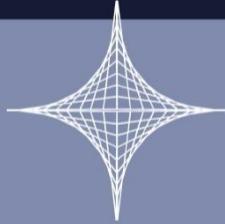


Dege's Demeo Setup & Users Guide



**Featuring the
"House Rules"
Mod Utility**

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1. Overview

This guide was put together for you the player. It was inspired by my trying to get the utility working and it didn't. Now it's time to streamline your time and set up time so that you can use this wonderful utility called House Rules. You will see a lot of screen captures along the way to make your journey more useful and get the utility installed. Follow the directions carefully and I will be sure to give you little bits of important information along the way.

2. References

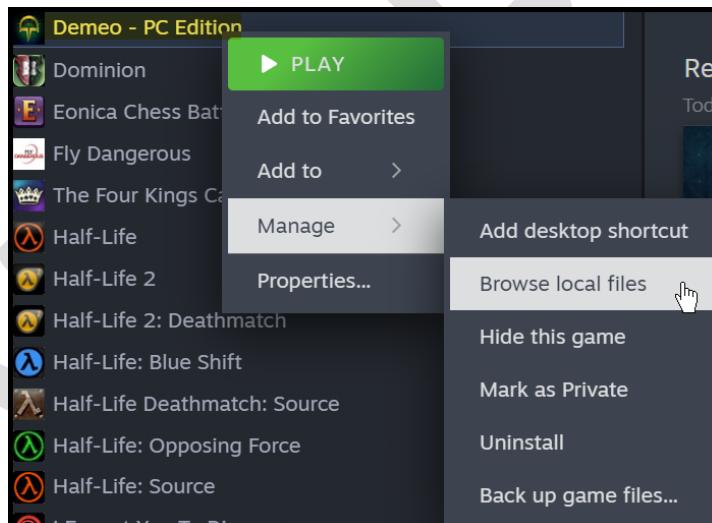
Software is referred to by these instructions. Links are shown below for reference.

- Download BepInEx Loader from [here](#).
- [Mods](#)

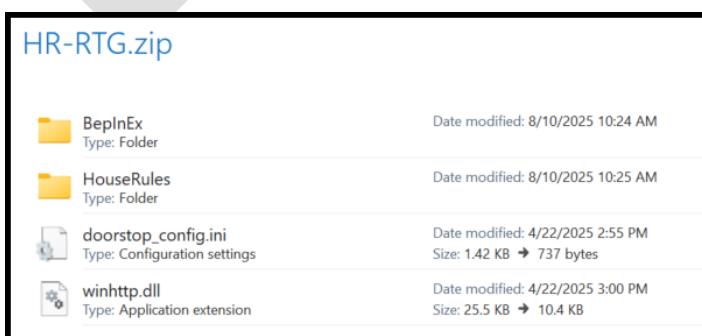
3. Install HouseRules - Ready to Go (RTG)

As the name implies, you can install HouseRules quickly with all of the addons. Instead of utilizing the Manual Installation, we have done all of that for you so you can get going. Go to Section 4 if you want to install everything manually. The RTG takes under 5 minutes when Demeo is already installed.

1. In your Steam Library, right-click on Demeo – PC Edition > Manage > Browse local files.



2. A new window will appear where Demeo is installed.
3. Download [HR-RTG.zip](#). This stands for HouseRules Ready to Go.
4. Open the file HR-RTG.zip and copy all of these files and folders to your Demeo installation folder.



Here is what your folder will look like after all of the files and folders come together.

Name	Date modified	Type	Size
BepInEx	8/10/2025 10:24 AM	File folder	
D3D12	8/10/2025 10:24 AM	File folder	
Demeo_BurstDebugInformation_DoNotShip	8/10/2025 10:24 AM	File folder	
Demeo_Data	8/10/2025 10:24 AM	File folder	
HouseRules	8/10/2025 10:25 AM	File folder	
MonoBleedingEdge	8/10/2025 10:24 AM	File folder	
Demeo.exe	8/10/2025 10:23 AM	Application	657 KB
doorstop_config.ini	4/22/2025 2:55 PM	Configuration settings	2 KB
UnityCrashHandler64.exe	8/10/2025 10:23 AM	Application	1,496 KB
UnityPlayer.dll	8/10/2025 10:23 AM	Application extension	32,814 KB
winhttp.dll	4/22/2025 3:00 PM	Application extension	26 KB

4. Manual Installation - House Rules

Setting up is not hard if you know what you're doing. Let's get started.

1. Install the Steam application. This program requires Steam to operate properly.
2. Download and install Demeo software for the PC from Steam.
3. **Make sure the game is not running.**
4. Make sure you have all the [Requirements](#) installed before attempting to Install.
5. Download - BepInEx 5.x Mod Loader. [X86](#) or [X64](#).
6. Download - HouseRules.BepInEx.zip file [here](#).
7. Open the zip file for House Rules. In this example my steam installed Demeo for PC in C:\SteamLibrary\steamapps\common\Demeo - PC Edition. Extract the folders shown from the zip file to the Demo software folder. The contents of these folders will overwrite folders if they are named the same.

HouseRules.BepInEx.zip

 BeplnEx	Type: Folder	Date modified: 11/6/2023 9:53 AM
 HouseRules	Type: Folder	Date modified: 11/6/2023 9:53 AM
 UserLibs	Type: Folder	Date modified: 11/30/2023 6:29 AM

The folders you extracted should look like this after you paste them.

Name	Date modified	Type	Size
BeplnEx	8/9/2025 9:36 PM	File folder	
D3D12	8/9/2025 3:46 PM	File folder	
Demeo_BurstDebugInformation_DoNotShip	8/9/2025 3:46 PM	File folder	
Demeo_Data	8/9/2025 3:46 PM	File folder	
HouseRules	8/9/2025 9:33 PM	File folder	
Mods	8/9/2025 9:20 PM	File folder	
MonoBleedingEdge	8/9/2025 3:46 PM	File folder	
Plugins	8/9/2025 3:58 PM	File folder	
UserData	8/9/2025 9:19 PM	File folder	
UserLibs	8/9/2025 9:33 PM	File folder	
BeplnEx_win_x64_5.4.23.3.zip	8/9/2025 9:29 PM	WinZip File	624 KB
Demeo.exe	8/9/2025 3:45 PM	Application	657 KB
doorstop_config.ini	4/22/2025 2:55 PM	Configuration settings	2 KB
UnityCrashHandler64.exe	8/9/2025 3:45 PM	Application	1,496 KB
UnityPlayer.dll	8/9/2025 3:45 PM	Application extension	32,814 KB
winhttp.dll	4/22/2025 3:00 PM	Application extension	26 KB

8. Download the file [BeplnEx.cfg](#). Overwrite the file with the same name in the folder BeplnEx/config. It should look like this when your done with the new file.

SteamLibrary > steamapps > common > Demeo - PC Edition > BeplnEx > config			
View		...	
Name	Date modified	Type	
BeplnEx.cfg	8/9/2025 9:36 PM	CFG File	
com.orendain.demeomods.houserules.configuration.cfg	8/9/2025 9:36 PM	CFG File	
com.orendain.demeomods.roomcode.cfg	3/16/2024 8:18 AM	CFG File	

9. The file structure should look like this when you have finished. Make sure that the files highlighted below, from the zip file you downloaded in step 5, are present.

When correctly installed, the final layout of your Demeo game directory should look like the following:

```
<Demeo Game Directory>/  
├── BepInEx/  
│   ├── cache/  
│   ├── config/  
│   │   └── BepInEx.cfg  
│   ├── core/  
│   ├── LogOutput.log  
│   ├── patchers/  
│   ├── plugins/  
│   └── scripts/  
├── demeo_Data/  
├── Demeo.exe  
└── doorstop_config.ini  
MonoBleedingEdge/  
UnityCrashHandler64.exe  
UnityPlayer.dll  
└── winhttp.dll
```

10. Go to <https://github.com/orendain/DemeoMods> for the latest mods or the list below as of August 9, 2025.

- [House Rules 2.0.0](#)
- [Room Finder 2.0.0](#)
- [Advanced Stats 1.1.0](#)
- [HighLighter 2.0.0](#)
- [Room Code 1.3.0](#)
- [Skip Intro 1.0.0](#)
- [Free Camera 1.0.0](#)

5. Modifications - HouseRules

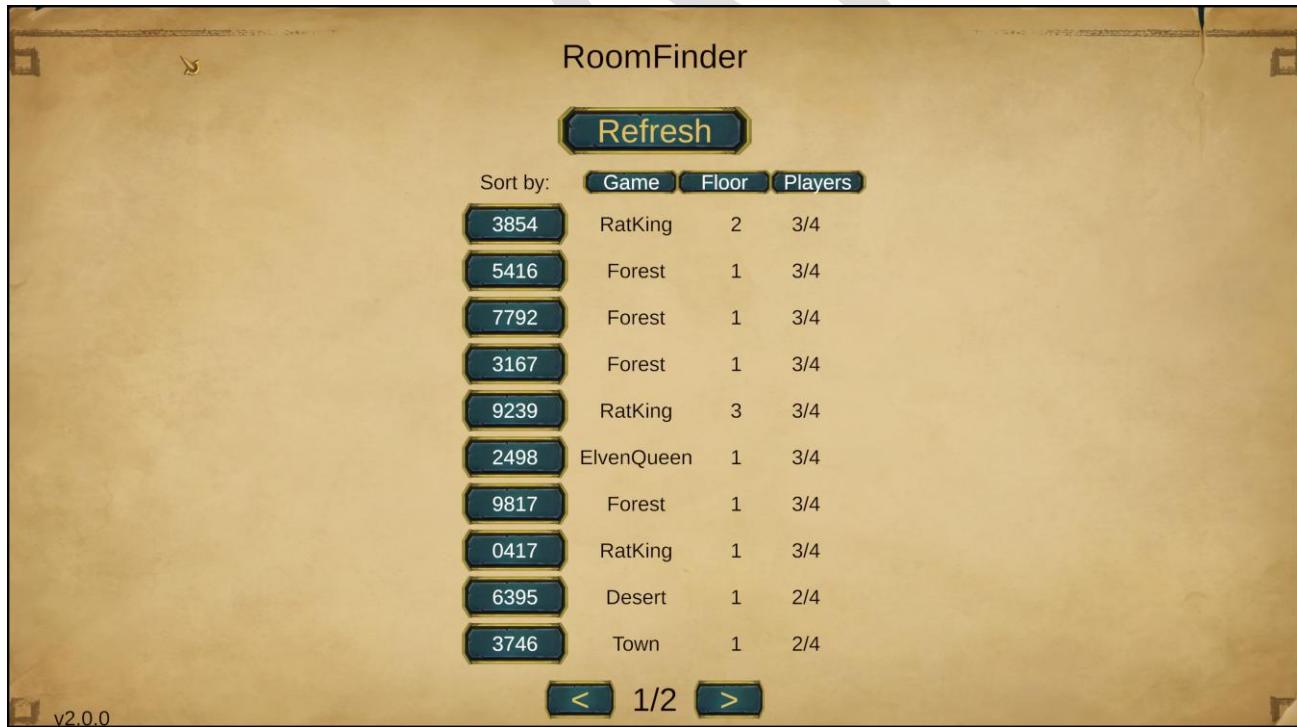
A simple approach to install modifications for House Rules Mods. Choose a mod and follow the instructions. Here is an example of what the plugins folder will look like when all mods are installed.

Name	Date modified	Type	Size
AdvancedStats.BIE.dll	8/9/2025 10:18 PM	Application extension	13 KB
FreeCamera.BIE.dll	8/9/2025 10:27 PM	Application extension	11 KB
Highlighter.BIE.dll	8/9/2025 10:27 PM	Application extension	10 KB
HouseRules.Configuration.BIE.dll	6/18/2025 4:28 PM	Application extension	64 KB
HouseRules.Core.BIE.dll	6/18/2025 4:28 PM	Application extension	28 KB
HouseRules.Essentials.BIE.dll	6/18/2025 4:28 PM	Application extension	122 KB
RoomCode.BIE.dll	8/9/2025 10:27 PM	Application extension	9 KB
RoomFinder.BIE.dll	8/9/2025 10:18 PM	Application extension	54 KB
SkipIntro.BIE.dll	8/9/2025 10:26 PM	Application extension	8 KB

5.1. Room Finder

This mod lists all public rooms, along with their properties, so you can pick which one to join.

- Download the Roomfinder mod file, [click here](#), and place it into your BeplnEx/plugins folder, located in Demeo's root game directory.



