Errata and FAQ

Last Updated June, 2024

Errata

This section lists corrections to the rulebook and components.

Consumables

The rulebook (*pg 27*) should state that when a consumable is discarded, it is returned to the supply and placed on the bottom of the consumable deck it was acquired from.

Ending a Game Session

The rulebook (*pg 39*) incorrectly instructs players to store their Origins in the "save box." This should refer to the cloth bags provided.

Environment Effects

The rulebook (*pg 32 and back cover*) should state that **WARM** spaces increase **fire damage** 🔥 and **OILY** spaces increase **earth damage** 🪨. (*Note: All environment effect tokens use the correct icons.*)

Evandrus

Evandrus's Pursue tactic (*BT-4*) should target the space with the most Origins ⬆.

Ghoul

The Ghoul's Rain Storm tactic (*BT-17*) should target the closest Origin 👢.

NEW Nemesis Minions

In the Nemesis expansion, location cards NL-4, NL-29, and NL-32 incorrectly spawn more than 2 minions of the same type. When instructed to spawn 3 of a minion, spawn 2 instead.

NEW Magisters' Quarters

Special Setup for the Magisters' Quarters should check for journal card 32, not journal card 19. (*Note: Most players who have J32 will have J19 as well, but it is possible to get J32 without J19.*)

NEW Mindsucker

The Mindsucker summon from the Haunted Keep expansion has been changed to only affect skills on cooldown that are **face down**. Its second effect should now read: "For each ✦ you roll, slide 1 of your face down skills on cooldown left 1 slot." (*Note: This was changed to prevent an infinite action combo discovered by the community.*)

Lava Caves

The names of location cards 139 and 140 are swapped. The descriptions and rules text are correct.

Location Card Storage

In the box insert, the 3 compartments for location cards should be labeled **Act 1** (*levels 1-2*), **Act 2** (*levels 3-4*), and **Act 3** (*levels 5-6*).

NEW Respeccing

The rulebook (*pg 14*) states that when you respec a talent or skill, you must replace it with one of the same level or lower. This wording was unintentionally restrictive if an Origin learns a skill below their current level and later tries to replace it. The online rulebook has been updated to state that when you respec, you must end up with a set of talents and skills you could have learned based on your new level. (*Example: If you respec your skills at level 3, you may choose any combination of four level 1 skills, one level 2 or lower skill, and one level 3 or lower skill, regardless of what level your previous skills were.*)

Sebille

Sebille's Origin ability should say "When **the party** defeats a Boss, you may learn 1 skill you meet the prerequisites for."

NEW Sir Lora

Sir Lora's summon card incorrectly says that he leaves when the party "dies." It should say that he only permanently leaves the party if he is discarded while at a location (*e.g. if you gain a new active summon or use a skill that discards your summon*).

Source Collars

The Divine Atlas (*Cutscene 1*) incorrectly states that all tutorial cards are duplicated in the main box. There are no duplicate Source collars. Players should continue using the ones provided in the tutorial, keeping them "intact" until instructed otherwise.

Source Hounds

Location card 262 incorrectly spawns more than 2 Veteran Source Hounds. It should spawn the following:

Magister Houndmaster — SLOW — ♥ 2 — ⚔2 1 — ⚔3 1 — ⚔4 1

Veteran Source Hound — FAST — ♥ 2 — ⚔2 0 — ⚔3 1 — ⚔4 2

Veteran Source Hound — SLOW — ♥ 2 — ⚔2 2 — ⚔3 1 — ⚔4 0

Trompdoy Warriors

Location card 350 should spawn Trompdoy Warriors, not Trompdoy Fighters.

Clarifications

This section addresses gameplay interactions that are ambiguous or not addressed in the rules.

General Gameplay

NEW

Q: *If I make a die roll where I don't actually roll any dice, do "after you roll" effects still happen?*

A: Yes. If you've lost all dice you would roll, or you use one or more effects to set all dice you would roll to specific faces, you are still considered to have made a die roll.

Q: *What happens if my entire party is downed during an exploration round?*

A: If the last Origin is downed at any time outside of combat, immediately restart the location.

Q: *Can a downed Origin trigger a trap or similar effect in their space?*

A: No. Downed Origins do not interact with location cards or location special rules, except for the following situations:

▶ When all Origins or figures in a space are forced to move to another space (*usually because the space becomes locked*); and

▶ When the entire party must be in a space to trigger an effect or exit to another location.

