

ONSLAUGHT

FREQUENTLY ASKED QUESTIONS

Below you will find guidance about many of the most frequently asked rules questions, organized by date answered.

2/17/2023

Q: Does forced movement, such as Lightning-Dancer's critical effect, trigger reactions?

A: Yes, unlike regular D&D, forced movement in Onslaught triggers reactions (such as Opportunity Attacks).

Q: Do critical effects from the character and their item card stack?

A: No, the critical effect depends on what attack you chose. If you chose a character's attack or ability, resolve the crit on their character card. If you chose an item card, resolve the crit on the item card.

Q: Does Laselle qualify as a friendly ally for the purposes of her Sneak Attack?

A: No, she requires another friendly ally adjacent to the target to enable her Sneak Attack damage.

Q: Do I heal immediately when I select a Level Up card that has the healing symbol on it?

A: Yes, you gain the healing immediately if you select a Level Up card with the healing symbol on it.

Q: Do you get experience for healing a character who is already at full Hit Points?

A: No, a character at full Hit Points does not heal and therefore no experience is gained. However, the character can gain other effects from the same ability if it provides more than healing.

Q: Do you gain experience from Ring of Healing?

A: No, the Ring is doing the healing, so the character does not gain experience from it.

Q: Is my character adjacent to a treasure chest or target even if it's on a space with with an elevation difference of two or more?

A: Yes.

Q: Does Sedonna gain experience if the target of her Hypnotic Gaze hits or defeats a target?

A: No, she does not gain extra experience points from the target's actions, but she does earn 1 experience point for successfully attacking, and her team would get credit for any Victory Points that were earned during the resolution of Hypnotic Gaze.

Q: Can you deal damage with Sedonna's Twitch or Hypnotic Gaze if you roll a critical success?

A: Yes, and you might accidentally hurt a friend that way!

Q: Can the Prisoner in Scenario 2 use Portals?

A: Yes.

Q: Can you count range diagonally when figuring out how far you can Teleport with Mistral's Pass Without Trace?

A: Yes you can, since you are counting the range of the ability rather than spending move points.

Q: Can I use the Magic Glaive's reaction attack multiple times in the same round?

A: Yes, it does not have a cooldown, so you could take multiple swings if multiple characters move away from you that round.

Q: Can I use the Magic Glaive's reaction ability and my Opportunity Attack/Combat Reflexes against the same target?

A: No, you must choose 1 to use.

Q: If a character is on top of a treasure chest and draws a Mimic or Treasure Goblin, does the Mimic or Treasure Goblin spawn in an adjacent space?

A: Yes, the Mimic or Treasure Goblin spawns in the next closest space of the spawning player's choice.

9/6/2023

Q: What counts as an attack?

A: Any ability that requires a dice roll to hit is an attack, even if it doesn't do damage.

Q: What counts as a basic attack?

A: Anything with an melee basic attack (🗡️) or ranged basic attack (🏹) symbol is a basic attack, whether on a character card, item card, or Level Up card.

Q: Do condition tokens "stack?" Can a mini have more than one Burning, Bleeding, or Poisoned token?

A: No. When a mini with a condition token receives a new token of the same type it replaces the old one, and the character that applied that token counts as the "owner" of that token for the purposes of tracking damage.

Q: Does damage from Bleeding, Burning, and Poisoned count as damage done by my party?

A: Yes, though this can be a little difficult to track. If multiple players have the same token-based damage effect they can use character tokens placed beneath those tokens to remember which character applied the token. When resolving multiple tokens, the non-active player decides the order in which the tokens resolve.

Q: If an enemy moves, and my opponent and I both have a character with opportunity attacks, does the character with the higher initiative take theirs first?

A: Yes, resolve the opportunity attacks in initiative order.

Q: If my opponent and I tie on VP at the end of a scenario, how do we settle the tie?

A: The first tiebreaker is characters left standing. If still tied, the next tiebreaker is total remaining hit points (♥️). If still tied, the final tiebreaker is the player without the 1 initiative card in the final round wins.

Q: Does the controlling character get experience when one of their summons attacks and deals damage?

A: No, they do not gain experience for a summon dealing damage with an attack as a general rule.

Q: Lightning-Dancer has the Rooted condition token. Can he use his Charge ability to move 3 spaces and make an attack?

A: Yes. The Rooted condition prevents Move actions, not all movement effects.

Q: Does Quellabrelten AmasnodeL gain 2 Bonus EXP after he used Undead Thralls to summon 2 skeletons?