5.2. Advanced Stats

Displays extra information about heroes when hovering over their pieces.

- Download the Advancedstats mod file, [click here](#), and place it into your BepInEx/plugins folder, located in Demeo's root game directory.

5.3. Highlighter

Provides in-game highlighting/coloring. This includes highlighting all squares that would be in a character's line-of-sight when hovering the piece over a square.

- Download the Highlighter mod file, [click here](#), and place it into your BepInEx/plugins folder, located in Demeo's root game directory.

5.4. Room Code

Set your own room code, skipping Demeo's random room code generation.

- Download the Roomcode mod file, [click here](#), and place it into your BepInEx/plugins folder, located in Demeo's root game directory.

Locate the file `Installdir\SteamLibrary\steamapps\common\Demeo - PC Edition\BepInEx\config\com.orendain.demeomods.roomcode.cfg`. Here is an example of what it should look like. In this example it will try room 1234 first and if it should be taken it will try the second value and so on until a free room number is found.



The screenshot shows a text editor window with the title bar "com.orendain.demeomods.room". The menu bar includes "File", "Edit", and "View". The main content area contains the following configuration file:

```
## Settings file was created by plugin RoomCode v1.3.0
## Plugin GUID: com.orendain.demeomods.roomcode

[General]

## Whether or not RoomCode is enabled.
# Setting type: Boolean
# Default value: true
Enabled = true

## Room codes to use, comma-separated and ordered by preference.
# Setting type: String
# Default value:
Codes = [\"1234\", \"5678\", \"9012\"]
```

5.5. SkipIntro

This mod skips the intro loading scene and takes you straight into the main menu.

- Download the SkipIntro mod file, [click here](#), and place it into your BepInEx/plugins folder, located in Demeo's root game directory.

5.6. FreeCamera

This mod enables NonVR versions of Demeo to vertically tilt their cameras.

- Download the SkipIntro mod file, [click here](#), and place it into your BepInEx/plugins folder, located in Demeo's root game directory.

6. Running Demeo - After mods installed

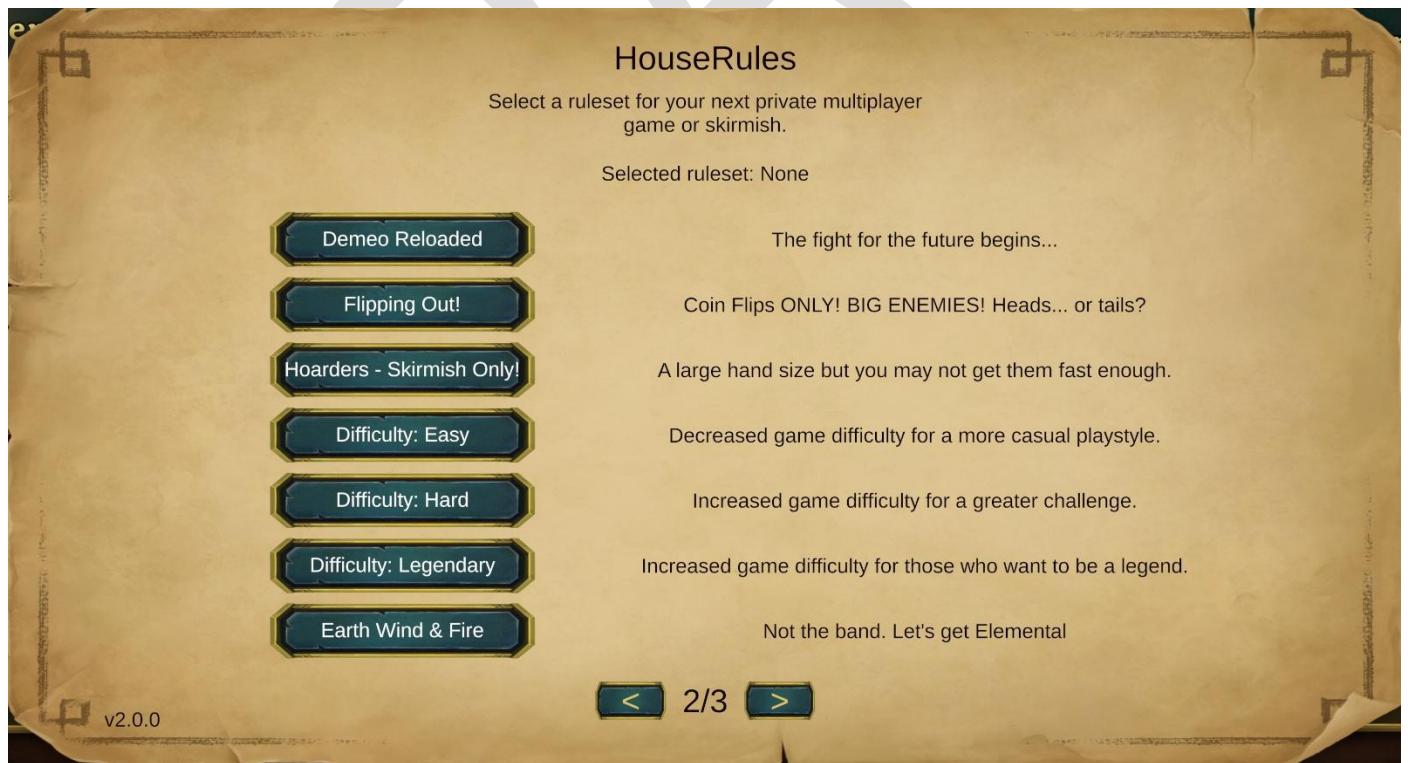
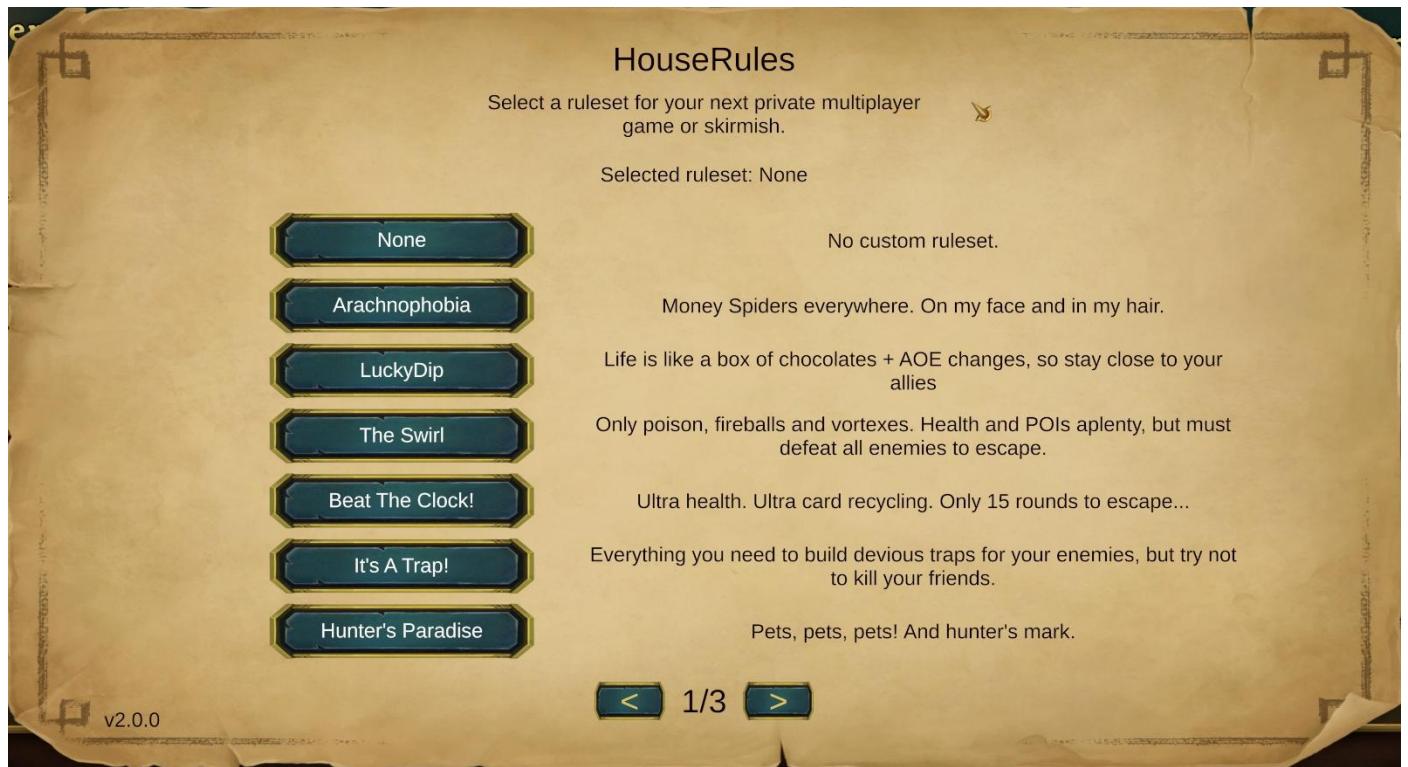
If you performed the instructions correctly, a screen like the following will be displayed.



A few notes: When you click on the HouseRules or RoomFinder buttons, the window that appears will remain on the screen until you click them again.

6.1. Using the House Rules Application

Now that you have clicked on the House Rules button, we take the conversation forward. There will be three screens to review. Each feature selection has a subsection to read further on.



HouseRules

Select a ruleset for your next private multiplayer game or skirmish.

Selected ruleset: None

3x3 Potions and Buffs

Heal, Strength, Speed, Adamant, Vitality, Damage Resist, Focus, One More Thing, Antidote, Repair Armor and Bard buffs are 3x3 AOE.

Better Sorcerer

0 Action Cost for Sorcerer's Zap & prevent electricity based friendly-fire.
#STS

No Surprises

No surprises in the dark or coming through doors.

Quick and the Dead

A mode with a small hand but fast turnaround time on cards means you need to not hesitate.

Potion Commotion

All your cards are potions. 1.5x CardEnergy. Free Sneak on Crit.
Enemies do not respawn.

Hardcore

You only get one life. No knockdowns. Can your team survive?

Naked Run

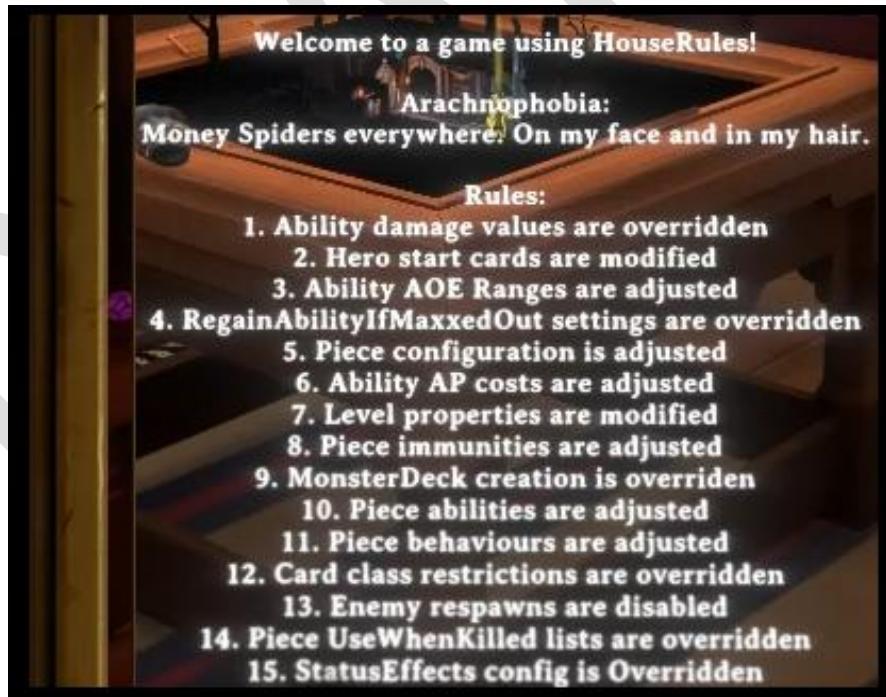
No Chests, No Healing Fountains, One pile of Gold and only the 1 life...

