

-Satire's Extended Battle Goals-

By Satire Gaming

Roll a d100 or use a random number generator to select two goals from the below table.

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| 1 | Acrobatic | Lose a card to negate 5 or more damage. | ✓ |
| 2 | Aggressor* | Have one or more monsters present on the map at the beginning of every round during the scenario. | ✓✓ |
| 3 | Ambusher | Open a door and end your move action adjacent to a monster in the revealed room. | ✓ |
| 4 | Assassin | Kill a monster before it takes any actions in the scenario. | ✓ |
| 5 | Assistant | Kill a monster attacked by an ally earlier in the round. | ✓ |
| 6 | Bastion | Be adjacent to at least two monsters while standing on a door hex. | ✓ |
| 7 | Bully | Kill a monster afflicted by a negative condition. | ✓ |
| 8 | Contagious | While afflicted by a negative condition, apply any negative condition to a monster. | ✓ |
| 9 | Covetous | Never collect a money token from end-of-turn looting. | ✓ |
| 10 | Cuddler | Take a rest only on rounds in which an ally is also taking a long or short rest. | ✓ |
| 11 | Diehard* | Never allow your current hit point value to drop below half your maximum hit point value (rounded up) during the scenario. | ✓ |
| 12 | Discriminating | Kill no elite monsters or bosses during the scenario. | ✓ |
| 13 | Distracted | Kill a monster you are not adjacent to while adjacent to another monster. | ✓ |
| 14 | Drowsy | Declare a long rest while at your maximum hit point value. | ✓ |
| 15 | Dynamo* | Kill a monster during the scenario by causing at least 4 more points of damage to it than is necessary. | ✓ |
| 16 | Eliteist | Kill only elite monsters. | ✓ |
| 17 | Executioner* | Kill an undamaged monster with a single attack during the scenario. | ✓ |
| 18 | Explorer* | Reveal a room tile by opening a door on your turn during the scenario. | ✓ |
| 19 | Exterminator | Kill three monsters in the same round. | ✓✓ |
| 20 | Fast Healer* | Your current hit point value must be equal to your maximum hit point value at the end of the scenario. | ✓ |
| 21 | Fearful | Never end your turn adjacent to a monster. | ✓ |
| 22 | Feeble | Be the first player to become exhausted. | ✓ |
| 23 | Feral | Have the most cards in your lost pile at the end of the scenario. | ✓ |
| 24 | Finisher | Kill the last monster to die in the scenario. | ✓ |
| 25 | Hesitant | Never go first in a round's initiative. | ✓ |
| 26 | Hoarder* | Loot five or more money tokens during the scenario. | ✓ |
| 27 | Hothead | Add two cards to your lost pile before your first rest. | ✓✓ |
| 28 | Hunter* | Kill one or more elite monsters during the scenario. | ✓ |
| 29 | Indigent* | Loot no money tokens or treasure overlay tiles during the scenario. | ✓✓ |
| 30 | Instigator | Except when long resting, never go last in a round's initiative. | ✓ |
| 31 | Insulting | Apply another negative condition to a monster already afflicted by one. | ✓ |
| 32 | Layabout* | Gain 7 or fewer experience points during the scenario. | ✓✓ |
| 33 | Limping | Move using only basic move actions. | ✓✓ |
| 34 | Lucky | Kill a monster with an attack with disadvantage. | ✓ |
| 35 | Marksman | Kill a monster three or more hexes away from you. | ✓ |
| 36 | Masochist* | Your current hit point value must be equal to or less than 2 at the end of the scenario. | ✓ |
| 37 | Miser | Never exit a room while money tokens remain in it. | ✓✓ |
| 38 | Mugger | Kill a monster and loot its money token on the same turn. | ✓ |
| 39 | Multitasker | Kill a monster and open a door on the same round. | ✓✓ |

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| 40 | Neutralizer* | Cause a trap to be sprung or disarmed on your turn or on the turn of one of your summons during the scenario. | ✓ |
| 41 | Opener* | Be the first to kill a monster during the scenario. | ✓ |
| 42 | Pacifist* | Kill three or fewer monsters during the scenario. | ✓ |
| 43 | Paranoid | End each of your turns adjacent to a wall or obstacle. | ✓✓ |
| 44 | Peacemonger | Never deal the killing blow to a monster. | ✓✓ |
| 45 | Perforated | Lose 6 or more hit points in a single round. | ✓ |
| 46 | Pickpocket | Perform a loot action while adjacent to at least two monsters. | ✓ |
| 47 | Pincushion | Get attacked by three or more monsters in the same round. | ✓ |
| 48 | Plunderer* | Loot a treasure overlay tile during the scenario. | ✓ |
| 49 | Professional* | Use your equipped items a number of times equal to or greater than your level plus 2 during the scenario. | ✓ |
| 50 | Prosperous | Collect three or more money tokens in the same turn. | ✓ |
| 51 | Protector* | Allow none of your character allies to become exhausted during the scenario. | ✓ |
| 52 | Purist* | Use no items during the scenario. | ✓✓ |
| 53 | Ravager | Play two cards for their lost actions on the same turn. | ✓ |
| 54 | Recluse | Never end your turn adjacent to an ally. | ✓ |
| 55 | Reserved | Have the fewest cards in your lost pile at the end of the scenario. | ✓ |
| 56 | Restless | Move at least one hex on each of your turns (except when long resting). | ✓ |
| 57 | Retaliator | Don't make any attacks in the scenario until after you've taken damage for the first time. | ✓ |
| 58 | Ritualistic | Kill a monster when two or more elements are strong or waning. | ✓ |
| 59 | Sadist* | Kill five or more monsters during the scenario. | ✓ |
| 60 | Scavenger | Collect more money tokens than any other player. | ✓ |
| 61 | Scrambler* | Take only short rests during the scenario. | ✓ |
| 62 | Shadow | End each of your turns adjacent to an ally. | ✓ |
| 63 | Sharpshooter | Kill a monster in a different room (neither of you may be on a doorway tile). | ✓ |
| 64 | Slayer | Kill two monsters in the same round. | ✓ |
| 65 | Sleepless | Take damage during the same round you take a long rest. | ✓ |
| 66 | Sober | Use no potions during the scenario. | ✓ |
| 67 | Sociable | Never leave a room with a character ally remaining in it. | ✓ |
| 68 | Specialized | Don't use any basic actions. | ✓ |
| 69 | Stalwart | Never leave a hex adjacent to a monster. | ✓✓ |
| 70 | Straggler* | Take only long rests during the scenario. | ✓ |
| 71 | Streamliner* | Have five or more total cards in your hand and discard at the end of the scenario. | ✓ |
| 72 | Stubborn | Do not lose any cards to negate damage during the scenario. | ✓ |
| 73 | Thorough | Never exit a room with monsters remaining in it. | ✓ |
| 74 | Untouchable | Take no damage. | ✓✓ |
| 75 | Wasteful | Lose a card to negate 2 or less damage from an attack. | ✓ |
| 76 | Winced | Never have fewer than one card in your hand. | ✓ |
| 77 | Workhorse* | Gain 13 or more experience points during the scenario. | ✓ |
| 78 | Zealot* | Have three or fewer total cards in your hand and discard at the end of the scenario. | ✓ |

(Goals with an asterisk indicate base-game goals)