

# Order of the Stick Adventure Game

## Dungeon of Dorukan Errata and FAQ

This document covers a few errata and many Frequently Asked Questions for the basic Order of the Stick set, Dungeon of Dorukan. You should probably read the first three sections (Rule Changes, Rulebook Errata, and Card Errata) before playing. The FAQs, however, can probably be referred to as they come up. (Last edited 5/10/2007.)

### RULE CHANGES

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#### Monster Support Ability

One of the most frequent concerns with the game is the size to which battles can quickly grow, especially when players deliberately “feed” monsters with the Horde support ability. The following rule change is intended to reduce the ability for Battle Stacks with more than one monster with the Horde support ability to spiral out of control.

**Any given monster that could provide support to more than one other monster only actually does provide support the topmost monster in any given room.**

What this rule means is that any monster currently on the board can't provide support to more than one other monster in each room at the same time. They now only provide support to the topmost monster that has an appropriate support ability in each room on the same floor. So let's say you have a room with a Goblin Woodcutter on top (supported by **Goblins**), followed by the Goblin Teenagers (also supported by **Goblins**), and a Goblin Cleric on the bottom. The Teenagers support the Woodcutter, because he is the topmost monster in the room that can be supported by them. The Woodcutter, in turn, supports the Teenagers, because they are the topmost monster in the room that can be supported by him (because no monster can support themselves). The Clerics, however, ONLY support the Woodcutter now (whereas before they would have supported both), because the Woodcutter is on top. Now, if someone then played Demon Roaches in another room on this floor, it, too, would support the Woodcutter and not the Teenagers. Should the Woodcutter be defeated, all monsters that were supporting the Woodcutter are now free to immediately support the next monster in the stack, the Teenagers.

For most support abilities, this will have little effect on the game; most of the time, only the topmost monster is battled at any one time anyway. However, it makes a big difference on the Horde support ability. A Battle Stack with two monsters that have identical Horde abilities will not both be supported by every supporting monster, only the top one will. That means that the Battle Size will not immediately swell up if you play monster with a Horde type that is already present in the room.

Here's an extended example using the new system; the starting Battle Size for the room is 2.

- Player 1 plays Mr. Demon.
- Player 2 plays Demon Roach King (Horde: **Fiend**). Mr. Demon now supports Demon Roach King. (Battle Size = 3)
- Player 3 plays Orc Summoner (Horde: **Fiend**). Mr. Demon does NOT support Orc Summoner, but the Demon Roach King does (because it cannot support itself). Since the Orc Summoner is also a Leader, the Battle Size increases by +1. (Battle Size = 5)
- Player 4 plays Demon Roach. Demon Roach supports Demon Roach King, not Orc Summoner, because Demon Roach King is closer to the top of the stack. (Battle Size = 6)
- Player 5 plays Kobold King (Horde: **Kobold**). Demon Roach King does not support Kobold King, because it is already supporting Orc Summoner. Demon Roach does not support Kobold King, because it is already supporting Demon Roach King.
- Player 6 plays Kobold Roadkill. Kobold Roadkill supports Kobold King, because it cannot support anyone else (Battle Size = 7)
- Player 1 plays Ugly Ogre, and battle is set.

Under the old system, this would have been Battle Size 11 by the time it got the end of the sequence above (because the Demon Roach and the Demon Roach King would have supported both the Orc Summoner and the Kobold King), and would have needed 3 more cards before it was set.

Note that this rule change also has an effect on Area Effect shticks. A monster that is not the top monster may not receive support any longer if there is another monster closer to the top that is “hogging” the support. For example, if Yikyik, Thog, and Sabine were in a stack (in that order), Yikyik would be getting support from Thog and Sabine, and Thog would be getting support from Yikyik, but Sabine would be getting support from no one. If Vaarsuvius Attacked with a once-boosted Fireball shtick, it would target the top three monsters, using Sabine's Defense of 15, since that's the highest any of the three monsters has, but she would not gain any increase to her Defense from her Longshot support ability, because under the new rule, she is not being supported. (Under the old rule, she would have been supported twice, for a Defense score of 19.)

#### Shuffling the Battle Deck

When a player draws the last card in the Battle Deck, do not shuffle it until the end of the current player's turn. This may mean that a player that runs out of monster cards must simply discard the remainder of his or her Battle Hand without being able to draw a new one; if so, then they are simply skipped over when it is their turn to play a monster into a newly-triggered battle. If all players in the game are incapable of playing a monster into the battle because the Battle Deck has run out of cards and they have all discarded their Battle Hands, then the Battle Size is immediately reduced to meet the current number of monsters in the room.

