

When do the effects of deaths (like moving Dooms) occur: immediately after the figure dies or after the action completes?

Effects of death occur immediately after the figure dies

If an Attack has an attached element consumption that grants an effect plus XP (ex: Consume Ice, Stun 1 XP) can you skip the effect and still get the XP? What if the monster dies as part of the Attack?

Before you attempt the attack, you chose whether to do the consumption as part of the attack. If you do, you also chose if you want to include the effect as part of the consumption. If you decide to consume the element, you will gain the XP (it is mandatory), even if the monster dies or you decided not to include the Stun.

If you choose to discard a card during your turn without using it as an action (basic or otherwise), it is still considered an action?

No

Granting Abilities/Actions

Is an ability that grants another figure an out-of-turn ability (like move or attack) considered an action for the recipient?

Only if the ability says "action"

Can figures without attacks be granted Attacks from ability cards and if so, which attack deck do they use?

Yes. They use the granting player's attack deck just for the duration of that attack.

Can a character doing a long rest be granted an action - like from an ability or an item?

Yes

Can you use an ability that grants a figure an immediate attack if the figure has no current valid targets just to gain XP from the ability?

Yes.

If a summon has a "-" for its move or attack, can I grant it move or attack actions, respectively?

It depends. The "-" means that it has no base for that stat. So you can't grant an "Attack +2" action to a summon with a "-", as that is a modifier to an undefined base, but you can grant it an "Attack 2" action, as that sets the base. The same applies to movement. Also note that summons (or monsters) with "-" movement can still be pushed and pulled.

If a summon/ally is granted an Attack X, which of its base effects does it get to use? Does it keep its range?

Attack X replaces the figure's base ability so it is a melee attack unless a Range +X is specified or otherwise noted. Other effects from the Stat card (like poison, multiple targets, etc.) are retained.

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.

If an ability optionally grants an ally an action/ability ("may move", "may heal", etc.), who chooses if the ally performs the ability/action if it is granted to an NPC or summons?

If granted to an NPC, the caster choses whether the NPC will do the ability. If granted to a summons, the owner of the summons choses.

Area of Effect Attacks

Can I hit my allies with area attacks?

No, unless the action specifically states that you do. An area effect ability shows you the hexes that you can target with an attack, and you cannot target allies with attacks under any circumstances, so, in general, allies are safe from your abilities. Certain classes (the Cragheart, for example), however, have abilities that specifically state that allies in certain situations suffer damage or gain negative conditions, but these cases are clearly stated on the ability cards.

Can I target empty hexes with an area attack?

While you are not technically "targeting" the empty hex, the hex of an area attack that is within the range specified by the attack can be empty so long as there are enemies in the attack area that are in your line-of-sight.

Can I target a wall hex with a ranged AoE attack?

No, but the AoE pattern can overlap a wall hex as long as it isn't the initial target hex.

If my area of effect for an attack is chiral (not equal to its mirror image) can I use the mirror image of the area instead?

Yes, in addition to applying any rotation to an area of effect, you can also use the mirror image of the area.

When is LOS evaluated for each attack in an AoE, all at once before the 1st attack or as each attack is performed?

Evaluate LOS for each attack when that specific attack is resolved

Can you change the placement/rotation of the AoE pattern after resolving one of the attacks?