

Link to Corrected content:

<https://drive.google.com/drive/folders/1Xty0bNT0vmoKWyHnCJaQR6pQOAcj4KXi?usp=sharing>

RULEBOOK

Difficulty options

The game is balanced very aggressively and the difficulty is likely to be oppressive to new players. It is recommended to start with the lowest difficulty option.

-General options:

Give yourself a maximum of 7 HP and 7 HP at the start. The game components support this.
and/or

Start with an extra 1 to 4 silver at the beginning of the game.

and/or

Begin with 1 Shield and 1 Heroism marker.

-Beginner:

Give yourself a maximum of 7 HP and 7 at the start.

Start with an extra 4 silver at the beginning of the game.

Begin with 1 Shield and 1 Heroism marker.

-Intermediate:

Start with an extra 3 silver at the beginning of the game.

Begin with 1 Shield and 1 Heroism marker.

-Almost a Hero:

Start with an extra 2 silver at the beginning of the game.

Begin with 1 Shield.

Page 10

Hero Setup

Each Hero should receive a random trait card. This is strongly visualized, but the actual information is missing.

Page 43

Vanilla Adventure Map deck setup should be 2 cards of each type instead of 3.

In '1) Create Area Deck' it should read 'Draw and shuffle together two cards from each deck to create the face down Area Deck.'

Page 6

Components - Setting cards

There are 20 Setting cards total in the game, not 21.

21th card is the Battle Arena from adventure skip variant from page 49.

Page 11

'Archer' is listed as an available Hero. It should read 'Hunter'.

BATTLES

Angry Mob Regroup effect on the Joker should work only with not Engaged Peasants.



Designers comment -

The Joker might cause Peasants to group too much and may result in difficulty swings in favor of Heroes or Enemies. This is rather minor, but also not what was intended.

CARDS



Few Item Cards have a Use keyword requirement divided with a '/'.
 For example Precision / Magic on the Lifetap Branch.
 Treat '/' in the use requirements on all of the items as '**and**' not 'or'.

Inner Power Level up Ability card is missing the [Provoke] symbol at the end of the text.



Mutation is missing a gray custom die symbol.



Item Card **Zap-Zap Helmet** works when attacking adjacent Characters with Magic attacks.



Item Cards: **Cutlery on Chain**, **Wand of Blow Everything Up**, **Toxic Blade** have common item backs instead of epic item backs. Keep the cards in their corresponding decks according to their backs.

Designers comment - This was not intentional, but I don't see it as a problem if players receive these items in a random common item draw. If they appear in a SHOP, these items should be treated as epic items with a price of 2g and can be sold for 1g each, just like any other epic item.

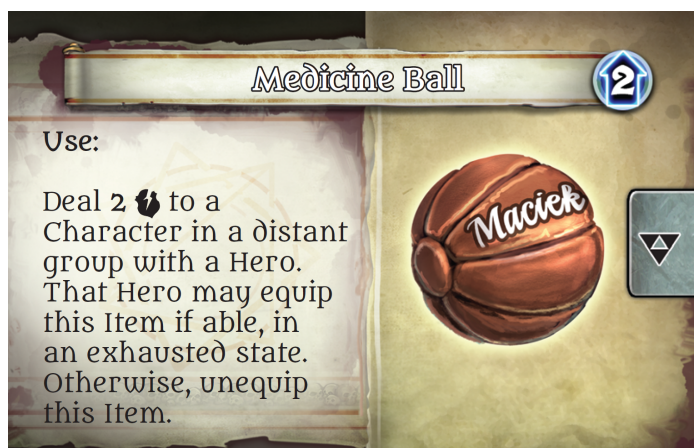
Ancient Fury from **Roguelike Expansion** is missing the upgrade icon/frame.



Cat in a Bag from the Roguelike Expansion is missing the Artifact Icon.



Medicine Ball from the Roguelike Expansion is missing the Artifact Icon.



Item Cards: **Banner of Kekistan.**

Remove the card from the game.

Designers comment - This card made it to the game by accident and it is recommended to remove it from the game due to its offensive nature.