A: Yes.

Q: If Farilun of Scardale has the Eldritch Spear Level Up ability, does he heal after all attacks or only when attacking with Sickle of Life Stealing?

A: Only when attacking with Sickle of Life Stealing.

Q: If Drakmau Rockbiter already has an Enraged token, can she use Rage to gain a new one?

A: Yes. Using Rage while already Enraged essentially replaces the original Enraged token with a new one, which will last until the end of her next activation.

Q: If an enemy character is defeated by a monster, minion, or token damage, does it count as my party having defeated that enemy?

A: Yes.

Q: I rolled a '20' and a '4' when targeting Sedonna Sparklebang with an arcane (🔮) attack. She has the Instinctive Charm Level Up ability, which states that I have to choose the lower roll. Does my critical success mean I can use the 20?

A: Unfortunately for you, no! The Golden Rule states that if an effect on a card or another component contradicts the rules in this rulebook, that component's rule takes precedence.

Q: If Bedlam is defeated by an attack, can she use Hellish Rebuke to deal damage to the attacker?

A: No. Hellish Rebuke resolves **after** she suffers damage, at which point she has already been defeated!

Q: Does Snuks Treefriend gain 1 EXP for healing himself with Wild Shape (Bear)?

A: Yes, and he would gain an additional 1 EXP if he healed himself to maximum.

Q: Ayur has the Drunken Technique Level Up ability and targets an enemy with an attack. Can Chloe Amasnodel use her Countercharm Level Up ability to cancel this attack?

A: Yes, because Countercharm is not a reaction. The only abilities that count as reactions are the right-hand-side 🌀 abilities on character cards.

Q: Can the Bulwark Shield move an invisible enemy?

A: Yes.

Q: What happens when a monster has the Dazed condition?

A: The monster can move but cannot perform attacks, as attacks are Standard actions.

Q: What happens if Zhaleshah uses Perform Creation and draws a Loot Goblin, Mimic, or other event token?

A: Discard the token and draw again.

Q: How do I break ties that are not covered by the rulebook? For example, my opponent and I are both playing Nurith. After initiative cards are assigned, who gets the opportunity to use their Ambush Master first?

A: The non-active player breaks all such ties during a round. In this instance, the non-active player gets the first opportunity to use their Nurith's Ambush Master ability. Then, the active player can use their Nurith's Ambush Master.

Q: When tracking the damage my party deals to the Ettin, do I have to do all 3 points of damage at once to gain a victory point?

A: No. You should track all the damage your party deals to the Ettin and convert each 3 damage into 1 VP at the end of the scenario.

Q: Can an adjacent enemy that is 2 or more levels of elevation above my character be targeted by a range 1 attack? Can I loot an adjacent chest that is 2 or more levels above my character?

A: Yes and yes.

Q: When the Ettin rolls a critical and pushes a character back, does that trigger Monstrous Reach? If so, does Monstrous Reach trigger twice?

A: Yes, it triggers Monstrous Reach, but only once.

ERRATA

Below you will find a list of game components that have been changed either because the original printing contained an error, or (in rare cases) to improve the competitive balance of the game.

9/6/2023

- ◆ Stagharr's character card is missing some information. His 🗡️ **Kick** should include "🔥 1" at the end.
- ◆ Wildfire Spirit's Summon card is also missing information. Their 🗡️ **Flame Seed** should be a Standard action with the arcane (🌀) ability type.
- ◆ Adnan Zharem's 🗡️ **Word of Radiance** should say "This attack does not **affect** friendly characters" not "this attack does not **target** friendly characters."

11/20/2023

- ◆ In the interest of competitive balance, Chloe Amasnodel's Inspiring token no longer adds a damage bonus. It now reads:
Inspiring: Fading. Friendly characters at range 0–5 of Chloe Amasnodel gain +2 to die rolls while attacking.
- ◆ Several Item cards in Maps & Monsters:
Nightmare of the Frogmire Coven are misprinted:
 - Ascendent Focus should have the ankh symbol on its back.
 - Dragon Sinew Bow should have the drawn bow and arrow symbol on its back.
 - The back of Many-Pocketed Vestment should be yellow, not Cursed black.
- ◆ The Bullywug Bodyguard's Protector ability is missing the word "another." It should read:
Protector: After an enemy at range 1–2 attacks another friendly mini, make a 🗡️ against that enemy.
- ◆ The Zombie monster behavior section of the Plague solo scenario is incorrect. Zombies should be Initiative 3.5, not Initiative 2.5.