

Can a figure still perform actions prevented by disarm, immobilize and stun even if those actions are granted to the figure outside their turn?

[Errata] No. The “on their turn” phrase listed in the condition section of the rule book should not be there.

How does stun work with persistent effects and passive items?

Stun does not affect them, they function normally. Passive Items are those whose effects trigger automatically when their requirements are met or whose effect take place immediately on scenario start (Iron Helmet, Hide Armor, Cloak of Pockets)

What happens when a figure becomes immune to a condition that it already has?

The condition is removed. Note this does not apply to Curse and Bless. Those immunities prevent the card from entering the modifier deck; they do not prevent existing curse/bless cards from being drawn and applying their effect.

What happens if a figure is immobilized or stunned and they are pushed/ pulled?

The push/pull can be applied to an immobilized or stunned enemy - the enemy isn't using its limbs to move, it is being pushed/pulled.

Can you clarify how gaining multiple conditions of the same type is handled?

As per the rule book, you can't have multiple conditions of the same type on a figure. When a figure gains an existing condition a second time, the new instance replaces the old instance, resetting the expiration turn. Note that curse and bless are not assigned to a figure, they are added to a modifier deck (which affects any figure that draws from it) and as per the rules, multiple curse/bless cards can be added to the deck.

What specific abilities are prevented by invisibility?

Only targeted abilities from enemies (those that say "Target" or "Attack") are prevented by invisibility.

What happens when a figure without an attack deck (like some NPC's) gets hit with Curse or Bless?

Nothing. Note that Summons do have an assigned attack deck (the summoning player's).

Elements

If I consume an element in the strong column, does it go down to waning or all the way down to inert?

Whenever an element is consumed, it always moves down to inert, no matter where it started.

Can you explain the timing of elemental infusions?

Yes, the main take-away here is that any elements you create on your turn from any source (abilities or items) do not get moved to the strong column until the end of your turn. This means that you cannot create an element (that wasn't already present) and then consume it on the same turn because it won't be available to be consumed until the end of your turn. On the up side, this also means that if an element is already strong or waning at the start of your turn, you can create the element again with your first action, consume the existing element with your second action, and then the element will still go up to strong at the end of your turn even though you just used it.

If an element consumption is attached to an attack ability, when can I chose to consume the element?

Before any attack of the ability, affecting all subsequent attacks of that ability.

If an element consumption is attached to a move, when can I chose to consume the element?

The element can be consumed at any time during the movement - so before you start moving, after you move some spaces or after you move all spaces.

When do you chose which actual element is infused for multi-color element abilities?

At the end of the turn, when the element is actually infused.

Experience

Can I play a card just for the experience?

You have to perform at least one part of the action on the card to gain the experience. If it just says "Attack," you have to attack an enemy to get the experience. If it has "Attack" and "Move," however, you can just move and not attack and still get the experience. A larger experience symbol (as opposed to a small one) is not meant to be tied to any specific ability in the action.

Can I choose not to gain the experience from using an action?

No, experience is not optional.

If I am level 9, can I still earn experience?

You can still track experience when you are level 9 as a metric for how well you are doing in the scenario, but experience no longer gives you any long-term benefits.

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