In other words, if a battle becomes so large that you run out of cards in the Battle Deck, don't reshuffle it and keep adding monsters. Freeze the Battle Size where it is and continue the battle.

At the end of the turn in which the Battle Deck ran out of cards, reshuffle it and deal 7 cards to each player who has no cards in their Battle Hand.

#### Shuffling the Loot Deck

When a player draws the last card in the Loot Deck, do not reshuffle the Loot Deck until the end of the current player's turn. In particular, if you are placing unguarded Loot in the collapsing dungeon after Xykon's defeat and you run out, do NOT reshuffle the Loot deck and continue. Reshuffle the deck afterwards, just before the next player's turn.

Remember to not include any Trap cards that have been discarded when reshuffling the Loot deck.

### RULEBOOK ERRATA

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**Page 20, Fleeing Example:** This example is incorrect; as per the main rules, Elan should drop one Loot and then flee 3 spaces immediately upon losing his last Wound. On subsequent turns, he drops one Loot BEFORE moving another additional 3 spaces, not after.

**Page 27, Column 2, Paragraph 1:** Delete this paragraph; Xykon cards that have one or more red X symbols CAN be saved to gain shticks. However, do not draw any additional Xykon cards for that room if another battle is triggered there. It's still “one room, one Xykon card”.

**Page 27, Column 2, Paragraph 7:** The second sentence should read, “Instead, defeating Xykon is worth a number of Bragging Points equal to twice the number of floors (not counting Xykon's Lair).”

**Page 29, Collapsing Dungeon Example:** On step 10, Belkar should remove the unlabeled Dark Room on the other side of the second floor, because it doesn't have any players in it.

### CARD ERRATA

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**Come to Me, My Pretties! (Haley Shtick):** Delete the last sentence. Add the following: “You may only use this shtick to pick up an additional Loot card once per turn.”

**Elven Senses...Tingling! (Vaarsuvius Shtick):** Change the second sentence to read, “When searching for the stairs down, you may add +2 to the number that you need to roll to succeed.” The Boost text should read, “Additional +2 to the number needed to find stairs.”

**Gratuitous Nudity (Elan shtick):** Change the sixth (last) sentence to read, “This card boosts your Hide shtick.”

**Party Leader Veto (Roy shtick):** Change the third sentence to read, “At the start of any of your turns, you may flip this card to flip (for no effect) any one shtick card owned by another Order of the Stick player.”

**Poorly-Planned Illusion (Elan Shtick):** Change the result text next to the two purple flags to read, “You may move each Monster that you win against (except Xykon) into any adjacent explored room (even one on a different floor if there are stairs present).”

**Second-In-Command (Haley Shtick):** Change the third sentence to read, “At the start of any of your turns, you may flip this card to flip (for no effect) any one shtick card owned by another Order of the Stick player (except Roy).”

**Thor's Lightning (Durkon Shtick):** One of the copies of Thor's Lightning is missing its result text; it should be identical to that on the other two copies. Specifically, it should read, “Lose 1 Wound” next to the purple flag.

## Frequently Asked Questions (FAQ)

For all FAQ's, assume that the person asking the question is the player owning the shtick or playing the Screw This! card.

### BELKAR'S SHTICKS

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**Q: Can I use Twin Daggers of Doom with the Leaping Attack shtick to battle a Flying monster in the same room as me?**

**A:** Yes. Twin Daggers of Doom has a **Range** of 0, but Leaping Attack adds +1 **Range**, so you can **Attack** or **Defend** against Flying monsters in the same room as you or in an adjacent room.

**Q: Do the Leaping Attack bonuses always apply or only when making Leaping Attack (i.e. attacking into a different room?)**

A: They always apply. Leaping Attack has three benefits that are not in any way dependent on one another:

- **+1 Attack** when using Twin Daggers of Doom.
- **+1 Range** when using Twin Daggers of Doom.
- If you make a Ranged Attack using Twin Daggers of Doom, you must move to the room into which you **Attacked** after the battle. You may not battle additional monsters in that room if you do. There is thus no such thing as “when making a Leaping Attack”; if you are using Twin Daggers of Doom, you get **+1 Attack** and **+1 Range**, regardless of at what **Range** you **Attack** your foe.