Q: *Does a downed Origin occupy a tactical space?*

A: Yes. While a downed Origin is in a tactical space, other Origins may not end their turn there. An Origin may still move into the space during their turn, as long as they move out before the end of their turn. (*Note: The Revive action can be used on a downed Origin in an adjacent space.*)

Skills and Talents

Q: *If I have the Opportunist talent, and I use an ability to force an enemy out of my space, can I make an attack?*

A: Yes. Opportunist allows you to attack an enemy when they leave your space for any reason.

Q: *If I make a free attack with the Opportunist talent while I'm* **INVISIBLE**, *do I still have to slide the* **INVISIBLE** *status left?*

A: Yes. Using a talent, skill, or other card to make an attack is always considered an action for the purposes of the **INVISIBLE** status. This includes attacks that cost 0 🟢 or are made outside your turn. *(Note: Making multiple attacks at once with a single card is only considered 1 action.)*

Q: *Does the* **INVISIBLE** *status slide left at the end of my turn, or only when I take an action?*

A: Unless stated otherwise, all cards on your cooldown track slide left at the end of your turn, including the **INVISIBLE** status.

Q: *When I use a healing skill like First Aid or Restoration, can I remove the* **POISONED** *status before healing my target?*

A: No. Both First Aid and Restoration *(as well as items like Restoration Scroll)* apply healing before removing a status. In general, non-attack skills and items follow the same order of resolution as attacks, listed on the reference card and in the rulebook *(pg 42)*:

1. Roll *(if effect requires a roll)*
2. Count Hits *(if effect requires a roll)*
3. Apply damage *(or healing)*
4. Apply *(or remove or modify)* statuses
5. Apply *(or remove)* environment effects

The online rulebook has been updated to better explain that this order applies to both attacks and other effects *(pg 43)*. When in doubt, resolve a card's effects in the order they are printed.

Q: *If I use Static Discharge on a space that isn't* **WET** *and roll a* ⚡ *, is my target still* **SHOCKED**, *and does the space become* **CHARGED**?

A: Yes and yes. The first and second paragraphs of Static Discharge's effect text are independent. If you use Static Discharge on an enemy who is not in a **WET** space, you only affect that enemy, but rolling a ⚡ still still applies **SHOCKED** to them and **CHARGED** to their space.

Q: *When I use Battering Ram, can I gain a die by backtracking into a space I already moved through this turn?*

A: Yes. Battering Ram adds a 🅱 each time you enter a space, including spaces you previously entered this turn. *(Example: If you spend a total of 3 🟢 to move from 📍1 to 📍2, then to 📍3, then back to 📍2, you add a total of +3 🅱 to your attack.)*

Q: *When I use a skill like Fatal Flaw or Terrifying Cruelty that has an attack AND an ongoing effect, does the ongoing effect apply to my attack?*

A: No. The attack is made first, then the card is placed on cooldown, activating its ongoing effect. This means the initial attack does not get the benefit of its ongoing effect.

Q: *Can I use Cannibalize on an active summon I can't discard?*

A: No. In order to use Cannibalize, you must be able to discard your summon.

Q: *Can I use the Demonology skill Curse on a space that is already* **CURSED**?

A: Yes. This does not add a new **CURSED** token to the space, but the enemy or Origin you target must still increase the duration of all their statuses by 1. *(Note: Curse is a single target skill.)*

Items

UPDATED

Q: *Can I use a weapon like a Crossbow that can only attack once per round to make multiple attacks with a skill like Ricochet?*

A: No. If an item says you can only attack with it once per round, this takes priority over all other effects, including ones that would normally allow you to make multiple attacks with a single action *(e.g. Ricochet)* or extra free attacks outside of your turn *(e.g. Reactive Shot or the Opportunist talent)*. Skills such as these can still be used with the item, as long as you follow the item's restriction. *(Example: You can use Ricochet to make a single attack with a Crossbow, adding your ⭐; or you can use Reactive Shot to make a free Crossbow attack, as long as it is the only attack you make with it that round.)*

NEW

Q: *When I attack with the Long Bow or Bastard Sword, can I spend more than 1 🟢 to add multiple dice?*

A: No. Each of these items only allow you to add 1 die per attack.

NEW

Q: *If I use something that lets me set my dice to specific faces, can I still use the Power Amulet to predict my roll result?*

A: Yes. Whenever you set dice to specific faces, treat them as if you had rolled those faces for the purposes of all effects.

