

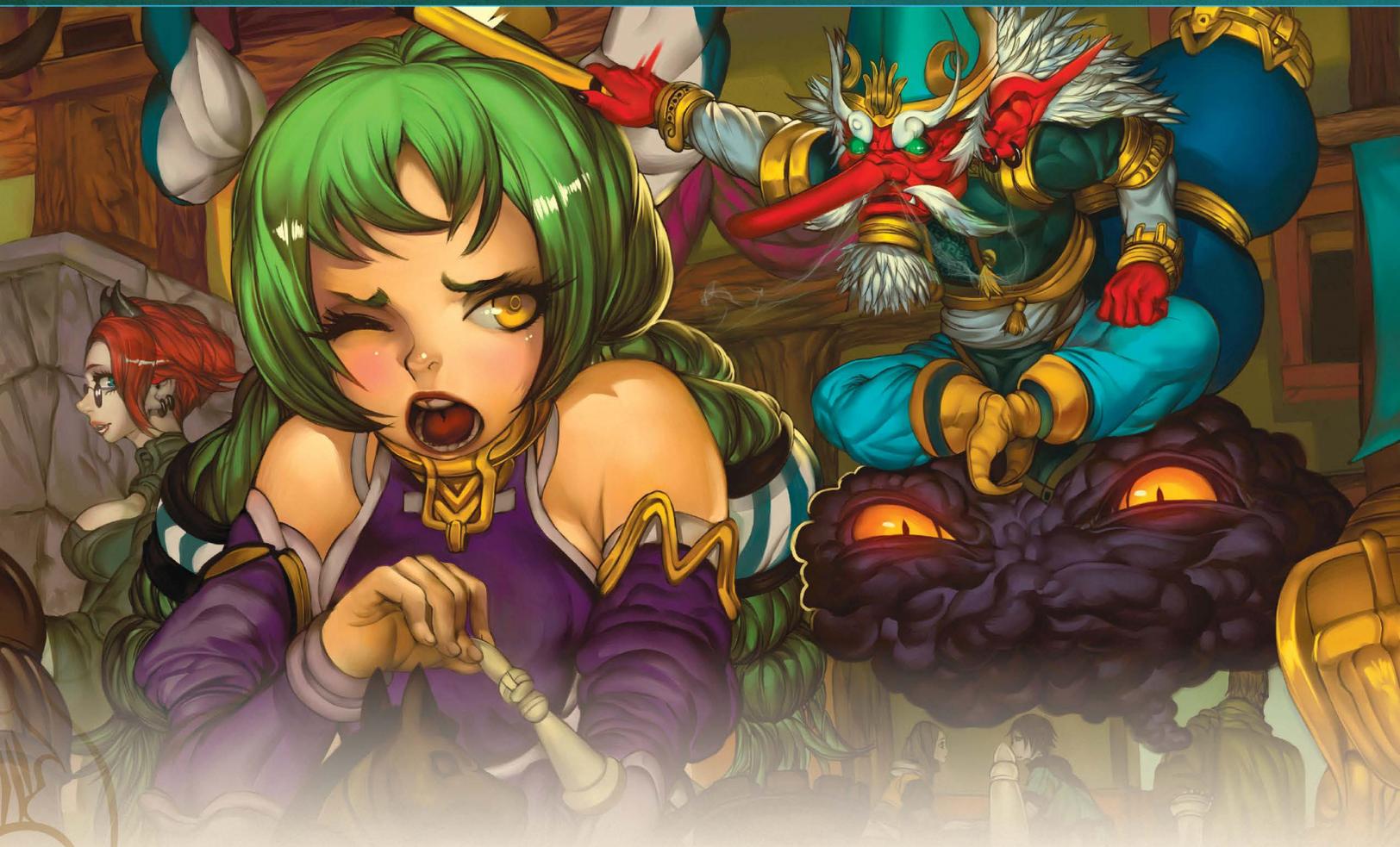
MIDDARA

UNINTENTIONAL MALUM



BETA
1.1 UPDATE PACK

WHAT IS THE 1.1 UPDATE PACK?



DEAR BACKER

Thanks for taking the time to check out the Beta Update to our little project called *Middara!*

We made a huge game.

During our development things got out of hand. As we neared the delivery of the product we decided that not everything was going to be exactly how we wanted it.

As designers and artists, it's easy to get caught in the trap of never being happy with your own work. But the reality was that we never could have made the best product without releasing it and getting feedback from passionate fans.

With different views and different experiences, our thousands of backers will always get more combined hours of playtesting done in three months than we could as a small group of friends in three years.

This Update Pack is a culmination of all the collected feedback from emails, internet threads, public playtests, social media comments, Kickstarter messages, and dozens and dozens of late night coffee-fueled discussions going over it all.

Despite all the hard work, we couldn't have done it without our backers and their feedback. So we wanted to give a special thanks to all our wonderful backers for making this Update Pack even possible.

CONSTANT IMPROVEMENT

We believe in constantly improving Middara. This isn't a board game we intend on releasing and forgetting. Middara will be evolving and growing, and we hope to forge Middara into the best game that it can be.

This PDF contains a simple list of all the content in the Update Pack as well as all the nitty gritty details of what has changed, what has been added, and why.

Along with the 1.1 Print & Play, you'll be able to play with all the updates for free starting 8/09/19. We'd love to hear your thoughts on these changes. We're open to constructive criticism.

If you find any typos, have any concerns, or generally think you have a better idea or think that something sucks, go ahead and submit an email to feedback@succubuspublishing.com. We won't be responding to these emails typically, instead, we'll simply use it as a way to collect more data and make sure that nothing slips past us in the reprint.

You can expect an online poll to be released late in September that we will use to gather opinions in bulk. Regardless, the Beta officially ends on October 1st. At that point we'll be adding final touches before submitting the final files to our manufacturer for approval.

This document and the Print & Play PDF will then be updated to reflect final changes and then remain free on our website.

Thank you and enjoy!



GAME DETAILS

VARIABLE CONTENTS

The following Itemized list is purposely intended to change in the following two circumstances:

- 1) We determine something **doesn't** require change based on backer feedback. In these cases we'd remove it from the list as the components you currently have are correct.
- 2) We determine something **not** listed needs further tuning and the component in question is added to the list.

The Update Pack is currently priced in such a way that we don't make money on it from Returning Backer Pledges. Instead, we break even and have padded the cost enough to cover any unforeseen shipping issues, minor changes to the list, returns, replacements, and emergencies involving the manufacturing of the product or changing tax laws.

With that said, the price of the Update Pack on our Kickstarter and Pledge Manager will **not** increase, even if something is added to this list. However, if for some unforeseen circumstances significant amounts of product is removed from this list, we'll credit the difference of cost on the pledge manager that was saved from our manufacturer.

Honestly, we don't think much if anything will be removed. But regardless, we didn't want anyone holding back thoughts and feedback due to the above issues.

Lastly, we will be appending a Change Log to the back of this booklet as we release new versions of the PDF. That way everyone can see what was added or removed. (If anything)

CURRENT ITEMIZED CONTENTS - STANDARD EURO SIZED CARDS

STANDARD SIZE

- Long Sword
- Elenian Edge
- Dweller's Long Sword
- Soul Blade of Perpetuity
- Warhammer
- Captain's Hammer
- Loche Smasher
- Bronson's Fixer
- Thief Dagger
- Straight Shiv
- Glass Dagger
- Dagger of Ruination
- Hand Crossbow
- Assassin's Crossbow
- Miner's Crossbow
- Devil's Handshake
- Crossbow
- Privateer Crossbow
- Repeating Crossbow
- The Joy Wrecker
- Wand of Missiles
- Wand of the Depths
- Wand of COiled Fragments
- Wand of Manipulation
- Wand of Hindsight
- Magic Talisman
- Sea Witch Fetish
- Evil Doll
- Nightstalker's Trophy
- Magic Tome

- Apocryphal Antiquity
- Blooming Tome
- The Septuagint
- Chained Grimoire of Perdition
- Magic Staff
- Inscribed Casting Rod
- The Iridescent
- Doomcaster
- Flintlock
- Blue Stone Boomer
- Equalizer
- The Skull
- The Eagle
- Zanbato
- The BFS
- Zanbato of the Damned
- Ocean Cleaver
- Sword of Sorrow
- Bone Chipper
- Oversized Club
- Orgone Blade
- The Problem Solver
- Runed Switchblade
- Hadrum's Lost Bow
- Scythe of Idols
- Swashbuckler's Cutlass
- Etched Console
- Too Many Belts
- Cloak
- Swashbuckler's Garb
- Adventurer's Pack

- Sylphia Undergarment
- Weapon Straps
- Etherium Couture
- Helmet & Gauntlets
- Sentient Bodysuit
- Arrie's Lost Greaves
- Occult Shirt
- Hoodie Of Deflection
- Marbas Threads
- Etherium Coat
- Bodysuit of Allurement
- Bad-Ass Leather Jacket
- Perpetrator's Catsuit
- Magical Leather Dress
- Morbid Leather
- Reinforced Shearling
- Cuirass
- Barbed Breastplate
- Brooding Mantle
- Carapace of Attunement
- Ancient Fullplate
- Hater's Plate
- Plate of Superiority
- Angel Plate
- Enchanted Grog
- Hemlock & Seir
- Hidden Piercings of Protection
- Lorelei's Tainted Gift
- Dhampir's Alacrity
- Talisman of Spiritual Fortitude

- Talisman of Celeritous Grace
- Heart Box
- All Monster Loot that lacked the Material Tag. (13 Cards)
- All Arrow Items (18 Cards)
- Hidden Card UM19
- Hidden Card UM25
- Hidden Card UM44
- Hidden Card UM46

5X6 SIZE

- All Conduits, including three new options. (7 Cards)
- All Espers, rule changes increased original card count by one. (6 Cards)
- All Intelligent Combatant Cards (23 Cards)
- All Hidden Cards (42 Cards)
- Alternate Artwork Nightingale
- Ballroom Shayliss
- New Alternate Tag Combatants. (15 Cards)

MINI SIZE

- All non-hidden Disciplines
- 4 Familiars
- 56 Item Upgrades
- Hidden Card UM7
- Hidden Card UM30

TOKEN SHEET

- 1 Token Sheet
- 6 Wilt
- 6 Poison
- 6 Paralyze
- 6 Courage
- 1 North Token
- 3 Immunity: Paralyze
- 4 Aggro
- 8 Energy
- 1 Font of Renewal
- 1 Bug Bomb

TAROT CARDS

- 4 Reference Cards
- 4 Exalted Espers

ADVENTURE BOOK

- Pirates of Elenia Adventure Book

MINIATURES

- 6x Mystery Pirates of Elenia Miniatures

SHEET

- Notable Adventure Book Updates



THE NITTY-GRITTY

SO WHATS CHANGED AND WHY?

- ◆ **Note:** The proposed changes listed below are currently being playtested and are subject to change. The print & play files will be found at <http://succubuspublishing.com/downloads> on 8/9/2019.
- ◆ **Editing:** We've hired another editor to make a passthrough of the entire Adventure Book. This will produce minor grammatical changes and spelling fixes. We also fixed spelling errors on a myriad of cards including Items, Command Cards, the Rulebook, and any other errors found that have been reported to us. As more are reported, more will get fixed up until we go to print.
- ◆ **Errata:** Any Errata printed on the website at <http://succubuspublishing.com/errata/> is included in the reprint. While returning backers will **not** receive new components due to simple grammatical errors, they will be receiving any Items where the change we made is deemed mechanically significant. Many cards have been replaced due to errata already mentioned on the website. This means that all errata to the Rule Book is also included in the new Rule Book. This is a pretty extensive amount of clarifications in and of itself. We will **not** be repeating this information here. Instead, we are focusing on information not already shared in our Errata list online. For more information on the Errata, check out the above link.
- ◆ **Why Change Anything at All?:** The following changes are due to a combination of blatant errors, unintended abusable combinations, original design intents missing the mark, power levels being off, math issues, general balance, and long term scaling for future content calling into question original concepts. **Nothing** was changed because we simply wanted to make a change.
- ◆ **Difficulty:** We believe that Middara's default difficulty is **too easy**. After Chapter 1 the Intelligent Combatants drop off quickly as clever players put together incredibly efficient and complex builds. Instead of nerfing builds (in most cases), we've opted to identify why the game was too easy outside of player customization and tune there. What we've found is that the game was too easy for a combination of the following factors.
 - 1) Intelligent Combatants didn't get to act as often as we'd like. We've fixed this by changing how Initiative works and upping the total HP Intelligent Combatants have as the game progresses beyond Chapter 1.
 - 2) Dodge was too strong. This has been addressed by reducing the prevalence of Dodge on Items as well as nerfing some key items for builds that abused this.
 - 3) Not enough counters to magic-heavy builds. We've fixed this by adding some abilities to Intelligent Combatants that interact with spellcasters as well as adding abilities that take advantage of spells. Lastly, the math on Conviction Dice has been re-checked and many Intelligent Combatants have benefited as we've found that their Conviction Dice were too low for their tier. (Though in some cases Adventurers have benefited as Force Values have gone down on some Intelligent Combatants.)
 - 4) Hit percentages were generally too low on higher lvl Combatants. This was a mistake we made shortly before we went to print. I (Brooklynn) removed some key mechanics that were there for a reason and that shouldn't have been removed. To fix this, we've swapped out Combat Dice on many Intelligent Combatants after Chapter 1 to be more appropriate for their tier. For those curious, the general design philosophy is that we want an Intelligent Combatant to be able to hit you on a statistical average if you **don't** Dodge and miss you if you do. For those past Chapter 2, you've probably noticed that many Combatants don't hit you even when you don't Dodge. This has been fixed.
 - 6) Lastly, we've added tougher versions of Intelligent Combatants that already exist in the game. The tougher versions are lore appropriate and not every Combatant has this "alternate" version. But as you progress through the story, you'll swap out monsters you've already fought with tougher versions that have their Stats go up. While their AI stayed the same, our Alternate Antagonist Pack will include versions of these tougher Intelligent Combatants with different AI.

With all that said, it's important to note that we're actively playtesting the above 6 issues extensively before we go to print again. If you get around to playing yourself, please report to us when we put out our online polls.

With that out of the way, let's get into it!



RULE BOOK

THE MECHANICAL BREAKDOWN

- ◆ **Base Game Components:** Due to the addition of scaling Intelligent Combatants and the changes we made to Upgrades, the following component counts have changed in the base game.

5x6 Cards: The base game now includes 15 additional 5x6 Cards that allow players to optionally include harder Intelligent Combatants with higher stats as they play through the Adventure. The rules for these cards and how to use them are printed directly on the back of their corresponding card. These cards are in their Beta form and will eventually include a change to their artwork so that you can visually identify them beyond using just the **ALTERNATE** tag listed in the top right. In addition to these, we've also included an additional 3 Conduit Cards that expand the options available for Conduction Summoning. Lastly, we've swapped around a couple available Conduit Cards for thematic purposes. (We only ever intended you to thematically be able to turn into animals and creatures in the world... not people.)

Mini American Cards: The total amount of Mini American Cards has been reduced from 87 to 60. This change accounts for the change we're making to our upgrade system as well as the fact we gave Femke and Diem and their Intelligent Esper counterpart their own Initiative Cards.

- ◆ **Rule Book Changes:** Below is a list of Rule Book changes.

Bounties: After a lot of playtesting we decided that running a three hour Bounty only to fail and lose all your rewards wasn't fun. We decided to remove the bit from the Rule Book that noted that players lose all rewards from failed bounties. Now, players keep all rewards such as gold, drops, etc earned even if they fail. Of course, to get the awesome *Bounty Reward* for killing the big bad, you'd still need to actually complete the Bounty.

Spawning Monsters: Due to overwhelming positive feedback we've swapped how Initiative works with our Variant Rule that was on page 71. Instead of rolling the **BLACK**  when spawning monsters, now, players will always add the Initiative Card after the Initiative Card of whoever's turn it currently is. This adds simplicity and adds difficulty to our game while also removing pointless rolls that bog down our gameplay.

Initiative Changes: Due to overwhelming positive feedback we've swapped how Initiative works with our Variant Rule that was on page 71. At the end of every round, players now shuffle the Initiative Track and deal it out before starting a new round. This increases the difficulty of our game and adds a considerable amount of engaging planning to each turn that wasn't required before. In addition, this change allows us to make Abilities that manipulate the Initiative Track more meaningful. Of course, if you hate this change, you can always play the old way as it is still a viable variant that wasn't inherently broken.

Item Upgrades: Item Upgrades were one of the last things added to our game before we went to print. This addition was not fully playtested and we really erred on the side of caution when designing Upgrades. However, now, we've come to the conclusion that many Item Upgrades are just not worth the hassle they take to earn. Our focus groups almost always purchased Master Work and nothing else. We've fixed this by making several changes to Item Upgrades.

- 1) Item upgrades have no rarity and will never show up in Stores naturally. Now, they must be Unlocked using Materials. Using the new Material Section on the Adventure Sheet, players will keep track of what Upgrades they've unlocked by checking the box next to the corresponding Upgrade.
- 2) We added the Material Tag to many Monster Loot cards. (Most if not all in Act 1)
- 3) During a Story Round, players may discard a Monster Loot Card with the Material Tag to do one of the following three things:
 - A) Gain 25 Gold.
 - B) Gain and attach any single Item Upgrade to an Item they own for free. (Unlocked or not.)
 - C) Or Unlock an Item Upgrade by checking the box on their Adventure Sheet.

Once an Item Upgrade has been Unlocked it can be purchased by any player on any Story Round during that Adventure. This change allowed us to focus on a fewer amount of Upgrades that we felt were universally useful and would compete with each other and with many different builds. Now, the Item Upgrade system is an integral part of building the best Adventurer you can.

Building the Store: Item Upgrades are only ever available when they are unlocked using Materials. This means that you only ever add *Unlocked Upgrades* to your Store. This facilitated a small change to how Stores are built. When a Story Round in the Adventure Book instructs you to add "ALL MUNDANE ITEM UPGRADES" or "ALL UPGRADES PLAYERS HAVE MATERIALS FOR" you now only add Upgrades that you've unlocked with Materials to the Store. The new Adventure Book has replaced this text with "ALL UNLOCKED ITEM UPGRADES".

