

GENERAL

What is and isn't considered an "Attack"?

These are considered attacks:

- The Knight Encountering an opposing player (or Crystal) in the same tile.
- The Goblins using the Attack action. This includes when using the Hiding Spots secrets card.
- The Goblins attacking via an Ambush.
- The Dragon using Claw or Scratch.
- The Thief using Pickpocket or Backstab (including with the Hand Crossbow upgrade).

These are NOT considered attacks (non-inclusive list, but if it isn't in the list above, assume it goes here):

- Any player taking a Treasure or a Gem from the map.
- The Knight using the Bow or the Enchanted Bow.
- The Goblins using Hex or Cave-In (Secrets).
- The Dragon using Hiss, Slap, Flame Wall*, or Wrath. (*Even if pushed into it by some other effect.)
- Any harm caused by a trapped Dragon Gem.
- The Cave using Soporific Spores or Giant Bats.

More Details/Clarification:

This means that...

The Goblins can use Trap to protect against being attacked (Encountered) by the Knight, but it does not apply to Ambushes or when shot. They can discard Trap to ignore a hit from the Dragon's Claw, Scratch, or Hiss (because Trap refers to powers, not attacks) but it will not protect them from Wrath or Flame Wall. It will protect them from being Pickpocketed or Backstabbed by the Thief.

The Goblins' Rage is increased whenever they are attacked AND when harmed by certain other (non-attack) abilities – these are listed on their player board in the Rage section.

The Thief can use Unnatural Evasion when attacked (Encountered) by the Knight, when targeted with an Attack action from the Goblins, or when hit by the Dragon's Claw or Scratch. He cannot use it when targeted by the Knight's Enchanted Bow or the Cave's Spores, or when entering a space with a Flame Wall.

The Sidequests section in the rules states that the ones referring to "attacks" require the Knight to attack (Encounter) another player during her own turn. Ambushes and using the Bow specifically do not count, unless the individual quest specifically says otherwise.

INITIAL SETUP: Do the first 4 Dark tiles around the Entrance need to show at least one of each Goblin Tribe symbol?

The four tiles set adjacent to the Entrance tile during setup do not need to show different Goblin Tribe symbols. Due to the random draw, only two of the symbols or even just one may be visible. This is okay. While the lack of one or more symbols may have a minor effect on the Goblin player's very first turn, it will not affect the overall outcome of the game in any meaningful way.

FORCED MOVEMENT: Do characters take negative effects from being forced to move into a dangerous tile?

Effects caused by entering tiles, such as a Terrain tile or a space with a Flame Wall, still apply normally when moved by another player.

However, **Goblins** do not lose population by leaving tiles (such as Lit tiles or Magma).

And, if the **Knight** enters a space with an Event token, she must stop.

KNIGHT

Is the Knight required to do anything when she enters a new tile?

Yes. She is required to:

Explore the tile, Resolve Event tokens, Attack Goblin Tribes (her Strength needs to be higher), Attack surface Dragons (her Strength needs to be equal to or higher than Armor)

She may move past the following:

the Thief, underground Dragon, Treasure Tokens, Crystals, Dragon Gems

If the Knight is out of Encounters, can she keep moving if she has unspent Movement (or vice versa)?

The Knight may no longer move if she is out of Encounters. She may still use Equipment, Treasures, and other abilities that do not require Encounters (Bomb, Bow, Javelin, etc.).

At zero movement she can spend Encounters in the same space, which in the late game is very important to attack the Dragon.

GRIT

When the Knight flips a Dark tile to reveal it, is the Grit gain instantaneous?

The Grit is gained only after resolving the icon on the tile (Event, Ambush, etc), but before resolving any interaction with another character or token on the tile.

What happens if a Knight gets more than 45 Grit, and then is forced to lose Grit? Do you keep tracking Grit over 45?

Grit is capped at 45, so if the Knight loses Grit while maxed out she subtracts from 45. All other players have hard caps to their skills, and no way to prevent harm from other player's actions (the way an unlimited Grit would do).

If 45 Grit is the cap, does the Knight have to turn in a Sidequest as soon as it is complete, or can she hold on to it in case she loses Grit?

Revealing a Sidequest is optional ("you may").

If the Sidequest requires something specific to occur, like attacking another player, you have to reveal it when that action happens, otherwise you may wait to reveal until the next time it occurs. This applies to Adventurous, Cunning, Daring, Eagle-Eyed, Fearless, Stalwart, and Swift.

Bedecked, Intrepid, and Persistent are based on things that can add up over time, so as long as you're past that threshold, you can choose to reveal them at any time during your turn, even if you just drew the card after revealing a different Sidequest.

CAVE BREAD: Earlier in the game, Cave Bread (Event) gave the Knight the 35 level Grit cube. If the Knight currently has 33 Grit, then loses 2 Grit, does she give back the 35 level Grit cube? Or does she only give it back if she went past 35 and then went back down?

Under normal circumstances you gain the yellow cube as soon as the red tracking cube hits the white space. So, after having Cave Bread, only if you move up to the empty 35 then fall back to a lower number must you return a cube.

