

Scenario 35

Can you destroy the wall obstacles?

No

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 38:

The Orchid stops moving if the shaman dies. Also, if the Orchid can't find a viable path to the shaman, it does not move. Note that per the scenario text, it can path/move through closed doors, opening them as it moves.

Scenario 42:

The vocal cords are treated as obstacles with HPs with respect to being targetable - summons can focus on them, they are considered to have initiative 99, etc.

(R1)Completing this scenario should award the global achievement:

In addition, there should be an extra requirement for this scenario:

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 46:

Boss Special 2 - Stat Card Typo (R1): It says "Summon P eggs." It should read "Summon C eggs," as "C" is the abbreviation for number of characters.

[Errata] The order of the Special 2 abilities should be Move, One Attack then Summon

Scenario 47 (R1):

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 48:

After the boss's melee attack, it is affected by post attack effects (retaliate, on death, etc.) before he is removed from the board.

Scenario 49:

Additional special rule - The Ancient Artillery is not affected by forced movement (pushed, pulled, switch positions, etc.).

Also, the special rule damage to all characters is direct damage and is not considered an Attack.

Scenario 52 (R1):

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

If using Forgotten Circles material's, the obstacles in the middle of the starting room can be treated as wall overlay tiles as specified within the Forgotten Circles rules. Also, a character cannot teleport into the section of the map of another character.

Scenario 54:

If a player decides to start a new Cthulhu-Squid character directly after successfully completing scenario 54, this Cthulhu-Squid character receives the Staff of Xorn. Otherwise, the Staff of Xorn is added to the shop deck. The Seeker of Xorn character does not have the opportunity to go back to town and sell items, nor perform enhancements, etc. Also, as stated in the scenario book, the character's retirement event card doesn't go into the deck.

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:

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 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 70:

The living spirits are not affected by inta-kill abilities.

Scenario 74: