FAQ & Errata

Frequently Asked Questions

- **If my Card has DOUBLE and a PER ENCOUNTER Ability on both sides, can I use each PER ENCOUNTER once?**
  No. An Ability with the PER ENCOUNTER Condition Tag is considered to be the same Ability on each side of a **DOUBLE** card. Meaning, if you have **USED** the Ability on one side, it is considered **USED** on the other.

- **There are new Monster Loot cards for lower tier (*e.g.*, Mundane, Common, Uncommon, and Rare) Combatants in the Hidden Card decks. Can I use these without revealing them?**
  You probably shouldn't. All Hidden Cards in an Adventure are intended to stay hidden until revealed. In this case, there are higher level Variations of some Combatant Cards. These new cards are meant to provide new options and earnable equipment for players as they progress into the higher tiers.
  However, with all that said, you can reveal them and use them in the ***Crawl Mode*** or on a new playthrough of ***Middara*** with minimal effect on the balance of your game.

- **Does Damage caused by Movement Abilities that do Damage (*e.g.*, LEAP, RELENTLESS, CRUSH, etc) stack?**
  No. A figure causing Damage using one of these Abilities must choose which one they are using and in turn, the one that will do Damage. However, Damage and Effects caused by other sources (like being pushed into a wall or into *Dangerous* Terrain) will still cause additional Damage or even Defeat you.

- **Can I use COMMAND to move a figure into another figure or wall (like I could with PUSH or PULL) to deal them Damage?**
  Yup. You can even bounce them off another figure or wall multiple times for Damage.

- **Can I use REDIRECT to target the same figure that is already being targeted?**
  No. To use **REDIRECT** you must target a figure that is not already being targeted.

- **Do Spell-like Abilities count as Spells?**
  No. Abilities that specifically reference a "Spell" or "Attack" are not referencing "Spell-like" Abilities. However, many Spell-like Abilities can happen during the steps of an Attack and can be targeted by Abilities that can be used during the steps of an Attack.

- **Do Intelligent Combatants who are trying to Move "Up To", "Within", etc, account for Terrain, Effects, and Special Rules that might interact with their Ranges?**
  Yes. The intent is that an Intelligent Combatant who is trying to Attack from the farthest space, the closest space, or any other space that is reliant on their Range, **SOI**, or an Ability like **REACH** are all variable based on the conditions they find themselves in.
  In other words, an Intelligent Combatant should attempt to do the smartest thing given the circumstances they find themselves in and you should account for bonuses and negatives to their ranges based on Terrain and other rules that might affect these ranges.

- **If I'm not subject to the Effect of a Terrain Type, (*e.g.*, *Water*), does the Current still move me?**
  No. If you ignore the Effects of a Terrain Type, you also ignore any Currents that are part of that Terrain.

- **While in Conduit Form, can I use Abilities printed on cards that reference being in Conduit Form?**
  Yes.

- **What Actions or Abilities made by an Intelligent Combatant are considered Standard Action or Standard Abilities?**
  MOVE, **ATTACK**, **Encounter Actions**, and **Re-Equip** are all considered Standard Actions. **DODGE**, **EMPOWER**, and **COUNTER** are all considered Standard Abilities. (I.e., any Action or Ability listed as a Standard Action or Standard Ability on Pg. 38 of the ***Unintentional Malum Rule Book***.)

- **Does that mean if an Intelligent Combatant with *Bleed* makes an Attack that they also EMPOWERED, they are dealt 2 Damage?**
  Yes.

- **What do I do if an *Effect* token doesn't say when its discarded?**
  Effects and *Special Effects* are never removed from a figure unless that figure is Defeated or an Ability says otherwise. (E.g., using the **DISCARD** Ability on the Effect "*Vow*".)

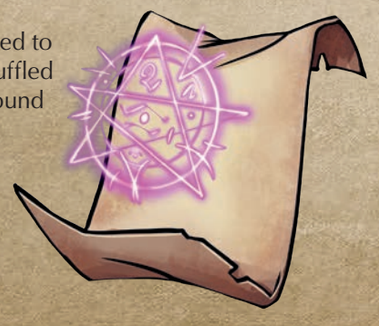
- **If an Ability that deals Damage also Inflicts *Frozen* and the target already has *Frozen*, when do I resolve the existing *Frozen* Effect?**
  When dealing Damage with an Attack or Spell that also Inflicts *Frozen*, resolve any existing *Frozen* Effects before Inflicting new instances of *Frozen*.

- **If a Diagram Spawns a Combatant with an Activation Number depicted and that specific Activation Number is already in use, do I still spawn a Combatant if I have a Combatant of the same type that is unused?**
  Yes. Spawn a Combatant starting with the lowest numbered Combatant of the type you're instructed to Spawn.