**Q: If I have Leaping Attack in play, am I prevented from battling additional monsters if I started the first battle that turn in the same room as the monster?**

A: No; if you didn't make a Ranged Attack, you can continue to battle monsters as normal. The phrase, “If you **Attack** into a room...” is an indicator of what happens if you make a Ranged Attack with Twin Daggers of Doom as a result of the Leaping Attack shtick; you don't **Attack** into a room if you're standing in that room. Thus, everything after the words “If you **Attack** into a room...” only applies if the **Attack** was a Ranged Attack (and you can never make Ranged Attacks against targets in the same room as you).

**Q: When, exactly, do I move into a room into which I made a Ranged Attack using Leaping Attack and Twin Daggers of Doom?**

A: After Step 6 in the battle sequence, and before Step 7 (“Aftermath”). This means that if Belkar defeats the last monster in the room using Leaping Attack, he can pick up two Loots. It also means that he can take a Loot from another player that he defeated in battle.

**Q: If I have both copies of Halfling Rage in play, can I flip both for the same battle? If so, do I take 0, 1, or 2 Wounds?**

A: Yes, you can flip both for a total bonus of **+6 Attack** and **+6 Defense**; you lose **1 Wound** when you flip the second shtick. The first shtick is boosted by the second shtick, causing you to lose no **Wounds** when you flip it. However, the second shtick is not boosted by anything (because the first shtick is now flipped) and thus causes you to lose **1 Wound** when it is flipped.

**Q: If I use Poor Tracking Skills to specify a monster type that cannot be played, what does a player do if they only have that monster type?**

A: He or she discards his or her Battle Hand and draws 7 new cards.

**Q: Can I play the type of monster I specified with my own Poor Tracking Skills on myself, should the opportunity arise?**

A: No. All players are prohibited from doing so.

## DURKON'S SHTICKS

**Q: Can I use Turn Undead in a battle against Xykon if there are other Undead beneath him in the Battle Stack?**

A: Yes. For this purpose, treat Xykon as not being present at all in the stack, as if he were an invalid target and conduct the battle against all other **Undead** in the same room. You may even use Turn Undead if you are at **Range 0** with Xykon, because while you still may not use it on him, he does technically fulfill Turn Undead's requirement that the top monster in the Battle Stack be **Undead**.

**Q: Can another player tell me that he or she will give me a specific Loot in exchange for using Cure Assorted Wounds on him or her, and then give them another Loot?**

A: Yes. The player who receives the benefit of Cure Assorted Wounds can give Durkon any Loot they choose from their Loot Stash, even if they told him they would give him a specific Loot. Promises regarding the Loot given are non-binding.

**Q: Can I use Darkvision to look at the top of the Xykon's Lair deck?**

A: No.

## ELAN'S SHTICKS

**Q: For Bard Song, does the player gaining assistance get the listed bonus once for the battle roll, or is the Bard Song bonus added to the bonus for each individual Loot card given to me?**

A: One bonus overall per battle roll, not one per Loot card given. So if you have two Bard Songs in play and someone offers you two Loot cards with a Drool Factor of 1 each, you grant him or her a total assistance bonus of **+6 Attack** or **+6 Defense** (+2 for the first Loot, +2 for the second Loot, and +2 from the two Bard Song shticks).

**Q: If I trigger a battle, then flips my Gratuitous Nudity shtick, do I have to close my own eyes should I be called on to play a monster?**

A: Yes.

**Q: If I use Poorly-Planned Illusion to win a battle against more than one monster in a room, do I need to move them all to the same room?**

A: You may move each monster against which you won the battle to any adjacent room; you do not need to keep them together.

**Q: If I use Poorly-Planned Illusion to move more than one monster into the same room, in what order do they move?**

A: The topmost monster that has lost to you moves first, then down the stack until all such monsters have moved. Thus, if the entire stack moves to the same room, their order will be reversed in the new room.

**Q: If I use Poorly-Planned Illusion to move a monster into a room that has monsters, does it go on the top or the bottom of the stack?**

A: Top.

**Q: What happens to any Loot that might be sitting in the room after I move all monsters using Poorly-Planned Illusion?**

A: All Loot remains in the room. If you have successfully moved all monsters from the room, you are considered to have cleared the room of the last monster and may immediately pick up two Loot, as if you had defeated it.

