3 Adventurer Variant

The Lucky Few

The **3** Adventurer variant is designed for groups of **3** who would like to minimize the management of controlling more than **1** Adventurer. The following changes to the rules are required for this variant to function as intended.

Variant Cards

Use the Ubiquitous Adventurer cards that are available for download at succubuspublishing.com. In Adventure Mode, use only the cards for selectable and uninjured party members. In Crawl Mode, you can use whichever Adventurer cards you'd like, but you may not switch out Adventurers mid-scenario or mid-epic Dungeon Crawl.

Setting up Encounters

When setting up an Encounter, players choose **3** Adventurers from the active group to control, and use the other Adventurer's Ubiquitous Adventurer variant card. When using a Ubiquitous Adventurer variant card, all players gain access to the Abilities listed on their variant card. Players also claim the Disciplines learned by the Adventurer represented by the Ubiquitous Adventurer variant card at the beginning of each Encounter. They do this by placing their Adventurer's token on the Discipline. Only **1** Adventurer may claim each Discipline. Each Adventurer can claim any amount of Disciplines, and they may be divided up among Adventurers as the player's see fit.

Reduced Gold

The amount of Gold earned throughout the game is reduced in the following ways:

1. Crawl Scenario setup Gold is changed as follows:
    - Rank **1** Scenarios starting Gold is **185**.
    - Rank **2** Scenarios starting Gold is **300**.
    - Rank **3** Scenarios starting Gold is **675**.
    - Rank **4** Scenarios starting Gold is **1,125**.
    - Rank **5** Scenarios starting Gold is **1,575**.
2. When calculating the amount of Gold gained from Combatant Loot cards at the end of an Encounter, you only gain half the amount listed on each card.
3. Whenever an Adventurer joins the party, they start with half the listed amount of Gold worth of Items.

Armor

The addtional **HP** gained from your equipped Armor is increased by **1**.

Discipline Changes

Certain Disciplines change how they function when using this variant. The list below will go over the changes to specific Disciplines.

Assemblage:

- **Last Laugh**: This Discipline cannot be claimed by an Adventurer who has already learned this Discipline.

Cruor:

- **To Faust**: This Discipline cannot be claimed by an Adventurer who has already learned this Discipline.

Martial:

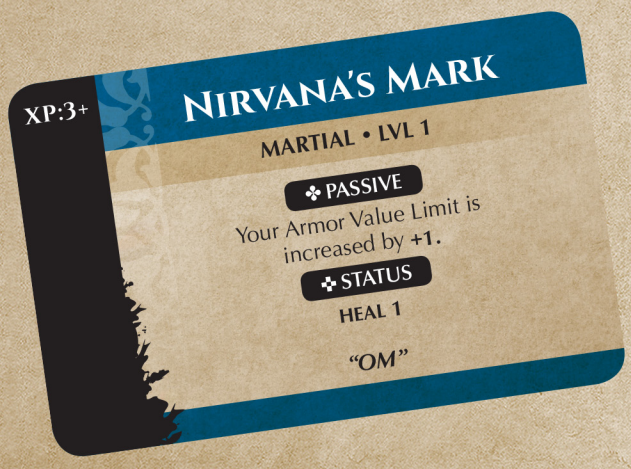
- **Nirvana's Mark**: This Discipline cannot be claimed by an Adventurer who has already learned this Discipline.

Sanctus:

- **Aspect**: This Discipline cannot be claimed by an Adventurer who has already learned this Discipline.
- **Guardian Angel**: This Discipline cannot be claimed by an Adventurer who has already learned this Discipline.

Subterfuge:

- **Like the Shadows**: This Discipline cannot be claimed by an Adventurer who has already learned this Discipline.



3 Adventurer Variant Continued

Encounter Changes

Certain Encounters change when using this variant and may require the use of 2-Adventurer Variant cards. The list below will go over the changes to specific Encounters.

A Team Split Apart Pg. 107:

- **Separated:** Place the Adventurer with the highest roll on **Tile UM7** and the two lowest rolls on **Tile UM5**. The Adventurer starting on **Tile UM7** will equip the Linked Adventurer Variant card for the Adventurer not being controlled and claim all the Disciplines that Adventurer has learned.

Rhamsted Cliffsides Pg. 121:

- **Padric, Weaponsmith at Dragon Arms:** If a player was previously controlling Remi, they will control a different Adventurer. No Ubiquitous Adventurer Variant card will be used during this Encounter and Padric's Combatant card will be assigned to a player to Manage.

More Monsters, More Problems Pg. 125:

- **Separated:** Remi must be selected as an Adventurer being controlled and she does not claim any Disciplines or benefit in any way from the Ubiquitous Adventurer Variant card during this Encounter.

Boss Fight: Aisling Pg. 131:

- **Padric, Weaponsmith at Dragon Arms:** If a player was previously controlling Nightingale, they will control a different Adventurer. No Ubiquitous Adventurer Variant card will be used during this Encounter and Padric's Combatant card will be assigned to a player to Manage.

Bellicose Face-off Pg. 156:

- **Players Against Players:** Whichever Adventurer is not being controlled is equipped as a Linked Adventurer variant card to the Adventurer who is alone in a starting zone. This Adventurer claims all the Disciplines learned by the Adventurer represented by the Linked Adventurer variant card.

Gatekeepers of Gehenna Pg. 256:

- **Outbound Party:** Nightingale must be selected as an Adventurer being controlled and she does not claim any Disciplines or benefit in any way from the Ubiquitous Adventurer Variant card during this Encounter.

Dangers in the Dark Pg. 261:

- **Outbound Party:** Rook must be selected as an Adventurer being controlled. No Ubiquitous Adventurer Variant card will be used during this Encounter.
- **A Friend in Need:** Padric joins Rook and can be selected as the Adventurer being controlled during this Encounter. If he is, he will equip Rook's Linked Adventurer card. If he is not, then Rook will equip Padric's Linked Adventurer card. The chosen Adventurer claims all the Disciplines learned by the Adventurer represented by the Linked Adventurer variant card.

Can of Wurms Pg. 268:

- **Suri, a Friend Made Manifest:** No Ubiquitous Adventurer Variant card will be used during this Encounter and Suri's Combatant card will be assigned to a player to Manage.

Critical Timing Pg. 277:

- **Jailbreak:** Players will control Nightingale, Zafir, and either Ezra or Brea. The one not chosen will be a Ubiquitous Adventurer variant card. The Ubiquitous Adventurer Variant card will only be used once the Blue Objective has been activated.

Nymphs in Peril Pg. 279:

- **Jailbreak:** Players will control Nightingale, Zafir, and either Ezra or Brea. The one not chosen will be a Ubiquitous Adventurer variant card.

Boss Fight: Shadow Lord Pg. 455:

- **All In:** When new Adventurers are placed on the board they may claim any available Disciplines associated with the Ubiquitous Adventurer variant card. Any Flipped cards stay Flipped, Per Encounters stay Used, and Exhausted cards stay Exhausted until they would normally Un-exhaust.