Total Armor Value: Some new Abilities and rules refer to a *Total Armor Value*. This has been defined in the Rule Book as:

"Some Abilities might reference a Total Armor Value. Your Total Armor Value will always be the base  value on your Adventurer card (usually 0), plus any Effects or equipped Items that grant bonuses to the  Icon."

Heavy Tag: The Heavy Tag slowed players down too much. We overtuned armor near the end of our design process and it ended up not being as viable as it was intended to be, making Heavy an unnecessary punishment for many builds. To off-set this, we changed Heavy. Now, Heavy **must** only affect the Movement Points you gain from a Move Action. But, it **may** affect Free Movement and movement from Abilities. This means that anything that grants Free Movement such as "Like the Shadows" or a *Buckler* now circumvents the movement reduction imposed by Heavy. But, it also means that Abilities that you **may** want to prevent, can still be prevented. (Such as being pulled or moved by a current.)

RULE BOOK

The Counter Action: We've gone back and forth on this topic. Counter costing 2 SP meant that it was never used, while making it cost 1 SP made it too abusable. We've decided to try a compromise. Now, Counter costs 2 SP, like normal. However, if you Dodged the Attack in question, the cost of the Standard Counter Action is reduced by 1. This cost reduction only affects the standard Counter Action, meaning that anything that gives you a Counter Action as part of another Ability won't be affected by this reduction in cost. We will ask backers how they liked this post campaign but we're going to do our own personal playtesting with this in mind. Of all the changes, this is the one we're considering axing the most.

Command Cards: The Command Combatant section wasn't adequate and left too much up for interpretation. We've elaborated on this section for clarification. However, chances are, you've been playing it correct or have at the very least been making the correct assumptions. In addition to these clarifications we've made the following tweaks to how Command Cards work:

New Combatant Tags: The Esper section has been elaborated upon by splitting it into two different tags. "**Loyal Espers**" and "**Opposing Espers**". This has increased clarity while also allowing us to use simple language when specifying how our new *Scaling Icons* work. We've also added the *Alternate Tag*. This new tag denotes 5x6 Intelligent Combatant Cards that spawn only under certain special circumstances. You can find their rules printed on the back of their cards. These cards are new and have been added to introduce scaling monsters to make our game more challenging as players progress through the Adventure.

Command Cards & Skill Checks: We never liked how Command Cards such as Espers, Allies to your party, and Conduits made Skill Checks the same way as Intelligent Combatants. Now, every Command Card has Skill Values printed on them and makes Skill Checks the same as Adventurers. This means that if Rook uses Conduction Summoning to turn himself into a Gevaudan, he'll have a really good Agility when he jumps a gap.

Summoning Rules: We've elaborated on the rules for Espers and Conduits. The clarity added to this section should help players who might have had some questions come up that weren't explicitly answered in the Rule Book. In addition, we specified that these cards still follow all the rules as Command Cards and are just considered a special type of Command Card. This means that anything a Command Card can or cannot do, an Esper can or cannot do.

Espers & Conduit Cards: Due to future content scaling in a way we didn't fully plan for, we've made some changes to Summoning to keep it fresh and engaging. Now, Espers and Conduits scale with the Summoner. This means that the Spirit Blade will be as effective in Rare as it is in Mundane. We've done this by adding a new Icon type that instructs the player to reference the stats printed on their Adventurer Card. (See details below)

Scaling Icons: Some Icons (such as HP, Armor, Combat Dice, etc.) now have * printed in them. Most notably on Espers and Conduit Cards. When an Icon has this symbol, they'll use the stat on a specific Adventurers card instead. The Summoner in the case of an Esper and the original Adventurer in case of a Conduit Card. The specifics on how these work are on Page 68 of the new Rule Book downloadable on our website. Suffice it to say, these cards now scale with the Adventurer.

Loyal Esper Limits: We've added many options to summon more and more Espers. To limit this from being overpowered we've introduced the rule that you cannot have more than one Esper on the table at any time. The purpose of this line was to also instill that you cannot summon a Spirit Blade if another Ally also has a Spirit Blade on the board already. (as some items allow for this.) Thanks for reporting this, we've cleaned up the rule book and clarified it a bit more.

Earning Conduit Cards: Due to Conduit Cards scaling, we've decided to tweak how these work in the game. While you're more than welcome to replace your figure still, the rules no longer specify that you do. This is to ensure that players cannot abuse Conduction Summoning to prevent Intelligent Combatants from Spawning due to figure limitations. In addition, we've changed how you earn these cards. Instead of basing it off your LVL, you earn them by being within SOI of a Defeated Combatant who also has a Conduit Card you can earn. Once earned, you can always turn into that creature. This was required due to us reducing the cost of Disciplines. This rule allows you to earn new Conduit Cards at a rate we are comfortable with while not breaking the game.

Difficulty Rating: DR was useful to us as designers but ultimately took up room that could be used for Tags, caused confusion, and didn't mean much outside of a few handful of rare Abilities. We've removed this from all cards and the rule book. Any Abilities or special rules that referenced it have been updated to use a different metric. For those interested in creating their own content we'll be posting a much simpler (and better) way of handling it at a later date.

Esper & Conduit Rules: Clarified that Loyal Espers and Conduits use the standard ATK that costs 2 SP printed on their Card when making counters, break attacks, etc. In addition, we've reduced the cost of summoning all Espers to 1 unless they have a Passive Ability that says otherwise. This change has been reflected in the Esper rules.

Special Effects: Some Disciplines have special tokens that had their rules printed directly on the Discipline. These tokens are now "Special Effects" and are printed in the back of the Rule Book instead. They follow all the rules as normal Effects only that they cannot be Gained by any way other than through the specific Discipline that uses them. This was required since many tokens such as Wretched Tether couldn't be affected since it wasn't technically an Effect. We also had no rules that addressed how and when Wretched Tether was removed.

Resolving an Attack: We simply defined what this means. Some Abilities or Special rules specify that they occur after Resolving an Attack. An Attack is only "Resolved" after the original Attack and all subsequent Counter Attacks and FU Abilities have concluded. If a timing issue still presents itself, rule in favor of the Intelligent Combatant

Adventure Sheet: We've added a section for Unlocked Item Upgrades.

Relevant Examples, Tips, Index changes, and Cards: We've updated the graphics in the Rule Book to reflect the above changes. This required some minor changes to the Examples and the Card Breakdown depictions.

Currents: The following rule was added to the Current section. "Figures that Passively are not affected by a specific type of terrain also ignore Currents within that type of Terrain."

Being Defeated: This section was reorganized to help the flow of information. We also clarified that players do in fact remove their figure from the board when they are Defeated.

RULE BOOK

Free Movement: The Important section in Free Movement on page 41 has been updated to reflect that **HEAVY** does not affect free movement. In addition we added rules for moving Diagonally with abilities.

Index: The Index section has grown to the point that we needed to make a minor reduction in font size to fit more.

Nearest & Farthest: Clarified Nearest and Farthest on page 60 by changing up the last sentence. It now says "Instead, simply count the shortest path to the target or space using any non-obstructing terrain space."

Tags: We've added or tweaked the following Tags:

Incorporeal: As we find Passive Abilities that occur across multiple cards we are slowly going to start turning ones that we feel make sense into Tags instead of spelling their rules out every time they are used. Incorporeal has been added and reads as followed:

"**INCORPOREAL:** When a figure with Incorporeal would be dealt Physical DMG, roll the Black . If 4  or 4  are rolled, all **PHYSICAL DMG** is ignored."

Flight: This Tag has been updated for a couple of reasons. First, with the addition of Flight to other characters that thematically have wings, we wanted to be able to differentiate these Adventurers by adding additional Abilities. However, it was clear that Flight was super powerful and the power creep was unnecessary. So, to fix this, we needed to nerf Flight. Second, BACKSTAB is very strong. Instead of nerfing what it does in the rulebook we've decided to fix the things that surround it. Specifically the ease at which certain Abilities that allow characters to get into Flanking positions. Flight was the biggest culprit. Third, we wanted more room to design different versions of Flight thematically. So, with all that said, Flight now reads as followed: "**Flight:** A figure with this Tag ignores the effects of all Terrain except Obstructing Terrain. While moving, figures with **Flight** ignore other figures and only provoke Break Attacks from opponents who were adjacent to them at the start of their turn. A figure with **Flight** may not end their movement in a space occupied by another figure."

Removed the Tag Cost: This Tag was used on Espers. They all have a cost of 1 now, so it is no longer needed. Any changes to cost an Esper requires will be listed in its passive abilities.

Fragile: This Tag is used on Espers. Espers with this Tag have half the HP they would normally Gain when calculating HP.

Difficulty Rating (DR): DR was useful to us as designers but ultimately took up room that could be used for Tags, caused confusion, and didn't mean much outside of a few handful of rare Abilities. We've removed this from all cards and the rule book. Any Abilities or special rules that referenced it have been updated to use a different metric. For those interested in creating their own content we'll be posting a much simpler (and better) way of handling it at a later date.



LARGE CARDS

◆ **Large Cards:** Some Adventurers, Intelligent Combatants, and Command Combatants have changed. Due to the sheer amount of minor changes we will only list the major differences you'll find. We are also not repeating any Errata already on our website, though this Errata is included on the new cards.

HP Scaling: The HP on Intelligent Combatants after Chapter 1 has gone up. This has been done nearly across the board at anywhere between 25%-50%. The reason for this is that damage output increased late game and we found ourselves killing monsters very quickly. With a well optimized build, it would be from Attacks well beyond their total HP. In fact, even after the HP increase you can still one-shot many Combatants. Normally, this overkill wouldn't be an issue, however, survivability of late game Combatants is also directly linked to their difficulty. After all, you can't take damage from something that never gets a turn. We felt that the difficulty in Middara was too easy and that survivability of monsters was one of the main contributors.

Conviction Scaling: The Conviction Dice that Intelligent Combatants use have been tuned to be appropriate for their tier. This has affected many of the Cards. The design intent is to bring in the chance of a spell hitting to 50% on average for your tier.

Combat Dice: The Combat Dice that Intelligent Combatants use after Chapter 1 have been tuned to be appropriate for their tier. This means that the Combat Dice on many Combatants has gotten better after Chapter 1.

Force Values: The Force Values on Abilities that Intelligent Combatants use have been tuned to be appropriate for their tier. We found that in some cases it was way too high. Even Adventurers who built to make these checks were failing on average. This is primarily due to the fact that Conviction scales differently depending on who is casting the Spell. Meaning, depending on an Adventurer's build, a Force 14 might always be very difficult. Even at late game, some builds will always get crushed by as high as Force 14. This was an oversight and has been reigned in.

Blanket Immunities: Some of our Bosses are immune to certain Effects. This can be disappointing for a player building their Adventurer a certain way. For this reason we've decided to balance our Effects in a way that allows us to remove immunities to Effects except where thematically intended. The only exception to this rule is Condemn. We feel that in JRPG fashion that this will stay as is and bosses who are already immune to it will continue to stay immune to it.

Crit Symbols: We've added a ★ symbol that add Physical DMG (depending on tier) across the board on nearly all Intelligent Combatants. There are some rare Intelligent Combatants that didn't see this change and there are others that use the ★ symbol for other things, so we didn't change them.

Armor Values & Theme: Too many Intelligent Combatants had 2 Armor. We've shaken this up based on theme. Now you can expect a wider range of Armor Values along with some Combatants having different Abilities to circumvent Damage instead of just Armor.

Infinite Dodging: To prevent abuse, Combatants that Dodge every Attack has almost all but been removed. Now, most of these Combatants will only Dodge the first attack made against them each turn.

Nomenclature: Beyond adhering to Errata already mentioned, we've updated any 5x6 that didn't specify the Damage Type it used, mentioned "Best" dice when it wasn't necessary (such as when referring to your conviction dice), removed rules associated with tokens when we could put it in the token section of the Rule Book, updated pronouns to reflect Combatants with names and gender, fixed a lot of formatting, specified that Counters are used when they can be used, and removed any AI that instructed a figure to move back to a specific body of terrain. Combatants with only these fixes will **not** be listed here.

Intelligent Combatant Cards

Cave Sickle:

- Increased Conviction Dice from Purple/Purple to White/Purple.

Water Loa:

- We replaced the Passive Ability that instructed players that the Water Loa never provokes Break Attacks with the new Tag that does the same thing, **ELUSIVE**.

Earth Loa:

- Added the symbol ability: ★ **+1 PHYSICAL DMG**.
- Changed the first AI Step to only occur when there is "another" ally within SOI instead of "an" ally within SOI. That way the Earth Loa AI will always be relevant.

Animate:

- Increased Conviction Dice from White/Orange to Teal/Orange.
- Increased Armor Value from 2 to 3. He's an interdimensional walking suit of armor...

Gevaudan:

- Gevaudan have been tweaked to be more deadly late game and more manageable early game. In addition, the intent of their AI was to be a mobile creature that attacks different opponents and moves often. With a minor AI change, this now happens more often.
- With changes being made to Courage the Gevaudan needed Symbols to add Damage. Added the Symbol Abilities: **■ +1 PHYSICAL DMG**, **■ +1 PHYSICAL DMG**, and **★ +2 PHYSICAL DMG**.
- Rearranged the Passive Abilities to be listed in an order that leads players along with the intent of the Intelligent Combatant.
- Updated the Passive Ability "Adrenaline" to occur on the first attack each turn instead of every attack.
- On the first AI step, when the Gevaudan is instructed to Move, it will add +4 Movement when making the Move. This change allows the Gevaudan to get within Range of another Adventurer more often.
- Reduced Defense from 11 to 10. With new scaling options for the Gevaudan, this Defense reduction is already offset during later Encounters.

LARGE CARDS

Fragor:

- Fragors placed too many Bulbs. It got to a point where it was too finicky. We've fixed this by making their Bulb placement more effective, but happen less often. In addition, they have had their AI reworked to make them tactically harder to deal with. Overall, alongside some stat bonuses, we have made them deadlier opponents.
- Increased HP from 6 to 12. While most of our HP bonuses weren't as harsh as double, Adventurers can easily deal this much Damage when Fragors are first encountered.
- Reduced Armor Value from 2 to 0. They thematically shouldn't have it.
- Increased Combat Dice from Teal/Orange to Teal/Teal.
- Corrosive Husk no longer Spawns Bulbs. Instead, Fragors now place Bulbs using a ranged Attack that launches them at opponents.
- **Anti Magic Hum** is a new Passive that prevents Adventurers from Casting Spells while they are within SOI of a Bulb.
- The Fragors AI has been changed significantly, we recommend checking out its card for specifics. But in short, it now attacks adjacent opponents, then throws Bulbs at the furthest target within Range, then attempts to move adjacent to the furthest opponent before dealing a **PURPLE**  of Physical Damage to all adjacent figures. This new AI makes them much harder to circumvent. Throwing Bulbs at the furthest opponent within Range 6 can easily challenge well placed plans.

Merk Hound:

- Merk Hounds were too complacent. They were easily avoided and did little but bog the game down for those that chose to fight them. We've made them interact with the game and have made them a deadlier opponent. Now they will add a significant amount of complexity to existing encounters and make them a force to be reckoned with.
- Increased HP from 12 to 16.
- Reduced Armor from 1 to 0.
- Decreased Conviction from Teal/Teal to Teal/Orange.
- Increased Combat Dice from Red/Red to Green/Red.
- Clarified Submerged.
- Added an AI Step that makes instructs the Merk Hound to make a Ranged 8 Attack.
- We moved the Armor Piercing from its Symbol Abilities to its Ranged Attack.
- Replaced the Symbol Abilities with:  **+1 PHYSICAL DMG**, and  **FU: Inflict Paralyze, FORCE 12.**

Corpse Collector:

- The Corpse Collector has undergone some design philosophy changes. The creature is now easier to kill, but much more dangerous. This will allow us to scale this creature into the future and use it a more often. Despite the massive nerf on paper, the creature is so much more deadly that we feel that it could still be seen as a buff.
- Filter Feeder has been replaced with Partially Submerged. This new Ability allows players to attack it without being adjacent, but all ranges drawn to the Corpse Collector are reduced by half, including SOI. This change allows for more viable options and Adventure engagement.
- HP has been increased from 30 to 50.
- Combat Dice has been reduced to Green/Green.
- Defense has been reduced from 15 to 13.
- Armor has been increased from 2 to 3.
- Conviction has been reduced to Green/Green.
- Casting has been reduced to Green.
- Tentacles now re-spawn at the end of the Corpse Collectors next turn, allowing Adventurers more opportunities to engage the creature without being bogged down by tentacles. This also means that killing them makes more sense.
- The AI Step that moves tentacles now moves tentacles a **PURPLE**  of spaces. This makes them far less predictable, and harder to avoid.
- We've added an AI step that instructs the Corpse Collector to make a separate Melee Attack at Reach 4 against all opponents.
- Due to the buff to tentacles and the new attack added, we've reduced the Spell Damage dealt from 18 to 8.
- Now that the Corpse Collector Attacks, we've added symbol Abilities:  **+1 PHYSICAL DMG**, and  **FU: PULL 4, FORCE 12.**



LARGE CARDS

Blighted Guardian

- The Blighted Guardian has been buffed to increase its survivability and to also increase its potential amount of attacks.
- HP increased from 20 to 30.
- Conviction has been increased from Teal/Orange to Teal/Red.
- Spellcasting has been reduced from Green to Teal.
- The Force Values on all of its Abilities have been reduced from 13 to 12.
- Two new Attack actions have been added to its AI steps. These new attacks don't have as many prerequisites so they occur more often. This means that the average amount of times that a Blighted Guardian will attack in a turn has been increased from 1 to 2.
- Since the Blighted Guardian already inflicts Disease easily, its FU symbol ability has been changed from inflicted disease to inflicting Wilt.

Living Oblation

- The Living Oblation has been updated to reflect our cloth design changes and brought in line with math to conviction and force values.
- HP increased from 20 to 30.
- Armor has been reduced from 1 to 0 to reflect cloth armor.
- She's been given a Dodge to reflect cloth armor.
- Her fourth AI step now targets the figure with the highest **Total Armor Value** followed by the Adventurer with the lowest **Total Armor Value**.