**Q: If I flip Wacky Hijinks and two or more players do not touch their nose, does it have any effect?**

A: No. However, the nose-touching does not need to be intentional to count. If all other players remain touching their nose, then neither of the two “hold-out” players can touch their nose for any reason without the other one losing a **Wound**. Further, the effect lasts until you unflip the Wacky Hijinks card.

**Q: If I touch my nose after Wacky Hijinks is flipped and then stop touching it, does that count?**

A: No. If at any time after the card is flipped, all players but one are touching their respective noses, the player who is not touching theirs lose **1 Wound**, even if they touched it at an earlier point.

## HALEY'S SHTICKS

**Q: How does Double Shot shtick work against monsters with Multiattack?**

A: Double Shot says that Haley rolls twice when she **Attacks** using Longbow. Multiattack X says that the monster rolls X dice when it **Attacks**. Since only one of them can **Attack** at a time, the two abilities do not conflict at all.

**Q: Can I use Sneak Attack if I am battling a monster that has Flying and is in the same room?**

A: Yes. The text of Sneak Attack says that it works at **Range 0**, and if you are in the same room with a monster, you are at **Range 0** — regardless of any special abilities the monster may have. Flying has exactly one game effect: to prevent the use of Shticks with a listed **Range** of **0**. Sneak Attack does not have a listed **Range** score of **0**; it does not have a listed **Range** score at all, because it is not a Battle Shtick. Therefore, Sneak Attack works as it always does against a Flying monster.

**Q: If I win a battle against another player using the Swipe! shtick at Range 0, how many Loot do I get from that player?**

A: Two. You may take one equipped Loot from the player (because she won a player-vs.-player battle), and you may take one Loot at random from the player's Loot stash (because of the Swipe! shtick's result text). If the player has no equipped Loot, you may take both Loot from their Loot stash.

**Q: If I win a battle against a monster with the Swipe! shtick, can I continue battling the next monster?**

A: No. You may only ever battle the top monster in the Battle Stack (unless you are using an Area Effect shtick), and since Swipe! does not defeat the top monster, you may not battle any monsters below it. (And you may not battle the same monster again on the same turn.)

## ROY'S SHTICKS

**Q: When using Party Leadership, can I heal another player's Wounds or unflip another player's shticks?**

A: No. You may only heal your own **Wounds** or unflip your own shticks.

## VAARSUVIUS' SHTICKS

**Q: If I use the Blackwing the Raven shtick to retrieve a Loot card that is revealed to be a trap, is the trap triggered in the room that the Loot was in or my room?**

A: The trap is detonated room from which the Loot was retrieved. If the trap is a single-target trap, it is discarded without effect. If the trap is a multiple-target trap, it detonates as normal and forces all players within **Range** to **Evade** or be affected. This may mean that you are outside of the trap's **Range** and other players are not!

## SHTICKS (General)

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**Q: Can I flip a shtick just because I want to?**

A: No. You may only flip a shtick because that card or another allows (or forces) you to do so. Cards that you can flip voluntarily usually have text that says so, or the Flip icon in the top right corner.

**Q: There are many shticks that prevent a Wound when flipped. If I lose two Wounds from a single battle (such as against a creature with the Deadly ability), do these shticks prevent both such losses?**

A: No. Any shtick that prevents a Wound loss prevents only one per flip.

## MOVEMENT

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**Q: If there are stairs down in two separate places on the first floor (due to a Screw This! card), can there be two separate unconnected second floors? How does that work?**

A: Yes. The two second floors are unconnected unless rooms are explored that lie between the two rooms with stairs. Note that the maximum total number of rooms that can be on the second floor remains 8, so it is likely that there will be two “mini-floors,” one of which will then lead down to the third floor.

Note that you cannot move or make Ranged Attacks across any unexplored void between two sections of a floor. However, you ARE still considered to be on the same floor for purposes of assistance.

**Q: Are there special rules for collapsing the dungeon if a floor has more than one set of stairs down from it?**

A: If a floor has more than one set of stairs down, then the room with one of the stairs must still be the last room removed from the floor. It doesn't matter which of the stair rooms is removed last, and it is not necessary to make a decision ahead of time on which stair room is removed. The first stair room can even be removed even if there are spare rooms on the other side of the level.