NEW

Q: *When Cassian equips a two hand weapon in one hand, can he use Duelist skills that require a one hand weapon?*

A: No. Two hand weapons Cassian equips are still considered two hand weapons, and can't be used with skills or other effects that require one hand weapons. They can be used with skills or other effects that require two hand weapons. *(Note: Cassian can equip a two hand weapon in one hand and a one hand weapon in the other, allowing you to use both Two-Handed and Duelist skills with the appropriate weapons.)*

Summons

Q: *How do I use my summon's keywords?*

A: While you have an active summon, you have all of its keywords *(just like keywords on your equipped items)*. You do not have to discard your summon to use its keywords. However, when it is discarded normally, you lose them.

Q: *How does the Black Cat work?*

A: If you have the Dark Familiar talent, you can summon the Black Cat each time you enter a new location. When you summon it, place its figure with you in your starting space. It remains there and does not move when you do. Once per combat turn, you may swap spaces with it from anywhere on the map *(at no 🟢 cost)*. Each time you swap with it, it remains in its new space until you swap again.

Q: *How long does the Black Cat last?*

A: Unlike summons granted by skills, the Black Cat remains in play indefinitely. It is only discarded if you gain a new active summon, or you use a skill that discards your active summon *(e.g. Cannibalize)*.

Q: *Can enemies attack the Black Cat?*

A: No. The Black Cat is not an Origin or minion, and it can't be targeted, take damage, or be defeated. All enemies ignore it.

Q: *Can I use skills from the Summoning school with the Black Cat?*

A: Some of them. The Black Cat doesn't have an attack, so it can't use skills that make a summon attack *(e.g. Farsight Infusion or Supercharger)*, but it can use other skills that require an active summon *(e.g. Power Infusion or Cannibalize – though we can't promise it'll be tasty)*.

UPDATED

Q: *What happens if I have 2 summons that are summoned at the start of each location?*

A: Each time you enter a location, you must choose 1 available starting summon, with the following caveats *(see next page)*:

- Summoning the Black Cat is always optional. *(Note: If you gain another starting summon, you can respec the Dark Familiar talent when you level up.)*

- If you have Sir Lora, you may choose a different starting summon, but if you do, Sir Lora is considered discarded and permanently leaves.

- *(Haunted Keep only)* If you have a hexed summon, you **must** choose it as your starting summon.

Combat

NEW

Q: If I make a 🔥 attack that applies WARM to my target's space, does the attack deal +2🔥?

A: In general, no. Unless an attack explicitly says otherwise, all statuses and environment effects are applied after damage, following the attack steps listed on the reference card and in the rulebook *(pg 42)*. Exceptions where statuses or environment effects are applied before damage use the phrase "before damage is dealt" *(e.g. the Bandit Aerothurge minion)*.

Q: If I hit multiple targets with an area attack, do I choose the order they suffer damage?

A: No. Whenever a single attack roll is applied to multiple targets, each of them suffers damage simultaneously. Any target with a variable damage modifier always uses the value their modifier has at the moment the dice are rolled.

Q: If I lose combat, but the scenario continues, what happens to enemies left on the map?

A: When you discard the active combat stack, you should also remove all enemies spawned by them from play *(including their standees, cards, and trays)*.

Q: What happens if a Boss can't choose a target, because all Origins are invisible or downed?

A: While there are no Origins on the map who the Boss can legally target, they will still resolve any tactics they draw that don't require a target. However, when they draw any attack or other targeted effect, they do not resolve any part of it. Instead, they immediately regain all 🟢 spent on it, place it on cooldown, and **end their turn** *(saving all remaining 🟢 for the next round)*.

Frequently Asked Questions

This section answers common rules questions players have. All page references refer to the core rulebook.

Q: If I create a new Origin at the end of the tutorial, what items and starting skills should I choose?

A: It's completely up to you! When making a new Origin, you can choose any level 1 one or two hand weapon, any level 1 chest armor, any level 1 talent, and any 4 level 1 skills *(see the Divine Atlas, Cutscene 1 at the end of the tutorial)*. If you aren't sure what to choose, try starting with one of the tutorial Origins' starting loadouts and swap out your Origin card and anything else you'd like to try. *(Note: If you don't end up liking your starting skills or talent, you can replace any of them when you level up.)*

Q: What do I get for leveling up?

A: When you level up, you increase your stats *(flipping or replacing your Origin card)* and learn a skill from any school *(adding 1 new skill card to your hand)*. At levels 2-4, you also unlock a new talent *(slotting a tile into your tray)*. Each talent and skill you gain must be your level or lower, and you can only learn advanced skills *(level 3 or higher)* from schools that you have the training talent for. *(pg 14)*

Q: Do my skills improve as I level?