< 3/3 >

v2.0.0

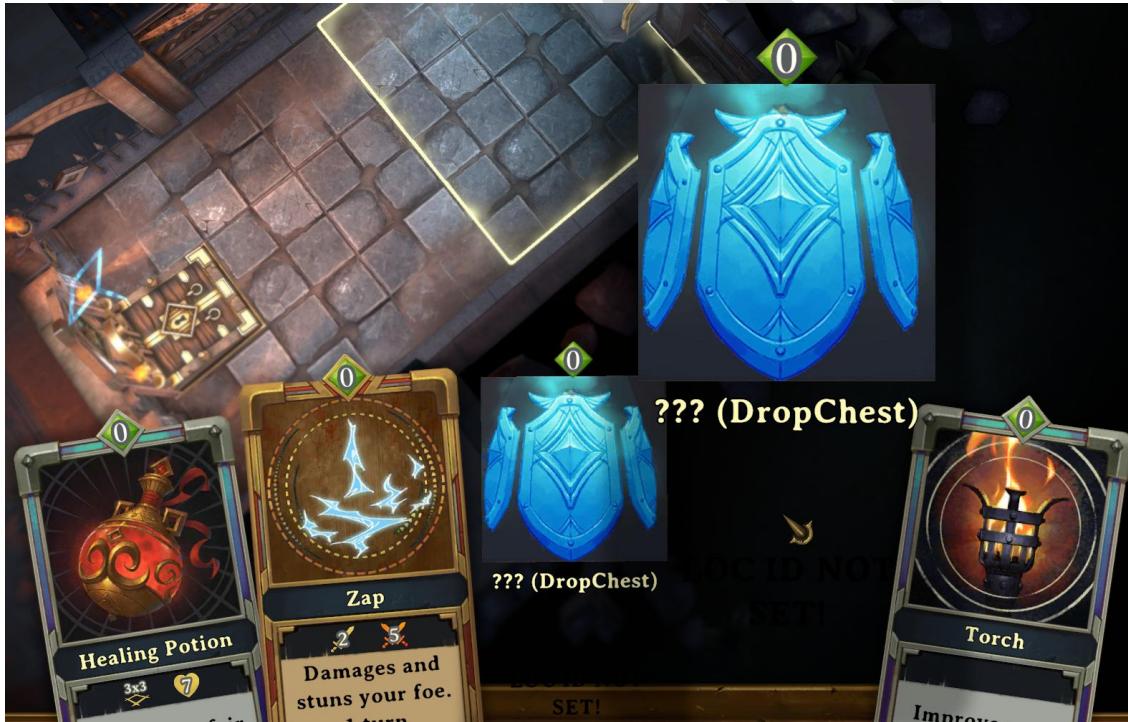
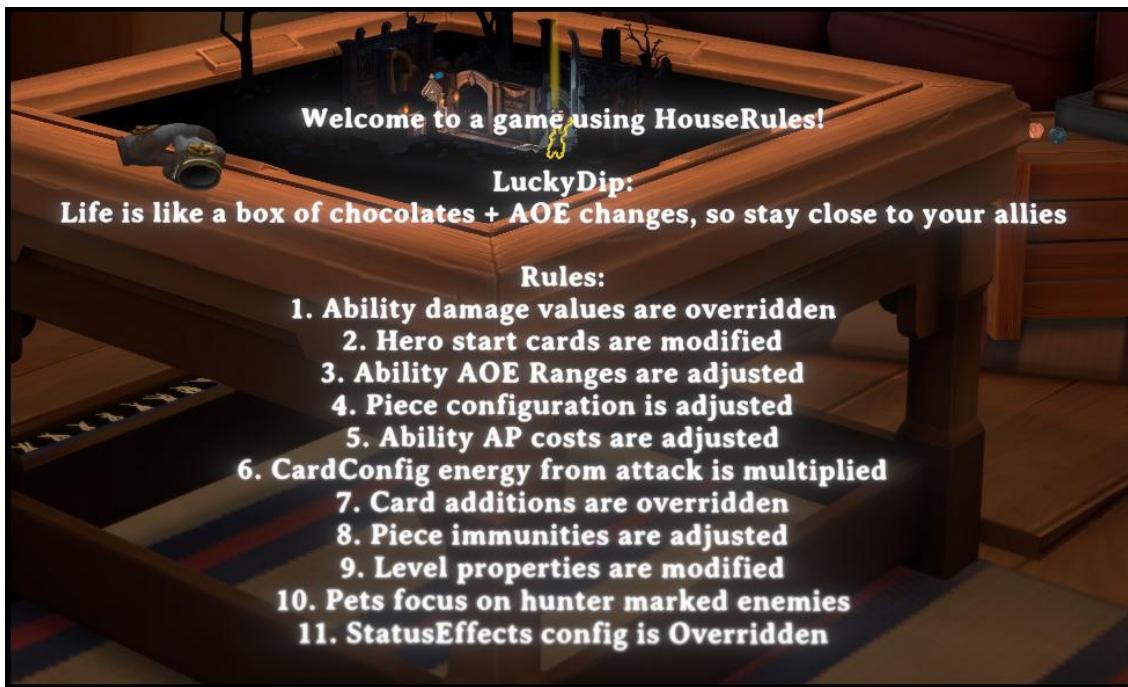
6.2. Arachnophobia

If you don't love spiders, then this isn't the option to choose. Post your feedback on the forum about this gameplay choice. If it is chosen, your name will be given credit and posted in this guide for others to learn from.



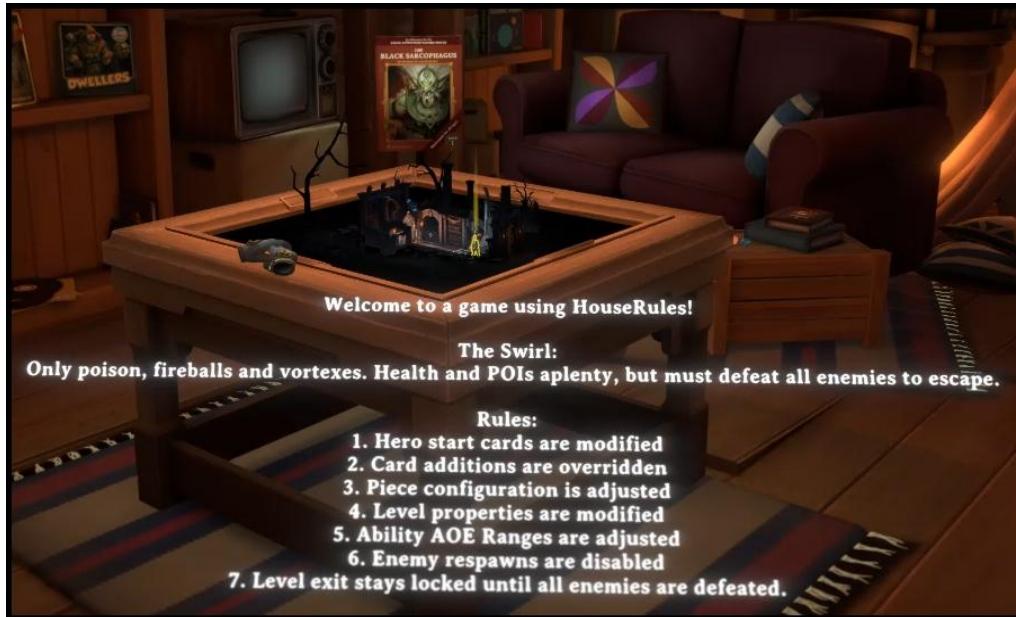
6.3. LuckyDip

The explanation for this game play option is “Life is like a box of chocolates + AOE changes, so stay close to your allies.



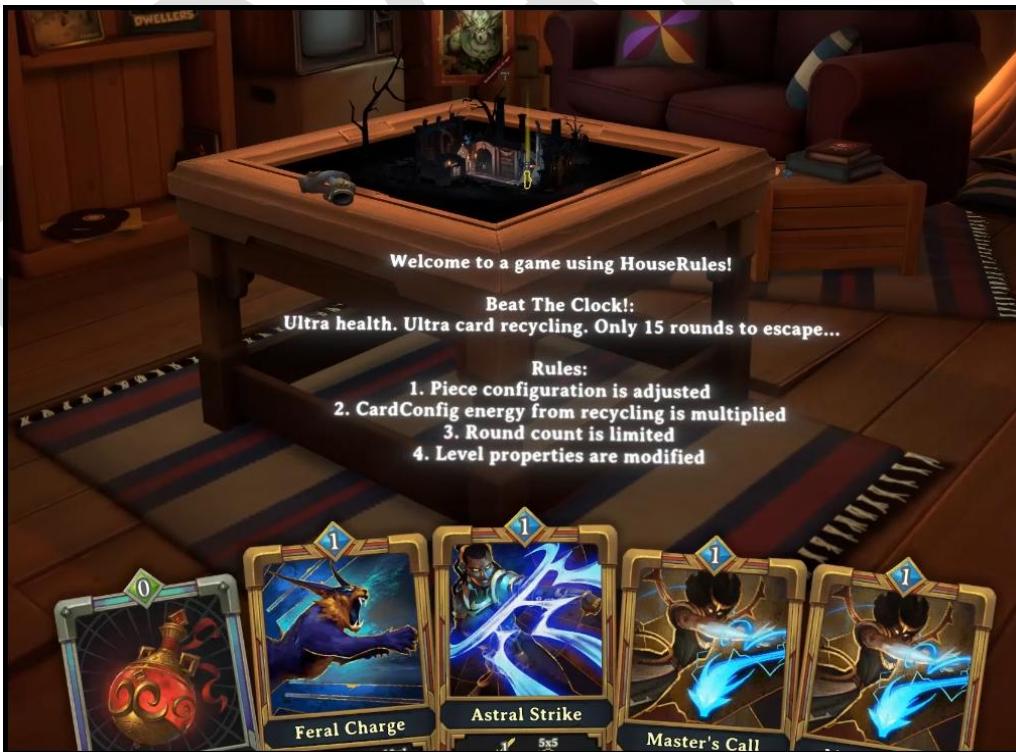
6.4. The Swirl

Only poison, fireballs and vortexes are in use. Health and POIs are plentiful. You must defeat all of the enemies to escape this map.



6.5. Beat The Clock

You will be provided Ultra health and major recycling of cards. You have only 15 rounds to escape.



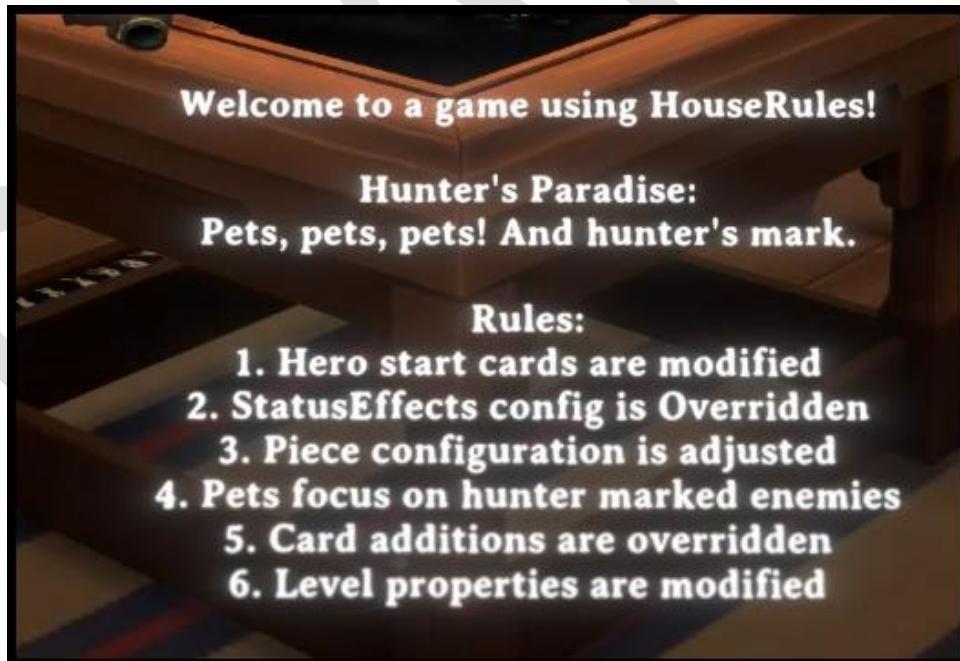
6.6. It's A Trap

Like traps, do you? In this game play you will have everything you build devious traps for your enemies. One note of caution, try not to kill your friends.