** SEE REVISED CAVE BREAD CARD FOR ALTERNATE RULES.*

SIDEQUESTS

EAGLE-EYED: Can the Knight shoot with a Strength of 1 (dealing no damage) and satisfy this Sidequest?

No, it has to produce a result of some sort. It's one of the easier quests to complete, but the Knight still needs to do more than just put a cube on the Bow space to qualify for it.

PERSISTENT: Do Crystals smashed by Goblins or Dragon count? Is this the reason why Goblins should hand their Crystals to the Knight?

All Crystals that are smashed count toward Persistent, regardless of who does it. If other players don't (or forget to) hand those Crystals to the Knight, an easy way to check is to count how many Crystal tiles are in play that don't have intact Crystal tokens on them.

In variants when the Knight or Goblins need to smash Crystals for their victory goals, it's generally best for the other players to avoid smashing them for their opponent.

AMBUSH TILES

If the Knight reveals an Ambush tile, does she gain Grit before or after resolving the Ambush?

The Ambush should be resolved completely before gaining the Grit.

Does the Knight only resolve Ambush icons when she herself reveals the tile? When the Dragon or other player flips it, is it now considered an empty space?

Yes. Goblins Ambush only when the Knight flips the Dark tile. If the Dragon or the Thief reveals the tile, the Goblins run away.

Does a Knight revealing tiles via Flare trigger Ambushes from Ambush tiles?

Ambushes are only triggered when they are revealed by the Knight entering a Dark tile with the symbol (or when she draws an Ambush Event card). They are ignored when revealed by Flare, Flame or any other effects that reveal tiles, and when passed through later.

ANCIENT MAP

If the Knight uses the Ancient Map to move through a wall to a Dark tile, can she orient the newly revealed tile so that its wall is against the tile from which the Knight moved (contrary to the Knight's normal reveal rules)?

Yes, when using the Ancient Map, the path is already closed off and placing a new wall back-to-back with the previous one doesn't change that.

Can the Knight use the Ancient Map to move through a wall that leads into empty space? Does this force the Cave to play a tile there for the Knight to go on?

No, there must already be a tile in the destination space for her to enter.

However, the Knight could instead use a Bomb on such a wall. This would create a new edge forcing the Cave to place a new Dark tile (if prior to the Collapse).

BOMBS

When a Knight places a Bomb to remove a wall, what happens if that wall is later rotated by the Cave player?

The Bomb is removed and discarded from the game.

When a Knight places a Bomb to remove a wall on one tile and the adjoining tile doesn't have a wall, what happens if the adjoining tile is rotated to now have a wall there?

The Bomb is removed and discarded from the game.

If a Knight uses a Bomb to remove a wall, can the Cave place a Rockslide in its place?

Yes, since a removed wall acts as an open side. In this case, the Bomb remains in play, and if the Rockslide is moved later in the game, then the Bomb's effect is re-instated.

Can a Bomb be used to remove a Rockslide?

Yes. A Rockslide acts as a wall. The Rockslide token is then returned to the Cave player.

Is there any way for a Knight to get a Bomb back?

No. The Knight can destroy three walls per game, total.

BOW

If a Goblin is in a Dark tile, can it be targeted by the Bow?

The Bow (or anything else that requires visibility) can be used to shoot into a Dark tile, it just can't shoot through them.

TREASURE

If there are two Treasure tokens in a single tile, can the Knight take both as a single Encounter?

Yes, she can take them all as a single encounter. The Treasures are resolved individually, one at a time, so you have to decide whether to keep the first before seeing the second. (The Cave draws two and chooses one to give, then draws two more and choose one to give, etc.)

ENCHANTED BOW: Does this weapon inflict damage when hitting the Dragon or does the effect replace the usual effect of an attack?

The Enchanted Bow only causes the Dragon to discard cards, but does not cause it to lose Health. It kills the Thief because he has nothing else to lose.

Note that the Knight cannot attack the Dragon or the Thief with the standard Bow.

MIGHTY AXE: Can the Hero cube be discarded to remove health if the initial attack did no damage?

No, the initial attack must hit in order to use the secondary effect for additional damage.

MIGHTY AXE: If the Knight has unspent Hero cubes, can she use the Mighty Axe more than once in a single turn?

If sufficient Hero cubes remain after discarding a cube, the Knight can place another cube on this Treasure, use another Encounter to make a second attack, and then discard that cube to cause additional damage a second time.

JAVELIN / MIGHTY AXE: Can the Javelin be combined with the Mighty Axe?

It is weird, but yes they can be combined. Think of the encounters more as several minutes of stalking and then a pitched battle more than just one moment of combat. All of the activated Treasures represent an advantage during that pitched battle.

SILVER GAUNTLET: Does using the Silver Gauntlet's special effect replace doing normal damage in the attack?

The secondary effect that causes the target to lose cards or the Knight to gain Grit applies in addition to the normal damage caused by the attack, not instead of it.

