

When a multi target attack has a Gain XP effect, do I get XP for each target?

Only if the card specifically says so.

Heal

If a heal or other beneficial ability specifies a range, can I affect myself?

Yes.

How do the heal rolling modifier cards work?

Any time a "Heal" attack modifier card is resolved, the figure who flipped it heals the amount specified. This heal can remove wound and poison like any other heal.

Does a heal from a modifier card turn the action into a "heal action"?

Yes

If I draw two 'heal self' rolling modifiers in the same attack, is one heal performed or two?

Heals from rolling modifiers stack into a single Heal.

What happens if a figure is poisoned and a “Heal all” ability is used on it?

The heal ability is treated just like other heal abilities, so the poison is removed but no damage is healed.

Can you use a heal ability on a figure that is already at full health?

Yes.

Loot

Can I decide not to loot money or treasure tiles in my hex at the end of my turn?

End-of-turn looting is not optional. If there are money or treasure tiles in your hex at the end of your turn, you have to loot them.

Can I perform a Loot even if there is no Loot in range?

No

Are there restrictions on what I can loot with a Loot ability in regards to line-of-sight or obstacles?

The specific mechanics are that you can loot all hexes within range X of you, where X refers to "Loot X." This means that if you can target the hex with an attack in that range, you can loot the hex. This means loot is unaffected by monsters or obstacles, but is affected by line-of-sight.

If an enemy or scenario effect forces me onto a hex with loot, can I automatically pick it up, like end-of-turn looting?

No, end-of-turn looting happens only at the end of your turn. You cannot automatically pick up loot at any other time.

If I loot, say, an armor item from a treasure tile and I am already wearing armor, what happens?

You can own any number of items (but only one copy of each). It is not limited only to what you can equip. So when you find armor in a chest and already have armor, you still get to keep the armor you got, you just won't be able to equip it until next scenario. Actually, since you can only equip items in between scenarios, even if you weren't wearing armor, you'd still have to wait to equip the armor you just got.

What if I loot an item I already had a copy of?

In this case, you would immediately gain the sell value of the item you looted, and place that copy of the item in the city's available supply of items if it was not already there.

What if I loot an item and there aren't any more copies available?

You would immediately gain the sell value of the item.

Which treasure tile rewards/penalties affect a single character and which affect all characters?

All treasure results (with the following two exceptions) affect only the character that loots the treasure tile. The exceptions are the "Random Side Scenario" reward, which unlocks a new scenario for the entire campaign, and the "Random Item Design" or the "Item Design" reward, which places a set of items in the shop for anyone in the campaign to purchase.

If I loot a "goal" treasure tile in a scenario and then go back to do the scenario again, is the treasure tile still looted?

No, unlike numbered treasure tiles, "goal" treasure tiles are reset at the end of every scenario and must be looted again.

Do allied monsters drop loot?

No

Move