

**Alex Florin** @aflorin wrote:

**Tolis Alex** @tolhs wrote:

Regarding the new push/pull clarification I am not sure this is correct.

Isaac talked about this clarification when you are **being** pushed or pulled not when you are pushing or pulling

Please see below

**Isaac Childres** @Cephalofair wrote:

**David Hladky** @mrakomor wrote:

I would say you can optimize your **being pushed** to a place, where you are blocked, but with each move if there is a valid place you can go further you must go further.

This was the intent. We'll reword the FAQ to make this more clear.

I believe that your character still has the option to push for example towards an obstacle even if there is a valid place.

Actually, I did get confirmation from him on the wording.

Ok good to know then.

Not really happy with the answer, but still good to know 🙄

**Alex Florin**  @aflorin Dec 10, 2017

**Bernard** @Bernaar wrote:

Could you maybe put the personal quests also in spoiler tags? I glanced over them when scrolling down and I accidentally read some spoilers.

Done

**Justin Boehm** @Gambit001 Dec 10, 2017

Here's a fun one. If I loot a chest for its contents, then go back to that scenario either because I failed it or am doing it in casual mode, will the chest still be there and just be empty, but still "lootable"? Or just not be spawned at all? I ask based on the battle goal that it would count towards.

I assume it's simply not spawned but wanted to check.