Gatekeeper

- The Gatekeeper has been updated to reflect our HP design changes and brought in line with math to conviction and force values. In addition to a new ability and some more survivability Gatekeepers will be much deadlier opponents.
- HP increased from 25 to 40.
- Her Conviction has been decreased to Green/Green.
- The "Keys on Keys" Passive ability now grants +3 Armor while the Gatekeeper has 20 or more Damage.
- The "Poppets" now prevent adjacent adventurers from casting spells.
- The third AI step now more intelligently targets opponents by prioritizing opponents who are adjacent to other opponents.

Grotesque Effigy

- The Grotesque Effigy has had its offensive capabilities augmented to make it more deadly.
- Immunity to **PARALYZE**, **POISON**, and **DARKNESS** has been removed.
- The Grotesque Effigy now has **HULKING** and **COLOSSAL**.
- The third AI step now pulls a **BLUE** of spaces instead of 6.
- The fourth AI step now makes an Attack against all figures within **REACH 2** instead of only adjacent.
- Added symbol abilities: **4** +8 **PHYSICAL DMG**, and **★ FU: PULL 4, FORCE 12**.

Lich Wurm

- The Lich Wurm was already pretty deadly. We've only tweaked some Abilities to be within line with the rest of the game.
- The Lich Wurm now has **HULKING**, **COLOSSAL**, and **IMMUNITY : CONDEMN**.
- Changed the name of the Passive Ability **Buried** to **Wurm Traits**. Added the following to the Passive Ability **Wurm Traits**. "While **not** burrowed, the Lich Wurm now has **CRUSH**."
- Confusing Pheromones used to be unavoidable and this wasn't in line with our design philosophy. Now it requires an Adventurer to pass a **PERCEPTION 12** check to leave the Wurms **SOI**.
- The Symbol Ability that dealt damage was swapped with the symbol that healed to put it in line with other Symbol Abilities.
- The Symbol Ability that let the Wurm Heal now requires **2** to **HEAL** for **1** instead of **1** to **HEAL** for **1**.
- The **★** Symbol Ability had its damage reduced from **+3 PHYSICAL DMG** to **+2 PHYSICAL DMG**.

Tortured Immortal

- The Tortured Immortal has seen a minor buff but has otherwise stayed the same.
- HP increased from 30 to 45.
- Armor increased from 2 to 3.
- Conviction has been increased from Red/Red to Green/Red.
- Changed its Counter to the first time each turn instead of every time.
- The Agility 12 Check's have been changed to Strength 12 Checks. Agility is already very strong and made it made less sense to use Agility to resist being pulled by chains.
- We've replaced the **■** Ability Symbol with **★ +2 PHYSICAL DMG**.

Soul Butcher

- The Soul Butcher has been buffed with a better base stats and symbols. In addition, we've increased the amount of options available by adding Paralyze and Darkness.
- HP increased from 60 to 80.
- Conviction has been reduced from Green/Green to Green/Red.
- Casting has been reduced from Grey to Green.
- Putrid Presence has had its Force Value decreased from 14 to 11.
- The Pull on the Soul Butcher's first AI step has had its Force Value decreased from 14 to 13.
- The Soul Butcher inflicts Darkness instead of Paralyze on its 4th AI step.

LARGE CARDS

- We've changed the Symbol Abilities to: +2 PHYSICAL DMG, FU: HEAL 5, and FU: Inflict *Paralyze*, FORCE 11.

Enslaved Spirit

- The Enslaved Spirit has been buffed with a smarter AI. Small tunes have been made to make him harder to circumvent and abuse. In addition, we've added an offensive spell to his kit.
- His second AI step now deals damage and inflicts Condemn if the target already had Wilt.
- Casting has been reduced from Grey to Green.
- Incorporeal was turned into a Tag so the card has been shortened significantly.

Spirit Blade

- The Spirit Blade has been buffed significantly. As an Esper, the new scaling rules will take its base stats up considerably. In addition to some new AI, we expect the Spirit Blade to give Adventurers a whole new challenge.
- The Spirit Blade now has an additional AI step before its "Otherwise" that instructs it to make an Attack that Gains +X to the roll.

Where X equals the amount of times

that it has attacked the target this turn. Coupled with its ability to Attack a single target three times the Spirit Blade can now hit particularly dodgy targets with ease.

- His Symbol Ability has been replaced with +2 PHYSICAL DMG

- Casting has been reduced from Grey to Green.
- With the changes made to Flight we added Elusive to the Spirit Blade to keep him functioning as intended.

Viscera Arimid

- The Viscera Arimid has been buffed significantly. As an Esper, the new scaling rules will take its base stats up considerably. In addition to some new AI, we expect the Viscera Arimid to give Adventurers a whole new challenge.
- Nimble only grants +1 instead of +2 .
- The second AI step used to add Barrier if there was an ally within SOI that didn't already have Barrier. Now the Viscera Arimid will Heal a target if they already have Barrier.
- The third AI step used to instruct the Viscera Arimid to make an Attack. Now, it instructs her to Cast an offensive Spell. This change makes her function like we intended, as a support summon that casts spells.
- With the removal of DR, her fourth AI step now targets the figure with the highest HP.

Twin Sivani

- The Twin Sivani have been buffed significantly. As an Esper, the new scaling rules will take its base stats up considerably. In addition to some new AI, we expect the Twin Sivani to give Adventurers a whole new challenge.

- We've separated the Twin Sivani into two different cards. In addition we have named them. The opposing Espers are now named Ava and Hope. Ava functions as a more dynamic version of the card that used to exist. She is a melee fighter who moves and Flanks Adventurers. Hope on the other hand functions as an offensive spell caster who can also go toe to toe with an opponent if she must. This radical redesign means that we will not post all that has changed here. Instead, we recommend that you read the new cards.

- Nimble now grants a +1 in addition to a free dodge.
- We've added the Fragile Tag to both Ava and Hope. This Tag means that they Spawn with half the normal HP when using our new scaling rules.

Celestial Gigas

- The Celestial Gigas has seen a minor nerf. As an Esper, the new scaling rules end up bringing its base stats down a bit. The nerfs reflected here are intentional as the Celestial Gigas can now be summoned earlier and without an additional Cost to summoners.
- The second AI step now only adds a purple if the Celestial Gigas would otherwise miss.
- We've reduced the Magic Damage it deals from 8 to 6.
- The last AI Step instructs the Celestial Gigas to make two additional Attacks that it didn't used to make. This was done in effort to keep our solo large figures making more attacks as a design philosophy. That way you can't dodge the single attack and call it good until its next turn.
- Movement has been increased from 3 to 4.
- We've buffed his symbol abilities. They have been changed to: +1 PHYSICAL DMG, +1 MAGIC DMG.



LARGE CARDS

Loyal Esper Cards

Enslaved Spirit

- The Enslaved Spirit now has the Discipline Euthanasia as listed in this document.
- It's Mage Breaker Ability has been updated to reflect changes made to the corresponding Discipline.
- Incorporeal was turned into a Tag.
- We added the Fragile Tag. This Tag means that they spawn with half the normal HP when using our new scaling rules.
- The Passive "An Old Soul" has been added. This new Ability instructs the players how to summon an Enslaved Spirit. This saved valuable room on the corresponding Discipline that is required to summon them.
- Skills have been added so that Enslaved Spirits can make Skill Checks following all the same rules as Adventurers.
- With the changes made to summoning, their cost has been replaced with a * as the rules for summoning them are in their Passive ability.

Zulfiqar

- We added the new Ability "Promise". Promise reflects changes made to the corresponding Discipline in this document.
- His   Symbol Ability has been replaced with  **+2 PHYSICAL DMG**
- With the changes made to Flight we added Elusive to the Spirit Blade to keep him functioning as intended.
- Skills have been added so that Zulfiqar can make Skill Checks following all the same rules as Adventurers.
- With the changes made to summoning, Zulfiqar cost has been reduced to 1.

Eliphie

- We added the new Ability "Gore Shot". Gore Shot reflects changes made to the corresponding Discipline in this document.
- Nimble only grants +1  instead of +2 .
- Magic Armor has been updated to thematically represent Eliphie's origin. In addition to a name change it now also functions a little different than the corresponding Discipline.
- Invigorate has been changed to add a Dodge token to an Ally. We purposely wanted to reduce the amount of abilities in the game that messed with our action economy. This was especially true for Abilities that could be obtained so early.
- Skills have been added so that Eliphie can make Skill Checks following all the same rules as Adventurers.
- With the changes made to summoning, Eliphie's cost has been reduced to 1.

Femke & Diem

- Femke & Diem have been separated into two different cards. In addition we have differentiated them. Femke is a melee fighter that closely reflects what Femke & Diem used to both be. Diem on the other hand functions as an offensive spell caster who can also go toe to toe with an opponent if she must. This radical redesign means that we will not post all that has changed here. Instead, we recommend that you read the new cards.
- Nimble now grants a +1  in addition to a free Dodge.
- We've added the Fragile Tag to both Femke and Diem. This Tag means that they Spawn with half the normal HP when using our new scaling rules.
- Skills have been added so that Femke & Diem can make Skill Checks following all the same rules as Adventurers.
- With the changes made to summoning, Femke & Diem's cost has been reduced to 1. However, since there are two of them, the special rules for summoning more than one is printed directly on their cards.

Agares

- We added the new Ability "Holy Strike". This unique offensive Spell allows Agares to deal Magic Damage that scales off of his summoner's total disciplines.
- We added the new Ability "Gigantic Punch". This melee Attack allows Agares to deal Push. Its Force scales off of his summoner's highest LVL discipline.
- We added the new Ability "Horn Energy Blast". This Ranged Attack allows Agares to deal Pull. Its Force scales off of his summoner's highest LVL discipline.
- Celestial Infusion now only adds a purple if Agares would otherwise miss.
- Movement has been increased from 3 to 4.
- We've buffed his symbol abilities. They have been changed to:  **+1 PHYSICAL DMG**,  **+1 MAGIC DMG**.
- Skills have been added so that Agares can make Skill Checks following all the same rules as Adventurers.
- With the changes made to summoning, Eliphie's cost has been reduced to 1.

LARGE CARDS

Conduit Cards

Cave Sickle:

- The Ability "Venomous Slash" now scales depending on the Adventurers highest LVL Discipline.
- Skills have been added so that Adventurers who become Cave Sickles can make Skill Checks following all the same rules.
- With the changes made to Conduits, the LVL has been removed.

Water Loa:

- We replaced the Passive Ability that instructed players that the Water Loa never provokes Break Attacks with the new Tag that does the same thing, **ELUSIVE**.
- The Water Loa's Passive Abilities used to force players to move back to Water if they were ever removed. This caused confusion and has been removed.
- The new Passive Ability Splash instructs players to place a water token on their space if they turn into a Water Loa while not in water.
- Skills have been added so that Adventurers who become Cave Sickles can make Skill Checks following all the same rules.
- With the changes made to Conduits, the LVL has been removed.

Animate:

- We've added the new Ability "Perdition's Chains". This new Ability is a simple Ranged 4 Attack. This was done to put the Conduit version of the Animate thematically in line with the Intelligent Combatant version.
- Increased Armor Value from 2 to 3.
- Skills have been added so that Adventurers who become Cave Sickles can make Skill Checks following all the same rules.
- With the changes made to Conduits, the LVL has been removed.

Earth Loa:

- The Ability "Aftershock" now scales depending on the Adventurers highest LVL Discipline.
- The Ability "Rock Fist" now scales depending on the Adventurers highest LVL Discipline.
- The Ability "Dazing Smash" now scales depending on the Adventurers highest LVL Discipline.
- The Ability "Magic Amor" has seen a minor nerf. We thematically changed it to "Stone Armor". This increased its cost to 2 from 1. This was done to keep the corresponding Discipline "Magic Armor" in the meta.
- Added the symbol ability: ★ **+1 PHYSICAL DMG.**
- Skills have been added so that Adventurers who become Cave Sickles can make Skill Checks following all the same rules.
- With the changes made to Conduits, the LVL has been removed.

Gevaudan:

- This Conduit card is completely new so we will not go over specifics here. Instead, we recommend checking out the card.

Fragor:

- This Conduit card is completely new so we will not go over specifics here. Instead, we recommend checking out the card.

Tortured Immortal:

- This Conduit card has been removed from the game. In its stead we've added two additional options. This was done due to the thematic idea behind Conduits. We always intended them to consist of less intelligent creatures.

Adventurer Cards

Remi:

- Due to changes made to Flight and the fact we wanted to be able to differentiate multiple Adventurers with Flight, we've changed Remi's Flight Ability. While it keeps the same theme, it now functions differently from other forms of flight added to other Adventurers. This change also meant that we added another Ability to her card. Remi's Abilities now read as followed:

"1SP Shady Training

Remi's shady past has given her insight.

Move 1 space in any direction (including diagonally) for Free."

"2SP Avian Flight

Remi is gifted with feathered wings that allow her to fly.

Make a **MOVE**. Remi has **FLIGHT** for the duration of this movement. This Ability may only be used if Remi has less Damage than half of her total **HP**."

Rook:

- Rook was widely regarded as the weakest starting Adventurer. We've buffed him. His Ability now reads as followed:

"Grand Physique

Rook's Advancement granted him an unearthly amount of stamina and strength.

- Rook's Unmodified maximum **HP** is **14**.
- Rook may equip an additional Consumable.
- Rook ignores the negative to **1** from the first instance of **HEAVY** he has equipped."

LARGE CARDS

Beta Alternate Intelligent Combatants

SPECIAL NOTE: These cards are in a beta form. We are currently play testing them to determine how much HP is too much or not enough. If you use these, understand that you are playing a much harder version of Middara. If you have feedback for us, please let us know.

Elder Cave Sickle:

- **SPAWNING RULES:** Cave Sickles spawned are Elder Cave Sickles and use the Elder Cave Sickles Card instead under the following circumstances. If the current Loot LVL is Common. During any 🧟🧟 Bounty Side Quest.
- The Ability "Hive Mind" now scales to higher dice across the board. This increases the average roll Combat by 1 across the board.
- Added the symbol ability: ★ **+1 PHYSICAL DMG.**
- Increased Defense from 8 to 10.
- Increased Combat Dice from White/White to White/Orange.
- Increased Conviction Dice from White/White to White/Orange.
- Increased HP from 6 to 12.

Ancient Cave Sickle:

- **SPAWNING RULES:** Cave Sickles spawned are Ancient Cave Sickles and use the Ancient Cave Sickles Card instead under the following circumstances. If the current Loot LVL is Uncommon or greater. During any 🧟🧟🧟 Bounty Side Quest.
- The Ability "Hive Mind" now scales to higher dice across the board. This increases the average roll Combat by 2 across the board.
- Added the symbol ability: ★ **+1 PHYSICAL DMG.**
- Increased Defense from 8 to 12.
- Increased Combat Dice from White/White to Orange/Orange.
- Increased Conviction Dice from White/White to Teal/Orange.
- Increased HP from 12 to 16.

Crystal Water Loa:

- **SPAWNING RULES:** Water Loa spawned are Crystal Water Loa and use the Crystal Water Loa Card instead under the following circumstances. In Unintentional Malum, starting from the Encounter *Rhamsted Cliffsides* and on. In the Crawl Mode, if the current Loot LVL is Common or greater. During any 🧟🧟 or greater Bounty Side Quest.
- The Ability "Hive Mind" now scales to higher dice across the board. This increases the average roll Combat by 1 across the board.
- Added the symbol ability: ♠ **+1 MAGIC DMG,**
- We've buffed her heal symbol ability. It has been changed to: ★ **FU: HEAL 5.**
- Increased Defense from 10 to 11.
- Increased Combat Dice from Purple/Purple to Orange/Orange.
- Increased Conviction Dice from White/Teal to Teal/Teal.
- Increased Casting Die from White to Teal.
- Increased HP from 12 to 18.

Cardinal Earth Loa:

- **SPAWNING RULES:** Earth Loa spawned are Cardinal Earth Loa and use the Cardinal Earth Loa Card instead under the following circumstances. If the current Loot LVL is Common. During any 🧟🧟 Bounty Side Quest.
- We've buffed its crit symbol ability. It has been changed to: ★ **+2 PHYSICAL DMG.**
- Increased Defense from 8 to 10.
- Increased Combat Dice from Teal/Teal to Teal/Green.
- Increased Conviction Dice from White/White to White/Teal.
- Increased HP from 20 to 30.

Cerulean Earth Loa:

- **SPAWNING RULES:** Earth Loa spawned are Cerulean Earth Loa and use the Cerulean Earth Loa Card instead under the following circumstances. If the current Loot LVL is Uncommon or greater. During any 🧟🧟🧟 Bounty Side Quest.
- Increased Defense from 8 to 12.
- Increased Combat Dice from Teal/Teal to Green/Green.
- Increased Conviction Dice from White/White to Teal/Teal.
- Increased HP from 20 to 36.



LARGE CARDS

Eldritch Animate:

- **SPAWNING RULES:** Animate spawned are Eldritch Animate and use the Eldritch Animate Card instead under the following circumstances. If the current Loot LVL is Uncommon or greater. During any 🧟🧟 or greater Bounty Side Quests.
- We've buffed its damage symbol ability. It has been changed to: 🗡️ +1 PHYSICAL DMG.
- Increased Defense from 9 to 13.
- Increased Combat Dice from Teal/Orange to Green/Red.
- Increased Conviction Dice from Teal/Orange to Red/Green.
- Increased HP from 18 to 30.

Grizzled Gevaudan:

- **SPAWNING RULES:** Gevaudan spawned are Grizzled Gevaudan and use the Grizzled Gevaudan Card instead under the following circumstances. If the current Loot LVL is Common. During any 🧟🧟 Bounty Side Quest.
- Increased Defense from 10 to 12.
- Increased Combat Dice from Teal/Teal to Teal/Green.
- Increased Conviction Dice from White/Teal to Teal/Teal.
- Increased HP from 12 to 18.

Horned Gevaudan:

- **SPAWNING RULES:** Gevaudan spawned are Horned Gevaudan and use the Horned Gevaudan Card instead under the following circumstances. If the current Loot LVL is Uncommon or greater. During any 🧟🧟🧟 or greater Bounty Side Quest.
- Increased Defense from 12 to 16.
- Increased Combat Dice from Teal/Teal to Grey/Grey.
- Increased Conviction Dice from White/Teal to Green/Red.
- Increased HP from 12 to 30.

