (as per the Encounter card).

Question: What happens if there are no more Blackwood Fighters during the Special Encounter with Sycra the Black Crusader, and her card is not flipped?

Answer: Sycra only flips after a given number of Objective Tokens is placed on the Encounter Card. If all of the Blackwood Fighters leave the game before that happens, the only way to make Sycra flip is via alternative methods of placing Objective Tokens

Question: Which side of Karnas the Betrayer card is the *Shielded* side?

Answer: The one where the artwork depicts Karnas holding a shield.