INTERACTING WITH THE GOBLINS

POISON SECRET: Does it cost the Knight an Encounter to recover cubes? Does she stop moving to recover the cubes? Can she use the cubes that same turn? (I ask because my poison did not slow her down at all.)

No. She just has to move back there.

INTERACTING WITH THE DRAGON

When the Dragon is underground, does the Knight have to be on the same tile to attack him with a Bomb?

The Knight must be in the same space to attack the Dragon underground. Think of it as if she's attacking through the floor.

Please clarify how the Knight attacks the Dragon when underground/surfaced and before/during the Cave Collapse.

There are multiple overlapping conditions. This should help clear it up somewhat:

Dragon underground:

Before Collapse = Bomb required, one attack per turn

During Collapse = Bomb not required, one attack per turn

Dragon surfaced:

Bomb not required, multiple attacks allowed (each attack costs 1 encounter)

INTERACTING WITH THE THIEF

When the Knight attacks the Thief and he drops his Treasures/Dragon Gems, can the Knight automatically pick all of them up on the same Encounter? Or would she need to spend an additional Encounter?

Yes, it is intended that the Knight can loot things after attacks are resolved. After killing the Thief, she can loot the Thief.

GOBLINS

WAR CARD

If my Goblin stacks are 3/3/4 and I draw a card that shows 1/1/2, I would not have enough pieces of wood to physically add more population to the last stack. Do I still overpopulate? Or else what is the intended reasoning for having only 12 Goblin tokens?

In your example, the first two Tribes would be fine but the third would hit 4 and then overpopulate, requiring one of the Tribes to scatter.

The tokens are limited to 12 because a Tribe can never have more than 4 at a time. Any time you would have to place more than four it triggers overpopulation and would immediately reduce that Tribe to four. Effectively, you only place the first four and then determine if overpopulation occurs or not.

Can I add some Goblin discs to a Tribe and then spend 1 Rage to stop adding more? For example, suppose Fangs are currently at 3 Population, War card says to add 2 to Fangs. Can I add 1 Population to Fangs and then spend 1 Rage to not add more discs and thus not overpopulate?

No. The rule should read, "You can prevent adding all Goblin discs to a Tribe by spending 1 Rage per Tribe you affect." It's all or nothing.

If the War card has me draw Monsters but all my Tribes already have Monsters, do I get to keep them in my hand? Can I play Monsters at anytime or only during the draw Monster phase?

Monsters all get played immediately. They never go into your hand. Discard whatever you don't or can't play.

I have 4 Monsters assigned, but then my Bones Tribe Population drops below 4, and on my next turn I get a War card that lets me draw Monsters. Can I replace an existing Monster with one that I drew (since this isn't ASSIGNING Monsters)?

If the Bones Tribe Strength drops to less than your number of Monsters, you can keep the ones you have, but you cannot add OR REPLACE any of them with new ones until the Tribe's Strength is once again equal to or greater than your number of Monsters.

MONSTERS

WISP: When is the Knight visible to the Goblin? Visibility for the Knight and the Bow say that she can't see through Dark tiles, does this apply the other way around as well? Visibility works the same for the Wisp as it does for the Bow. It needs a straight (orthogonal) line, with no walls or Dark tiles in between. Player pieces do not block line of sight.

WISP: Can the Wisp move the Knight 3 spaces only in a straight line or can the Knight be moved two spaces in one direction then 1 space in another? Direction changes are allowed.

WISP: Can Goblins use the Wisp any time during a move? i.e. Move some spaces to get into line of sight, slide the Knight, then move into the Knight's space and attack? Yes, it can be used in the middle of a move. It's a good way to reduce the number of Lit tiles between the Tribe and the Knight.

SECRETS

HIDING SPOTS: What happens if there is a wall between the Knight and the Ambush tile?

Hiding Spots was intended to be used from an adjacent visible tile without an intervening wall. But you can play it as written and allow attacks through walls.

CAVE-IN: When the Goblins collapse tiles, are they subject to the same rule as the Cave (starting with tiles only touching another one) or can they pick any tile?

When the Goblins use their Cave-In (Secrets) ability, they can choose any tiles they want, within the restrictions listed on the card.

In variants without a Cave player, all tiles Collapsed at the end of any player's turn follow the standard removal restrictions/requirements.

TRAP: Trap says +1 Strength +1 Perception and implies the ability to ignore a Dragon attack. To my understanding none of the Dragon attacks care at all about Strength or Perception of Goblin Tribes. What does this card do?

The Strength and Perception bonuses help the Goblins defend against the Knight and Thief. If the Knight or Thief successfully strike, the card is discarded.

In addition, if a Dragon attack hits a Goblin Tribe, the card may be discarded to ignore the attack.

TRAP: Say the Knight's Strength is 4, the Goblin Tribe is 3, Knight moves onto tile to attack Goblin, Goblin discards Trap card. Does this mean that the attack fails since the Goblin's Strength is now equal to the Knight's Strength? And does the Goblin gain a Rage in this case?

Unlike most of the other Secrets cards that produce an immediate effect and then are discarded immediately, Trap gets played to the table in front of you (only on your turn) and stays there until the trigger for discarding it happens. It gives a "permanent" Strength/Perception boost for defense until one of your Tribes is successfully attacked. You can't play it from your hand in response to an attack.