**Q: If you are in a room with no monsters, can I choose not to move or rest or make a Ranged Attack? That is, to do nothing at all except beginning-of-turn or end-of-turn actions?**

A: Yes, but you may still only pick up one Loot from that room. You may only pick up two Loot if you take the risk of resting.

## BATTLES

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**Q: With a 2-player game, the first player adds two monsters to the Battle Stack and then the second player adds one if the Battle Size is 3 or more. If the Battle Size is more than 3, does it keep alternating 2-1-2-1-2-1 or does the first player only play two monsters the first time so the order is 2-1-1-1-1?**

A: The latter. The first player only plays two monsters the very first time it is his turn to do so in each battle, making the order 2-1-1-1-1...

**Q: Can I choose to make a Ranged Attack against a monster or player in the same room as me?**

A: No. Battles where participants are standing in the same room are never Ranged Attacks.

**Q: Can I move to another room and then make a Ranged Attack?**

A: No. Once you move, you cannot make Ranged Attacks that turn.

**Q: Can I make Ranged Attacks against any monster in a Battle Stack?**

A: No. You may only make Ranged Attacks on the topmost monster in any room, unless it is an Area Effect shtick (in which case the shtick will specify which monsters you can attack).

**Q: Can I ask for assistance when making a Ranged Attack?**

A: Yes. The player offering assistance does not need to have a Battle Shtick with Range to grant assistance.

**Q: If I begin the turn in the same room as a monster and I choose not to move, may I decide whether I Attack or Defend against that monster?**

A: No, you must Attack that monster. The only time you may choose whether to Attack or Defend against a monster is when you have already defeated the topmost monster in the Battle Stack and are choosing to continue battling the next one.

**Q: Does assistance apply to every battle in the same turn?**

A: No. You must ask for assistance separately for each battle in a turn.

**Q: If I defeat all of the monsters in the room, may I continue to Attack players in the same room? If I defeat a player in the same room, may I continue to battle monsters?**

A: No. You may never battle players and monsters on the same turn.

**Q: May I use the same Battle Shtick for more than one battle in the same turn, or must I select a new Battle Shtick for each?**

A: As long as the Battle Shtick does not flip as a result of the battle, you may select the same Battle Shtick for every battle you fight. Once the shtick flips, you must select a different Battle Shtick for subsequent battles.

**Q: If I am forced to battle without a Battle Shtick, can I still add bonuses to my Attack or Defense from my other non-Battle shticks?**

A: Yes, but look carefully. Some non-battle shticks specifically only add bonuses to certain Battle Shticks; these cannot be used unless you use that Battle Shtick.

**Q: Can I ask for assistance if I am battling without a Battle Shtick?**

A: Yes.

**Q: If I'm asking players for assistance and someone uses a Screw This! card or other effect to flip the Battle Shtick I was going to use, do I have to battle without any Battle Shtick?**

A: No, you may immediately select another Battle Shtick, if you have one. If you do not, then yes, you must continue the battle without a shtick.

**Q: If I battle with an Area Effect shtick against a group of monsters containing more than one monster type, and I have a shtick that provides a bonus to my Attack for monsters of one of those types, can I add that bonus to my battle roll?**

A: Yes. For example, if you use Fireball to Attack a Dragon and a Goblin while you have a Loot that provides +2 Attack against Goblins, you add +2 to your Attack Roll.

## LOOT

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**Q: When asking for assistance, can I offer one player more than one Loot?**

A: Yes. There is no limit to the number of Loot cards you can offer one player (even an NPC player), as long as you have the cards.

**Q: When asking for assistance, can I offer Loot to more than one player during the same battle?**

A: Yes. You may offer Loot to any or all other players on the same floor as you (including NPC players). The only limitation is that in player-vs.-player battle, an assisting player can only help one of the two players in the battle. You can't assist both sides.

**Q: Do I need to offer Loot to all players from which I might want assistance in battle at the same time?**

A: No. You may offer Loot to one player, and then decide whether or not to offer Loot to other players based on his or her response.

**Q: If I offer Loot to a player for assistance in battle and he refuses, can I make a second offer with different Loot cards?**

A: Yes. You can make as many different offers to the same player as you wish using different combinations of Loot cards from your Loot Stash.

