

Scenario 33:

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 34:

Additional special rule - The boss is immune to any ability or effect that would affect its position on the map in any way (e.g. push, pull, forced movement, etc.).

This scenario should have an additional requirement: "The Drake Aided (Global) INCOMPLETE."

Additionally, completing this scenario should also trigger - "Lost Party Achievement: The Drake's Command."

Scenario 37:

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 45:

The totems are considered obstacles so cannot be destroyed using abilities but may be affected by other non-damaging abilities (like the Cragheart's obstacle manipulation abilities).

Scenario 47:

Additional special rule - The boss is immune to any ability or effect that would affect its position on the map in any way (e.g. push, pull, forced movement, etc.).

Scenario 52:

Special rule - For this specific scenario, you can use the bottom action of any card to loot a treasure tile within range 1.

Scenario 58:

Each bone pile is considered a separately performed heal ability, and they still heal the named monster even if it is stunned.

Scenario 60:

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Scenario 69:

You don't have to end your movement on a hex adjacent to the well, you just have to enter a hex adjacent to the well.

Scenario 71:

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:

TYP0 - Use map tile L1b instead of L2b.