

DEAR BACKER, THIS PAGE SHOWS YOUR KS-EXCLUSIVE LOOT, ON TOP OF COMPONENT UPGRADES, DICE, FURTHER STRETCH GOALS AND THE RULES SUMMARY ON PAGES 2-6.



MICRO-EXPANSION RULES

These Micro-Expansions can be played with any Affinity constellation and any player count.

POTION SHOP

Place the a new location tile on top of the Alchemist in the Citadel. Also replace the Alchemist Panic token with the Potion Shop Panic token in the Panic token stack.

The Potion Shop adds the Elixir, a new token that follows the same limits and allocation rules as Potions and Venoms (store the Elixir tokens below your Clan Progress Track). By discarding it from an assigned Mercenary, the Elixir allows you to re-roll a single Strength or Magic die.



SWEET FAILURE

If you are eligible to loot and the Sweet Failure tile is in the reserve, you can choose it instead of a Loot token. It gives a temporary Glory bonus for the next Deployment phase. Villagers will hold you in high esteem for not ransacking them (but they also have short memory). This will allow you to hire a Mercenary that might not have been possible to get with your Glory level, and set the base for a growing Clan. Return the Sweet Failure tile to the reserve after the next Deployment phase, whether used or not.



RESURRECTION TILE

When a Mercenary dies, their card is removed, but their Assignment token is stacked on the Resurrection tile, in the space provided. In subsequent rounds, any players may use an action to visit the Resurrection tile and bring a Mercenary of choice back from the dead, using a Magic and a Strength die. The revived Mercenaries follow the normal rules.

There are two optional sides to the tile, choose one before starting the game.



On side A, your evocation of black magic will stir mother nature, draw a Monster and place it at the Entrance of the Citadel, replacing any Monster already present. Side B is less confrontational, featuring the additional cost of a Potion to breathe life into your revived Mercenary.

PROVOKER LOAN

(1 per player) Take the loan token and 3 gold coins at any time. Return the loan by paying 5 gold coins. If you don't, lose 2 VPs at the end of the game

JIDE A JIDE B

NEW AFFINITIES



To play with a new Affinity set, take Mercenary, Monster, and Land cards with the corresponding icon and replace any previously used Affinity. In 1-4p games, play with any 4 Affinities, in 5p games, play with 5.

MERCENARY TALENTS (EACH TALENT MAY ONLY BE USED ONCE PER ROUND)



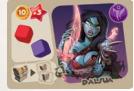
AXEL
Gain +1 Glory point when eliminating a Monster.



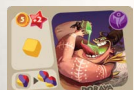
BJORN
Gain +4 Gold coins when succeeding in any Mission.



CIRIUM
May use the Path benefit up to twice.



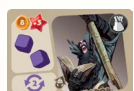
DALSUA
When looting, takes two loot tokens.



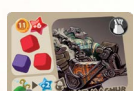
DORAYA
Deploy 1 die of any color to obtain 2 dice of any color to be used this round. This is not an action.



EILEEN
Gain +1 Glory when succeeding in any Mission.



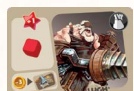
KADOR
May reroll 1 Magic die on his Path. You may do this twice, with the same or different dice.



KHAZ MAGHUR
Gain +2 Glory points when conquering a Land.



KOLDOR
Add +2 to the roll result of a single Magic die on the Path.



LUGH
You receive a discount of -3 Gold coins on an Equipment purchase.



MYRINIA
Discard one Monster die before it attacks your Path.



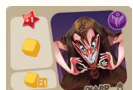
OROBIX
Add +3 to the roll result of a single Strength die on the Path.



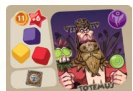
OSVITH
Once per round, take a Defense token for free from the reserve and put it in your play area.



SHAMANDU
If Shamandu is injured, add +2 to the roll result of every Strength die on his Path.



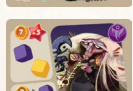
SKARD
Add or deduct +/-1 from the result of a single Persuasion die.



TOTEMUS
Once per round, take a Defense token for free from the reserve and put it in your play area.



UNFIO
Gain +6 Gold coins when succeeding or lose -1 Glory point when failing any Mission.