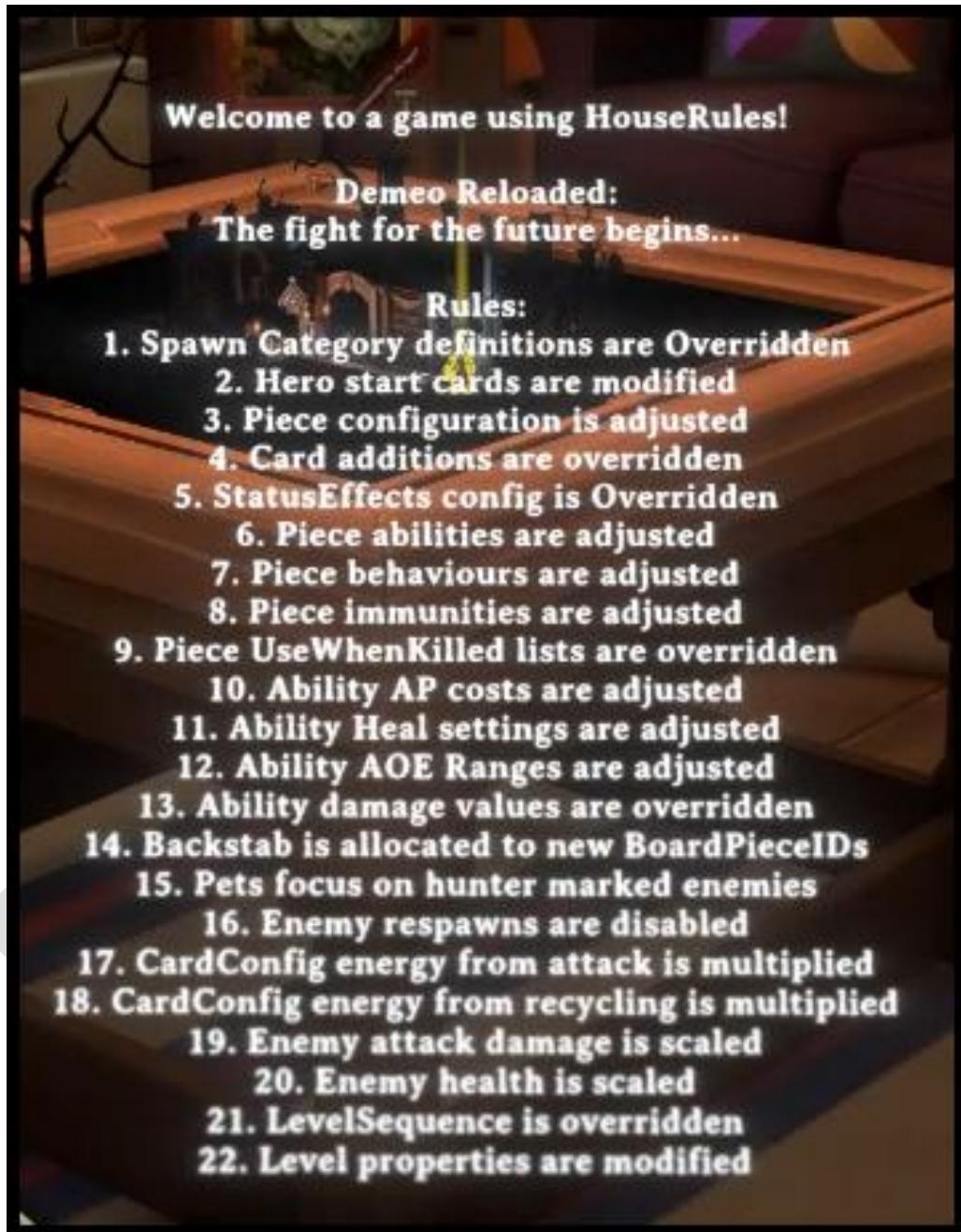
6.7. Hunter's Paradise

If you are like my beloved Katia the Hunter, you will love this. Pets, Pets and oh yes, more pets. Of course, there is a hunter's mark!



6.8. Demeo Reloaded

The fight for the future begins...



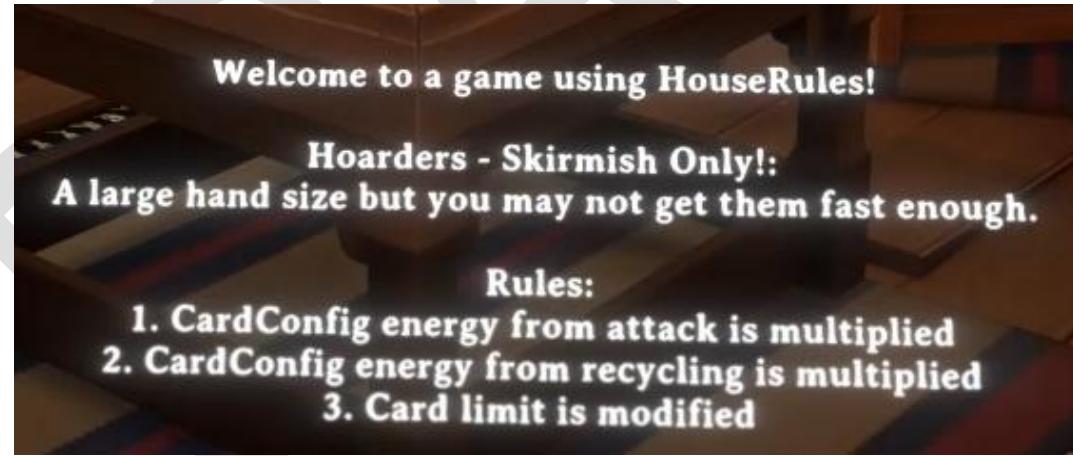
6.9. Flipping Out!

Now it's time to flip the coins and only the coins. Will you understand if I say Heads or Tails? BIG ENEMIES are ready to say hello.



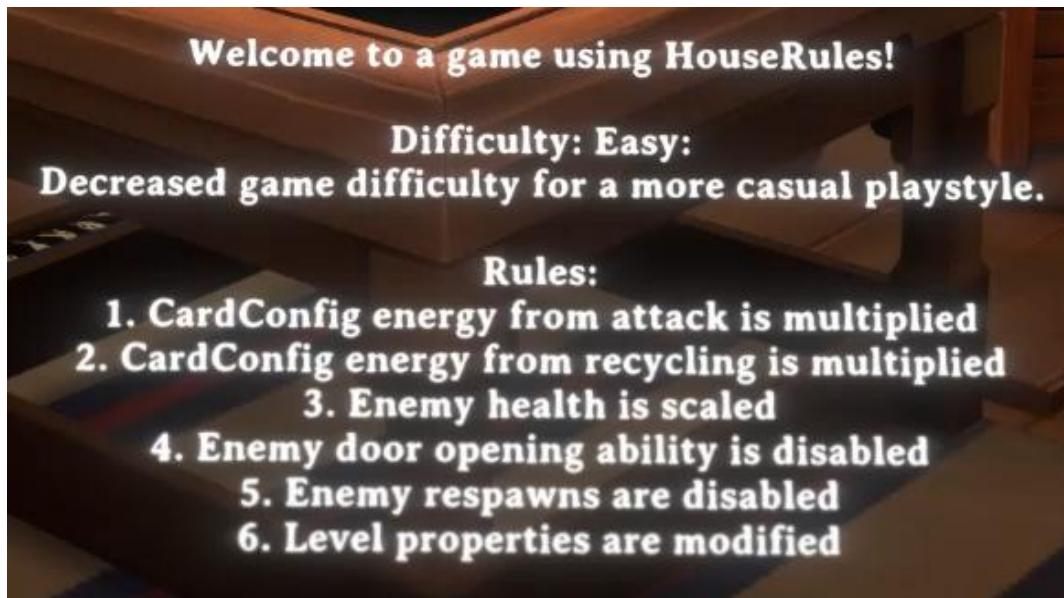
6.10. Hoarders – Skirmish Only

A really big hand awaits you! Will they come fast enough is the question.



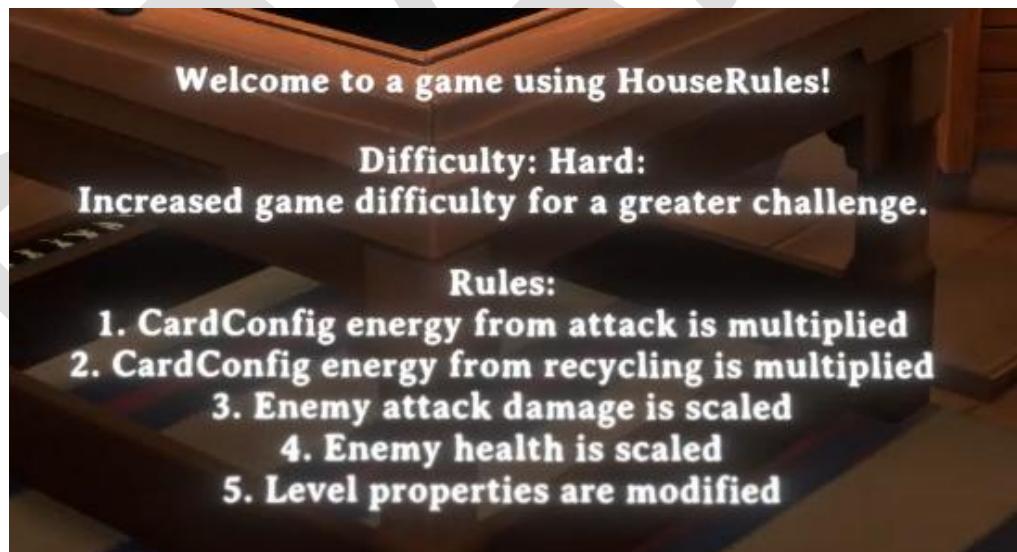
6.11. Difficulty: Easy

A decreased game difficulty for the more casual play style.



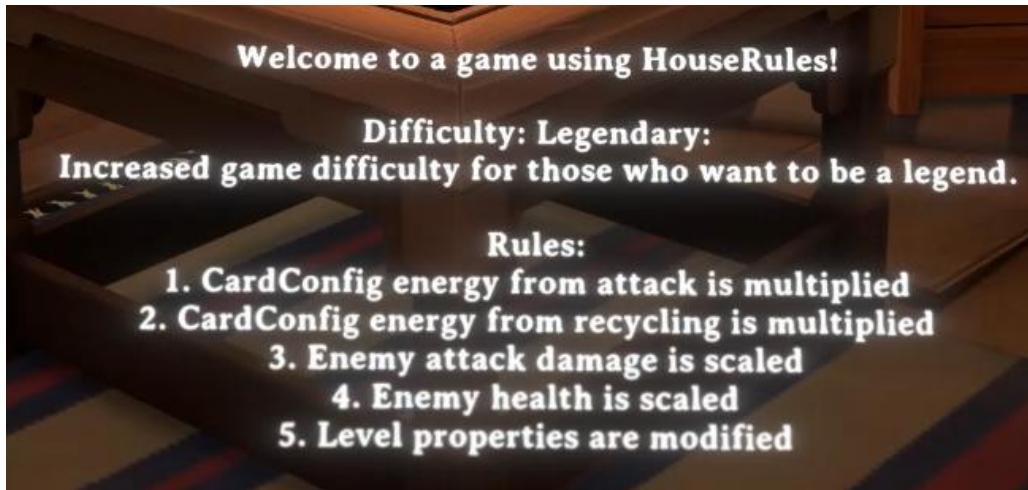
6.12. Difficulty: Hard

An increased difficulty option makes for a greater challenge.