In your example, by being in play the Trap card makes the Goblins Strength 4, so the Knight cannot enter their space and no Rage is gained. The Knight would need to be Strength 5 to attack, and when she does, the Trap is then discarded and the Goblins gain 1 Rage.

TRAP: Are you forced to discard a played Trap Secret when attacked by the Dragon, or can you choose to take the hit and keep the card?

Discarding it to avoid an attack from the Dragon is optional. If attacked by the Knight or Thief, it must be discarded after resolving the attack.

LIT TILES

Does a Goblin Tribe lose Population if it moves through 2 Lit tiles NOT in consecutive movement (moving from dark - light - dark - light - dark, etc.)?

The Population loss when moving is based on the total number of Lit tiles a Tribe passes through in one turn, whether they are consecutive or not.

When Goblins are moved through Lit tiles by other players, do they lose Population?

No. Forced movement through Lit tile does not cause them to lose Population.

LURKING

If a Tribe is lurking, and the adjacent tile is removed (via Collapse or some other effect), does it get "pushed together" like separated tiles would?

If the lurking Tribe is no longer adjacent to any tile, it returns to the Goblin player board.

PLUNDER TREASURE

If a Goblin Tribe reveals on a Dark tile with a Treasure, are they able to plunder the Treasure immediately?

Each Tribe is limited to one action per turn, so if the Tribe's action for the turn was to reveal, it must wait until its next turn to plunder the Treasure.

When the Goblins plunder directly from the Dragon, can they be anywhere on the board or only on the Dragons tile? Plundering the Dragon requires them to attack, which requires them to move into the same space as the Dragon.

INTERACTING WITH THE KNIGHT

There are 3 Goblin cards that are directly related to the Knight (Blob, Wisp, and Poison). Should those cards be removed in game variants without the Knight in play or are they considered blank?

They remain in the deck and are treated as "dead" cards that you can safely discard if you reach your hand limit.

But if your group prefers to remove them feel free to do so. It's not going to have a drastic effect on the game, and if the Goblin player is having a hard time it would make things a little less frustrating for them.

If a Goblin Tribe moves to a tile where the Knight and Thief are together, and meeting all other requirements to attack, can they attack both players?

Upon entering the tile, the Goblins are forced to attack the Knight. This causes the Tribe to scatter before encountering the Thief.

INTERACTING WITH THE DRAGON

Do the Goblins still gain Rage if the Dragon misses with Claw, or if they use Trap to avoid being hit?

No, if the attack misses or fails, they don't scatter and don't gain Rage. However, if 2 Tribes are hit, they do gain 2 Rage.

ASH DRAGON VARIANT: Can the Goblins attack the Dragon while it is not surfaced? Because the Knight requires bombs to do so.

Yes, Goblins can attack at any time. That's why the Ash Dragon card is used – the armor boost offsets the extra cube that the Knight would have needed for a bomb.

ASH DRAGON VARIANT: Because the Goblins are attacking the Dragon for victory, can they Ambush the Dragon (Ambush tiles/Events, Hiding Spaces Secret card)?

The Dragon doesn't interact with Ambushes in any way, so the tiles and the Hiding Spaces card have no effect. The Goblins have to take on the Dragon directly.

ASH DRAGON VARIANT: Goblins do not have to attack when entering a tile with the Dragon. But, do Goblins have to attack if the Dragon enters their tile, or is it just an option? Since Tribes lose Rage and scatter immediately on attacking, I could see a Goblin player wanting to wait until their turn to attack to keep Rage up and allow them to draw additional cards.

Once the Dragon has surfaced, the attack is automatic.

DRAGON

If the Dragon is still underground, can other players move into/through the tile, ignoring the Dragon since he is technically below the floor?

The Knight can enter and pass through the space freely while the Dragon is still underground. If he's on the surface, the Knight must be stronger or equal to enter the space and must attack.

Goblins must be stronger to pass through whether he's underground or surfaced.

The Thief can pass through freely whenever he wants.

DRAGON CUBES

PRIDE: The Dragon can only remove a Pride cube for "place a Dragon Gem" or "don't move" once per game unless he chooses to use the Slither ability, correct? Can he move a cube from Pride (Events) to Pride ("don't move")?

Yes and yes. This was as intended. The two 1-cube Prides are a little bit easier so making them have a cost (cards) prices them correctly.

GREED: If there is only 1 Greed cube remaining and the Dragon picks up more than 1 Treasure token, are the others saved or immediately returned to the Cave? Can you save Treasures on board for cubes later moved by Slither?

The Dragon can save as many Treasures as he has cubes remaining on the Greed track. Any excess Treasures should be returned to the Cave, unless he uses Slither immediately to add cubes to the Greed track to allow more.

GREED: If the Dragon saves Treasures, when are they used? If the Dragon has one saved and picks up a Treasure the next turn, does he keep the saved Treasure? If that finishes the Greed track, is the saved cube returned as well?