Vibrant Frigor:

- **SPAWNING RULES:** Frigor spawned are Vibrant Frigor and use the Vibrant Frigor Card instead under the following circumstances. If the current Loot LVL is Uncommon or greater. During any 🧟🧟🧟 or greater Bounty Side Quest.
- Added the symbol ability: ★ +1 PHYSICAL DMG.
- Increased Defense from 11 to 13.
- Increased Combat Dice from Teal/Teal to Green/Green.
- Increased Conviction Dice from White/Orange to Teal/Orange.
- Increased HP from 12 to 16.

Murky Merk Hound:

- **SPAWNING RULES:** Merk Hound spawned are Murky Merk Hound and use the Murky Merk Hound Card instead under the following circumstances. In Unintentional Malum, starting from the Encounter *Sunken Streets of Gehenna* and on. In the Crawl Mode, if the current Loot LVL is Uncommon or greater. During any 🧟🧟🧟 or greater Bounty Side Quest.
- Increased Defense from 13 to 14.
- Increased Combat Dice from Green/Red to Green/Green.
- Increased Conviction Dice from Teal/Orange to Teal/Red.
- Increased HP from 16 to 18.

Mature Corpse Collector:

- **SPAWNING RULES:** Corpse Collectors spawned are Mature Corpse Collectors and use the Mature Corpse Collectors Card instead under the following circumstances. If the current Loot LVL is Rare or greater. During any 🧟🧟🧟 or greater Bounty Side Quest.
- Increased Defense from 13 to 15.
- Increased Combat Dice from Green/Green to Blue/Blue.
- Increased Conviction Dice from Green/Green to Blue/Blue.
- Increased Casting Die from Green to Grey.
- Increased HP from 50 to 100.

End-Stage Blighted Guardian:

- **SPAWNING RULES:** Blighted Guardians spawned are End-Stage Blighted Guardians and use the End-Stage Blighted Guardians Card instead under the following circumstances. If the current Loot LVL is Rare or greater. During any 🧟🧟🧟 or greater Bounty Side Quest.
- Increased Defense from 13 to 15.
- Increased Combat Dice from Green/Red to Blue/Grey.
- Increased Conviction Dice from Teal/Red to Green/Red.
- Increased HP from 30 to 40.

Living Antediluvian:

- **SPAWNING RULES:** Living Oblations spawned are Living Antediluvians and use the Living Antediluvian Card instead under the following circumstances. If the current Loot LVL is Rare or greater. During any 🧟🧟🧟 or greater Bounty Side Quest.
- Increased Defense from 13 to 15.
- Increased Combat Dice from Red/Red to Grey/Grey.
- Increased Conviction Dice from Green/Green to Grey/Grey.
- Increased HP from 30 to 40.

ADVENTURE BOOK

- ◆ **Adventure Book:** We've done our best to reduce the changes required to the Adventure Book. Anything implemented beyond required fixes suggested by our community has been relegated to easy to implement rules associated with our Story Rounds. With all that said, we have some creative ideas we're working on now to make this as streamlined as possible to implement for our returning backers.

Adventure Mechanic Updates: Many of the Adventure Mechanics have seen minor consistent changes:

- **Story Rounds:** The Shop & Train steps have changed to reflect the changes to Unlocking Item Upgrades and removing the rarity from non-unique Accessories. The basic template text across all Story Rounds has been updated to:

SHOP AND TRAIN



You may spend Gold and learn Disciplines with XP. In addition, you may trade any gear amongst your party members and party stash. The Store contains the following Items for sale. After completing this step, return all Items to their respective decks.

(Special Rules for continuing)

- ◆ ALL (RARITY TYPE) ITEMS
- ◆ ALL NON-UNIQUE ACCESSORIES
- ◆ ALL UPGRADES PLAYERS HAVE UNLOCKED
- ◆ 1 RANDOM (RARITY TYPE) UNIQUE ITEM (LIMIT 1)
- ◆ (ANY ADDITIONAL SPECIAL RULES)

- **PG 20:** The best reward now earns you 5 XP instead of 4.
- **PG 45:** We've added a + symbol to the 7 in the Reward section to denote that the intent is that you can have more than 7 XP.

Tip Updates: Many of the Tips have seen changes:

- **PG 6:** The Tip now says the following:
"**Tip: Restoring & Ending Encounters** When Adventurers Restore, they Unflip and Un-exhaust all cards and remove all Damage and other tokens. If an Encounter's End Condition continues without telling Adventurers to Restore, they keep all Items, Ability tokens, and Damage tokens the way they were. However, Adventurers will always remove any Effect tokens (the square shaped ones) they have at the end of an Encounter. Regardless, all Defeated Adventurers or Adventurers with more Damage tokens than half of their max HP remove Damage tokens until they have Damage tokens equal to half of their max HP."
- **PG 17:** The Tip now says the following:
"**Tip: Special Defenses** Some Combatants have special defenses that make hurting them even more difficult. For example, Water Loas have the Arcane Ability. This Ability effectively removes all Symbols rolled on Attacks made against them. Remember though, Spells aren't Attacks, and they aren't subject to Arcane. While Water Loa might be hard to affect with Spells, a Spell will circumvent this special defense entirely."
- **PG 21:** The Tip now says the following:
"**Tip: Character Builds & Buying Items** You'll be able to learn any level 1 Discipline at this point in the story. There are 35 different Disciplines available to choose from. With 110 different Disciplines accessible over the course of the story, the amount of options can be staggering. If you're unsure of which one to get, try purchasing something close to the starter pack you used during the MAST. Mundane Items are marked "Mundane" on their back. Accessories have no indication of a rarity but are usually always available for sale during every Story Round. To learn how to unlock Item Upgrades, see Page 28 of the Rulebook."
- **PG 33:** The Tip now says the following:
"**Tip: Urgency Tokens** Encounters will trigger a Lose Condition if players earn too many Urgency tokens. Urgency tokens force the players to keep moving. This prevents players from idling for too long. As soon as the players have 4 or more Urgency tokens all Adventurers are Defeated. This will lead to a Lose Condition of the current Encounter."
- **PG 58:** The Tip now says the following:
"**Tip: Aggro, Pulling, & Urgency** Remember, if an Intelligent Combatant did not have any AI Steps with a true condition, the Combatant won't do anything. This means that a lot of enemies won't do anything unless an Adventurer is close enough. This can be used to the Adventurers' advantage. But be careful! If none of the Combatants you're fighting have had an AI Step with a true condition by the end of the round, and you also haven't spawned a Combatant, then the players will Gain an Urgency token. If the party ever Gains a 4th Urgency token, all Adventurers are Defeated! Luckily, Urgency tokens are removed at the end of each Encounter. See Page 18 of the Rulebook."

USER REPORTED ISSUES BEING ADDRESSED 9/13/19

PROMOTIONAL CARDS

- ◆ **Promotional Cards:** Our promotional cards on the first KS weren't playtested as well as they should have been. We've had many backers request that we ensure that these cards can exist in our current design ecosystem without breaking the game. That way you can feel good about including them into your game without strange things happening or breaking anything. We've included all the changes to the non-pirate promotional cards below. We'll make sure to add errata to the Pirate Cards as we get closer to finishing up our playtesting of Pirates of Elenia.

Promotional Large Cards

- **Black Wolf (Adventurer):** Changed the Ability Condition to an Exhaust and updated its text to last until the end of the turn.
- **Nyx (Adventurer):** Updated her card to reflect philosophy changes to Flight. She now can fly with a type of flight that is mechanically different from Remi's.
- **Ballroom Shayliss (Adventurer):** We've clarified her Ability to function as it was intended. Due to the vague wording it was either being abused or not being utilized to its fullest.

Promotional Medium Cards

- **Scythe of Idols:** The Casting Die was labeled wrong. It was always intended to be Grey not Red.
- **Bodysuite of Allurement:** This armor has been updated to reflect the changes to Cloth Armor.



DISCIPLINES

◆ **Disciplines:** A handful of Disciplines have undergone changes. In addition, some general things about them have changed. Below you can find those changes.

Discipline Cost: While none of the rules for using Disciplines has changed, the cost printed on Discipline cards has been reduced to 3, 5, 7, and 9 respectively. This was done to increase early game power levels (and fun) while also off-setting the slog to LVL 4. In addition, we felt that LVL 4 Disciplines weren't always worth their original cost. This new XP Cost doesn't dramatically increase the total amount of Disciplines an Adventurer can earn during an Adventure, but it smooths out the rate at which you earn Disciplines significantly.

Token Abilities & Rules: We've removed the rules for effects on Disciplines that had them. This not only gave us additional space for the cards but also cleared up some confusion it was causing on certain cards. More importantly, this wasn't on all the Disciplines. So some cards had reminders on them and some didn't. We didn't have room to add them to every card so we instead decided to remove them from every card. Now, you'll have to use the back of the Rule Book to find what tokens do.

Nomenclature: Beyond adhering to Errata already mentioned, we've updated any Discipline that didn't specify the Damage Type it used, mentioned "Best" dice when it wasn't necessary (such as when referring to your conviction dice), removed rules associated with tokens when we could put it in the token section of the Rule Book, referenced Loyal Esper. Disciplines with only these fixes will not be listed here.

Attack Replacements: Disciplines that cost two SP and replaced the need to make a Standard Attack have been changed so that they compliment Standard Attacks instead of replace them. In some Discipline trees these Attack Replacements became spells to better complement the intent and theme of the Discipline Tree.

Viable Spells for every level: Discipline trees that had a thematic emphasis on Spellcasting had a problem where higher level spells weren't always worth taking due to how our action economy works. We've updated many spells in Cruor, Assemblage, and Sanctus to fix this issue. In addition, we've added offensive spells through all levels in Sanctus and Assemblage.

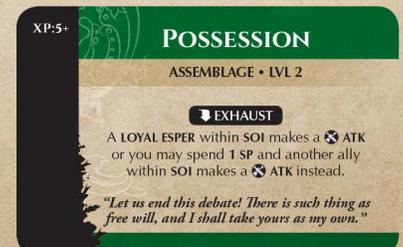
Assemblage

Euthanasia: As per our Attack Replacement design philosophy, Euthanasia was turned into a viable entry level Spell in the Assemblage Tree. This unlocks a whole new path for players to build down instead of shoe-horning offensive spell casters into Cruor. In addition, it made making a Condemn build much more viable.

BFF: This Discipline has been buffed to now work both ways. Meaning, that you and the Espers you summon may use it.

Possession: This Discipline has been nerfed. Due to the cost reductions made to Summoning, we removed the Summon token this Discipline granted.

Ruin: This Discipline has been buffed. Ruination wasn't as useful in practice as it seemed at first glance. Being able to hit multiple figures relied on having multiple figures bunch up in such a way where they could be targeted. Due to the fact that Chapter 1 of Unintentional Malum didn't contain as many mobs that grouped it was ineffective in most cases. Now, Ruination will be useful in the amount of circumstances we intended.



DISCIPLINES

Conduction Summoning: Conduction Summoning wasn't as fleshed out as it deserved to be. We've changed that by making the rules to use it more clear. In addition, we changed its name to Conduit Summoning to be in line with the type of Cards they use. Alongside increasing the amount of options available to use, Conduit Cards now scale and are equally useful from Chapter 1 all the way through our game. However, we've added the stipulation that Conduit Cards must be earned before used. Instead of tying it to an Adventurer's level, it is now based on if you've earned the Card or not. To Earn a Conduit, you must have been within SOI of an opponent who has a Conduit Card when they were defeated.

Exalted Summoning: This Discipline has been buffed. Exalted Summoning now costs no SP but requires Summon Tokens and is no longer a Flip. In addition, it also passively gives you at least 1 token an Encounter. While Exalted Summons themselves aren't as strong as they once were, we feel that the ability to use them more often has made them more viable. Lastly, this plays into summoning builds directly as the currency used for both Summoning and Exalted summoning is now the same.

Helping Hands: This Discipline has been nerfed. Helping Hands caused some rules issues with how it was worded. It also became an embarrassingly common staple in nearly all late game builds. We've updated its text to keep it in line with our intent. Now it only affects the Adventurer who learned the Discipline.

Friends with Benefits: This Discipline thematically fell outside of our design intent with how and where we wanted to apply certain positive effects. This required us to change the Passive that granted buffs to a way for a summoner to increase their summon's HP.

Felled Afterlife: This Discipline caused some issues when we reduced XP cost. We've brought it in line for when it can be acquired.

The Tower Reversed: This Discipline was buffed. Alongside an SP reduction, It has been tweaked to also be our offensive spell in Assemblage at LVL 4. It now does Magic Damage in addition to doing mostly what it previously did. Due Condemn being viable through other means now, it no longer causes Condemn.

Soul Bond: This Discipline didn't scale into Act 2 or 3. This lack of foresight facilitated a complete redesign of the card. We've changed how it works to not only open up a new way of playing a summoner, but we also made it add another Summon token to your summoning builds.

XP:5+ **CONDUIT SUMMONING**
ASSEMBLAGE • LVL 2

+ PASSIVE
Any time an opponent is defeated within SOI. Earn their CONDUIT card.

↓ EXHAUST
Replace your Adventurer card with a CONDUIT that you have earned. Or, replace your current CONDUIT with your Adventurer card.

XP:7+ **EXALTED SUMMONING**
ASSEMBLAGE • LVL 3

↓ EXHAUST
Spend 1 Summon token to choose an EXALTED ESPER and use its Ability within SOI.

+ PASSIVE
At the start of each Encounter, Gain 1 Summon token.

XP:7+ **HELPING HANDS**
ASSEMBLAGE • LVL 3

+ PASSIVE
You may carry an additional Consumable and Relic.

"My friends are legion."

XP:7+ **FRIENDS WITH BENEFITS**
ASSEMBLAGE • LVL 3

+ PASSIVE

- When you use the Discipline Summoning, Gain 1 additional Summon token.
- LOYAL ESPERS you summon Gain +X , where X is equal to your highest LVL ASSEMBLAGE Discipline.

XP:9+ **FELLED AFTERLIFE**
ASSEMBLAGE • LVL 4

↓ EXHAUST
When you Defeat an opponent, this card Gains 1 Energy token. (Limit 2)

☒ PER ENCOUNTER
Discard all Energy token on this card. For each Energy token discarded, summon an Enslaved Spirit LOYAL ESPER.

XP:9+ **THE TOWER REVERSED**
ASSEMBLAGE • LVL 4

↓ EXHAUST
Cast a SPELL 6.

Deal 3 MAGIC DMG for each Effect the target has.

Then, Inflict Darkness, Disease, and Paralyze.

XP:9+ **SOUL BOND**
ASSEMBLAGE • LVL 4

+ PASSIVE

- When you use the Discipline Summoning, Gain 1 additional Summon token.
- Whenever a LOYAL ESPER you summoned spends SP to make any Action or Ability, they may spend SP that you have available instead of their own. If either you or your LOYAL ESPERS ever Gain or lose a Positive Effect, you each also Gain or lose that Effect.

DISCIPLINES

Cruor

Wretched Teather: This has been tweaked. We've removed its SP cost and made it an Exhaust.

Imbued Fear: As per our Attack Replacement design philosophy, Imbued Fear is now an Exhaust that can augment any Attack you make.

Gore Shot: Gore Shot has been tweaked to speed up the game and put it in line with our intent of not making future spells irrelevant. Gore Shot now costs no SP and is an Exhaust. However, with Combatant HP going up we've also increased its Damage potential to reflect a bigger risk and a bigger reward.

Bring the Shadows: This Spell has been moved to LVL 2, swapping places with Abbadon's Subtlety. (Moving Abbadon's Subtlety to LVL 4.) In addition, we've clarified how it works in relation to a normal Move action by specifying that you cannot add movement with SP. Lastly it's damage now scales with your gear.

Blood Toll: This has been buffed. With hit percentages rising on Combatants, 3 HP was a lot of damage to deal yourself. It now deals 2.

In Dreams: As per our Attack replacement design philosophy, In Dreams is now an Exhaust that can augment any Attack you make.

Organic Liquify: This has been tweaked. With our changes to magic in many trees we needed to keep this competitive with other options. We've reduced the SP cost to 1, made it an Exhaust, and reduced the damage while also added an option to add damage via Cruor's now instilled big risk big reward mechanics. This change makes Organic Liquify an appealing choice even if you already have Gore Shot as both can augment the same build positively.

XP:3+

WRETCHED TETHER

CRUOR • LVL 1

EXHAUST

Cast a SPELL 6.

The target Gains the *Tether Special Effect* token.

"Bad company corrupts good character."

XP:3+

IMBUED FEAR

CRUOR • LVL 1

EXHAUST

When making an Attack, this Attack Gains:

- +2 PHYSICAL DMG.

• FU: Inflict *Darkness*, FORCE X + DIFFERENCE HIT. Where X equals 6 plus the LVL of your highest CRUOR Discipline.

XP:3+

GORE SHOT

CRUOR • LVL 1

EXHAUST

Cast a SPELL 6.

Deal 2 MAGIC DMG.

You may take 2 IRREDUCIBLE DMG to deal additional MAGIC DMG equal to 2x your highest LVL CRUOR Discipline.

XP:5+

BRING THE SHADOWS

CRUOR • LVL 2

Make a MOVE. During this movement you do not provoke break attacks and you may move through opponents with no penalty. You may not increase this movement with SP. Then, cast a SPELL 6 against each figure moved through, ignoring SOI and Line of Sight. Deal your SPELLCASTING die worth of MAGIC DMG and inflict *Darkness*.

XP:5+

BLOOD TOLL

CRUOR • LVL 2

EXHAUST

Deal yourself 2 IRREDUCIBLE DMG and Gain +2 SP.

"Pleasure without conscience."

XP:5+

IN DREAMS

CRUOR • LVL 2

EXHAUST

When you hit with an Attack, Gain a Vow token.

"Hope is a waking dream."

XP:5+

ORGANIC LIQUIFY

CRUOR • LVL 2

EXHAUST

Cast a SPELL 6.

Deal MAGIC DMG equal to the number rolled using one of your target's Conviction Dice. You may take 2 IRREDUCIBLE DMG to deal additional MAGIC DMG equal to 2x your highest LVL CRUOR Discipline.