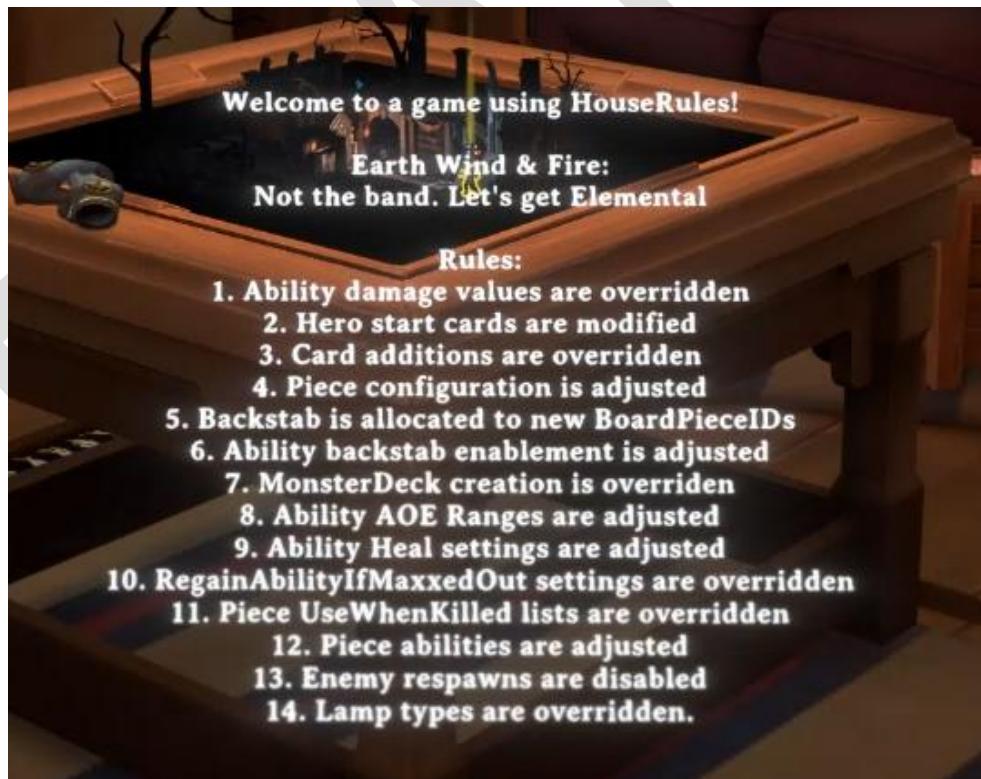
6.13. Difficulty: Legendary

If the game weren't difficult enough, now you get to terrorize yourself and beat them all! Become the legend!



6.14. Earth Wind & Fire

Not the band at all. Remember the lyrics to the song as she sings "Let's get Physical"? This version is "Let's get Elemental".



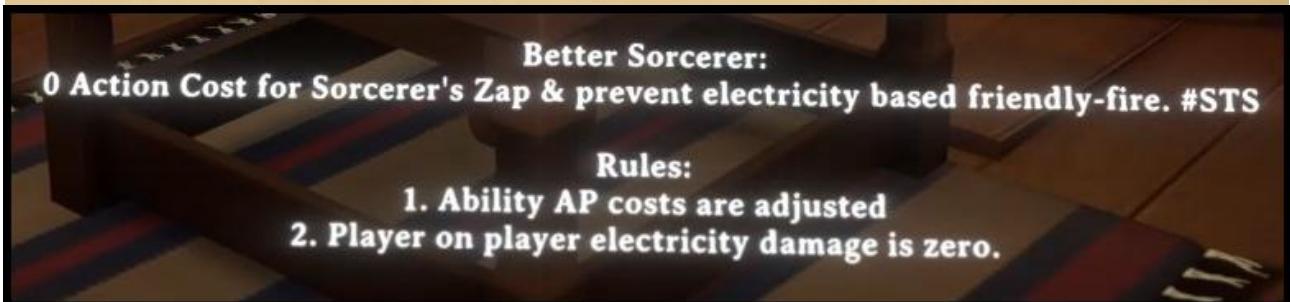
6.15. 3x3 Potions and Buffs

Heal, Strength, Speed, Adamant, Vitality, Damage Resist, Focus, One More Thing, Antitoxin, Repair Armor and Bard buffs are 3x3 AOE.



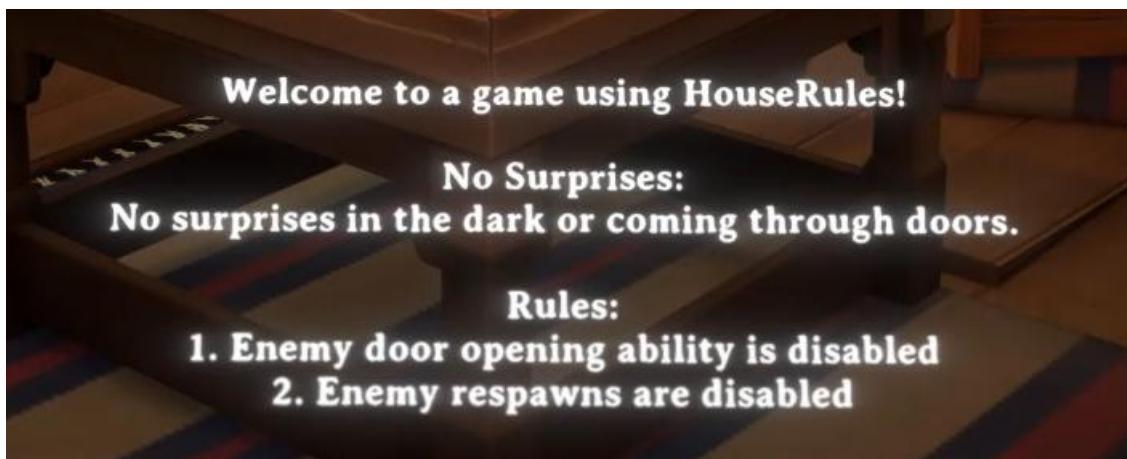
6.16. Better Sorcerer

0 Action Cost for Sorcerer's Zap & prevent electricity based friendly-fire.
#STS



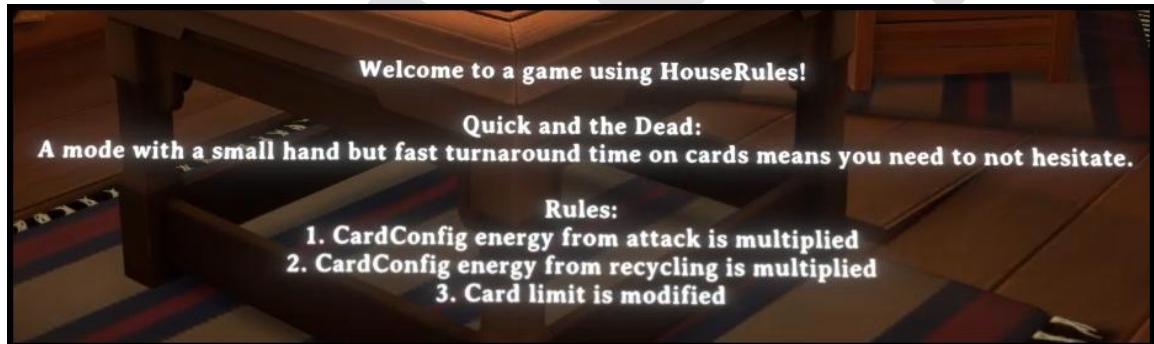
6.17. No Surprises

Whether its in the dark or coming through those doors, there are no surprises.



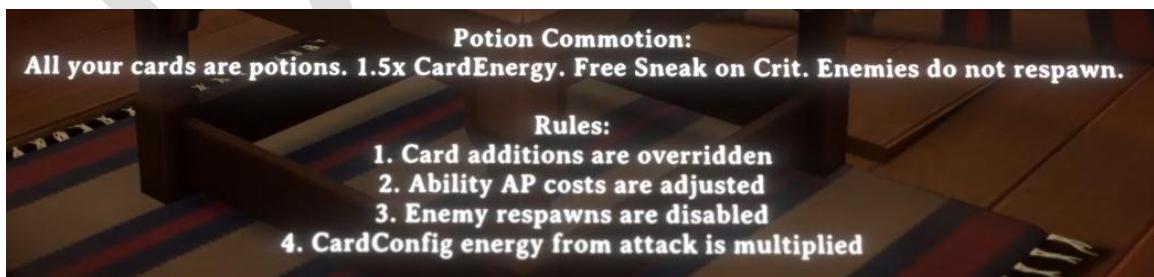
6.18. Quick and the Dead

Here's a mode that offers a small hand but very fast turnaround time on cards. Don't hesitate!



6.19. Potion Commotion

OK potion lovers your wish has finally come true. All of your cards are potions. 1.5x CardEnergy. Free Sneak on Crit. Enemies do not respawn.



6.20. Hardcore

You get one life, no knockdowns. Can your team make it out alive?

6.21. Naked Run

No Chests, no Healing fountains, one pile of gold and one life. Good luck!

7. Installing Custom Built Rulesets

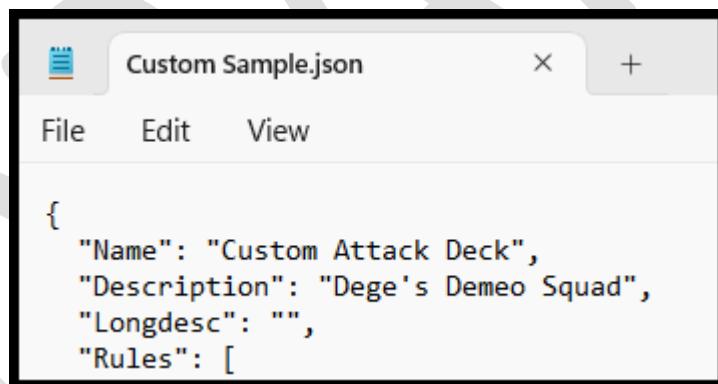
All custom rules that you create will be installed into the UserData>HouseRules folder.

Important

Do NOT place your custom rulesets in the ExampleRulesets folder!



- In this example I created a file called Custom Sample.json. When the file is opened you will find the name that will be displayed in the Demeo Rules menu.



8.

Rules and Configurations

In this section we add to existing and known information provided by the author Orendain. Rule references come from [here](#). There are many rules that have some examples and some we will try to add here with additional examples to make your custom ruleset journey more thought-provoking. In the following examples there will be comments added. Be mindful when creating your rules with examples that the comma following each rule with an added comment may not be needed. In other words if you don't add a comment you will not need the comma.

Here is a list of the rules that are documented are highlighted and those that we will explore and expand on. There are currently 51 available rule types.

8.1.

AbilityActionCostAdjusted

This rule modifies the action point (AP) cost of specific abilities, allowing players to adjust the resource cost required to use them, thereby influencing strategic choices and gameplay pacing.

This rule is ideal for balancing ability usage, making powerful abilities more or less costly, or tailoring playstyles to emphasize certain actions. For example, reducing the AP cost of a healing ability can promote support roles, while increasing the cost of a high-damage ability can limit its spam potential.

```
{  
  "Name": "Test Deck",  
  "Description": "Test Deck",  
  "Longdesc": "",  
  "Rules": [  
    {  
      "Rule": "AbilityDamageOverridden",  
      "Config": {  
        "Zap": [  
          2,  
          4  
        ]  
      }  
    },  
    {  
      "Rule": "StartCardsModified",  
      "Config": {  
        "HeroBarbarian": [  
          {  
            "Card": "Zap",  
            "ReplenishFrequency": 0  
          },  
          {  
            "Card": "Overcharge",  
            "ReplenishFrequency": 1  
          }  
        ]  
      }  
    }  
  ]  
},  
[  
  {"id": 1, "name": "Zap", "cost": 0, "text": "Damages and stuns your foe.\n1 turn cooldown.", "type": "spell"},  
  {"id": 2, "name": "Overcharge", "cost": 1, "text": "Overcharge yourself with electric energy.", "type": "spell"}]
```

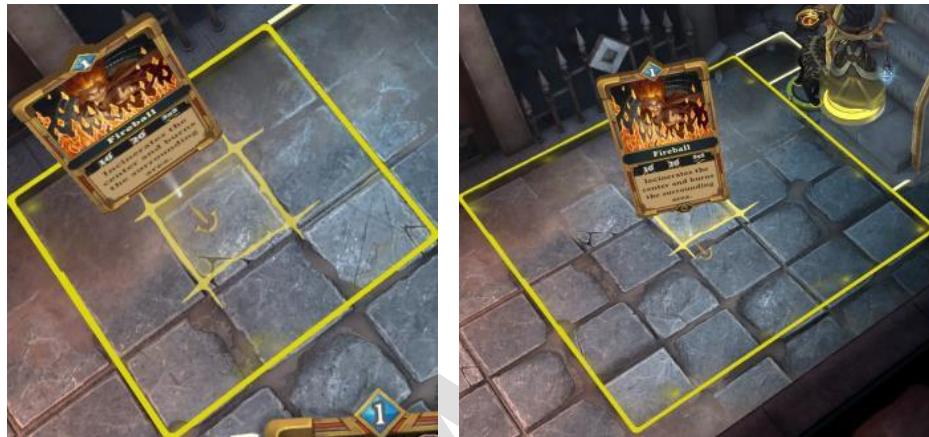
A casting cost, like the Overcharge shown, would count against your total turns allowed. If the card is a zero cost, like the Zap shown, it costs you nothing to use and does not count against you during a turn play. If it is a 1 and your total turns is 2, you just spent a casting cost of 1 and now have one turn left.

8.2.