When the Dragon saves a Treasure, he has to use it on his next turn. Any additional ones picked up in the meantime get saved and used on subsequent turns, until the Greed track is out of cubes.

WAKEFULNESS: When the Dragon surfaces, are all the cubes from the Wakefulness track discarded?

No, the Cubes stay there. Also, there is nothing preventing the Dragon from earning more.

MOVEMENT

Does the Dragon ignore walls using the Wing power if he is underground, or does he use the player board rules strictly and he only moves 1 over walls regardless of underground status?

The Dragon ignores walls completely while underground and can move 1 or 2 spaces per Move/Wing card. Once the Dragon surfaces he needs Wings to cross walls and he can't move in the Dark.

Wing lets the Dragon move up to two spaces. Can he move 1 space, use another Power (something that would require him to be in that position), then finish his Wing movement? What about regular movement?

The Dragon must complete his entire movement of 1 or 2 spaces before using another power. If he moves 1, then uses another power, the 2nd space is lost.

The Dragon turns says do these actions in this order: Move + Powers, Pickup Treasure, Place Gems, Refill Hand. Does this mean he can only pick up Treasure after he's done moving and using powers? Can he use Wing and fly through a Treasure to pick it up on his way?

Those parts of the Dragon's turn are discrete. The Dragon will need to stay on the Treasure or Swat them into a pile and end his turn there. He was simply too powerful otherwise. Pulling off 2 or more Treasures in one grab is a huge coup. I think I've only seen 3 Treasures picked up a handful of times.

REVEALING TILES

SCORCH: Does Scorch reveal the tile the Dragon is standing on, or only the ones surrounding it?

Surrounding is the 8 spaces around the current tile. Scorch has no impact on his current tile. In a previous version, it used to hit all 9 tiles but it was a bit overpowered.

SCORCH: The Dragon is on a tile that is not completely surrounded and uses Scorch. Does he draw tiles to fill in all around him and then reveal them?

Only the Dark tiles that were on the map when the Dragon first used Scorch get revealed. New ones that get placed to fill open edges are not revealed even if they land in spaces that would have been affected.

The same applies to Flame, Flare, and Vantage Point.

When revealing a tile with the Dragon, if it cannot be oriented to make a path back to the entrance, can it be placed any which way?

If a tile cannot be connected to the entrance, the player that revealed it may turn it to any orientation they wish.

COLLAPSING TILES (WRATH)

When the Dragon collapses tiles, is he subject to the same rule as the Cave (starting with tiles only touching another one) or can he pick any tile?

The Dragon's Wrath removes whatever gets hit by the roll.

In variants without a Cave player, all tiles Collapsed at the end of any player's turn follow the standard removal restrictions/requirements.

If the dice roll for Wrath results such that a player has no legal way off the tile, what happens? Do all tiles except the "illegal" one collapse? Do you reroll? Or can you not use Wrath if this is even a possibility?

If there's no way for the player to move without prompting an attack or going into some other illegal space, the tile they're on is ignored and remains in place, but any other tiles hit by Wrath still get removed normally.

Does the order of tile removal matter? i.e. Maybe the Knight's space is bordered by walls on two sides, and maybe one open side faces the Dragon (so illegal) and the other open path is also destined to collapse (but has access to a non-collapsing area). Thus, if the Knight's current tile collapses first, she could move to the next, then escape the collapsing area when it too collapses. But, if the current tile collapses last, there would be no tile to move to (as the only legal tile to move to is already gone).

Needing to move through more than one tile is very rare, but in this example, the Knight would need to move through valid, adjacent tiles to the nearest one that isn't about to be removed.

Does the Dragon choose where players move to? Other tile removal options seem to imply that the moving players get to choose.

When there is more than one tile available to move into, the player being forced to move gets to choose.

What happens if the Dragon's Wrath affects the tile the Dragon is on, and he has already used up his movement for that turn? Does he not move, not remove the tile, and reconnect his disconnected tile to the rest of the map?

Normal Forced Movement rules apply, so the Dragon moves the fewest number of spaces to reach a legal space. It's free movement, so it doesn't count against movements already made or movement still available.

TREASURE

Can the Dragon Swat a Dragon Gem or Treasure token if there is a wall between them?

Yes. The tile must be adjacent, but it doesn't specify that it has to be visible.

When Swatting a Gem or Treasure token, can the Dragon Swat them into and through Dark tiles?

The Dragon may swat Treasures and Gems through Dark tiles. They cannot pass through walls.

PAST PLUNDER VARIANT: The Dragon has to place a Dark tile and a Treasure at the end of his turn. Can he place the Dark tile first, THEN put the Treasure on it?

Yes, the Dark tile should be placed first, then the Treasure token. The Treasure may be placed on the new Dark tile.

INTERACTING WITH THE KNIGHT

Can the Dragon target and affect the Knight while the Dragon is still underground?

Yes.

Can the Dragon Slap the Knight if there is a wall between them?

Yes. The tile must be adjacent, but it doesn't specify that it has to be visible.