- **If a Large Base Figure and a regular Figure SWAP, do I get to choose what space to place the regular Figure in?**
  Yes. Any of the spaces the **Large Base Figure** occupied when the targets of the **SWAP** Ability were decided, are valid choices for the regular figure to be placed into when placing figures back on the board.

- **If a Combatant (who does not have an Initiative Card in the Initiative Track yet) is Spawned at the end of a Round, will he still have a turn in that round?**
  No. Since you have already proceeded to the end of the round they will be shuffled into the Initiative Track in the next round

- **Can an Adventurer have more than one Font of Renewal on the board at a time?**
  Yes.



- **If a Special Encounter Rule spawns a Combatant at the "Start of a Round" does that Combatant get shuffled into the Initiative Track or does it get placed at the front or back of the Initiative Track?**
  All Combatants Spawned in this fashion should be shuffled into the Initiative Track before it is dealt.

- **If a Command Card has HEAVY listed do I need to adjust the numbers printed on the card?**
  No, the skills and stats on the Command Card will account for all instances of **HEAVY** printed on the Command Card.

- **If all spaces a Large Base Figure occupies are the same Terrain type and that Terrain can deal Damage, do they resolve the Effect for each Terrain space they occupy?**
  No. The *Effect* is resolved for only a single space the figure occupies, as if they are a **1x1** figure. This is also true if they move and all spaces they move into are the same Terrain type.

- **Are Command Combatants considered Adventurers?**
  Yes. Command Combatants are considered Adventurers during an Encounter but are ignored when determining the Encounter's end condition, unless the Combatant is called out by name or specifically stated to be a part of the Active Party. This means, if a Win Condition for an Encounter was "An Adventurer finds and ends their turn on the Blue Exit," a Command Combatant will not be able to qualify for that Win Condition.

- **If I am in *Hindering* Terrain and Attack a target not in *Hindering* Terrain, do I get the -1 to ATK?**
  No. When drawing **LOS** for effects like *Hindering* Terrain, you don't count the space you occupy.

- **Golden Rule #2 says that an Intelligent Combatant will take the less risky path if they have multiple options. But what if one path they have to jump over *Dangerous* Terrain and the other they have to move through *Lava* that would Damage them, which path do they choose?**
  It will jump the *Dangerous* Terrain instead of taking the Damage from the *Lava*, the reason is just like players, Intelligent Combatants want to survive as long as possible in an Encounter. You can use the following guidelines to determine the paths they choose to follow. Apply these in order.
  1. Avoid guaranteed Damage (it will jump *Dangerous* Terrain to avoid guaranteed Damage or move through spaces that have potential Damage)
  2. Avoid potential Defeat (this includes things like Jump Checks, potential Damage where the minimum amount of Damage is enough to defeat the Intelligent Combatant, etc.)
  3. Avoid potential Damage (this includes Break Attacks, Skill Checks that result in Damage being dealt, Force Check to be dealt an effect that deals Damage, etc.)

Errata for V1.2

- **Adjacent Spaces (Appended)**
  The space a figure occupies isn't considered adjacent to that figure.

- **BOSS (Appended)**
  If a Combatant with the **BOSS** Tag is the target of forced movement and they are moved into a space that contains *Dangerous* Terrain, they will make a Jump Check to the nearest unoccupied *non-Dangerous* Terrain space.

- **Break Attacks and Countering (Appended)**
  If a Break Attack is provoked while two allies occupy the same space (e.g. One ally is moving through the others space within threat range of an Opponent.) If the Attack misses or deals no damage and the target of the Break Attack decides to Counter, before Countering they must move to the nearest unoccupied space, if they still have **LOS** to the Figure that performed the Break Attack they may Counter as normal.

- **BRIGHT**
  The following Items from ***Unintentional Malum: Act 1*** have been appended with the **BRIGHT** Tag. See the ***Bright Tag*, *Pg. 46***.

UNINTENTIONAL MALUM: ACT 1

- **The Iridescent**
- **Azrael's Harvester**
- **Casualty Engine**
- **Angel Symbols**
- **Seraphim Sidekick**
- **God Machine**
- **Charm of Ash**
- **Spectral Banner**
- **Doomcaster**
- **Hammer of Evil Similitude**
- **The Svalinn**
- **Etched Console**
- **Wand of Manipulation**

- **BURROW (Appended)**
  If a *Burrowed* figure and another figure occupy the same space, they are considered adjacent.

- **Conduit Summoning (Appended)**
  When Defeating the Variation of a Base Combatant with a Conduit Card that has not been earned, a player with Conduit Summoning may earn the Conduit Card associated with the Base Combatant. (E.g., if they Defeat a *Burrowing Cave Sickle* and have not Gained the Conduit Card for the *Cave Sickle*, they may Gain the ***Cave Sickle*** Conduit Card.)