AbilityAoeAdjusted

This rule does not operate with all abilities. The best example is if you specify a positive number, it will increase the range, or a negative number to decrease its range. For example, if you executed a fireball card by default it would look something like this:

The Fireball card would produce a field of 3x3 squares where damage will occur. Incrementing the number to 1 will create a 5x5 coverage field.



```
"Rule": "AbilityAoeAdjusted",
"Config": {
    "StrengthenCourage": 1,
    "ReplenishArmor": 1,
    "Strength": 1,
    "Speed": 1,
    "VigorPotion": 1,
    "DamageResistPotion": 1,
    "ExtraActionPotion": 1,
    "FreeAP": 1,
    "Antidote": 1,
    "Invulnerability": 1,
    "Heal": 1}
```

8.3.

AbilityBackstabAdjusted

This rule enables or disables the backstab bonus for specific abilities, determining whether they deal extra damage when used from behind an enemy. It is ideal for balancing or enhancing stealth-based strategies, allowing players to enable backstab bonuses for abilities that don't typically have them or disable them to reduce the power of certain attacks.

Purpose - Enables or disables the backstab bonus (extra damage when attacking from behind) for specific abilities.

Context - Use this rule to toggle backstab eligibility, promoting tactical positioning or balancing powerful abilities. For example, enabling backstab for a ranged ability can reward careful positioning, while disabling it for a melee ability can prevent it from being overly dominant. This is particularly useful for rulesets that emphasize stealth or aim to adjust combat dynamics.

Example - In this example, AbilityBackstabAdjusted enables backstab bonuses for Zap and PiercingSpear, allowing the Sorcerer and Guardian to deal extra damage when attacking from behind, while HunterArrow is excluded from backstab bonuses to balance its ranged power. BackstabConfigOverridden sets the backstab multiplier to 2.0 for Zap (doubling its damage) and 2.5 for PiercingSpear (2.5x damage), making the Guardian's attack particularly potent in stealth scenarios.

```
{
  "name": "Stealth Strike",
  "description": "A stealth-focused campaign where all classes can backstab for bonus damage, with key abilities enhanced for backstab bonuses. Extra gold and locked enemy doors enable precise, tactical victories.",
  "Rules": [
    {
      "Rule": "AbilityBackstabAdjusted",
      "Config": {
        "Zap": true, // Enables backstab bonus for Sorcerer's Zap, adding extra damage when attacking from behind
        "HunterArrow": false, // Enables backstab bonus for Hunter's ranged attack, rewarding positional play
        "Fireball": true // Enables backstab bonus for Sorcerer's Fireball, enhancing AoE damage from stealth
      }
    },
    {
      "Rule": "BackstabConfigOverridden",
      "Config": [
        "HeroGuardian", // Allows Guardian to gain backstab bonuses
        "HeroHunter", // Allows Hunter to gain backstab bonuses
        "HeroSorcerer", // Allows Sorcerer to gain backstab bonuses
        "HeroRogue", // Allows Rogue (Assassin) to retain default backstab ability
        "HeroBard", // Allows Bard to gain backstab bonuses
        "HeroBarbarian" // Allows Barbarian to gain backstab bonuses
      ]
    },
    {
      "Rule": "GoldPickedUpMultiplied",
      "Config": 1.25 // Increases gold pickups by 25% for more item purchases
    },
    {
      "Rule": "EnemyDoorOpeningDisabled",
      "Config": true // Prevents enemies from opening doors, aiding stealth tactics
    }
  ]
}
```

8.4.

AbilityDamageOverridden

This rule overrides the base damage value of specific abilities, allowing players to adjust their power level to balance gameplay or enhance specific strategies. Used for fine-tuning the damage output of abilities, making weaker abilities more effective or toning down overpowered ones to suit custom rulesets.

Purpose - Overrides normal (targetDamage) and critical (critDamage) damage for abilities.

Customizes combat effectiveness for specific abilities.

Scope - Affects only damage-dealing abilities (e.g., Zap, Fireball).

Cannot make non-damaging abilities (e.g., Heal) deal damage.

Compatibility - Works in multiplayer and Skirmish modes.

Requires HouseRules v2.0.0, BepInEx 5.x, JSON in <GAME_DIR>/UserData/HouseRules/.

Context - Customizes ability damage to enhance *Demeo* combat, ideal for aggressive campaigns.

Targets AbilityKey (e.g., Zap, Fireball) for targetDamage and critDamage.

Configured in JSON (e.g., PowerSurge.json), parsed by BepInEx, needs strict syntax.

Example Campaign - "Power Surge" (PowerSurge.json)

Configuration

- Zap - [4, 8] (4 normal, 8 crit damage for Sorcerer's attack).
- HunterArrow - [6, 12] (6 normal, 12 crit for Hunter's ranged attack).
- Fireball - [8, 16] (8 normal, 16 crit for Sorcerer's AoE).

Effect - Boosts Sorcerer and Hunter damage, paired with 25% more gold, locked enemy doors, 15% less enemy health for aggressive play. Implementation - Save in <GAME_DIR>/UserData/HouseRules/, test with BepInEx, verify AbilityKey names, check <GAME_DIR>/BepInEx/LogOutput.log.

```
{  
    "Rule": "AbilityDamageOverridden",  
    "Config": {  
        "Zap": [4, 8], // Sorcerer's basic attack deals 4 normal, 8 crit damage  
        "HunterArrow": [6, 12], // Hunter's ranged attack deals 6 normal, 12 crit  
        "Fireball": [8, 16] // Sorcerer's AoE attack deals 8 normal, 16 crit damage  
    }  
}
```

8.5.

AbilityHealOverridden

This rule overrides the base healing amount of specific abilities, allowing players to adjust their restorative power to balance support roles or modify gameplay difficulty. For fine-tuning the healing output of abilities, enabling players to enhance support-focused characters or increase the challenge by reducing healing effectiveness.

Purpose - Overrides the healAmount for specified healing abilities.

Customizes the amount of health restored by healing abilities.

Scope - Affects only abilities that heal (e.g., Heal, HealingLight).

Cannot make non-healing abilities (e.g., Fireball) heal.

Compatibility - Works in multiplayer and Skirmish modes.

Requires HouseRules v2.0.0, BepInEx 5.x, JSON in <GAME_DIR>/UserData/HouseRules/.

Context - Customizes healing ability effectiveness in *Demeo*, ideal for campaigns emphasizing survivability or support roles.

Targets AbilityKey (e.g., Heal, HealingLight) to set specific healAmount values.

Configured in JSON (e.g., VitalityBoost.json), parsed by BepInEx, needs strict syntax to prevent parsing issues like Newtonsoft.Json.JsonReaderException.

Example Campaign - "Vitality Boost" (VitalityBoost.json)

Configuration

- Heal - 10 (sets healing ability to restore 10 health).
- HealingLight - 12 (sets Guardian's healing ability to restore 12 health).
- Rejuvenate - 8 (sets another healing ability to restore 8 health).

Effect - Enhances healing for support roles, paired with 25% more gold (GoldPickedUpMultiplied), locked enemy doors (EnemyDoorOpeningDisabled), and 15% reduced enemy health (EnemyHealthScaled) for a resilient, tactical playstyle.

Implementation - Save in <GAME_DIR>/UserData/HouseRules/, test with BepInEx, verify AbilityKey names (Heal, HealingLight, Rejuvenate), check <GAME_DIR>/BepInEx/LogOutput.log.

```
{
    "name": "Vitality Boost",
    "description": "A support-focused campaign with enhanced healing abilities, extra gold, and locked enemy doors to ensure resilient, tactical victories.",
    "Rules": [
        {
            "Rule": "AbilityHealOverridden",
            "Config": {
                "Heal": 10, // Sets Heal ability to restore 10 health per use
                "HealingLight": 12, // Sets Guardian's HealingLight to restore 12 health
                "Rejuvenate": 8 // Sets Rejuvenate to restore 8 health
            }
        },
        {
            "Rule": "GoldPickedUpMultiplied",
            "Config": 1.25 // Increases gold pickups by 25% for more item purchases
        },
        {
            "Rule": "EnemyDoorOpeningDisabled",
            "Config": true // Prevents enemies from opening doors, aiding tactical positioning
        },
        {
            "Rule": "EnemyHealthScaled",
            "Config": 0.85 // Reduces enemy health by 15% for balanced encounters
        }
    ]
}
```

8.6.

AbilityRandomPieceList

This rule modifies the pool of game pieces (e.g., enemies, allies, or objects) that an ability can randomly spawn or summon, allowing players to control the randomization outcomes for abilities with summoning mechanics. It is ideal for customizing summon-based abilities, enabling players to define specific pieces that can be spawned to align with desired playstyles, balance gameplay, or create thematic encounters.

Purpose - Overrides the randomPieceList for abilities that spawn random board pieces. Customizes which pieces (e.g., monsters, objects) are spawned by abilities like NaturesCall.

Scope - Affects abilities that spawn random pieces (e.g., BeastWhisperer, NaturesCall). Skirmish-only; does not work properly in multiplayer games.

Configuration - Uses JSON object with AbilityKey strings as keys and arrays of BoardPieceId strings as values. Specifies the list of pieces that can be spawned by the ability.

Compatibility - Limited to Skirmish mode; not reliable in multiplayer. Requires HouseRules v2.0.0, BeplnEx 5.x, JSON in <GAME_DIR>/UserData/HouseRules/.

Context - The AbilityRandomPieceList rule enables modders to customize *Demeo* gameplay by altering the random pieces spawned by specific abilities, such as NaturesCall spawning creatures like GoblinRanger or Slime. It's ideal for Skirmish campaigns where players want to control summoned allies or enemies for thematic or strategic purposes. The rule requires precise AbilityKey and BoardPieceId names (verified via HouseRules wiki or Demeo modding community) to avoid runtime errors. Configured in a JSON file (e.g., BeastMaster.json), parsed by BeplnEx, it demands strict syntax to prevent parsing issues like Newtonsoft.Json.JsonReaderException. Note the Skirmish-only limitation, which may cause inconsistent behavior in multiplayer sessions.

Example Campaign - "Beast Master" (BeastMaster.json)

Configuration

- NaturesCall - ["GoblinRanger", "Slime", "Wolf"] (spawns GoblinRanger, Slime, or Wolf).
- BeastWhisperer - ["Wolf", "Bear"] (spawns Wolf or Bear).

```
{
  "name": "TestSpawn",
  "description": "A minimal Skirmish campaign to test AbilityRandomPieceList, customizing creatures spawned by summoning abilities.",
  "Rules": [
    {
      "Rule": "AbilityRandomPieceList",
      "Config": {
        "NaturesCall": ["GoblinRanger", "Slime"],
        "BeastWhisperer": ["Wolf", "Bear"]
      }
    }
  ]
}
```

8.7.

BackstabConfigOverridden

This rule overrides the backstab damage multiplier for specific abilities, allowing players to customize the bonus damage dealt when attacking an enemy from behind. Ideal for fine-tuning the effectiveness of backstab mechanics, enabling players to enhance or reduce the power of abilities in stealth scenarios to balance gameplay or emphasize tactical positioning. It provides more granular control than the AbilityBackstabAdjusted rule, which only enables or disables backstabs, by allowing specific damage multiplier adjustments.

Purpose - Replaces the default Assassin-only backstab ability with a configurable list of player classes.

Allows specified pieces to gain bonus damage when attacking from behind enemies.

Scope - Affects player character pieces (e.g., HeroRogue, HeroGuardian).

Extends backstab capability beyond the default HeroRogue (Assassin).

Configuration - Uses JSON array of BoardPieceId strings.

Specifies which pieces (e.g., HeroGuardian, HeroSorcerer) can backstab.

Compatibility - Works in multiplayer and Skirmish modes.

Requires HouseRules v2.0.0, BepInEx 5.x, JSON in <GAME_DIR>/UserData/HouseRules/.

Context - Customizes *Demeo* gameplay by extending backstab bonuses—typically exclusive to the Assassin (HeroRogue)—to other player classes, such as Guardian or Sorcerer. Ideal for campaigns emphasizing stealth and positional tactics, it enhances strategic flexibility by allowing diverse classes to deal increased damage from behind. Requires precise BoardPieceId names (verified via HouseRules wiki or *Demeo* modding community) to avoid runtime errors. Configured in a JSON file (e.g., TestBackstab.json), parsed by BepInEx, it demands strict syntax to prevent parsing issues like Newtonsoft.Json.JsonReaderException.