**Q: Is Loot with the Oots emblem considered Loot that is “drooled over” for all players?**

A: Sort of. The OOTS emblem indicates that all characters with the Order of the Stick type drool over that Loot. In **The Dungeon of Dorukan**, all players have the Order of the Stick type, but expansions to the game will introduce characters that do not. Each OOTS emblem counts as one Drool Icon (or “face”). You can use Loot with the OOTS emblem to request assistance from other Order of the Stick players exactly as if the emblem was their Drool Icon. Two players can even pass an item with the OOTS emblem back and forth between themselves on successive turns.

However, you may not offer Loot with the OOTS emblem to NPC players, if there are any OOTS players active because you are not allowed to offer any Loot to an NPC if any human player (other than you) drools over it. (In the future, it might be possible if all other players except for you are not OOTS players.)

**Q: In the rulebook, page 15 says that picking up 2 Loot for killing a monster is a bonus, and I can still pick up Loot at the end of my turn (implying that I can pick up 3 total). But page 25 in the example says that Roy can't pick up Loot at the end of his turn. Which one is correct?**

A: Technically both, but the spirit you are looking for is page 25, that you cannot pick up more Loot after picking up your two bonus Loot for clearign the room. Basically, taking the two bonus Loot prohibits you from picking up any more Loot that turn, per the second bullet point on page 24 under “How Much Loot Can Be Picked Up”. The (very poorly-worded) text on page 15 doesn't specifically contradict this, it merely says that the two bonus Loot is in addition to any other Loot you would get—which in this case is zero, since if you take the bonus Loot, you get no other Loot.

## SCREW THIS! CARDS

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**Q: Another player played Double Cross on me, leaving me without assistance and causing me to lose a battle. Can I now play There is No "I" in Team on him so that he loses a Wound?**

A: No. There is No "I" in Team specifies that it affects only those players that assisted the losing player (in this case, you). Once he played Double Cross, he was no longer assisting you—he was assisting your opponent.

Now, if you were battling a third player (not a monster) and he played Double Cross and THEN you went on to win the battle anyway, you could punish him by playing There is No "I" in Team, because he was then assisting a losing player.

**Q: I played Eternal Gratitude on another player so that I could keep the Loot I had offered him, and in return, he played Double Cross, switching his assistance to the monster I was fighting (which would cause me to lose). Is that legal?**

A: No. Double Cross indicates that is played "after the dice are rolled in a battle," which means immediately after the dice are rolled (Step 5 in the battle sequence listed in the rulebook) and before anything else is done. Eternal Gratitude cannot be played until after the entire battle is concluded, which would be Step 7 (the "Aftermath" step). When you played Eternal Gratitude, then, it was already Step 7, and the other player cannot back time up in order to play a Screw This! card that needs to be played after Step 5.

**Q: Can I play Eternal Gratitude on an NPC?**

A: Yes.

**Q: If I offered a single player more than one Loot card for assistance and then play Eternal Gratitude, do I get to keep them all?**

A: Yes.

**Q: If I play the I Forgot They Could Do That card that allows me to negate monster abilities, what happens if I negate the Leader ability or the Horde support ability? Do additional monsters arrive at the end of the turn when the Screw This! expires?**

A: The card says that you can eliminate one of the effects on the monster card until the end of turn. Some effects, like Leader, only really take effect as the card is played. In order to meaningfully negate the Leader ability, you must play the Screw This! card while the monsters are being played into the room—after the monster with Leader has been played, but before the Battle Size has been reached. If this is done, then the Leader ability is negated and the Battle Size that needs to be reached drops back down by 1. **Do not** remove any monsters from the room, simply stop playing new monsters into it when the new (lower) Battle Size is reached. If "I Forgot They Could Do That" is played on the Leader ability after the Battle Size has been fulfilled, it has no real effect.

At the end of the current turn, when the Screw This! card expires, do not play any additional monsters into the room; the Leader ability only comes into play when the battle is first triggered and populated, and therefore has no effect at the end of the turn.

Playing this card on monsters with the Horde support ability is similar, except for two factors. First, negating a monster's Horde ability might cause other monsters in the same stack to begin supporting the next monster down in the stack instead, which may result in the Battle Size remaining the same anyway. (See the Rule Change on support ability at the beginning of this document.) Second, it is possible that negating one monster's Horde support ability might cause the Battle Size to immediately shrink below the number of monsters already played in the room. If this happens, **do not remove any monsters** from the room. Instead, simply stop playing new monsters; the battle is now set and ready to go, as-is.