ERRATA FOR 1.2 CONTINUED

- **Item Upgrades/Selling Items (Appended)**
  With new Loot Levels and Item Tiers being added we need to update the Upgrade prices and Sell prices.

LOOT LVL	UPGRADE PRICE	SELL	UNIQUE SELL
Mundane	15	5	10
Common	30	10	20
Uncommon	50	15	30
Rare	75	20	40
Epic	100	25	45
Legendary	125	30	50
Mythic	150	35	55

- **Monster Loot (Appended)**
  Some Monster Loot Cards are *Consumable*s. Just like all Monster Loot Cards they are limited by physical copies you have. In addition, if you trade it in during a Story round to Gain the benefit of the **MATERIAL** Tag the card is placed back into the Monster Loot deck.

- ***Obstructing* Terrain (Appended)**
  When replacing spaces that contain *Obstructing* Terrain printed on the board with a different type of Terrain using a token, all red *Obstructing* Terrain lines within an ambiguous part of that space can be ignored. (E.g., orphaned red lines or red lines that are left in a state of question as to where they belong can be ignored.)

- **Possible Spawns (Appended)**
  When to determine Possible Spawns for **OPPOSING ESPERS**. If the Summoner, Encounter Rule, Totem or Objective instructs you to Spawn an Encounter Esper or a named **OPPOSING ESPER** as an Encounter Esper you will check for Possible Spawns. The exception to this is the first time you are revealing an **OPPOSING ESPER** that becomes the Encounter Esper, in that case it is intended that you use that newly revealed **OPPOSING ESPER**.

- **Scaling Icons (Appended)**
  Some newer cards may have some Scaling abilities like **HEAL ∗**. When this happens the **∗** value is equal to half of **FORCE ∗**.

- ***Tentacle* Tokens**
  The rule for these *Tentacle* tokens was omitted from the rulebook. Luckily, the basic token rules are on the token itself, meaning they are still usable. However, we've included the rules in their complete form here in this Rule Book for reference.



- ***Water* Terrain (Appended)**
  With the introduction of *Lava* Terrain and the interaction *Water* has with it. *Water* Terrain can be placed on *Lava* Terrain in addition to all other Terrain it had listed.



Special Assemblage Disciplines

Item Retention

The ***Item Retention*** Discipline allow an Adventurer to use the Abilities printed on some of the Items they have equipped while in Conduit form.

While in Conduit form, an Adventurer Gains the following benefits:

- You may Gain and use Abilities printed in the Item Text section on any Accessory, Armor, Core, Relic and Item Upgrade you have equipped.
- When Calculating Scaling Icon values, you may add the values on any Accessory, Armor, Core, Relic and Item Upgrade you have equipped if it is not already being added. If there is not a Scaling Icon for that value it cannot be added.
- You may Gain and use Abilities printed on cards you control that change the number of hands a weapon uses or the number of equipment slots you have.
- You Gain all Tags on Items you have equipped.
- When using Abilities that have Item requirements (e.g. **1-Handed**, **SWORD**, **Ranged**, etc), you meet all requirements if the Items you have equipped outside of Conduit form meet the requirements for the Abilities.
- If you use an ability that grants an Attack, you need to use an Attack profile printed on the **CONDUIT** Command Card for the Conduit form you are in. If the Conduit form does not have an Attack profile with the same Attack type, you cannot use that ability while in that Conduit form.

Form Control

The ***Form Control*** Discipline allows an Adventurer to use some of the Disciplines they have learned and other Abilities outside of the normal limits of Conduit summoning.

An Adventurer Gains the following benefits:

- During a Story round, you may choose a **LVL 1** Assemblage Discipline you have learned and **2** other Disciplines you have learned to use while in Conduit form.
- While in conduit form, you Gain and may use any Character Abilities printed on your Adventurer Card.
- When you Learn this Discipline, you may earn up to **4 CONDUIT** Command Cards for Combatants the party has Defeated.
- Whenever a Combatant is defeated in an encounter, if they have a **CONDUIT** Command Card you earn that **CONDUIT** Command Card. This applies even if the Adventurer with Form control isn't in the Active Party.
- When using Disciplines or Adventurer Abilities that have Item requirements (e.g. **1-Handed**, **SWORD**, **Ranged**, etc), you meet the requirements if the Items you have equipped outside of Conduit form meet the requirements for the Disciplines or Character Abilities.
- If you use an ability that grants an Attack, you need to use an Attack profile printed on the **CONDUIT** Command Card for the Conduit form you are in. If the Conduit form does not have an Attack profile with the same Attack type, you cannot use that ability while in that Conduit form.