DISCIPLINES

Aura of Hate: We've changed the name to Life Tithe for thematic purposes and to open ourselves up to actual Aura Disciplines in the future. In addition, we've made it's Damage scale.

Life Grasp: This Spell has been buffed. Due to the reduction in XP cost, we've added a cost of 1 SP. We made targeting multiple figures free but locked the total targets available to 3. The risk/reward mechanic now causes more damage instead of letting you target more figures. All this together makes another spell that even a figure with both Gore Shot and Organic Liquify could use in a single build.

Sinful Privilege: New design philosophies have made us reconsider mixing Magic Damage with Melee Damage in the way that Sinful Privilege allowed. It also created viable strategies that overshadowed other builds. This Discipline has been redesigned but still retains the base idea of augmenting a fighter mage build with something unique and interesting that a normal martial build couldn't do.

Soul Pact: This Discipline has been updated to reflect how Healing works in our Rule Book.

He Watches: This has been clarified to work like other similar abilities. The movement ability now works like Remi's passive flight. The irreducible Damage has been reduced from 3 to 2.

Ineptitude: This Discipline didn't scale. Also, the Ability was lackluster for its level. We've redesigned it.

Abbadon's Subtlety: This Spell has been moved to LVL 4, swapping places with Bring the Shadows. (Moving Bring the Shadows to LVL 2.)

XP:7+

LIFE TITHE

CRUOR • LVL 3

EXHAUST

An opponent within your SOI is dealt MAGIC DMG equal to your highest LVL CRUOR Discipline.

"I am part of that power which eternally wills evil and eternally works good."

XP:7+

LIFE GRASP

CRUOR • LVL 3

EXHAUST

Cast a SPELL 6 against up to 3 different opponents within SOI.

Deal MAGIC DMG equal to the difference rolled on their failed Conviction Checks.

After rolling to determine the Force of this Spell, you may deal yourself 2 IRREDUCIBLE DMG to add +2 to your roll.

XP:7+

SINFUL PRIVILEGE

CRUOR • LVL 3

EXHAUST

When choosing the target of an Attack or Spell, you may target an opponent that is adjacent to an Ally with no penalty regardless of Line of Sight, or Range.

"Hear no evil, see no evil, and you will never be invited to a party."

XP:7+

SOUL PACT

CRUOR • LVL 3

PASSIVE

While you are Defeated, if the opponent that Defeated you is also Defeated, you may ► FLIP this card to immediately place your figure on the board anywhere within an ally's SOI then HEAL equal to half of your Maximum HP.

XP:9+

HE WATCHES

CRUOR • LVL 4

PASSIVE

2 SP: Make a MOVE. You have FLIGHT for the duration of this movement.

EXHAUST

Deal yourself 2 IRREDUCIBLE DMG and Gain a Vow token.

XP:9+

INEPTITUDE

CRUOR • LVL 4

EXHAUST

When an opponent within SOI rolls for any reason, that roll fails or misses by 1. You may only use this Ability on a target that is lower on the Initiative Track than you.

XP:9+

ABBADON'S SUBTLETY

CRUOR • LVL 4

EXHAUST

After resolving an Attack or Spell you made, cast a SPELL 6.

Deal MAGIC DMG equal to the amount of Damage the target was dealt by the previous Attack or Spell.

DISCIPLINES

Martial

Chains of Command: As per our Attack Replacement design philosophy, this has been tweaked. We've removed its SP cost and made it an Exhaust.

Critical Defense: This has been buffed. Critical Defense wasn't being chosen in our playtests as much as we'd like. We added an additional Passive Ability that grants 1 Dodge token at the start of every encounter.

Nirvana's Mark: This Discipline was swapped with Living Bulwark. We felt that we needed a Discipline that worked exclusively with builds that used Shields. This of course felt best in Martial. Living Bulwark was always good but we wanted to make dual wielding shields viable so we added symbol Abilities for damage. In addition, it now provides resistance to physical damage that lasts until the end of your next turn.

Blood Rage: This Discipline was terrible. It also dropped off mid game and became useless in many builds. We've buffed it significantly. This facilitated a complete redesign of the Discipline.

Gigas Grip: This Discipline was confusing and was also being abused as written. We've re-worded it to properly convey the intent of the card while keeping it worth taking.

Mage Breaker: As per our Attack Replacement design philosophy, Mage Breaker now arguments an existing Attack Action. Since it had limited use (not all combatants have a Casting die), we've also reduced its SP cost and added the exhaust tag.

Dead End: This Discipline had such limited use that we felt it wasn't appropriate for a LVL 3 Discipline. Instead, we've moved it's Ability as an addition to Jack of All Blades. Then, we redesigned the card as an argument for two handed melee builds.

XP:3+

CHAINS OF COMMAND

MARTIAL • LVL 1

EXHAUST

When making a ATK, this Attack Gains:

- REACH 2
- FU: PUSH or PULL the target up to 3 spaces, FORCE X + DIFFERENCE HIT, where X equals 6 plus the LVL of your highest MARTIAL Discipline.

XP:3+

CRITICAL DEFENSE

MARTIAL • LVL 1

PASSIVE

- At the start of every Encounter, Gain 1 Dodge token.
- Your Attacks Gain:
 - FU: Gain a Dodge token.

XP:3+

LIVING BULWARK

MARTIAL • LVL 1

PASSIVE

So long as you have a Shield equipped, you Gain:

- PER ENCOUNTER: At any time, Gain RESISTANCE: PHYSICAL DMG until the end of your next turn.
- +1 PHYSICAL DMG
- +2 PHYSICAL DMG

XP:5+

BLOOD RAGE

MARTIAL • LVL 2

PASSIVE

When you have Damage equal to at least half your maximum HP, Gain an additional SP during your Stamina Point Recovery Phase.

XP:5+

GIGAS GRIP

MARTIAL • LVL 2

PASSIVE

This Discipline does not work with Weapons, but does work with Weapons. You may equip 2-handed Weapons as if they were 1-handed but they still count as 2-handed Weapons. When Attacking, choose the Symbols, Upgrades, and Combat Dice on 1 of your equipped Weapons.

XP:5+

PROMISE

MARTIAL • LVL 2

PASSIVE

FU: If your target has 3 or less HP remaining, they are Defeated.

EXHAUST

When making an Attack, Gain +X to your Attack roll. Where X equals the amount of times you've Attacked the target this turn.

XP:7+

DEAD END

MARTIAL • LVL 3

EXHAUST

Before making a Attack, if you have a 2-handed Weapon equipped, you Gain +X where X equals your highest LVL MARTIAL Discipline.

DISCIPLINES

Challenge Supreme: This Discipline has been buffed. We added an additional Ability to off-set how boring a +1 to the ATK Roll is.

Will To Live: This Discipline has been clarified.

Sanctus

Aspect: We reduced the movement bonus from 2 to 1. This Discipline is insanely powerful as it is. (Especially with additional content coming out.) We've reduced the total amount of spaces Adventurers can move for free via Disciplines as a general rule.

Living Bulwark: This has been swapped with Nirvana's Mark, then buffed. We've added a maximum bonus to total HP. In addition, as per clarifying stacking effects (as listed in the Item section) the restriction to healing has been removed.

Courage Stifle: With more Spells being added to Tree's and monsters having HP buffed we've needed to tweak existing spells to fall in line with our new math. Courage Stifle now scales based on your Total Armor Value (as defined in the new rulebook).

Mend: This Discipline was missing a Passive Tag. This has been fixed.

Paradigm Assault: As per our Attack Replacement design philosophy, this has been tweaked. We've removed its SP cost and made it an Exhaust.

XP:9+

CHALLENGE SUPREME

MARTIAL • LVL 4

EXHAUST

When making an Attack, add +1 TO THE ATK ROLL.

PASSIVE

Before making an Attack, add +1 TO THE ATK ROLL for each additional SP you spend.

XP:9+

WILL TO LIVE

MARTIAL • LVL

PASSIVE

+4

- When you receive Damage equal to your remaining HP, instead of being Defeated, remain in play and Gain IMMUNITY: DAMAGE until the end of your next turn. At the end of your next turn you are Defeated.

XP:3+

ASPECT

SANCTUS • LVL 1

PASSIVE

+1

Movement point cost is not increased by terrain or allies.

XP:3+

NIRVANA'S MARK

SANCTUS • LVL 1

PASSIVE

+2

STATUS

HEAL 1.

XP:3+

COURAGE STIFLE

SANCTUS • LVL 1

Cast a SPELL 6.

Deal MAGIC DMG equal to the Armor value printed on a single Item you have equipped, including its Item Upgrades. You may spend 1 SP to deal additional MAGIC DMG equal to your TOTAL ARMOR VALUE.

XP:3+

MEND

SANCTUS • LVL 1

PER ENCOUNTER

Gain 2 Heal tokens.

PASSIVE

When these tokens are spent to HEAL an ally other than yourself, Gain +1 SP.

XP:5+

PARADIGM ASSAULT

SANCTUS • LVL 2

EXHAUST

When you hit with an Attack, an Ally within SOI Gains Haste, Barrier or Courage.

"If you're afraid of the dark, you haven't seen what the light can do."

DISCIPLINES

Fervor: Fervor was turned into a viable low level spell in the Sanctus Tree. This unlocks a whole new path for players to build down instead of shoe horning offensive spell casters into Cruor. This facilitated a complete redesign of the Discipline. This Discipline was chosen to be replaced due to issues that movement bonuses were causing in late game builds.

Greater Existence: We've swapped the intent of the two printed Abilities but otherwise kept them the same. Now, The passive only affects you and the Exhaust only affects other allies.

Font of Renewal: On paper this was a really cool Ability. In practice, it suffered from a myriad of issues. We've radically redesigned how this Discipline works while keeping the intent similar.

Aura of Invincibility: We've changed the name to Invincibility for thematic purposes and to open ourselves up to actual Aura Disciplines in the future.

Zelous Reprisal: Zelous Reprisal was turned into a viable mid level Spell in the Sanctus Tree. This unlocks a whole new path for players to build down instead of shoe horning offensive spell casters into Cruor. This facilitated a complete redesign of the Discipline. This Discipline was chosen to be replaced due to multiple play test groups determining it was the least useful Discipline in its level.

Dimension Shift: Dimension Shift was turned into a viable high level spell in the Sanctus Tree. This unlocks a whole new path for players to build down instead of shoe horning offensive spell casters into Cruor. This facilitated a complete redesign of the Discipline. This Discipline was chosen to be replaced due to issues that Warping was causing in future content.

XP:5+

FERVOR

SANCTUS • LVL 2

Cast a SPELL 6.
Deal MAGIC DMG equal to your TOTAL ARMOR VALUE.
HEAL another figure within SOI equal to half the amount of Damage this Spell dealt. If the target of the HEAL is already at full HP they gain Barrier instead.

XP:7+

GREATER EXISTENCE

SANCTUS • LVL 3

⬆️ PASSIVE

When Dodging, you roll your Dodge twice and use either result.

⬇️ EXHAUST

At any time, another ally within SOI may DODGE.

XP:7+

FONT OF RENEWAL

SANCTUS • LVL 3

When setting up an Encounter, Place the *Font of Renewal terrain* token on normal spaces that are on any Tile that isn't adjacent to the starting location. Once Per Encounter, while Adjacent to the *Font*, each Adventurer may do one of the following as an Encounter Action:

- Heal half of their current Damage.
- Remove any of their *Effects*.
- Gain an Intervention Token.

XP:7+

INVINCIBILITY

SANCTUS • LVL 3

⬇️ EXHAUST

When another ally within SOI would be Defeated by an opponent, they are not Defeated. Instead, they HEAL: 2 PURPLE 🎲. You are dealt IRREDUCIBLE DMG equal to the amount Healed.

XP:7+

ZEALOUS REPRISAL

SANCTUS • LVL 3

⬇️ EXHAUST

Cast a SPELL 6.
Deal MAGIC DMG equal to 2x your TOTAL ARMOR VALUE. For every space away the target is, reduce the Damage dealt by this Spell by 1. Then, PUSH 3 or PULL 3. Reduce the SP cost of this Spell by 2 if you've dealt the target Damage this turn.

XP:9+

DIMENSION SHIFT

SANCTUS • LVL 4

⬇️ EXHAUST

Cast a SPELL 6.
Deal MAGIC DMG equal to the result of a roll made with one of your combat dice. If this does damage equal to half or more of the target's current HP, they are Defeated. Then, place your figure on the space they occupied and Gain Barrier and +1 SP.

DISCIPLINES

Subterfuge

Trick Shot: This was changed due to thematic purposes as well as to address a few abusable builds. In addition, this change brings it in line with the balance of our other free attacks. Now, Trick Shot gives you a bonus to damage but a negative to your chance to hit.

Kill the Messenger: As per our Attack Replacement design philosophy, this has been tweaked. We've reduced its SP cost and made it an Exhaust while also changing its ability due to so much feedback that Disease wasn't worth it early game.

Speed Injustice: We've reduced the total amount of Shields you can gain for free during a Dodge by using Disciplines or Items. This change meant that Disciplines like this one required us to remove its bonus to shields. We've replaced it with an ability to re-roll your dodge.

Acid Splash: Due to feedback we've replaced this with a more viable Attack bonus. We've also changed the name of the Discipline to Blade Distortion. This facilitated a complete redesign of the card.

Shame of the Otaku: We've buffed this Discipline so that you can see an Attack Roll before determining if you want to sue it. In addition, we've added a Counter to the end of the Discipline. Now, it's much more Naruto.

Paralyzing Point: We've decided that we do not want certain Discipline Tree's inflicting specific Effects due to future content planned. Paralyzing Point has had its name changed to Concoction Shot and has been redesigned.

Friend Over Foe: We've reduced the total amount of Shields you can gain for free during a Dodge by using Disciplines or Items. This change meant that Disciplines like this one required us to remove its bonus to shields. We felt that it was still pretty solid with only a free dodge so nothing else was added in its place.

XP:3+

TRICK SHOT

SUBTERFUGE • LVL 1

EXHAUST

If you have 2 1-handed Weapons equipped, make a ATK. Before rolling for this Attack, you may Gain -1 TO THE ATK ROLL and +3 PHYSICAL DMG.

"There is no truth. There is only perception."

XP:3+

KILL THE MESSENGER

SUBTERFUGE • LVL 1

EXHAUST

If you have a 2-handed Weapon equipped, when making an Attack, if you roll the lowest result on a Combat Dice, you may change a single die to the highest result instead.

XP:3+

SPEED INJUSTICE

SUBTERFUGE • LVL 1

EXHAUST

DODGE

You may re-roll this Dodge roll.

"If eye for an eye leaves us all blind, then so be it, for justice is blind already."

XP:5+

BLADE DISTORTION

SUBTERFUGE • LVL 2

EXHAUST

★FU: Deal a PURPLE of PHYSICAL DMG to your target and all opponents adjacent to the target.

"To destroy the reasons for living, for the sake of life."

XP:5+

SHAME OF THE OTAKU

SUBTERFUGE • LVL 2

PER ENCOUNTER

When you are the target of an Attack, after determining if the Attack hit, but before determining Damage, the Attack misses. Then, WARP to any unoccupied space within SOI and COUNTER.

XP:5+

CONCOCTION SHOT

SUBTERFUGE • LVL 2

EXHAUST

FU: Inflict a single random Negative Effect that your target doesn't already have, FORCE X + DIFFERENCE HIT. Where X equals 6 plus the LVL of your highest SUBTERFUGE Discipline.

XP:5+

FRIEND OVER FOE

SUBTERFUGE • LVL 2

EXHAUST

DODGE

EXHAUST

Another ally may make a ATK against an opponent you Attacked this turn.

DISCIPLINES

Murder Circus: This has been buffed. We've made its throw Ability scale.

Jack of All Blades: This was a lackluster choice for its level. We've buffed it by adding the Ability that was once Dead End in addition to keeping its original Ability.

Ninjutsu: We've reduced the total amount of Shields you can gain for free during a Dodge by using Disciplines or Items. This change meant that Disciplines like this one required us to remove its bonus to shields. We felt that it was still pretty solid with only a free dodge so nothing else was added in its place.

Fist of Polaris: This is functionally the same. However, we've changed how it was worded to prevent confusion and having to define what "directly opposite" meant in the rule book.

Brutal Slaughter: As per our Attack replacement design philosophy, this has been tweaked. We've removed its SP cost and made it an Exhaust while also reducing damage to reflect how early it can be acquired now.

Blot Out the Sun: Due to AOE affects not being as useful as we once thought we've buffed this to allow it to hit more targets more often. To compensate for its new found applicable uses we've upped its SP cost by 1.

XP:7+

MURDER CIRCUS

SUBTERFUGE • LVL 3

PER ENCOUNTER

THROW : X PURPLE . Where X equals your highest LVL SUBTERFUGE Discipline.

Assign these dice to up to X targets. All dice assigned to a single target count as a single source of Damage and are rolled together.

XP:7+

JACK OF ALL BLADES

SUBTERFUGE • LVL 3

PASSIVE

- 1-handed  Weapons you have equipped Gain LIGHT.
- You treat Obstructing terrain and edges of Tiles as an ally for the purposes of Flanking.

XP:7+

NINJUTSU

SUBTERFUGE • LVL 3

PASSIVE

+1 

EXHAUST

DODGE

XP:9+

FIST OF POLARIS

SUBTERFUGE • LVL 4

PASSIVE

You may pay 1 SP to Un-exhaust this card.

EXHAUST

If an opponent is adjacent to you, Move to any adjacent space to that opponent. This does not provoke Break Attacks. Then, make a  ATK against an opponent you have not attacked this turn.

XP:9+

BRUTAL SLAUGHTER

SUBTERFUGE • LVL 4

EXHAUST

When making the third Attack of a turn, Gain +6 PHYSICAL DMG.

"From Hell's heart I stab at thee!"

XP:9+

BLOT OUT THE SUN

SUBTERFUGE • LVL 4

Make a  ATK.

After resolving this Attack, make a separate  ATK against each figure within 2 spaces of the target of the initial Attack, ignoring Range and Line of Sight.

"Throwing shade."

MISC CHANGES

◆ **Tokens & Effects:** The following tokens have been added and changed.