**Q: What happens if I play I Forgot They Could Do This on a monster with more than one support ability? Can I negate their ability to get support at all?**

A: You may only negate one of the monster's support abilities, such as Horde or Outsmart. You may not negate the support ability concept for the monster.

**Q: When I play Screams Like a Girl, can I choose an NPC as one of the two players?**

A: No. The card requires the players chosen to decide whether or not to assist when there is no Loot being offered. NPC players can't really do that, because there is no one to make the decision for them. Therefore, they can't be one of the two players chosen to assist.

As a rule of thumb, if an effect that can target a player requires any sort of decision on the part of the targeted player, then that effect cannot target an NPC. Likewise, anything that moves a player, causes a player to do something with a shtick, Wounds a player, etc., cannot target an NPC, because NPC's don't do any of those things.

**Q: Can I play Screams Like a Girl if I am the player that is battling?**

A: Yes.

**Q: When I play the Surprise! card, can I have the targeted Monster attack myself?**

A: Yes.

## MONSTER ABILITIES

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**Q: What happens if I win a battle against a monster with the Bloodlust ability using a shtick that has the result text, "The battle is a draw" (such as the Hide shtick owned by several characters)?**

A: You lose the battle. Your Battle Shtick result text makes any battle you win into a draw, and the Bloodlust ability makes any draw into a loss.

**Q: What happens if I lose a Ranged Attack against a monster with Bloodlust and no Range (or insufficient Range to reach the room I'm making my Ranged Attack from)?**

A: The battle is a draw. The rules for Ranged Attacks state that a monster cannot win a battle for which they have insufficient Range and that any result that would lead to a win (in this case, the presence of the Bloodlust ability) should be considered a draw instead.

**Q: Do I need to make a Ranged Attack against a monster with Flying? What is the Range to a Flying monster in the same room as I am?**

A: The Flying ability does not in any way affect the Range to the monster. The Range is exactly the same as if the monster didn't have Flying.

All Flying does is prevent players from using a Shtick that has a listed Range of 0 when fighting that monster. Since you already can't Attack a monster at Range > 0 unless your shtick has a listed Range > 0, Flying status has no actual effect on Ranged Attacks.

Flying prevents the usage of Battle Shticks with a listed Range of 0, that's all. Think of it as working exactly like Impervious, which prevents use of Weapon Shticks. Only in this case, replace "Weapon Shticks" with "Battle Shticks with a Range of 0".

**Q: If I'm attacking a Flying monster with Tricky, does it get Tricky's +10 Defense bonus if I'm in the same room?**

A: No, it does not get the +10 Defense bonus in that case. The exact wording says that if the actual Range to the monster is greater than 0, it gains +10 Defense—it does not mention the listed Range on the shtick you are using, which is therefore not relevant. A monster with Flying and Tricky would get the effects of both Flying and Tricky against Ranged Attacks coming from another room, but only the effects of Flying in any battle against players in the same room.

**Q: Why do the Linear Guild monsters have the Unique designation if there are only one of each of them?**

A: In case we add alternate versions in an expansion.

## RESTING AND FLEEING

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**Q: Can I flip non-battle shticks on a turn that I am resting?**

A: Yes. You can flip non-Battle Shticks at any time, unless the shtick itself has a limit printed on it. As an example, Durkon can use (and flip) Cure Assorted Wounds while resting.

**Q: Is there a penalty to Evade rolls made while I am resting?**

A: No.

**Q: If I begin resting when I have lost no Wounds (for example, if I want to pick up two Loot from the room), and something causes me to lose a Wound before the start of my next turn, can I heal that lost Wound as my one Wound regained from resting?**

A: Yes. You do not need to have lost the Wound that you heal from resting before you began resting.

**Q: If I lose my last Wound and start fleeing, but I am simultaneously forced to miss my next turn (for example, if the battle was in the Restroom), what happens?**

A: If you miss a turn (Restroom, Paralyze, etc), then you are basically frozen in place. You drop a Loot when you hit 0 Wounds, put your playing piece on its side, and end your turn. On the next turn, you stand your character up, drop a Loot, and end your turn. On the third turn, you drop a Loot and move 3 spaces. You never move 3 spaces on a turn in which your playing piece begins or ends on its side.

**Is there a question you had that wasn't answered? Try the official message board for the Order of the Stick Adventure Game at [www.GiantITP.com/forums/forumdisplay.php?f=12](http://www.GiantITP.com/forums/forumdisplay.php?f=12)**