

bonus completion experience; any rewards in the scenario book granted for completing the scenario into bonus gold or experience.

Do I regain all my hit points once a scenario is finished?

Yes.

Do BLESS and CURSE cards stay in my deck once a scenario is over?

No, Curse and Bless cards (including those purchased from the Sanctuary) and any -1 cards with a star in the corner should be removed from your deck at the end of a scenario.

Is it possible to prematurely fail a scenario to avoid death or wasting time?

Not technically, no, but if there are no monsters on the board and no more will be placed on the board without player action, then all players would be free to play out however many rounds it takes to exhaust themselves without danger. If all players agree, you can save yourself the time and call the scenario failed early.

If we fail a scenario, can we immediately retry it?

Yes, your party location is still considered to be at that scenario, so you can fully recover hit points, cards, etc. and immediately do the scenario again without doing a road event, or you can return to town or do another scenario, but that may necessitate a road event before starting a scenario depending on the linking rules.

Do I get the money and treasure tiles left on the ground when I finish a scenario?

No, all loot left on the ground is lost once the scenario is over. You have to pick it up during the scenario. If you want the treasure tiles that you weren't able to pick up, you will have to play through the scenario again.

Do I have to win a scenario to complete it?

Yes.

Traps and Hazardous Terrain

If I end my turn on a hex with hazardous terrain, do I take any additional damage?

No, you only take damage when you enter the hex.

Can I or one of my allies spring a trap that I lay? Can monsters spring their own traps?

Yes, traps have no memory once you place them. They become hazards for everyone.

If I lay a trap on an open door, and then the door closes because of a scenario rule, what happens to the trap?

It is removed from the board.

Are abilities that force move an enemy one or more hexes (Push/Pull and abilities that say "force move") affected by difficult terrain

No

What happens if a figure loses flying on top of a trap, hazardous terrain or terrain with special effects?

The trap or effect is triggered.

Do traps placed by monsters scale with the scenario level?

No

What happens if a flying figure is over a stun/immobilize trap and another figure attempts to move over that trap?

A figure cannot end their movement in the same hex as another figure so treat the flying figure as an obstacle when determining the non-flying figures movement.

Turn Scope

What exactly is the timing of a figure's turn?

A figure's turn starts when the previous figure ends their turn and ends when the next figure begins theirs.

Unoccupied vs. Empty Hex

Can you explain the difference between an unoccupied hex and an empty hex?

An unoccupied hex has no figures (monsters, characters or character summons) present. An empty hex has no figures, tokens (money or otherwise), or overlay tiles present except corridors, open doors, pressure plates and scenario aid tokens.

Player Abilities