Can the Dragon Slap the Knight through walls or Dark tiles? Does it have to be a straight line? Our Dragon player slapped the Knight around corners like a pinball.

The Knight cannot be moved through walls or into Dark tiles. The Knight can be slapped around corners. We assume with the Dragon's advanced age, he is a master of bouncing things off of things.

If the Dragon surfaces on a Crystal tile occupied by the Knight or Goblin, does he trigger an attack from the Knight or Goblin (with Ash variant)?

The other player does get a free attack in that situation, if they're able. The Dragon is essentially making a vertical move into that "upper" Cave space instead of the usual horizontal.

Note for the Dragon player: find a better place to surface.

While surfaced, does the Dragon win immediately when he enters the Entrance tile if the Knight is already on that tile?

If the Knight has enough Strength to hit the Dragon, she gets a single attack when he enters her space. If her Strength is less than the Dragon's Armor, she can't attack.

It's just a single attack, not an Encounter or a full turn. So if that single attack doesn't kill the Dragon, he immediately escapes after the attack is resolved, and wins the game.

INTERACTING WITH THE GOBLINS

How does the Dragon eat Goblins when there is no Goblin player?

The Dragon can't eat Goblins in this situation.

In the Knight vs Dragon game, the Dragon starts with 2 Hunger Cubes moved down to the Wakefulness track already, and doesn't need the other 2 cubes to awaken. Also, the Dragon may still use his Slither power to move those other 2 Hunger cubes to another sloth track.

INTERACTING WITH THE CAVE

SOPORIFIC SPORES: If Soporific Spores cause the Dragon to lose a level of Spirit, does the Dragon have to discard cards to meet the new hand size?

No, Spirit only determines the number of cards drawn at the end of the Dragon's turn. It's not a hand limit.

In addition, the Dragon cannot fall asleep again.

INTERACTING WITH THE THIEF

When the Dragon uses a power that says, "the Thief is killed," is the Thief killed automatically if he is in an affected tile regardless of his Stealth score?

Correct. The Dragon's attacks ignore Stealth completely. You can't hide from the Dragon.

If the Thief spawns when there's a Flame wall at the entrance, does it kill him?

No, Flame wall only does damage when a player MOVES INTO it. If the Thief start his turn in the space with a Flame wall, even as a respawn, it doesn't hurt him.

CAVE

OMENS

Can the Cave continue to use Omens after "Placing Treasure" (e.g. to move it into a location you couldn't normally put it or Collapse the tile)? Or does placing the Treasure effectively end the turn?

Yes, you can keep going.

TREASURE TOKENS

Are the Treasure tokens finite? When the Knight finds Treasure do they hold on to the token? When the Dragon finds Treasure it mentions returning these to the Cave supply, but not for the Knight.

Yes, Treasures tokens are meant to be limited.

In games without the Thief you use 10, and games with the Thief you use all 12. This prevents the Cave player from completely running away with the game if the others ignore Treasures for too long. Extras are used with the Thief because he permanently takes them out of play to mark his upgrades.

When any other player collects a Treasure the token is returned to the Cave immediately. The Knight gets a Treasure card instead, the Goblins gain a Rage, and the Dragon moves a Greed cube to Wakefulness.

Can Past Plunder place multiple Treasures on the same tile? Or on a tile with another player or token?

No. As per the normal Place Treasure rules, a Treasure must be placed on a Dark tile that does not contain a player piece or Treasure token.

GIANT BATS

Can the Cave target a player multiple times with Giant Bats? Or is it like the Thief who cannot target the same character multiple times with one ability?

Yes, Giant Bats can be used multiple times on the same target as long as the Cave can pay the cost in Omens.

Keep in mind that the Knight cannot be moved into Dark tiles or tiles with other players, so it may not be possible to push her more than a few tiles in a single turn.

Can the Cave move the target through a space with another player as long as the movement does not end on the other player?

No, each individual space during the movement must be legal.

ROCKSLIDE

Can a Rockslide be placed between 2 Dark tiles or between a Lit tile and a Dark tile?

At least one of the tiles must be Lit, to establish whether a wall is there or not.

The Rockslide token remains in place when an adjacent Dark tile is revealed, even though the way that tile gets oriented may make the token redundant. If it ends up on a "real" wall, the Cave player can always move it later using the Rockslide ability again.

The token is specifically placed on the edge between the two tiles, so it creates a wall on both tiles instead of being specific to one or the other. That's why the token is removed if either tile is rotated or removed.

What happens if a Rockslide is placed on a Bomb token?

Both tokens remain on the tile. If the Rockslide is moved later in the game, the wall once again becomes open.

SOPORIFIC SPORES

GOBLINS: Who chooses which Goblin Tribe gets reduced? And does it have to be on the board?

The Goblin player chooses the Tribe. It does have to be a Tribe that can be reduced, if possible – you can't dump it on a Tribe at 0 or 1 to negate the effect entirely.

DRAGON: When the Dragon gains a sloth token, who decides where that sloth token goes?

The Dragon chooses where the sloth token goes.

DRAGON: If the Spores cause the Dragon to lose a level of Spirit, does the Dragon have to discard cards to meet the new hand size?

