



Rule Variants

These variants serve to shorten gameplay and bring more action and excitement to the experience. Most of these are modifications to variants we found online.

Faster Experience Leveling – The cost to purchase an experience counter is the number of experience counters the hero has plus one. This is capped to a cost of 4.

Inexpensive Healing – Modify the Market step. 1 gold will completely heal one hero or ally.

Hidden Market – When you set up the game, put 2 face-down Market cards under the face-up Market cards in each town. The first time a player reaches a town, they turn all Market cards face-up.

Minimum Movement – Players are always allowed to move a minimum of 1 space, regardless of movement dice result.

Nerfed Knock Outs – If you are knocked out, discard all wound and exhaustion counters as normal, but do not lose any items or gold. Instead move to the nearest town and tip your figure on its side. On your next turn, stand the figure up and skip the rest of your turn.

Enticing Undeclared Challenges – Undeclared challenges gain a gold from the bank every time they knock out a hero. When defeated, this extra gold is awarded to the victorious hero.

[!] Remember

- If you purchase a “Life” Experience Counter, you limit yourself to more difficult adventures.
- Each player starts with 3 gold.
- Items are sold for half their value rounded down. Allies cannot be sold, only discarded.

Item Limits:

- 2 Weapons
- 1 Armor
- Rituals cannot share capitalized title words
- 2 Allies

Activation Limits:

- 1 during movement step
- 1 during market step
- 1 during “Before Combat”
- 1 per round of combat



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