

Scenarios

Scenario 9:

TYPO - The boss abilities are switched in the scenario book. "Boss Special 1" should be labeled "Boss Special 2" and vice versa.

Scenario 10:

TYPO - The treasure tile should be labeled 11, not 55.

Scenario 11:

TYPO - Ignore the text of "Boss Special 1" in the scenario book and just go by the boss's stat card.

Extra reward: Gain "Item Design: Skullbane Axe (Item 113)" when you complete this scenario as well.

Scenario 12:

TYPO - "Boss Special 1" is not listed here. It is exactly the same as "Boss Special 2," except Living Bones are summoned instead of Living Corpses.

Extra reward: Gain "Item Design: Skullbane Axe (Item 113)" when you complete this scenario as well.

Scenario 14:

What are the numbers at the end of the conclusion text referencing? Do I unlock those scenarios?

No, scenario 14 does not unlock any new scenarios. There are many ways to arrive at scenario 14, and when you unlocked it, you also unlocked a scenario that couldn't be completed until you completed scenario 14 due to global achievement restrictions. The numbers at the end of scenario 14 are just reminders of where you should go next depending on what your goal was in the first place.

Scenario 19:

The altar (b) can be affected by abilities that affect obstacles, though it is recommended that you not destroy it, since that would make the scenario unwinnable. The NPC treats the altar as a focus when determining movement.

Scenario 20:

TYPO - "Boss Special 1" is not listed here. It is exactly the same as "Boss Special 2," except Living Bones are summoned instead of Living Corpses.

Scenario 25:

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 27:

TYPO - If you already have a sticker in the space that "The Rift Closed" global achievement should be placed, do not cover it up. In this case, either don't place "The Rift Closed" sticker, or place it somewhere to the side of the map.