Example Campaign - "TestBackstab" (TestBackstab.json)

Configuration -

- ["HeroGuardian", "HeroHunter", "HeroSorcerer"] (allows Guardian, Hunter, and Sorcerer to gain backstab bonuses).

Effect - Enables HeroGuardian, HeroHunter, and HeroSorcerer to deal extra damage when backstabbing in Skirmish or multiplayer modes.

```
{  
    "name": "TestBackstab",  
    "description": "A minimal campaign to test BackstabConfigOverridden, allowing specified  
    classes to gain backstab bonuses.",  
    "Rules": [  
        {  
            "Rule": "BackstabConfigOverridden",  
            "Config": [  
                "HeroGuardian", // Allows Guardian to gain backstab bonuses  
                "HeroHunter", // Allows Hunter to gain backstab bonuses  
                "HeroSorcerer" // Allows Sorcerer to gain backstab bonuses  
            ]  
        }  
    ]  
}
```

8.8.

CardAdditionOverridden

This rule specifically overrides the default cards added to a player's deck under certain conditions, such as at the start of a game, when leveling up, or during specific in-game events (e.g., completing objectives or triggering special effects). This rule provides granular control over deck composition, allowing players to tailor which cards are automatically added to a character's deck to enhance playstyles, balance class roles, or create unique gameplay scenarios.

Purpose - Overrides the default lists of cards players receive from chests and card energy (mana). Customizes the card pool for specific player classes to alter gameplay strategies.

Scope - Affects player character pieces (e.g., HeroSorcerer, HeroGuardian). Replaces default card allocation; cannot be used with CardChestAdditionOverridden or CardEnergyAdditionOverridden.

Configuration - Uses JSON object with BoardPieceId strings as keys and arrays of AbilityKey strings as values. Specifies the cards available to each class from chests and mana.

Compatibility - Works in multiplayer and Skirmish modes. Requires HouseRules v2.0.0, BeplnEx 5.x, JSON in <GAME_DIR>/UserData/HouseRules/.

Context - The CardAdditionOverridden rule customizes *Demeo* gameplay by redefining the card pools that player classes draw from when gaining cards via chests or card energy (mana). It's ideal for campaigns tailoring class-specific strategies, such as enhancing Sorcerer's offensive spells or Guardian's defensive abilities. The rule requires precise BoardPieceId and AbilityKey names (verified via HouseRules wiki or *Demeo* modding community) to avoid runtime errors. Configured in a JSON file (e.g., TestCards.json), parsed by BeplnEx, it demands strict syntax to prevent parsing issues like Newtonsoft.Json.JsonReaderException. Note the restriction against combining with CardChestAdditionOverridden or CardEnergyAdditionOverridden to avoid conflicts.

Example Campaign - "TestCards" (TestCards.json)

Configuration

- HeroSorcerer - ["Fireball", "Zap", "Freeze"] (Sorcerer receives Fireball, Zap, or Freeze).
- HeroGuardian - ["Heal", "Whirlwind"] (Guardian receives Heal or Whirlwind).

Effect - Replaces default card pools for Sorcerer and Guardian, enabling Sorcerer to draw offensive spells and Guardian to draw healing and melee cards from chests and mana in Skirmish or multiplayer modes.

```
{
  "name": "TestCards",
  "description": "A minimal campaign to test CardAdditionOverridden, customizing card pools for player classes.",
  "Rules": [
    {
      "Rule": "CardAdditionOverridden",
      "Config": {
        "HeroSorcerer": ["Fireball", "Zap", "Freeze"], // Sorcerer draws Fireball, Zap, or Freeze from chests and mana
        "HeroGuardian": ["Heal", "Whirlwind"] // Guardian draws Heal or Whirlwind from chests and mana
      }
    }
  ]
}
```

8.9.

CardChestAdditionOverridden

This rule specifically overrides the default cards added to a player's deck under certain conditions, such as at the start of a game, when leveling up, or during specific in-game events (e.g., completing objectives or triggering special effects). It provides granular control over deck composition, allowing players to tailor which cards are automatically added to a character's deck to enhance playstyles, balance class roles, or create unique gameplay scenarios. It is also for customizing the loot system to align with desired playstyles, balance resource availability, or create thematic gameplay experiences. By controlling which cards appear in chests, players can emphasize certain strategies, enhance class synergy, or adjust the game's difficulty.

Purpose - Overrides the default lists of cards players receive from opening chests. Customizes the card pool for specific player classes when drawing from chests.

Scope - Affects player character pieces (e.g., HeroSorcerer, HeroHunter) when interacting with chests. Applies only to chest rewards; cannot be used with CardAdditionOverridden.

Configuration - Uses JSON object with BoardPieceId strings as keys and arrays of AbilityKey strings as values. Specifies the cards available to each class from chests.

Compatibility - Works in multiplayer and Skirmish modes. Requires HouseRules v2.0.0, BeplnEx 5.x, JSON in <GAME_DIR>/UserData/HouseRules/.

Context - The CardChestAdditionOverridden rule customizes *Demeo* gameplay by redefining the card pools that player classes draw from when opening chests, allowing tailored class-specific strategies, such as enhancing Sorcerer's spell options or Hunter's utility cards. It's ideal for campaigns focusing on chest-based rewards, distinct from mana-based card draws. The rule requires precise BoardPieceId and AbilityKey names (verified via HouseRules wiki or *Demeo* modding community) to avoid runtime errors. Configured in a JSON file (e.g., TestChestCards.json), parsed by BeplnEx, it demands strict syntax to prevent parsing issues like Newtonsoft.Json.JsonReaderException. Note the restriction against combining with CardAdditionOverridden to avoid conflicts.

Example Campaign - "TestChestCards" (TestChestCards.json)

Configuration

- HeroSorcerer - ["Fireball", "Freeze", "Shock"] (Sorcerer receives Fireball, Freeze, or Shock from chests).
- HeroHunter - ["Arrow", "Trap"] (Hunter receives Arrow or Trap from chests).

Effect - Replaces default chest card pools for Sorcerer and Hunter, enabling Sorcerer to draw offensive and control spells and Hunter to draw ranged and utility cards from chests in Skirmish or multiplayer modes.

```
{  
    "name": "TestChestCards",  
    "description": "A minimal campaign to test CardChestAdditionOverridden, customizing  
    card pools for player classes from chests.",  
    "Rules": [  
        {  
            "Rule": "CardChestAdditionOverridden",  
            "Config": {  
                "HeroSorcerer": ["Fireball", "Freeze", "Shock"], // Sorcerer draws Fireball,  
                Freeze, or Shock from chests  
                "HeroHunter": ["Arrow", "Trap"] // Hunter draws Arrow or Trap from chests  
            }  
        }  
    ]  
}
```

8.10.

CardEnergyFromAttackMultiplied

This rule adjusts the amount of energy (action points or equivalent resources) gained when using specific attack cards, allowing players to modify the energy economy to influence combat pacing and strategic options.

Purpose - Adjusts the amount of card energy (mana) gained when a player attacks. Multiplies the default card energy gained from attacks by a specified factor.

Scope - Affects all player character pieces that gain card energy from attacking enemies. Applies globally to attack-based energy gain, not specific to individual abilities or classes.

Configuration - Uses a single decimal value in JSON. Specifies the multiplier for card energy gained from attacks (e.g., 1.5 for 50% more energy).

Compatibility - Works in multiplayer and Skirmish modes. Requires HouseRules v2.0.0, BeplnEx 5.x, JSON in <GAME_DIR>/UserData/HouseRules/.

Context - The CardEnergyFromAttackMultiplied rule customizes *Demeo* gameplay by modifying the amount of card energy (mana) players gain when attacking enemies, enabling faster card usage for abilities. It's ideal for campaigns emphasizing frequent ability use, such as rapid spell-casting or item deployment. The rule applies a global multiplier to energy gained from attacks, requiring no specific BoardPieceId or AbilityKey, making it simple but impactful. Configured in a JSON file (e.g., TestEnergyBoost.json), parsed by BeplnEx, it demands strict syntax to prevent parsing issues like Newtonsoft.Json.JsonReaderException. The rule is straightforward but should be tested to ensure balance, as excessive energy gain can overpower gameplay.

Example Campaign - "TestEnergyBoost" (TestEnergyBoost.json)

Configuration –

- 1.5 (increases card energy gained from attacks by 50%).

Effect - Players gain 50% more card energy when attacking enemies, allowing faster access to abilities in Skirmish or multiplayer modes.

```
{
  "name": "TestEnergyBoost",
  "description": "A minimal campaign to test CardEnergyFromAttackMultiplied, increasing card energy gained from attacks.",
  "Rules": [
    {
      "Rule": "CardEnergyFromAttackMultiplied",
      "Config": 1.5 // Increases card energy gained from attacks by 50%
    }
  ]
}
```

8.11.

CardClassRestrictionOverridden

This rule overrides the class restrictions on specific cards, allowing cards that are normally restricted to one class (e.g., Hunter, Sorcerer) to be used by other classes or removing their ability to be used by their default class. Rule is ideal for breaking traditional class boundaries, enabling cross-class synergies, or creating unique playstyles by allowing cards to be shared across or restricted from specific classes.

CardClassRestrictionOverridden

- **Short Description** - Overrides class restrictions on specific cards, allowing or preventing their use by designated classes.
- **Context** - Use this rule to redefine which classes can use specific cards, promoting creative playstyles or balancing class capabilities. For example, allowing a Sorcerer to use a Hunter's trap card can create a hybrid playstyle, while restricting a Guardian from using a healing card can increase difficulty. This is particularly useful for rulesets aiming to encourage experimentation, create thematic character builds, or adjust class balance by redistributing card access.
- **Example** - In this configuration, the party's roles blur to create dynamic and unexpected strategies. The Sorcerer, typically reliant on spells, gains access to the Hunter's BearTrap, allowing them to set traps for enemies, blending magical offense with tactical control. HealingLight is shared between the Guardian and Bard, reinforcing their support roles, but explicitly blocked from the Sorcerer to prevent them from becoming too versatile. Meanwhile, the Assassin gains the ability to cast Fireball, adding a devastating area-of-effect spell to their stealthy arsenal, encouraging bold, explosive ambushes. This setup fosters a ruleset where traditional class boundaries are softened, promoting creative team synergy.

```
{
  "Rules": [
    {
      "Rule": "CardClassRestrictionOverridden",
      "Config": {
        "BearTrap": {
          "AllowedClasses": ["Hunter", "Sorcerer"], // Allows BearTrap to be used by Hunter and Sorcerer
          "DisallowedClasses": [] // No classes are restricted
        },
        "HealingLight": {
          "AllowedClasses": ["Guardian", "Bard"], // Allows HealingLight for Guardian and Bard
          "DisallowedClasses": ["Sorcerer"] // Prevents Sorcerer from using HealingLight
        },
        "Fireball": {
          "AllowedClasses": ["Sorcerer", "Assassin"], // Allows Fireball for Sorcerer and Assassin
          "DisallowedClasses": [] // No classes are restricted
        }
      }
    }
  ]
}
```

8.12.

EnemyDoorOpeningDisabled

This rule prevents enemies from opening doors in the game, altering their behavior to restrict movement and influence strategic positioning. Used for adjusting the tactical dynamics of encounters, making it easier for players to control enemy movement or create safer zones within levels.

EnemyDoorOpeningDisabled

- **Short Description** - Disables the ability of enemies to open doors, restricting their movement through the level.
- **Context** - Use this rule to limit enemy mobility, allowing players to use doors as barriers to control encounters or create choke points. For example, preventing enemies from opening doors can make it easier to manage waves of enemies, set up ambushes, or secure safe areas for healing. This is particularly useful for rulesets aiming to reduce difficulty, emphasize defensive strategies, or create specific tactical scenarios where doors act as permanent obstacles for enemies.
- **Example** - In this configuration, the dungeon becomes a more controlled battlefield. With EnemyDoorOpeningDisabled set to true, enemies like goblins or skeletons can no longer barge through closed doors, allowing the party to strategically seal off rooms to funnel foes into choke points or protect a wounded ally behind a locked door. The Hunter sets traps in a narrow hallway, confident that enemies won't bypass them through a side door, while the Sorcerer prepares a devastating Fireball for the approaching horde. This setup shifts the game toward tactical positioning, giving the party greater control over the flow of combat.

```
{  
  "Rules": [  
    {  
      "Rule": "EnemyDoorOpeningDisabled",  
      "Config": {  
        "Enabled": true // Prevents all enemies from opening doors  
      }  
    }  
  ]  
}
```

8.13.