Limitations: We've printed all the limitations for tokens on their rules in the back of the Rule Book. This information is not repeated anywhere else.

Energy: This new Token is used as a generic token anytime an Ability calls for a token that isn't specific. Many existing items called for tokens such as SP tokens, or HP tokens, etc. Now they all use Energy Tokens. These tokens do whatever their corresponding Ability says they do.

Special Effects: The Tether Token and Nemesis Token have been added to a new section on the back of the Rule Book called "Special Effects"

Poison: Poison was too powerful to be used against boss monsters. Since poison builds are otherwise viable, we've decided to "nerf" poison so that it could be used against bosses while staying balanced. Poison now reads "**Status:** Take a **PURPLE** of Irreducible Damage."

Wilt: We wanted new options to overcome armor. Also, Wilt was a bit cumbersome due to having to make an additional roll everytime you attacked. We've buffed it so that it now does the following: "**PASSIVE:** When determining Damage on an Attack made against you, add +2 **IRREDUCIBLE DMG** and ignore **RESISTANCES**."

Courage: Courage dropped off late game. We've buffed it so that it's now always useful no matter how early or how far you are into a campaign. It now says: "**PASSIVE:** When making an ATK, or Casting a Spell Gain, ★, ♣, and ■. **DISCARD** this Effect if you miss an Attack or fail to effect a target with a Spell."

North Token: Playtesters have noted that a north token would be useful for other players to reference while listening to narrative being read aloud from the Encounters.

Immunity: Paralyze Tokens: We've added these tokens to help keep track of who has been affected by immunity and who has not during an Encounter.

Aggro Token: These tokens are used to keep track of which figures might have been affected by Golden Rule Number 4. While rarely used, we decided that when it does happen, players might need to keep track with a token.

Energy Tokens: These tokens are used to keep track of Abilities that call for a generic token.

Font of Renewal: With changes made to the Discipline, we've updated the token to be square and to also be Hindering Terrain.

Bug Bomb: We included the token we forgot to include in the original printing of Middara.

Additional Dynamite: Due to feedback we've included additional Dynamite tokens.

◆ **Familiars:** For balance reasons, Familiars have been updated.

Tatva: Some movement builds were getting out of control. We reduced the movement bonus from +2 to +1.

Animism: The HP bonus wasn't good enough to make this a great pick. We increased the HP bonus from +2 to +4.

Tristram Spirit: This didn't scale as new items replaced its usefulness. We replaced its ★ ability with: "**EXHAUST: FU:** Deal **PHYSICAL DMG** equal to your highest **LVL ASSEMBLAGE** Discipline."

Yuxa: This caused too many questions we didn't intend while also resulting in some game breaking builds. We've made it's Passive Ability an Exhaust Ability.

◆ **Exalted Espers:** The changes to the Discipline "Exalted Summoning" allows you to summon Exalted Espers whenever you spend Summon Tokens. This means that you can use these powerful creatures more than once Per Encounter now. For that reason, we've tweaked some of their Abilities.

Lo & Palden: We reduced the amount of rolls considerably. The ability on the card now says: Roll the **BLACK**. For each ■ rolled, an Ally within SOI may either Gain Haste, Barrier, or Courage. Or, an opponent may be inflicted by Wilt, Darkness, or Poison."

Abimelech: We reduced the die this Ability used from a Teal to a Purple.

The others: Were updated with new wording but are functionally the same.

◆ **Quick Reference Cards:** We've updated our Quick Reference Cards to reflect the changes made in our Rule Book.

ITEM UPGRADES

◆ **Item Upgrades:** We've replaced all of our Item Upgrades. We felt that the Item Upgrades as they existed were too finicky and didn't provide a benefit that was good enough to justify their purchase. Alongside the new rules on obtaining Upgrades, we've made Upgrades a fundamental part in keeping up with new monsters and growing your character. We did this by reducing options while making each choice more meaningful. We also provided an equal amount of upgrades for different types of builds. In addition, all upgrades can be unlocked from the start using Materials earned. This adds some fun table discussion during Story Rounds for players to determine which Upgrades to unlock first. Due to how massive this change is, we recommend reading the new cards as many no longer have a comparison.

<p>MASTER WORK</p> <p>WEAPON UPGRADE</p>  <p>EXHAUST</p> <p>When making an Attack, add +1 TO THE ATK ROLL.</p>	<p>OTHERWORLDLY</p> <p>WEAPON UPGRADE</p>  <p>PASSIVE</p> <p>When determining the Force of a Spell, you may spend 2 on your Casting Die to Gain +1 Force.</p> <p>+2 MAGIC DMG</p>	<p>IMBUED</p> <p>WEAPON UPGRADE</p>  <p>EXHAUST</p> <p>When determining the Force of a Spell, add +1 to the roll.</p>	<p>DEVASTATING</p> <p>WEAPON UPGRADE</p>  <p>EXHAUST</p> <p>When determining Damage from an Attack or dealing Damage from a Spell, add +2 Damage of the same type.</p>
<p>REFINED</p> <p>ARMOR UPGRADE</p>  <p>EXHAUST</p> <p>When an Attack is rolled against you, Ignore a single ★ Symbol.</p>	<p>BULKY</p> <p>ARMOR UPGRADE</p>  <p>PASSIVE</p> <p>HEAVY</p>	<p>REINFORCED</p> <p>ARMOR UPGRADE</p>  <p>EXHAUST</p> <p>Reduce PHYSICAL DMG dealt to you from a ⚔ Attack by 2.</p>	<p>ELEGANT</p> <p>ARMOR UPGRADE</p>  <p>EXHAUST</p> <p>COUNTER</p>
<p>SCRYING</p> <p>CORE UPGRADE</p>  <p>EXHAUST</p> <p>When making a Conviction Check, add +1 to the roll.</p>	<p>SHIMMERING</p> <p>CORE UPGRADE</p>  <p>EXHAUST</p> <p>Your Attack Gains: ★ FU: HEAL 2</p>	<p>DARK</p> <p>CORE UPGRADE</p>  <p>PASSIVE</p> <p>Opponents within your SOI that are Inflicted with an Effect have -1 to their Conviction Checks.</p>	<p>GLOWING</p> <p>CORE UPGRADE</p>  <p>PASSIVE</p> <p>So long as another Ability doesn't passively add to your SOI, increase your SOI by +1.</p>
<p>ETHERIUM</p> <p>UNIVERSAL UPGRADE</p> 	<p>SENTIENT</p> <p>UNIVERSAL UPGRADE</p> 		

MEDIUM CARDS

- ◆ **How to use these Items:** With the changes made to Accessories and Item Upgrades some of the instructions printed in the Story Rounds of our Adventure Book have changed slightly. Anytime players may purchase "ALL (TIER) ITEM UPGRADES" or "ALL UPGRADES PLAYERS HAVE MATERIALS FOR" simply disregard this in favor of the new rules in the rule book for buying Item Upgrades. In addition, non-unique Accessories have no Tier associated with them anymore. Instead, all non-unique Accessories are available for purchase during all Story Rounds. Every Story Round in Act 1 should have "ALL NON-UNIQUE ACCESSORIES" added to its list of available Items for sale.

LONG SWORD
SWORD • LONG SWORD • DOUBLE

18



✦ **PASSIVE**

- You may COUNTER the first Attack that doesn't deal Damage or misses you each round.
- This Item may not have more than 1 Upgrade.

☑ +2 PHYSICAL DMG ✦ +1 PHYSICAL DMG

MUNDANE WEAPON

Long Sword: The Back of the Long Swords now specifies that you can only equip a single Item Upgrade. This was done to make it clear how weapons that can swap between being 1 handed and 2 handed interact with upgrades. In addition, we removed the Dodge Ability on Longswords. This was done in an effort to reduce the amount of free Dodges that are easily accessible to Adventurers.

WARHAMMER
BLUNT • WARHAMMER

18



✦ **EXHAUST**
EMPOWER

✦ **COMBO : WARHAMMER, SHIELD**

Gain +1 and HEAVY. This Ability does not stack with another WARHAMMER.

☑ +2 PHYSICAL DMG ✦ +1 PHYSICAL DMG

Warhammer: Warhammers have been buffed. They now combo with Shields in addition to other Warhammers. In addition, their Ability grants +1 Armor.

THIEF DAGGER
KNIFE • THIEF DAGGER • LIGHT

18



✦ **COMBO : LIGHT**
BACKSTAB

☑ **PER ENCOUNTER**
THROW : PURPLE

☑ +2 PHYSICAL DMG ✦ +1 PHYSICAL DMG

Thief Dagger: Thief Daggers no longer provide a free Dodge. This was done in an effort to reduce the amount of free Dodges that are easily accessible to Adventurers. This change also affects Backstab builds in a direction we feel is necessary.

HAND CROSSBOW
ARCHERY • HAND CROSSBOW

18



✦ **PASSIVE**

- When Countering, you may choose any target within Range of your equipped Weapons.
- If your paired weapon doesn't have FINESSE : WHITE ☑ Gain FINESSE : WHITE ☑
- +1 ARMOR PIERCING

☑ +2 PHYSICAL DMG ✦ +1 PHYSICAL DMG

Hand Crossbow: These weapons scaled at a pace that was unintended. Now they only gain their Finesse bonus if the weapon they are equipped with doesn't have the same Finesse bonus. This means that if you had two equipped you'd roll White/Purple.

CROSSBOW
ARCHERY • CROSSBOW

30



✦ **PASSIVE**

✦ DISCARD an ARROW that you control to Un-Exhaust this card.

✦ **EXHAUST**
+3 ARMOR PIERCING

☑ +1 PHYSICAL DMG ✦ +1 PHYSICAL DMG

Crossbow: With the changes to Arrows, the Passive Ability on Crossbows no longer function using a Flip Condition. Instead, they use Discard.

LONGBOW
ARCHERY • BOW

25



✦ **PASSIVE**

If you haven't made a Move Action this turn, Gain +1 to your ATK ROLLS. If you gain this bonus, you may not make a Move Action this turn.

☑ +2 PHYSICAL DMG ✦ +1 PHYSICAL DMG

☑ FU: Move 1 space.

LongBow: Bows are unchanged and only underwent Nomenclature Updates.

WAND OF MISSILES
SPELLCRAFT • WAND • DOUBLE

25



✦ **COMBO : WAND**

✦ **EXHAUST:** When choosing the target(s) of a Spell, increase your SOI by +2.

☑ +1 MAGIC DMG

MUNDANE WEAPON

Wands: All one handed Spellcraft Weapons have been tuned to provide the lesser of the Combat Upgrade in their Tier. Meaning, that the Mundane one handed spell casting Items now provide no Spellcasting upgrade and the Common Spellcasting Items provide an Orange Upgrade. In addition, Wands can now be equipped with Ranged or Melee Weapons.

WAND OF MISSILES
DOUBLE • WAND

25



✦ **COMBO : SPELLCRAFT**

☑ **PER ENCOUNTER:** When choosing the target(s) of a Spell, increase your SOI by +2.

MUNDANE RELIC

Wand Back: The Back of the Wands now have the WAND tag allowing for the COMBO WAND Condition tag on the front side to be easier to build into.

MEDIUM CARDS

MAGIC TALISMAN
SPELLCRAFT • TALISMAN • LIGHT

18



✦ **PASSIVE**
 When making an Attack or casting a Spell that targets an opponent, **EMPOWER**.

☐☐ +1 MAGIC DMG

Magic Talisman: All one handed Spellcraft Weapons have been tuned to provide the lesser of the Combat Upgrade in their Tier. Meaning, that the Mundane one handed spell casting Items now provide no Spellcasting upgrade and the Common Spellcasting Items provide an Orange Upgrade. In addition, Magic Talismans can now be equipped with Ranged or Melee Weapons.

MAGIC TOME
SPELLCRAFT • TOME

18



▶ **FLIP**
 After resolving a Spell you cast, so long as that Spell didn't have the *Per Encounter* or *Flip Condition* Tag, cast the same Spell again.

☐☐ +1 MAGIC DMG

Magic Tome: All one handed Spellcraft Weapons have been tuned to provide the lesser of the Combat Upgrade in their Tier. Meaning, that the Mundane one handed spell casting Items now provide no Spellcasting upgrade and the Common Spellcasting Items provide an Orange Upgrade. In addition, Magic Talismans can now be equipped with Ranged or Melee Weapons. Lastly, the Flip Ability can now be used with Abilities that would otherwise be Exhausted.

MAGIC STAFF
SPELLCRAFT • STAFF

35



✦ **PASSIVE**
 • Casting Upgrade: **WHITE** ☐
 • When determining the Force of a Spell, you may ✕ **DISCARD** any amount of *Energy* tokens to add +1 to your roll.

↓ **EXHAUST**
 When you fail to affect a target with a Spell, add 1 *Energy* token to this card. (Limit 2)

↓ **EXHAUST**
 1 SP: Cast a **SPELL 6**. Roll the **BLACK** ☐ and deal your target 1 **MAGIC DMG** per ☐ rolled.

☐☐ +2 MAGIC DMG

Magic Staff: Alongside nomenclature and clarity updates, Magic Staffs have had the Limit on one of their Exhaust Abilities changed to 2.

TOO MANY BELTS

30



↓ **EXHAUST**
DODGE

✦ **PASSIVE**
 • If you Dodge, and the Attack deals damage, reduce **PHYSICAL DMG** dealt to you by 2.
 • Increase the cost of this Item by 30 Gold for every **LOOT LVL** beyond Mundane.

Too Many Belts: All non-Unique Accessories have had their Tier restrictions removed and are now available to purchase during most Story Rounds. As the Story progresses, their cost increases.

With new math being applied to damage reduction and Dodge, Too Many Belts has been changed to only work when Dodging.

OCCULT SHIRT
CLOTH

15



↓ **EXHAUST**
DODGE
 If you successfully Dodged the Attack, **COUNTER**.

✦ **PASSIVE**
 During a Dodge, if you don't roll ☐, add +1 to the result.

Cloth: Cloth Armor scales differently. The Armor Value is always 0. It's HP scales at a middling rate. This scaling is +3/+6/+9/+12 depending on the Tier. The Ability to Un-Exhaust has been removed from it's Free Dodge. With the changes in math, one of the few ways you can gain a bonus during a Dodge is from Cloth Armor. This bonus has been added directly to Cloth Armor.

BAD-ASS LEATHER JACKET
LEATHER

15



↓ **EXHAUST**
 When making a Dodge, re-roll your Dodge roll.

✦ **PASSIVE**
 Reduce **PHYSICAL DMG** dealt to you from ☐ Attacks by 2.

Leather: Changes to Damage reduction and buffs to more accessible Armor maximums early game will add value to builds outside of Cloth. In addition, HP maximums have been increased to off-set disappointing 1-shot kills. Leather Armor now scales differently. The Armor Value is always 1. However, it has the highest HP scaling at +4/+8/+12/+16.

CUIRASS
CUIRASS

20



☐ **PER ENCOUNTER**
 When you are dealt Damage from an Attack, ignore all **PHYSICAL DMG** dealt to you.

Cuirass: Changes to Damage reduction and buffs to more accessible Armor maximums early game will add value to builds outside of Cloth. In addition, HP maximums have been increased to off-set disappointing 1-shot kills. Cuirass Armor now scales differently. The Armor Value is always 2. However, it has low HP scaling at +2/+4/+6/+8. Lastly, we've buffed it's Ability to prevent all physical DMG once per encounter.

ANCIENT FULLPLATE
PLATEMAIL • HEAVY

110



✦ **PASSIVE**
 When you are the target of an Attack, even if you are dealt Damage, you may still Counter.

↓ **EXHAUST**
 When you are dealt Damage, reduce **PHYSICAL DMG** dealt to you by 4.

Plate Mail: Changes to Damage reduction and buffs to more accessible Armor maximums early game will add value to builds outside of Cloth. In addition, HP maximums have been increased to off-set disappointing 1-shot kills. Plate Mail Armor now scales differently. The Armor Value is always 3. However, it has the lowest HP scaling at +0/+2/+4/+6. Lastly, we've buffed it's Ability to reduce physical DMG by 4.

MEDIUM CARDS

UBIQUITOUS PLANK
10
AMMO • ARROW



✖ DISCARD
You may do 1 of the following:

- Deal a PURPLE of PHYSICAL DMG to an adjacent opponent.
- Place a *Plank* token on an adjacent space.
- Reduce PHYSICAL DMG dealt to you by 2.

Plank: Planks are unchanged and only underwent Nomenclature Updates.

MAGIC ARROWS
2
AMMO • ARROW



✚ COMBO : ARCHERY
✖ DISCARD: Before rolling for an Attack. When determining Damage, convert all Damage on this Attack to MAGIC DMG. You may not use more than 1 ARROW on an Attack.

✚ PASSIVE
If this card is drawn as a reward, you may set it aside as Combatant Loot worth 2 Gold.

Arrows: Arrows now Discard instead of Flip. In addition, their Passive Ability lets you convert them into gold when drawn instead of allowing you to re-draw them. This reduces downtime and all that shuffling. In addition, many Arrows have been clarified as to how their printed Abilities work.

ENCHANTED ARROWS
1
AMMO • ARROW



✚ COMBO : ARCHERY
✖ DISCARD: Before rolling for an Attack. Inflict Poison, Disease, Wilt, or Darkness. FORCE 10 + DIFFERENCE HIT. You may not use more than 1 ARROW on an Attack.

✚ PASSIVE
If this card is drawn as a reward, you may set it aside as Combatant Loot worth 1 Gold.

Enchanted Arrows: In addition to general Arrow changes, this Item has had its Ability changed entirely. Their original Ability caused confusion and had such limited use that they didn't justify having so many copies in the game.

FLINTLOCK
45
GUN • FLINTLOCK



✚ PASSIVE

- You must FLIP this card after making an Attack. Then make a free Re-Equip Action.
- When determining Damage from an Attack with this Weapon, add a PURPLE of PHYSICAL DMG.
- If your paired weapon doesn't have FINESSE : TEAL Gain FINESSE : TEAL

+1 PHYSICAL DMG

Flintlocks: These weapons scaled at a pace that was unintended. Now they only gain their Finesse bonus if the weapon they are equipped with doesn't have the same Finesse bonus. This means that if you had two equipped you'd roll White/Purple. In addition, the Damage they dealt is no longer a Throw as it caused confusion. The intent was that this damage was only applied if the Flintlock hit its target. Regardless, it flips.

