

"Next turn" means your next full turn. So if you start a turn with the condition in effect, then at the end of that turn, it is removed. If a monster stuns you on its turn, then your next turn (whether that happens in the current round or the following round) you would be under the effect of stun, and then it would go away at the end of that turn. If you manage to get stunned on your own turn, you would immediately suffer the effects, then you would also suffer from the effects on your following turn in the following round before the effect wore off at the end of that turn. This also applies to conditions on monsters.

**Can I voluntarily end positive conditions on myself like Strengthen and Invisible?**

No.

**Am I an ally of myself?**

No.

**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.

**Are abilities that target a single figure with an attack but damage additional figures via other non-attack effects (like suffer damage) still considered single target attacks?**

Yes.

**Can you perform a Move X ability but do 0 move?**

Yes.

**Do persistent cards that trigger "at the end of your next X turns" also trigger at the end of the current turn?**

Yes.

**Should curses and blesses be removed from a player's modifier deck immediately when becoming exhausted so that other players and monsters can use them?**

As per the rules, they are not removed until the end of the scenario.

**What is the difference between "Ability +X" vs "Ability X" character ability cards granting other figures extra actions?**

"Ability +X" makes an adjustment to an existing ability while "Ability X" grants the figure a new ability.

**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.

**Can you perform an elemental infusion or a gain XP, either of which are printed as stand-alone segments of an action, by itself without doing another ability of the action?**

No. This also applies to the lost card symbol. You must perform some ability of the action to actually lose