No, Spirit only determines the number of cards drawn. It's not a hand limit. That is one of the reasons why the Dragon draws at the end of his turn.

In addition the Dragon cannot fall asleep again.

THIEF: Where does the Thief put his removed Upgrade token? Does it go to the "unstashed" tokens space?

There isn't a space on his board designated specifically for the Spored tokens, so he can place them anywhere on or nearby the board. Just make sure they don't get mistaken for other Upgrades or Treasures currently being carried.

PLACING TILES

In the video rules regarding the way the Cave adds tiles into play, you insist on the fact that it's very important to place tiles one by one, drawing another one before placing the second tile. I had believed this was to limit the way the Cave can place the Crystal tiles, but the rules state: "Tiles placed during other players' turns do not have to be Crystal tiles." So is this rule limited only to the Shaping The Cave and Hatred omen?

Placing the tiles one at a time allows the Cave player to retain some control over what is getting placed. Otherwise, any time three or more edges got opened up at once the Cave would be forced to empty its entire hand, possibly placing tiles it wanted to save for later.

The Cave's requirement to place Crystal tiles first during its turn applies no matter what causes that placement – Shaping the Cave, Hatred, or even from rotating tiles.

Is it the same with the Vault tiles (I'm pretty sure I've seen it in the video but can't find it in the rules)?

Vaults are not restricted in any way, and can be placed as desired like any other non-Crystal tiles.

THIEF

Setup says, “Before your first turn, place the Thief piece on the Entrance tile.” Does this mean at the start of the game, or before his own first turn?

The Thief gets placed on the entrance tile before his own turn, not at the very beginning of the game.

MOVEMENT

When does the Thief's turn end? If he has 2 cubes left to use but runs out of movement are those cubes lost?

Likewise, if he had used up his cubes, can he still move?

The Thief's turn ends when he runs out of things to do or when he chooses to end. If he has movement remaining he can continue moving even if all of his action cubes have been spent. If he runs out of movement he can still use whatever action cubes he has left.

If there are any action cubes left over that the Thief can't (or doesn't want to) use at the end of the turn, they're lost and are not saved for future turns.

After spending all his movement, can the Thief use any remaining action cubes to decrease his Loot Drop level?

Hide Loot is a good use for any actions left over at the end of a turn, and so is the Flare if it's available (depending on the variant).

If there is a tile, then a blank space, then another tile in a straight line, can the Thief climb through the blank space using the impassible terrain mode of his Climbing ability? Or is this only for the Terrain tiles variant?

No. That sounds neat though, try it and get back to us?

Can the Thief use Climb to move through a wall to an adjacent Dark tile? If yes, how is this tile placed when revealed?

The Thief can Climb a wall to a Dark tile. It would remain Dark for the Thief unless he used his free peek/reveal at the end of movement.

Any time a tile is revealed, if it can't be oriented so that it connects through Lit tiles back to the entrance, you can turn it to any direction you wish.

REVEAL TILES

The rules state that the Thief can reveal a tile “orienting it as you choose.” Is that intended to be taken literally, or does it mean orient it as he desires so long as an open side connects to an adjacent tile?

If there is a path available to the Entrance, the Thief must orient it that way. If no path is available, he may orient it in any direction.

STASH TREASURE

If the Thief carries 2 Treasures and a Dragon Gem to the Entrance, does he get three upgrades in a single stash?

Yes, if the Thief stashes multiple Treasures at once he can claim an upgrade for each.

Remember that the more stuff he's hauling around the easier he is to attack because each Treasure or Gem carried reduces his Stealth by 1.

If the Flame Wall is dropped on the Entrance and the Thief enters the tile, does he die before stashing his Treasure? If he dies, where does he drop the Treasure – on the Entrance or the adjacent tile he came from?

He would die when he entered the Entrance tile, so any Treasures he was carrying would drop on that tile.

If the Treasure is dropped on the Entrance, does the Thief have to leave and re-enter the Entrance after picking up the Treasure to stash it?

Assuming no one else took them or pushed them away from the Entrance before his next turn, the Thief would stash them immediately upon picking them back up.

If the Thief is moved onto the Entrance by another player, does he immediately stash any carried Treasure, or would he have to wait until the start of his turn?

The Thief stashes it immediately.

There aren't any abilities that would allow other players to do this directly, but this could potentially happen if he had the evasion upgrade and someone attacked him while he was in the space next to the Entrance.

LOOT LEVEL

When the Thief spends action cubes to drop his Loot Level, is that permanent (until stashing) or only for the turn?

It is permanent until the next Treasure is stashed.

Does the Thief's Loot Drop level change at all upon death?

No, it only changes when he stashes Treasure (resets to 3), or if he spends action cubes to reduce it.

INTERACTING WITH THE KNIGHT

PICKPOCKET: Does the Knight or the Thief choose the Treasure? And does the Thief get to look at the Knight's Facedown Treasure cards when choosing?

The Thief can choose a revealed Treasure, or take a random Facedown Treasure.