New Variants

Difficulty Tweak: Less Devastating Combat

This Variant rule provides an easier difficulty option for players who want to separate the Symbols from the numbers on the dice to prevent High rolls from being too devastating. Any time a figure would roll Combat Dice, they roll twice instead. The first roll only references the numbers rolled on the dice and ignores all Symbols. The second roll only references the Symbols rolled on the dice and ignores the numbers. If the **BLACK** is a part of the dice pool, it is only rolled once. Once all the rolls have been made you can calculate the to hit value and total amount of Symbols you can use.

When making these rolls you may want to roll both dice pools at the same time just make sure to designate which set is for the numbers and which set is for the Symbols. The set used for the number should match the colors of the dice in your normal dice pool, while the dice used for symbols just need to have the same color as the inlay for the dice either white or black for teh base dice. This will make it easier to Re-roll the dice.

EXAMPLE: Lets say your Combat Dice pool is **WHITE + PURPLE** the number dice should be these same dice while the symbol die for **WHITE** could be **GREEN** as they have they same color inlay, and the symbol die for **PURPLE** could be **GREY** as they have the same color inlay.

In the event you want to use a re-roll ability use the bullet points below:

- If the Ability allows you to re-roll one die (like the ***Short Sword***), then you may pick one die from all dice rolled and roll it again, taking the new result.
- If the Ability allows you to re-roll all dice (like Intervention), then you roll all the dice again, taking the new result.
- If the Ability allows you to re-roll Any dice (like ***Bottled Blessing***), then you may choose any number of dice you just rolled and roll them again, taking the new result.

Difficulty Tweak: Narrative Resilience

This Variant rule provides an easier difficulty option for players who want to reduce the impact of narrative-based damage on their Adventurers. When using this Variant, Adventurers cannot be Defeated by certain types of narrative damage (i.e., Damage dealt to them from story moments in the ***Adventure Book*** or ***Diagram Book***.) Instead, they will always survive with at least **1 HP** remaining.

This rule applies to Damage dealt from failed Skill Checks listed on Special Encounter Rules, Curiously Hidden Rules, and Diagram Rules.

1. Calculate Damage normally from the above sources.
2. If the Damage would Defeat an Adventurer, reduce the Damage so that the Adventurer is left with **1** Remaining **HP**.
3. Place *Damage* tokens accordingly.

IMPORTANT: This rule only applies to Damage dealt from Skill Checks that an Adventurer fails.

Difficulty Tweak: Better Upgrade Economy

This Variant rule provides an easier difficulty option for players who want to have easier access to Item Upgrades. Instead of spending the listed cost to transfer and Item upgrade to a different weapon, you can pay the Gold cost different. This means, If you have Masterwork on a Long Sword and want to transfer that item upgrade to a Common Weapon you would only pay **15** Gold instead of the normal **30** Gold.

Difficulty Tweak: Balancing Wandering and Unique Rewards

This Variant rule is designed to balance the possibility of drawing a Wandering item and a Unique item when drawing the Unique item Combatant Loot Card.

If you have Wandering item and you draw the Unique Item Combatant Loot Card. Instead of shuffling all Wandering Items into the available Unique Items for the tier, Roll a **PURPLE** .

	1-3	**Draw a random Wandering Item.**
	5-7	**Draw a random Unique Item of the current Loot LVL.**

If one of the decks contains now cards, draw from the other deck regardless of die result

Difficulty Tweak: Organic Alternates and Variations

When checking for ***Possible Spawns***, if you would need to Spawn a new Combatant Card, instead of shuffling all their corresponding **ALTERNATE** and **VARIATION** cards with their given ***Base Combatant*** cards, roll **2 WHITE** and consult the chart below.

	4 - 7	**VARIATION: X**
	8 - 11	**Base Combatant/Opposing Esper**
	12 - 14	**ALTERNATE: X**

If you rolled and got **VARIATION**: **X** or **ALTERNATE**: **X**, shuffle all the ***Possible Spawns*** with that Tag related to the **Base Combatant/Opposing Esper** listed as **X**, draw one and Spawn figures following the rules for that Tag. If you rolled and got **Base Combatant/Opposing Esper**, Spawn figures following the normal Spawning rules as if you didn't have *Alternates* or *Variations* for that **Base Combatant/Opposing Esper**.

If remaining Spawns are required, repeat this process as needed until all figures are Spawned.

If you don't have **ALTERNATE** Tag cards but do have **VARIATION** Tag cards for a base Combatant, or don't have **VARIATION** Tag cards but do have **ALTERNATE** Tag cards for a ***Base Combatant***. There are **2** options. You either:

- Use the chart as listed, which is simple but you will see those Combatants less.
- Or if you roll and get **VARIATION**: **X** or **ALTERNATE**: **X** treat it as (**VARIATION**: **X** and **ALTERNATE**: **X**)—less organic, but you will see those Combatants more often.