ZANBATO
70
SWORD • ZANBATO • HEAVY



✚ PASSIVE
When determining the Damage of an Attack, add a PURPLE of PHYSICAL DMG. Then Exhaust this Card. While this Card is Exhausted, you may not Attack, Counter, or Dodge.

+2 PHYSICAL DMG ✚ +2 PHYSICAL DMG

Zanbato: This weapon was designed to feel more like a giant sword. It's scaling caused issues with Titan Grip so this was also fixed by bringing in the overall scaling while still keeping the weapon viable.

OCEAN CLEAVER
40
SWORD • SHORT SWORD • LIGHT



EXHAUST
Move 1 space diagonally.

✚ COMBO : LIGHT
EXHAUST: Re-roll 1 of your Combat Dice.

✚ PASSIVE
For each adjacent opponent, your Attacks Gain +1 PHYSICAL DMG. This Ability does not stack with another *Ocean Cleaver*.

+2 PHYSICAL DMG ✚ +2 PHYSICAL DMG

Ocean Cleaver: We clarified how this weapon's Ability cannot stack.

TOP-HEAVY AXE
60
AXE • WAR AXE



EXHAUST
When determining Damage, this Weapon Gains +1 PHYSICAL DMG until the Attack is resolved.

✚ PASSIVE
FU: Spend 1 SP to roll the BLACK. For each rolled deal the target of this Attack 1 IRREDUCIBLE DMG.

+1 PHYSICAL DMG ✚ +2 PHYSICAL DMG

Top-Heavy Axe: This Item is unchanged and only underwent Nomenclature Updates.

LOOTY BOOTY POUNDER
60
BLUNT • GREAT HAMMER • HEAVY



EXHAUST
FU: Spend 1 SP to PUSH 1 against all adjacent opponents and Inflict Paralyze, FORCE 8 + DIFFERENCE HIT.

✚ PASSIVE
FU: Spend 1 SP to roll the BLACK against each figure adjacent to the target of this Attack. For each rolled against them, they are dealt 1 PHYSICAL DMG.

+1 PHYSICAL DMG ✚ +2 PHYSICAL DMG
+1 GOLD

Looty Booty Pounder: This Item is unchanged and only underwent Nomenclature Updates.

MEDIUM CARDS

WAND OF THE DEPTHS
SPELLCRAFT • WAND • DOUBLE

40



✦ PASSIVE
 Casting Upgrade: ORANGE

✦ COMBO : WAND
 EXHAUST: Place a Water Terrain token on a space within SOI.

EXHAUST
 When determining the Force of a Spell against a target in Water, add +1 to the roll.

+1 MAGIC DMG

COMMON WEAPON

Wand of the Depths: In addition to general Wand changes, the Wand of the Depths no longer specifies that its Abilities do not stack.

SEA WITCH FETISH
SPELLCRAFT • TALISMAN • LIGHT

40



✦ PASSIVE
 Casting Upgrade: ORANGE

- When making an Attack or casting a Spell that targets an opponent, EMPOWER.
- Ignore the Negative Effects of Water Terrain & Currents.
- When determining the Force of a Spell while you are in Water, add +1 to your roll.

+1 MAGIC DMG

Sea Witch Fetish: In addition to general Talisman changes, the Sea Witch Fetish no longer specifies that its Abilities do not stack.

APOCRYPHAL ANTIQUITY
SPELLCRAFT • TOME

40



✦ PASSIVE
 Casting Upgrade: ORANGE

▶ FLIP
 After resolving a Spell you cast, so long as that Spell didn't have the Per Encounter or Flip Condition Tag, cast the same Spell again.

EXHAUST
 When you deal MAGIC DMG to an opponent, HEAL 1. Only 1 Apocryphal Antiquity may be used per Action or Ability.

+1 MAGIC DMG

Apocryphal Antiquity: In addition to general Tome changes, the Apocryphal Antiquity specifies that its Ability is intended to be limited to both Actions and Abilities.

BAUBLE OF OPULENCE

35



✦ PASSIVE
 Conviction Upgrade: ORANGE

▶ FLIP
 After an opponent has dealt you Damage, they are dealt MAGIC DMG equal to the Damage they dealt you.

Bauble of Opulence: This Item is unchanged and only underwent Nomenclature Updates.

HEMLOCK & SEIR

42



✦ PASSIVE
 So long as another Ability doesn't passively add to your SOI, increase your SOI by +2.

"Even Socrates would like these!"

Hemlock & Seir: This Item was rewritten to clarify our intent behind the text "This effect does not stack."

HIDDEN PIERCINGS OF PROTECTION

35



◻ PER ENCOUNTER
 At any time, until the start of your next turn, Gain PROTECTION, and RESISTANCE PHYSICAL DMG.

"Where? Anywhere really."

Hidden Piercings of Protection: This Item was re-designed to reflect changes in maximum Armor Values as well as address the Item's affect on new spells.

MARKINGS OF STRENGTH

40



+4

"A moment of pain for an eternity of protection."

Markings of Strength: This Item has been buffed to add +4 HP instead of +2.

RING OF BLOOD

40



EXHAUST
 When you deal Damage to an opponent, HEAL 2. Only 1 Ring of Blood may be used per Action or Ability.

"Save a life, give blood."

Ring of Blood: This Item now specifies that its Ability is intended to be limited to both Actions and Abilities.



MEDIUM CARDS

SWASHBUCKLER'S GARB

30



+ PASSIVE
 • Increase your Pack Size by 2.
 • Increase the cost of this Item by 30 Gold for every LOOT LVL beyond Mundane.

↓ EXHAUST
 COUNTER

Swashbuckler's Garb: In addition to general Accessory changes, this Item has been buffed and redesigned. It was a terrible pick and very few playtesters used it for any reason.

ADVENTURER'S PACK

30



+ PASSIVE
 • Increase your Pack Size by 6.
 • Increase the cost of this Item by 30 Gold for every LOOT LVL beyond Mundane.

↓ EXHAUST
 Make a Re-Equip Action.

Adventurer's Pack: In addition to general Accessory changes, this Item has been buffed and clarified. The previous design left some ambiguity and didn't feel like a real backpack capable of carrying lots of fat loot.

HOODIE OF DEFLECTION

50

CLOTH



↓ EXHAUST
 DODGE
 If you successfully Dodged the Attack, COUNTER.

+ PASSIVE
 • During a Dodge, if you don't roll  +1 to the result.

• Reduce PHYSICAL DMG dealt to you from  Attacks by 2.

Hoodie of Deflection: In addition to general Cloth changes, this Item has been buffed and simplified. Now it provides more consistent Damage reduction.

LEATHER



↓ EXHAUST
 When making a Dodge, re-roll your Dodge roll.

+ PASSIVE
 Reduce PHYSICAL DMG being dealt to you from  Attacks by 2.

COMMON ARMOR

Perpetrator's Catsuit: In addition to general Leather changes, this Item now grants the user a free Dodge while flipped.

GENE TWEAK

DEFENSIVE CORE

50



↓ EXHAUST
 DODGE

↓ EXHAUST
 When you are dealt Damage, roll the BLACK . If  is rolled, reduce PHYSICAL DMG to 0.

Gene Tweak: This Item is unchanged and only underwent Nomenclature Updates.

BOUNTY ARROWS

AMMO • ARROW

1



+ COMBO : ARCHERY

× DISCARD: Before rolling for an Attack. If this Attack hits, place an Energy token on the target's Combatant card (Limit 1). When this opponent is Defeated, draw an additional Combatant Loot card.

You may not use more than 1 ARROW on an Attack.

+ PASSIVE
 If this card is drawn as a reward, you may set it aside as Combatant Loot worth 1 Gold.

Bounty Arrow: In addition to general Arrow changes, the Bounty Arrow and its limitations and intent has been clarified.

THE BFS

SWORD • ZANBATO • HEAVY

150



+ PASSIVE
 • When determining the Damage of an Attack, add a PURPLE  of PHYSICAL DMG. Then Exhaust this Card. While this Card is Exhausted, you may not Attack, Counter, or Dodge.

• When adding extra damage from the above Ability, if you roll a 1, Un-Exhaust this card.

 +3 PHYSICAL DMG  +3 PHYSICAL DMG

The BFS: In addition to general Zanbato changes, the BFS had its Ability updated in light of new math.

HEALER'S HATCHET OF HONOR

AXE • HAND AXE

90



+ COMBO : SHIELD, AXE, SWORD

↓ EXHAUST: After resolving an Attack you made, if the Attack missed, make a  ATK.

↓ EXHAUST
 When you deal PHYSICAL DMG to an opponent, HEAL 1. Only 1 Healer's Hatchet of Honor may be used per Action or Ability.

 +1 PHYSICAL DMG  +3 PHYSICAL DMG

Healer's Hatchet of Honor: This Item now specifies that it's Ability is intended to be limited to both Actions and Abilities.



MEDIUM CARDS

BONE CHIPPER
EXOTIC • KATAR • LIGHT

90



✦ PASSIVE
+2 ARMOR PIERCING
 ✦ COMBO : LIGHT
BACKSTAB
 ✦ COMBO : EXOTIC

Until the end of each turn, every Attack you hit with after the first adds an additional +1 TO ATK ROLLS. Reduce this bonus to 0 at the end of each turn, or if you miss with an Attack. This Ability does not stack with another *Bone Chipper*.

☑ +1 PHYSICAL DMG

Bone Chipper: This Item has had the intent of its Ability clarified.

GLASS DAGGER
KNIFE • THIEF DAGGER • LIGHT

90



✦ COMBO : LIGHT
BACKSTAB
 ☑ PER ENCOUNTER
THROW : RED ✖
 ✦ PASSIVE

While rolling for a Dodge against a ☑ ATK, each ☑ rolled deals 1 MAGIC DMG to your Attacker.

☑ +1 PHYSICAL DMG ✨ +3 PHYSICAL DMG

Glass Dagger: This Item is unchanged and only underwent Nomenclature Updates.

HYDE SIGNATURE SLEDGE
BLUNT • GREAT HAMMER • HEAVY

140



⚡ EXHAUST
 FU: Spend 1 SP to PUSH 1 against all adjacent opponents and Inflict *Paralyze*, FORCE 9 + DIFFERENCE HIT.
 ✦ PASSIVE

All allies within SOI Gain +3 PHYSICAL DMG during Attacks made against opponents inflicted with *Paralyze*.

☑ +3 PHYSICAL DMG ✨ +3 PHYSICAL DMG

Hyde Signature Sledge: This Item is unchanged and only underwent Nomenclature Updates.

WEAPON STRAPS

30



✦ PASSIVE
 • The first Re-Equip Action you take each turn is free.
 • Increase the cost of this Item by 30 Gold for every LOOT LVL beyond Mundane.
 ✦ COMBO : MELEE
 ⚡ EXHAUST: DODGE
 ✦ COMBO : RANGED
 +1

Weapon Straps: This Item has been buffed. It now augments an existing Dodge in a way that is much harder to obtain.

MARBAS THREADS
CLOTH

100



⚡ EXHAUST
DODGE
 If you successfully Dodged the Attack, COUNTER.
 ✦ PASSIVE
 • During a Dodge, if you don't roll ☑, add +1 to the result.
 • Ignore the first Break Attack you would provoke each turn.
 • Gain +2 PHYSICAL DMG while Flanking.

Marbas Threads: In addition to general Cloth changes, this Item has been mechanically tweaked due to negative affects its Ability was having on future content.

RADIANT SEPTUM RING
DEFLECTION CORE

115



✦ PASSIVE
 Conviction Upgrade: GREEN ☑
 ➤ FLIP
 When making a Conviction Check, pass a Conviction Check.
 ⚡ EXHAUST
 1 SP: When you fail a Conviction Check, deal an opponent within SOI MAGIC DMG equal the difference by which you failed the Check.

Radiant Septum Ring: This Item is unchanged and only underwent Nomenclature Updates.

RUNED SILVER MUSKET
GUN • MUSKET

265



✦ PASSIVE
 • Before making an Attack, you may spend additional SP. For each SP you spend in this way, Gain +1 TO THE ATK ROLL.
 • After resolving an Attack you made, ➤ FLIP this card.
 ⚡ EXHAUST
+2 ARMOR PIERCING

☑ +2 PHYSICAL DMG ✨ +4 PHYSICAL DMG

Runed Silver Musket: This Item is unchanged and only underwent Nomenclature Updates.

INSCRIBED SHOTGUN
GUN • SHOTGUN

265



✦ PASSIVE
 • When determining the Range of your Attack, for each Range greater than 1 your ATK ROLL is reduced by 1.
 • After you resolving an Attack you made, make a ☑ ATK against the same target. ➤ FLIP this card after resolving the Attack.
 • FU: PUSH 2, FORCE 10 + DIFFERENCE HIT.

☑ +2 PHYSICAL DMG ✨ +4 PHYSICAL DMG

Inscribed Shotgun: This Item is unchanged and only underwent Nomenclature Updates.

UNHOLY CHAINS
EXOTIC • KUSARIGAMA • HEAVY • DOUBLE

265



✦ PASSIVE
 • The first time each turn you provoke a Break Attack, you may COUNTER.
 • Before rolling for an Attack, you may deal yourself up to 3 IRREDUCIBLE DMG. For each IRREDUCIBLE DMG you deal yourself, add +2 PHYSICAL DMG to your Attack.

☑ +2 PHYSICAL DMG ✨ +4 PHYSICAL DMG

Unholy Chains: This Item is unchanged and only underwent Nomenclature Updates.

SWORD OF SORROW
SWORD • SHORT SWORD • LIGHT

165



⚡ EXHAUST
 Move 1 space diagonally.
 ✦ COMBO : LIGHT
 • ⚡ EXHAUST: Re-roll 1 of your Combat Dice.
 • FINESSE : BLUE ☑
 ✦ PASSIVE
 All adjacent opponents have -1 ✖. This Ability does not stack with another *Sword of Sorrow*.

☑ +3 PHYSICAL DMG ✨ +4 PHYSICAL DMG

Sword of Sorrow: In addition to general Short Sword changes, this Item has been clarified.

MISERY, BULWARK OF THE DAMNED
SHIELD • BUCKLER • LIGHT

165



✦ PASSIVE
 1 SP: COUNTER.
 ⚡ EXHAUST
 Move 1 space diagonally.
 ⚡ EXHAUST
 Deal yourself 1 IRREDUCIBLE DMG to re-roll any dice on your Conviction Check.

Misery, Bulwark of the Damned: This Item is unchanged and only underwent Nomenclature Updates.

THE SVALINN
SHIELD • MEDIUM SHIELD

165



✦ COMBO : RANGED
 ⚡ EXHAUST: EMPOWER
 ✦ COMBO : MELEE
 FINESSE : BLUE ☑
 ⚡ EXHAUST
 COUNTER
 ✦ PASSIVE
 Any time an ally within SOI HEALS from a source with a ✖ DISCARD Condition, they HEAL 1.

☑ Deal PHYSICAL DMG to each figure adjacent to your target equal to the amount of you spent.

The Svalinn: This Item is unchanged and only underwent Nomenclature Updates.

MEDIUM CARDS

BRONSON'S FIXER
BLUNT • WARHAMMER

165

EXHAUST
EMPOWER

COMBO: WARHAMMER, SHIELD

Gain +1 and HEAVY. This Ability does not stack with another WARHAMMER.

EXHAUST

When you deal Damage to an opponent with an Attack, place an Energy token on their Combatant card. Each Energy token placed in this way PASSIVELY adds +1 PHYSICAL DMG on Attacks made against that opponent (LIMIT 2).

+1 PHYSICAL DMG * +4 PHYSICAL DMG

Bronson's Fixer: In addition to general Warhammer changes, this Item has had the Limit on its unique Ability reduced from 4 to 2.

GRAVEDIGGER'S MISTRESS
BLUNT • MORNING STAR

165

COMBO: SHIELD, BLUNT

EXHAUST: When Countering, you may re-roll any of your dice.

PASSIVE

All Break Attacks made against you get -1 TO THE ATK ROLL.

*FU: If the target of your Attack was Defeated, Move up to 2 spaces.

+3 PHYSICAL DMG * +4 PHYSICAL DMG

Gravedigger's Mistress: This Item is unchanged and only underwent Nomenclature Updates.

DAGGER OF RUINATION
KNIFE • THIEF DAGGER • LIGHT

165

COMBO: LIGHT
BACKSTAB

PER ENCOUNTER

THROW: GREY

COMBO: KNIFE

Until the end of each turn, every Attack you hit with after the first adds an additional -1 TO ATK ROLLS. Reduce this bonus to 0 at the end of each turn, or if you miss with an Attack. This Ability does not stack with another Dagger of Ruination.

+3 PHYSICAL DMG * +4 PHYSICAL DMG

Dagger of Ruination: In addition to general Thief Dagger changes, The intent of this Item's Ability has been clarified.

EDGE OF MADNESS
AXE • WAR AXE

265

EXHAUST

When determining Damage, this Weapon Gains +1 PHYSICAL DMG until the Attack is resolved.

EXHAUST

1 SP: When making an Attack, deal yourself 1 IRREDUCIBLE DMG to deal additional PHYSICAL DMG equal to half the amount of Damage tokens you currently have, rounded down.

+2 PHYSICAL DMG * +4 PHYSICAL DMG

Edge of Madness: This Item is unchanged and only underwent Nomenclature Updates.

DHAMPIR'S ALACRITY

160

EXHAUST
DODGE

PER ENCOUNTER

At the start of the round, re-shuffle the Initiative cards and deal out the Initiative Track again.

Dhampir's Alacrity: The Ability that granted a bonus to a Dodge has been replaced with a Free Dodge.

LORELEI'S TAINTED GIFT

160

PASSIVE

When you are dealt Damage, roll the BLACK. If is rolled, reduce that Damage to 0.

EXHAUST
DODGE

Lorelei's Tainted Gift: The Ability that granted a bonus to a Dodge has been replaced with a Free Dodge.

ETHERIUM COUTURE

30

PASSIVE

Increase the cost of this Item by 30 Gold for every LOOT LVL beyond Mundane.