What does the Thief do with the Treasure card he pickpockets?

The card goes to the bottom of the Treasure deck.

INTERACTING WITH THE GOBLINS

PICKPOCKET: Does the Goblin or the Thief choose the Secrets card? And does the Thief get to look at the Goblin's Secrets cards when choosing?

The Thief chooses a random unrevealed secret from the Goblin's hand, or he may take the Goblin Ruby if it's face-up.

What does the Thief do with the Secrets card he pickpockets?

The card is discarded.

INTERACTING WITH THE DRAGON

If the Thief spawns when there's a Flame wall at the entrance, does it kill him?

No, Flame wall only does damage when a player MOVES into it. If the Thief start his turn in the space with a Flame wall, even as a respawn, it doesn't hurt him.

BACKSTAB: Does the Dragon get to look at and choose which Power cards to discard, or are they discarded randomly?

The Dragon chooses which cards to discard.

TERRAIN

CANYON

Can the Dragon cross the Canyon's outside spaces while underground?

No. The Dragon may only cross the Canyon's outside space if surfaced and using Wing.

Does a wall on either side (or both sides) of the Canyon affect the use of Wing to fly over the Canyon?

Yes. Using Wing to cross a wall moves the Dragon from one side of the wall to the other, so both sides have to be a legal space for the Dragon to stop, even just for a moment.

Would it be possible to use 2 Wings to fly over the space, then turn 90-degrees and exit a different side (as opposed to flying straight over), or would finishing a Wing move over the space be considered "ending movement"? This might also apply if the Dragon was approaching from 2 tiles away.

The intention is that the Dragon would have to cross (fly) completely from one side to the other using a single 2-space movement, so he can't change direction mid-move.

Can the Thief turn 90-degrees on an outside space and exit a different side?

The Thief (using Climb) isn't limited to straight-line moves, so he could make a 90° turn on the way through.

MAGMA

If a Goblin/Thief is pushed into Magma (and left there) using Giant Bats, is it scattered/killed? Does the Goblin lose Population if pushed through Magma?

No. Magma is specific about players ending their turns there, so being pushed into there will not hurt anyone unless they decide to stay there.

If they are allowed to end movement there without dying, does this mean that a Goblin/Thief may legally move off a Collapsing tile onto Magma and stay there until their next turn?

Yes.

MUSHROOM FOREST

If a Goblin Tribe is in the Forest when Wrath hits it, how would the Forest "protect" them? Would they be displaced to the nearest tile, would they be scattered (i.e. not protected at all), or would the tile simply not Collapse? Wrath targets the tile, not the players. It isn't an attack and doesn't target the Goblins directly, so the Forest won't protect them from scattering when it gets destroyed.

Cave-In can remove the Forest too, but any Goblins on it would be allowed to move to a nearby safe tile just like if the tile had Collapsed normally.

PITS

How much movement does it take to use the Pits?

The Pits each require a movement, so at minimum 3 movement is needed – one into pit A, then one into pit B, and then one out of B.

How does the Dragon use the Pits?

The Dragon can use a Pit, but will need two separate movements to get through. That can be the free move for the turn plus a Wing, or two Wings. He can end an individual movement on a Pit, he just can't end his turn on one.

If the Dragon can't make that second move to leave the Pit tile before the end of his entire movement, he is not allowed to enter the first Pit.

Can the Dragon move in any direction before/after entering the Pit? e.g. use 1 move (out of 2) to travel between Pits, then move 1 tile in any direction... or, move from any adjacent tile onto a Pit, then move to another Pit to finish the move?

Entering a Pit uses the first space of the Dragon's move, then moving to another Pit tile uses the second movement, so the [Wing] movement to leave the second Pit is an entirely new movement and direction doesn't matter.

Can a player be pushed through Pits?

Pits are considered adjacent, so pushing someone through there would be legal provided they don't stop on either Pit tile.

RIVER / LAKE

Does the Goblin lose Population if pushed into/upstream in the River?

Pushing Goblins into any water reduces Population by 1.

Once they're in the water, follow the rule for pushing them through Lit tiles which prevents them from losing any additional Population.

COLLAPSING TERRAIN

If Terrain is Collapsed with Goblin/Thief on it, can they exit the tile at an adjacent edge even if there isn't a tile there yet (and add one), or do they move to the nearest pre-existing tile? Likewise, can Goblins/Thief be *pushed* off Terrain into an empty space (placing a new tile there)?

Exiting terrain to an empty space requires active movement by the player, so if they're pushed or forced to leave because of the tile collapsing, it has to be to an existing legal space, or that terrain can't be removed. It follows the standard rules for removing tiles, it's just a larger tile.

EXITING TERRAIN

Can Goblins add Dark tiles to multiple edges of Terrain (like Mushroom Forest) in one turn by moving off into an open space and adding a tile, then back onto the Terrain, then off into the next open space and adding a tile...etc?

The intention is once per movement. A Goblin Tribe could move off one edge, place a tile there, then use Explore to add a second tile.

The Knight could technically do this legally, but it's costing her movement and encounters for each tile she adds.