

Scenario 71:

Force movement - If the wind force moves a character to the right or left and there is an obstacle or wall in one of the possible hexes, the player may chose to either be blocked (not move) or move to the open hex.

Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

Scenario 72 (R1):

TYPO - Use map tile L1b instead of L2b.

Scenario 73:

The boulders damage and force-move flying figures

Scenario 74:

As specified in the special rules, only characters (not summons) can pick up water. If multiple water hexes are in range of a loot action, the player must chose only one water to pick up.

Scenario 75:

The setup calls for 5 stump overlays but there are only 4 in the game. Use another overlay as an alternative.

Scenario 77:

Characters that have the ability to create obstacles cannot block all pressure plates simultaneously.

Scenario 78:

The victims are considered figures allied to no-one and therefore restrict movement to monsters and characters.

Scenario 79:

The bosses two abilities can affect invisible characters. They also require LOS. The boss's mind control can only be used on characters that have not yet acted in the round.

Scenario 81:

TYPO (R1) - In the special rules of section 1, "the Betrayer" should instead be "the Colorless." For both of the boss's specials, consuming elements only affects the summoning. The other parts of the specials go off regardless.

Note that the Crystal of Zenith and Sphere of Midnight are not actual items and have no use outside this scenario. Use numbered tokens to keep track of who has them. At the end of the scenario, win or lose, these two "goal" treasures are reset so that these two items can be looted again, just like any other "goal" treasures in the game.

Scenario 82:

What happens if the player with the items is exhausted without reaching the exit? If the scenario is failed, do we still get to keep the items we looted?

If the player holding the items is exhausted, the scenario is failed. If the scenario is failed, the items are returned to the treasure tile and you can loot it again on your next attempt.

Scenario 83:

After reading section 2, the 1st set of special rules terminate and are replaced with the 2nd set of special rules. The altar has no HP and cannot be destroyed.

Scenario 84 (R1):

The crystal is not considered an enemy and is not targeted by character summons

TYPO - The author's name is David Isakov, not David Jansen. Sorry David!

Scenario 85:

The scenario book says to spawn 8 sun demons when playing 4 players but there are only 6 standees, what gives?

This is an error in the book. For 4 players, don't place the night demon and sun demons in the final room that are only placed as normal enemies for 4 players (i.e. they're colored black for 2 and 3 players and white for 4 players)

Scenario 88:

If all lurkers are killed, continue to draw lurker ability cards in order to determine the direction of the scenario's special effect

Scenario 93:

The entire row of staring hexes are Water hexes.

Solo Scenarios:

You can buy items before doing a solo scenario.