PER ENCOUNTER

At any time, re-roll any dice, except the BLACK that you or an ally within SOI rolled.

Etherium Couture: With the changes being made to Accessories, this Item has been redesigned.

ETHERIUM COAT
CLOTH

195

EXHAUST
DODGE

If you successfully Dodged the Attack, COUNTER. After resolving this Counter, you may Move 1 space without provoking Break Attacks.

PASSIVE

During a Dodge, if you don't roll, add +1 to the result.

Etherium Coat: In addition to general Cloth changes, the unique Ability on this Item has been clarified.

MAGIC FRAG
EXPLOSIVE

18

DISCARD

THROW: PURPLE

This THROW also Damages all figures adjacent to the target. Roll separately for each figure affected by this THROW.

All Damage dealt by Magic Frag is MAGIC DMG.

"Holy Hand Grenade was under copyright."

Magic Frag: This Item is unchanged and only underwent Nomenclature Updates.

BEARER OF JUSTICE
ARCHERY • LONGBOW

50

PASSIVE

- If you haven't made a Move Action this turn, Gain +1 to your ATK ROLLS. If you gain this bonus, you may not make a Move Action this turn.
- Attacks made against an opponent that dealt Damage to an ally since the end of your last turn Gain +2 PHYSICAL DMG.

EXHAUST

When an opponent within SOI deals 4 or more Damage to an ally, that opponent is Inflicted with Wilt.

+6 PHYSICAL DMG * +1 PHYSICAL DMG

Bearer of Justice: This Item is unchanged and only underwent Nomenclature Updates.

SENTIENT BODYSUIT

30

STATUS
HEAL 1

Sentient Bodysuit: We removed the limitation of stacking the effect. It was confusing and wasn't required.

HEART BOX
EXOTIC CORE

45

PASSIVE

- Whenever you are Healed and have 0 Damage, you may add a Energy token to this card (LIMIT 3).
- Whenever you are dealt Damage, for each Damage dealt, you may remove 1 Energy token from this card instead.

Heart Box: This Item is unchanged and only underwent Nomenclature Updates.

MEDIUM CARDS

EPELANCER
SWORD • SABER

70

1

1

1



+ PASSIVE

- If you do not have the HEAVY Tag, this Weapon Gains +1.
- If you do not have the HEAVY Tag, ignore the Negative Effects to Movement from Terrain.

EXHAUST

COUNTER

This Counter may be used even if you are dealt Damage by the Attack.

+2 PHYSICAL DMG * +1 TO THE ATK ROLL

Espelancer: This Item is unchanged and only underwent Nomenclature Updates.

MAGICAL LEATHER DRESS
LEATHER

100

+1

+8



EXHAUST

When making a Dodge, casting a Spell or making a Conviction Check, you may re-roll any of your dice.

+ PASSIVE

Reduce PHYSICAL DMG being dealt to you from Attacks by 2.

Magical Leather Dress: This Item is unchanged and only underwent Nomenclature Updates.

OVERSIZED CLUB
EXOTIC • CLUB • HEAVY

100

2

2

2



EXHAUST

REACH 2

+2 PHYSICAL DMG

FU: Deal 5 PHYSICAL DMG to all figures other than yourself who are adjacent to the target of this Attack.

Oversized Club: This Item had its Ability updated. It was never intended to do damage to the user.

ORGONE BLADE
SWORD • SABER

70

1

1

1



+ PASSIVE

- If you do not have the HEAVY Tag, this Weapon Gains +1.
- When an opponent within SOI is Defeated add 1 Energy token to this card. (Limit 4) When Determining Damage, these tokens may be spent to add +1 Damage of the same type to your target.

EXHAUST

COUNTER

This Counter may be used even if you are dealt Damage by the Attack.

+2 PHYSICAL DMG * +1 TO THE ATK ROLL

The Orgone Blade: Alongside some Nomenclature Updates, we also added a Limit to its Ability.

THE PROBLEM SOLVER
BLUNT • TONFA

70

1

1

1



+ PASSIVE

Reduce PHYSICAL DMG dealt to you from Attacks by 1.

+ COMBO: BLUNT

EXHAUST: COUNTER

Once this Counter Attack has resolved, if the target didn't Counter, make a ATK.

+2 PHYSICAL DMG * +2 PHYSICAL DMG

FU: Move 1 space.

The Problem Solver: We never mentioned how its Counter worked. This has been fixed.

RUNED SWITCHBLADE
KNIFE • SWITCHBLADE • LIGHT

135

1

1

1



+ COMBO: KNIFE

While there are no other Allies within SOI, this Weapon Gains +2 PHYSICAL DMG. If your other weapon has the Ability BACKSTAB, Gain +4 PHYSICAL DMG instead.

+ PASSIVE

Casting Upgrade: TEAL

+1 PHYSICAL DMG * +3 MAGIC DMG

Runed Switchblade: This Item caused tons of issues and was the most reported item in the game. We've redesigned it to prevent it from being abused.

ETCHED CONSOLE
SPELLCRAFT • CONSOLE

200

2

2

2



+ PASSIVE

Casting Upgrade: GREEN

FLIP

Learn any available LVL 1 Discipline for free. Remove this Discipline when this card is Un-Flipped or Un-Equipped.

+1 PHYSICAL DMG * +3 PHYSICAL DMG

The Etched Console: We've clarified that you lose the Discipline learned when you Un-Flip or Un-Equip this Item.

HADRUM'S LOST BOW
ARCHERY • LONGBOW

320

2

2

6



+ PASSIVE

- If you haven't made a Move Action this turn, Gain +1 to your ATK ROLLS. If you gain this bonus, you may not make a Move Action this turn.
- When you are dealt Damage from an Attack, place a Energy token on this card. (LIMIT 3) During your turn, you may spend a token on this card to make a ATK against a figure that has dealt you Damage this Encounter.

+3 PHYSICAL DMG * +4 PHYSICAL DMG

FU: Move 1 space.

Hadrum's Lost Bow: Alongside changes to Bows, the limitations of this Items Abilities has been clarified.

SOUL PIERCER
SWORD • SABER

205

1

1

1



+ PASSIVE

- If you do not have the HEAVY Tag, this Weapon Gains +1.
- 2 SP: Move up to 2 spaces and make a ATK. If you deal Damage with this Attack, your target is Inflicted with Condemn.

EXHAUST

COUNTER

This Counter may be used even if you are dealt Damage by the Attack.

+3 PHYSICAL DMG * +1 TO THE ATK ROLL

Soul Piercer: This Item is unchanged and only underwent Nomenclature Updates.

ARRIE'S LOST GREAVES
HEAVY

165

+2

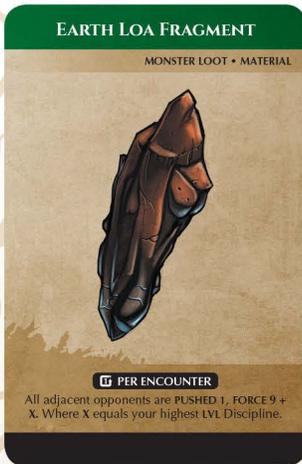


+ PASSIVE

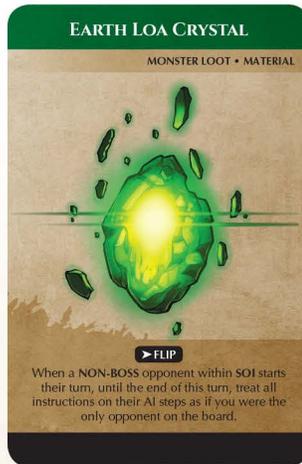
If your equipped Weapons do not provide an Armor Value, this Accessory Gains +1.

Arrie's Lost Greaves: With the changes being made to Accessories, this Item has been redesigned.

MEDIUM CARDS



Earth Loa Fragment: This Item's ability now scales.



Earth Loa Crystal: This Item now only works on Non-Boss Combatants due to abuse.



Dream Catcher: This Item now only works on Non-Boss Combatants due to abuse.



Sickle Venom: This Item had its Ability updated. It is now an FU ability that causes Poison. In addition, It now scales.



Oblation's Expiation: This Item has been updated to reflect changes to Cloth. In addition, we've removed its HP scaling as its bonus to Defense is too damn good.



Animate Shard: This Item now grants you an additional 25 Gold when you trade it in. Meaning, with the new rules for Materials, you would gain 50 Gold.



CHANGE LOG

ADDITIONS TO BETA V.2

- ◆ **Content Changes:** Below is a list of Content changes included in the 1.1 Update Box since Beta V.1.
 - Medium Card UM46:** This card required Errata and thus has been added to the Update Pack. It was supposed to say UM45.
- ◆ **Rule Book Changes:** Below is a list of Rule Book changes since Beta V.1.
 - Currents:** The following rule was added to the Current section. "Figures that Passively are not affected by a specific type of terrain also ignore Currents within that type of Terrain."
 - Being Defeated:** This section was reorganized to help the flow of information. We also clarified that players do in fact remove their figure from the board when they are Defeated.
 - Free Movement:** The Important section in Free Movement on page 41 has been updated to reflect that **HEAVY** does not affect free movement. In addition we added rules for moving Diagonally with abilities.
 - Esper & Conduit Rules:** Clarified that Loyal Espers and Conduits use the standard **ATK** that costs **2 SP** printed on their Card when making counters, break attacks, etc. In addition, we've reduced the cost of summoning all Espers to 1 unless they have a Passive Ability that says otherwise. This change has been reflected in the Esper rules.
 - Added the Tag Fragil:** This Tag is used on Espers. Espers with this Tag have half the HP they would normally Gain when calculating HP.
 - Removed the Tag Cost:** This Tag was used on Espers. They all have a cost of 1 now, so it is no longer needed. Any changes to cost an Esper requires will be listed in its passive abilities.
 - Courage:** Corrected the Courage Effect Token to say "and" instead of "or". The intent was that it added all three symbols for free when making an Attack. We also removed the reference to Spells that it had listed.
 - Token and Reference Tables:** Cleaned up a few graphical issues with the tables on the back of the book. This included some artifacts as well as consistency issues with our borders.
 - Index:** The Index section has grown to the point that we needed to make a minor reduction in font size to fit more.
 - Nearest & Farthest:** Clarified Nearest and Farthest on page 60 by changing up the last sentence. It now says "Instead, simply count the shortest path to the target or space using any non-obstructing terrain space."
 - Difficulty Rating:** DR was useful to us as designers but ultimately took up room that could be used for Tags, caused confusion, and didn't mean much outside of a few handful of rare Abilities. We've removed this from all cards and the rule book. Any Abilities or special rules that referenced it have been updated to use a different metric. For those interested in creating their own content we'll be posting a much simpler (and better) way of handling it at a later date.
 - Flight:** This Tag has been updated for a couple of reasons. First, with the addition of flight to other characters that thematically have wings, we wanted to be able to differentiate these adventurers by adding additional Abilities. However, it was clear that flight was super powerful and the power creep was unnecessary. So, to fix this, we needed to nerf flight. Second, BACKSTAB is very strong. Instead of nerfing what it does in the rulebook we've decided to fix the things that surround it. Specifically the ease at which certain Abilities that allow characters to get into flanking positions. Flight was the biggest culprit. Third, we wanted more room to design different versions of Flight thematically. So, with all that said, Flight now reads as followed: "**Flight:** A figure with this Tag ignores the effects of all Terrain except Obstructing Terrain. While moving, figures with **Flight** ignore other figures and only provoke Break Attacks from opponents who were adjacent to them at the start of their turn. A figure with **Flight** may not end their movement in a space occupied by another figure."
 - Added Tag Incorporeal:** As we find Passive Abilities that occur across multiple cards we are slowly going to start turning ones that we feel make sense into Tags instead of spelling their rules out every time they are used. Incorporeal has been added and reads as followed: "**INCORPOREAL:** When a figure with Incorporeal would be dealt Physical DMG, roll the Black . If 4  or 4  are rolled, all **PHYSICAL DMG** is ignored."
- ◆ **Token Changes:** Below is a list of Token Changes since Beta V.1.
 - Dynamite:** The following rule was added to the Current section. "Figures that Passively are not affected by a specific type of terrain also ignore Currents within that type of Terrain."

ADDITIONS TO BETA V.3

- ◆ **This Document:** Below is a list of changes to this file since Beta V.2.
 - Discipline Card XP Cost:** There was a discrepancy between this document and the Discipline cards we provided. The correct XP cost is the cost printed on the Discipline cards. 3, 5, 7, and 9 respectively.
 - Intervention:** This Discipline was listed despite having no changes made to it.
 - New Sections with Details:** Added a Spoiler document (in a different document on our website titled "Spoiler Document", and the beta form of our Alternate Antagonists included in UM1).
 - The Lich Wurm:** Added the following to the Lich Wurm. "Changed the name of the Passive Ability **Buried** to **Wurm Traits**. Added the following to the Passive Ability **Wurm Traits**. "While **not** burrowed, the Lich Wurm now has **CRUSH**."

CHANGE LOG

- ◆ **Playtest Files:** Below is a list of changes to the digital files since Beta V.2.
 - Duplicate Cards:** We added duplicate cards for cards that have more than one copy. So now you should be able to click print and get two copies of the LVL1 Disciplines, etc.
 - Missing Intelligent Combatants:** The Corpse Collector, Blighted Guardian, Spirit Blade, and Viscera Arimid were missing. This has been fixed.
 - Cave Sickle Conduit Card:** The Cave Sickle's Hive Mind Ability didn't work with our Scaling Icon rule. This has been fixed.
 - The Lich Wurm:** Changed the name of the Passive Ability *Buried* to *Wurm Traits*. Added the following to the Passive Ability *Wurm Traits*. "While **not** burrowed, the Lich Wurm now has **CRUSH**."
- ◆ **Rule Book Changes:** Below is a list of Rule Book changes since Beta V.2.
 - Clarified Summoning and Conduits:** We added further clarification to both of these sections. Now, rules for opposing and loyal espers have been separated. In addition, we removed some text that contradicted how HP was calculated in the Conduit section. The changes have been made on page 69.
 - Updated Labeling:** The Game Setup diagram on page 36 incorrectly labeled the setup areas as A-D. We've fixed this to correctly label them all as A.
 - Clarified Scaling Icons:** The Combat Dice an Esper use are intended to also use any passive abilities that an Adventurer has to their Combat Dice. Meaning, if you have Finesse, you're summon would also gain the bonus from those better dice. This has been added to Combat Dice on page 68.
 - Updated Elusive:** Elusive will not prevent Break Attacks if the movement isn't something the figure did willingly.

ADDITIONS TO BETA V.4

- ◆ **This Document:** Below is a list of changes to this file since Beta V.3.
 - Added Item Cards:** The details of all the non-hidden and non-promotional Item Cards that are changing have been added to this document.
- ◆ **Playtest Files:** Below is a list of changes to the digital files since Beta V.3.
 - Missing Skills:** We forgot to update the Hidden Command Cards with their proper Skill Values. These cards have been updated to reflect the new way that Skills work.
 - Remi Adventurer Card:** We removed the word "free" from her Ability since it costs 1 SP.
 - Added Bounty Cards:** The missing Bounty Cards have been added to the Spoiler Document.
 - Added Non-hidden / Non-promotional Item Cards:** All the non-hidden Item Cards that are changing have been added to this document.
 - Buy Round Details:** The rules for purchasing Items require some minor changes with our new Items. The rules for this are posted at the top of the Items section of this document. This will be expanded upon greatly in our Adventure Book update next week but we wanted to post the bare minimum so that players could play with the new Items today.

ADDITIONS TO BETA V.5

- ◆ **This Document:** Below is a list of changes to this file since Beta V.4.
 - Added Adventure Book Changes:** The details of all the changes being made to the Adventure Book have been added to this document.
 - Promotional Card Details:** The details of all the changes being made to the non-Pirate KS1 Promotional Cards have been added to this document.
 - User Reported Issues:** We've added User Reported Issues to our roadmap at the end of this document. This will amount to a vast amount of minor and major fixes. For this reason, we've given ourselves two weeks to get through this list.
 - Monster Loot Card Changes:** The Monster Loot Card changes have been added to this document.
- ◆ **Playtest Files:** Below is a list of changes to the digital files since Beta V.4.
 - Added the Last Hidden Cards:** We've added the Updated Small and Medium sized Hidden Cards to the Spoiler Print and Play. In addition, the changes to Hidden Adventurers has been added to both the Spoiler Document as well as the Print and Play.
 - Bounty Card Change Details:** The Bounty Combatant Card changes have been added to the Spoiler Document.
 - Non-Pirate Promotional Cards:** The Updated KS1 Promotional Cards have been added to the Print & Play. We've withheld the Pirate Cards until further playtesting.
 - Monster Loot Cards:** The Monster Loot Cards have been added to the Print & Play.

ROAD MAP TO COMPLETION

- ◆ **Spoiler Section:** We have replaced many of the Hidden Cards. These cards are all spoilers and we **do not** recommend reading them if you haven't encountered the card in your Adventure Mode yet.

ADDED 8/16/19

- ◆ **Beta Alternate Tag Combatants:** We have added scaling monsters to the game. These new cards are in a beta form.

ADDED 8/16/19

- ◆ **Items:** A handful of Items have undergone changes.

ADDED 8/23/19

- ◆ **Adventure Book :** Very few changes have occurred in the Adventure Book. here you can find all the changes that will be printed on the sheet included in the Update Pack:

ADDED 8/30/19

- ◆ **Promotional Cards Added:** We have replaced many of the promotional cards from the first Kickstarter Campaign. This has been due to recent play testing and integration with future content.

ADDED 8/30/19

- ◆ **User Reported Issues:** The issues currently reported by our community will be added to this Document and the Playtest Files.

USER REPORTED ISSUES ADDRESSED 9/13/19

- ◆ **Feedback Poll:** A feedback poll will be released on our Kickstarter via an Update.

FEEDBACK POLL POSTED 9/30/19

- ◆ **Final Document:** After files are submitted to the manufacturer the same files will be uploaded alongside the final version of this document. This will include everything promised except the Pirates of Elenia Adventure Book. More information will be released about Pirates of Elenia as we near our Wave 2 target date of 2021.

FINAL DOCUMENT UPLOADED 10/31/19



