

The players decide.

How do you distinguish between summoned enemies and other enemies (since summoned enemies don't drop money tokens)?

You can place extra scenario tokens (grey circles) on summoned enemies if you have difficulty keeping track.

When something that summons monsters dies, do the monsters it summoned die too?

No.

If a boss is immune to CURSE, what happens if it draws a CURSE card?

The card affects the boss normally (i.e. the boss does no damage). Note that it is only immune to the *condition*, which is the act of shuffling the CURSE card into the deck.

Are bosses elites?

No, bosses are their own class of monster and are thus unaffected by abilities that target normal or elite monsters. Also note that named monsters specified in the scenario book are their own class of monster as well.

Are obstacles with hit points considered enemies? Can they be poisoned, wounded, etc.?

Obstacles with hit points are technically considered enemies for all ability purposes, but they are immune to all negative conditions.

If a door is closed due to specific scenario rules, what happens if revealed monsters are stuck in a room with no enemies to attack?

Closed doors behave like walls. The monsters are still revealed, so they would still play a card at the beginning of each round, but, until the door is opened, they wouldn't be able to find a focus, and so would not move or attack and just perform any other abilities on their card, as per the normal rules.

Do negative conditions from monster ability cards stack with traits of the same negative condition (ex: monster has Curse trait for every attack and draws an ability with a Curse as well)?

Yes.

What happens if a flying monster is over a stun trap and another monster attempts to move over that stun trap?

A figure cannot end their turn in the same hex as another figure so treat the flying monster as an obstacle when determining the non-flying monster's movement.

If a monster ability card lists a melee attack (like "adjacent enemies" effects) but the monster stat card specifies a Range X, is the attack melee or ranged?

It is melee, the monster ability card takes precedence.

When a monster is controlled by a character, is it considered an ally or an enemy of other monsters