A: Yes. Your level bonus stat increases with each level, which improves any skill or item that adds ⭐ to its roll or other effects. *(pg 22)*

Q: *Can I ever change my skills or talents?*

A: Yes. When you level up, you can replace any number of skills or talents you previously unlocked. *(pg 14)*

Q: *Can I share items with other players?*

A: Yes. There are a number of ways to share items:

▶ When you find an item while exploring, you can either keep it or give it to another Origin in your space. *(pg 29)*

▶ When your party earns an item as a combat reward, you collectively choose which Origin receives it. *(pg 29)*

▶ When your party takes a rest round, you can exchange any number of items with other Origins anywhere on the map. *(pg 9)*

▶ During combat, you can use the Trade action to exchange items with other Origins in your space. This costs 1⬤ per item you give or receive. *(pg 45)*

▶ When your party exits a location and enters an Interlude phase, you can exchange any number of items with other Origins. *(pg 37)*

(Note: Whenever you give another Origin an item, they may immediately equip or store it at no ⬤ cost.)

Q: *When I use a skill or consumable for its keyword, how long does it last?*

A: Playing a skill or consumable for a keyword only fulfills the immediate keyword condition on the event or challenge roll you used it for. It doesn't stay active afterward. If you use a skill, it goes on cooldown face down for 3 rounds *(regardless of its normal cooldown, or if it is normally placed face up; pg 23)*. If you use a consumable, it's discarded immediately *(again regardless of its normal cooldown, if it has one; pg 28)*.

Q: *What happens if I am told to spawn more minions than I have components for?*

A: If you run out of minion trays/standees, you have reached the limit of 6 minions on the map and must ignore any additional spawns *(pg 34)*. You should have enough minion cards that you never run out *(with the exception of Source Hounds and Nemesis Minions; see Errata section)*.

Q: *What happens if my entire party is downed during combat?*

A: You lose combat. Flip all location cards in the active combat stack and resolve their defeat effects. This does not always end the scenario. If it doesn't, all Origins are revived with 1❤, and you continue playing. *(pg 48)*

Q: *When I make an area attack, who do I hit?*

A: You apply the full damage and all statuses of your attack to all figures and standees in the target space. The only exception is if you are in the target space; in that case, you choose whether you want to target yourself or not. *(pg 44)*

Q: *Why would I target myself with an area attack?*

A: In some situations, certain damage types or negative statuses can benefit you while harming enemies *(e.g. poison damage if you're undead)*. *(Note: Enemies who make area attacks will always choose not to target themselves, even if it might be beneficial.)*

Q: *How does being undead affect healing and damage?*

A: When you deal poison damage to an 〔UNDEAD〕 target, it instead heals them *(which can be useful to Origins who are undead)*. When you deal normal healing to an 〔UNDEAD〕 target, it instead damages them *(more useful against undead enemies)*. In both cases, you ignore the target's armor. *(pg 20)*

Q: *How do Bosses attack, and who do they target?*

A: A Boss attacks during their turn, whenever they draw a tactic from their deck that has an attack on it. They may make multiple attacks on their turn, if they have enough ⬤ to draw multiple attacks. Each attack has a special targeting rule that the Boss uses to choose a target *(see list on pg 46)*. Unlike minions, Bosses never roll the targeting die; they always use their special rule.

Q: *What happens if a Boss tries to attack an Origin that's out of range?*

A: If a Boss targets an Origin that's out of range *(even after they move)*, they still move as close to max range as they can, but do not attack. Instead, they regain all ⬤ spent on the attack and immediately use it to draw another tactic, if they can afford it. The canceled attack still goes on cooldown. *(pg 50)*

Q: *Will a Boss make an area attack on a space with no one in it?*

A: No. If a Boss uses an area attack and its special targeting rule selects a space with no Origins, the Boss follows the same steps as being out of range. *(see above)*

Q: *When does the Ghoul vanish into the shadows, and what does it do with Boss tokens?*

A: This is intentionally not revealed in the Boss booklet. *(You'll have to fight the Ghoul to find out!)* Make sure to follow all normal rules for combat and all location rules in the Divine Atlas and location cards during the fight.

Q: *How do I use the journal cards in Swamp Trails?*

A: This is a logic puzzle for the party to solve. *(We promise there's a solution!)*

NEW

Q: *How do I learn the skill Source Vampirism?*

A: This skill is unlocked through a special interaction during the campaign.

Location Index

Each location is listed with its Divine Atlas page number and the ID number of its title location card.