YUYAR
Once per round, pay 2 Gold coins to obtain 1 Magic die to be used this round.

MONSTER POWERS



AVATAR ABYSS
If killed, all Mercenaries in the Land gain +1 Glory point.



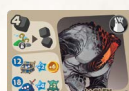
CLAWNIE
You cannot use Elixir tokens when attacking this Monster.



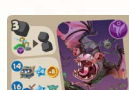
GARGOHS
Path benefits cannot be activated on a Land occupied by this Monster.



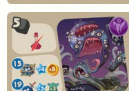
KROHN
Monster attacks inflict an additional automatic hit, on top of dice result. Defend as normal.



MOLEN
When paired with a Siege Land, the Monster gets 2 additional Attack dice instead of 1.



MUJBAT
When paired with a Necromancer Land, the Monster gets 2 addtl. Attack dice instead of 1.



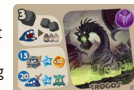
SLUGHT
You may not use Equipment of type spell.



SPECTRUS
Add +1 to the roll result of each Strength die on the Path when attacking this Monster.



SPINNER
Subtract 1 of the roll result of each Strength die on the Path when attacking this Monster.



TROGOS
Before each Monster attack, roll 2 additional Attack dice. Apply the result to all Mercenaries in the Land.

LAND ABILITIES (USING A LAND ABILITY IS AN ACTION)



DARJAN
Deploy 1 Persuasion die to obtain 3 Elixir tokens.



MODHELM
Deploy 1 Strength die to obtain 1 Potion, 1 Venom, and 1 Elixir tokens.



EROBIN
Deploy 1 Magic die to obtain 3 Venom tokens.



NAGARDIA
Deploy 2 Strength dice to obtain 6 Gold coins.

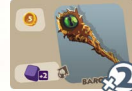


RAONKAT
Deploy 1 Magic die to obtain 2 Magic dice to be used this round.



JUNDUR
Deploy 1 Strength die to obtain 1 Magic and 1 Persuasion die to be used this round.

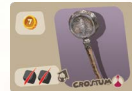
EQUIPMENT ABILITIES (EACH ABILITY MAY ONLY BE USED ONCE PER ROUND)



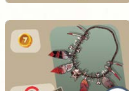
BAROT
Add +2 to the roll result of a single Magic die on the Path.



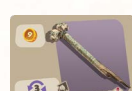
HUNSHKAR
Once per round, obtain 2 Gold coins.



CROSTUM
Discard 2 Monster dice before it attacks the Path.



KIRATU
May reroll 1 Strength or Magic die on the Path. May do this twice, with the same/different dice.



FULGORE
May reroll 1 Magic die on the Path. You may do this 3 times, with the same or different dice.



KIVNESS
Add +2 to the roll result of each Strength die on the Path when attacking a Monster.



PODRYD
Add +3 to the roll result of a single Magic die on the Path.

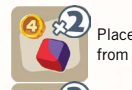


RANCORA
Add +2 to the roll result of each Strength die on the Path when trying to conquer a land.

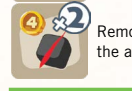


ROCKEE
Add +3 to the roll result of a single Strength die on the Path.

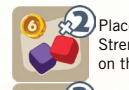
TRAPS



Place 1 Magic or Strength die from the reserve on the Trap.



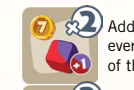
Remove 1 Monster die before the attack.



Place 1 Magic die and 1 Strength die from the reserve on the Trap.



Provides 2 Defense Talents against Monster attacks.

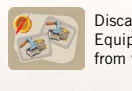


Add +1 to the roll result of every Magic and Strength die of the Path.

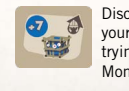


Remove 2 Monster dice before the attack.

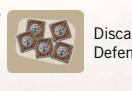
LOOT



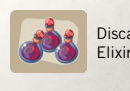
Discard to take 2 Equipments for free from the Bazaar.



Discard to gain +7 to your roll result when trying to capture a Monster.



Discard to gain 5 Defense tokens.



Discard to gain 3 Elixir tokens.

1 TRAP BAG INCLUDED (MONSTER EDITION)