EnemyRespawnDisabled

This rule prevents enemies from respawning in a level after being defeated, altering the game's pacing and difficulty by eliminating recurring enemy waves. Used to reduce the intensity of encounters, allowing players to clear areas permanently and focus on exploration or resource management. Note that this rule affects all enemies globally unless further specified, and its impact should be tested to ensure it aligns with the desired gameplay experience, as some levels may rely on respawns for challenge.

EnemyRespawnDisabled

- **Short Description** - Disables enemy respawning in a level, preventing defeated enemies from reappearing.
- **Context** - Use this rule to eliminate enemy respawns, making it easier to secure areas, manage resources, or create a less relentless gameplay experience. For example, disabling respawns allows players to clear a room and use it as a safe zone for healing or planning without worrying about new enemies spawning. This is particularly useful for rulesets aiming to lower difficulty, emphasize exploration over combat, or create narrative-driven scenarios where cleared areas remain safe.
- **Example** - The dungeon feels less oppressive as the party carves a permanent path through their foes. With EnemyRespawnDisabled set to true, defeating a pack of goblins in the Elven Forest ensures they won't return, allowing the Guardian to set up a defensive position without fear of new enemies spawning behind them. The Sorcerer can conserve spells, knowing that cleared rooms stay safe, while the Hunter uses the opportunity to scout ahead without being ambushed by respawning foes. This setup creates a more methodical, exploration-focused adventure, giving the party breathing room to strategize and recover. Test the rule in-game to confirm its impact on level dynamics, as disabling respawns may significantly alter the challenge of certain areas. Always back up game files before applying mods to avoid issues.

```
{  
  "Rules": [  
    {  
      "Rule": "EnemyRespawnDisabled",  
      "Config": {  
        "Enabled": true // Prevents all enemies from respawning after being defeated  
      }  
    }  
  ]  
}
```

8.14.

FreeAbilityOnCrit

This rule allows specific abilities to have their action point (AP) cost waived when they score a critical hit, enhancing the reward for critical successes and encouraging aggressive or high-risk playstyles. Ideal for boosting the excitement of critical hits, making certain abilities more rewarding when they land critically, and promoting strategic use of high-crit-chance abilities. Note that only abilities that can score critical hits are eligible, and compatibility should be tested to ensure the rule functions as intended.

FreeAbilityOnCrit

- **Short Description** - Waives the action point (AP) cost of specific abilities when they score a critical hit.
- **Context** - Use this rule to make critical hits more impactful by allowing selected abilities to be used without consuming AP upon a critical success. This can encourage players to prioritize abilities with higher crit chances, enhance class roles (e.g., making Assassins more deadly), or create dynamic combat scenarios where lucky rolls lead to powerful combos. It's particularly useful for rulesets aiming to reward skillful play, amplify critical hit strategies, or add excitement to combat encounters.
- **Example** - In this configuration, critical hits become game-changers, fueling high-stakes combat moments. When the Assassin lands a critical hit with PoisonedTip, the attack costs no AP, allowing them to chain deadly strikes or follow up with another ability-like Blink for a swift escape, amplifying their stealthy precision. Similarly, the Hunter's HunterArrow becomes free on a critical hit, encouraging them to take risky, high-reward shots from afar, potentially turning the tide with a flurry of arrows. Meanwhile, Zap retains its normal AP cost even on crits, keeping the Sorcerer's basic attack balanced to prevent spell-spamming dominance. This setup creates a thrilling dynamic where critical hits open up strategic opportunities for the Assassin and Hunter.

```
{
  "Rules": [
    {
      "Rule": "FreeAbilityOnCrit",
      "Config": {
        "PoisonedTip": true, // Waives AP cost for PoisonedTip (Assassin's ability) on
        "HunterArrow": true, // Waives AP cost for HunterArrow (Hunter's ranged attack)
        "Zap": false         // Does not waive AP cost for Zap (Sorcerer's basic attack)
        on critical hit
      }
    }
  ]
}
```

8.15.

GoldPickedUpMultiplied

This rule adjusts the amount of gold collected from sources like chests, enemy drops, or level rewards by applying a multiplier, allowing players to modify the in-game economy to influence resource availability and progression. For tweaking the rate at which players accumulate gold, enabling adjustments to purchasing power for items, upgrades, or other gold-based mechanics.

GoldPickedUpMultiplied

- **Short Description** - Applies a multiplier to the amount of gold collected from all sources, adjusting the in-game economy.
- **Context** - Use this rule to modify how much gold players gain from pickups, such as from chests, defeated enemies, or level rewards. Increasing the multiplier can make items and upgrades more accessible, encouraging frequent purchases, while decreasing it can create a resource-scarce environment, forcing strategic spending. This is particularly useful for rulesets aiming to adjust game difficulty, emphasize item-based strategies, or create thematic experiences (e.g., a treasure-rich adventure). The multiplier applies globally unless specified otherwise.
- **Example** - In this configuration, the dungeon overflows with riches, as every coin glints a little brighter. With GoldPickedUpMultiplied set to a 1.5 multiplier, each gold pile from defeated goblins, opened chests, or level rewards grants 50% more gold, empowering the party to stock up on potions, upgrade abilities, or purchase powerful items from merchants. The Guardian buys extra healing scrolls to keep the team alive, while the Sorcerer splurges on rare spell components, and the Hunter invests in advanced traps. This setup creates a wealthier, resource-rich adventure, encouraging bold purchases and reducing the stress of gold scarcity. Test the rule in-game to confirm its impact on the economy, as excessive gold may unbalance item availability or progression. Always back up game files before applying mods to avoid issues.

```
{  
  "Rules": [  
    {  
      "Rule": "GoldPickedUpMultiplied",  
      "Config": {  
        "Multiplier": 1.5 // Increases gold picked up by 50%  
      }  
    }  
  ]  
}
```

8.16.

LevelExitLockedUntilAllEnemiesDefeated

This rule locks the level exit until all enemies in the level are defeated, preventing players from progressing to the next area or completing the level until the entire level is cleared of enemies. This rule is ideal for increasing the challenge and combat focus of a level, ensuring players must fully engage with all enemies before advancing. Note that this rule applies globally to all levels unless specified otherwise, and its impact should be tested to ensure it aligns with the desired gameplay experience, as it may significantly increase difficulty in levels with large enemy populations.

LevelExitLockedUntilAllEnemiesDefeated

- **Short Description** - Locks the level exit until all enemies in the level are defeated, requiring complete enemy clearance to progress.
- **Context** - Use this rule to enforce a combat-heavy gameplay style, preventing players from bypassing enemies to rush to the exit. This can create a more intense, methodical experience, forcing strategic engagement with all enemies and discouraging speed-running tactics. It's particularly useful for rulesets aiming to heighten difficulty, emphasize thorough exploration, or create a "clear the dungeon" narrative where no enemy can be left standing.
- **Example** - In this configuration, the dungeon becomes a relentless gauntlet where no enemy can be ignored. With LevelExitLockedUntilAllEnemiesDefeated set to true, the party must hunt down every last goblin, skeleton, and spider in the Dark Crypt before the exit unlocks, turning each level into a true test of endurance. The Guardian stands firm at choke points, shielding the team as the Sorcerer unleashes Fireball to clear hordes, while the Hunter tracks stragglers with TrackingShot. This setup transforms the game into a gritty, all-or-nothing battle, forcing the party to work together to eradicate every threat before moving forward.

```
{  
  "Rules": [  
    {  
      "Rule": "LevelExitLockedUntilAllEnemiesDefeated",  
      "Config": {  
        "Enabled": true // Locks level exit until all enemies are defeated  
      }  
    }  
  ]  
}
```

8.17.

LevelPropertiesModified

This rule allows players to override specific properties of a level, such as enemy spawn rates, chest spawn frequency, or environmental effects, to customize the gameplay experience on a per-level basis. For adjusting the difficulty, pacing, or atmosphere of individual levels in *Demeo*. It enables players to create challenging encounters, modify resource availability, or craft thematic scenarios by altering level-specific attributes.

LevelPropertiesModified

- **Short Description** - Overrides specific properties of a level, such as enemy spawn rates, chest frequency, or environmental effects, to customize the gameplay experience.
- **Context** - Use this rule to modify level-specific attributes to align with your desired gameplay style or difficulty. For example, you can increase enemy spawns to make a level more challenging, reduce chest spawns to limit resources, or adjust environmental hazards to change the level's dynamics.
- **Example** - In this example.
 - **Level_ElvenForest** - The enemy spawn rate is increased by 50%, making encounters more frequent and challenging. Chest spawn rate is reduced by 30%, limiting resource availability. Hazard damage (e.g., from traps or environmental effects) is set to 3, increasing the threat of the level's environment.
 - **Level_DarkCrypt** - Enemy spawn rate is increased by 30% for a moderate challenge increase. Chest spawn rate is slightly reduced by 10%, maintaining near-default resource availability. The number of healing fountains is limited to 1, forcing players to manage health more carefully.

```
{
  "Rules": [
    {
      "Rule": "LevelPropertiesModified",
      "Config": {
        "Level_ElvenForest": {
          "EnemySpawnRate": 1.5,           // Increases enemy spawn rate by 50% in Elven Forest
          "ChestSpawnRate": 0.7,          // Reduces chest spawn rate by 30% in Elven Forest
          "HazardDamage": 3              // Sets hazard damage (e.g., traps) to 3 in Elven
                                         Forest
        },
        "Level_DarkCrypt": {
          "EnemySpawnRate": 1.3,         // Increases enemy spawn rate by 30% in Dark Crypt
          "ChestSpawnRate": 0.9,          // Reduces chest spawn rate by 10% in Dark Crypt
          "HealingFountainCount": 1     // Limits healing fountains to 1 in Dark Crypt
        }
      }
    ]
}
```

8.18.

LevelSequenceOverridden

This rule overrides the default sequence of levels in a campaign, allowing players to define a custom order or selection of levels to play through, altering the progression and narrative flow of the game. Ideal for creating custom campaigns, adjusting difficulty progression, or tailoring the gameplay experience to focus on specific levels or themes.

LevelSequenceOverridden

- **Short Description** - Overrides the default sequence of levels in a campaign, specifying a custom order or selection of levels.
- **Context** - Use this rule to redefine the order in which levels are played, enabling custom campaign structures or thematic adventures. For example, you can rearrange levels to create a smoother difficulty curve, repeat favorite levels, or skip challenging ones to suit your group's preferences. This is particularly useful for rulesets aiming to craft unique narratives, adjust campaign pacing, or focus on specific environments (e.g., prioritizing dungeon-themed levels). The rule allows flexibility in storytelling or difficulty management, but care should be taken to ensure the sequence is balanced and compatible with the game's mechanics.
- **Example** - In this configuration, the campaign becomes a custom-crafted saga tailored to the party's taste for a specific journey. With LevelSequenceOverridden, the adventure begins in the lush, perilous Level_ElvenForest, where the team battles through tangled vines and ambushing goblins, setting a tense but approachable tone. Next, they descend into the eerie Level_DarkCrypt, facing undead horrors in claustrophobic halls, testing their endurance. Finally, the campaign culminates in the treacherous Level_SerpentLair, where cunning serpents and deadly traps push their skills to the limit. This curated sequence creates a narrative arc of escalating danger, bypassing other levels to focus on a forest-to-tomb-to-lair storyline, keeping the party engaged with a cohesive and thrilling progression.

```
{
  "Rules": [
    {
      "Rule": "LevelSequenceOverridden",
      "Config": {
        "LevelSequence": [
          "Level_ElvenForest", // First level in the campaign
          "Level_DarkCrypt", // Second level in the campaign
          "Level_SerpentLair" // Third level in the campaign
        ]
      }
    }
  ]
}
```

8.19.

PartyElectricityDamageOverridden

The rule overrides the base electricity damage dealt by party members' abilities, allowing players to adjust the potency of electricity-based attacks across the entire party to balance gameplay or emphasize specific damage types. And is used for fine-tuning the effectiveness of electricity-based abilities (e.g., lightning or shock effects), enabling players to enhance or reduce their impact to suit custom rulesets.

PartyElectricityDamageOverridden

- **Short Description** - Overrides the base electricity damage dealt by party members' abilities to a custom value.
- **Context** - Use this rule to adjust the damage output of electricity-based abilities for the entire party, promoting or balancing their use in combat. For example, increasing electricity damage can make abilities like the Sorcerer's Zap or lightning-based spells more powerful, encouraging a shock-focused playstyle, while reducing it can temper their dominance to create a more balanced damage profile. This is particularly useful for rulesets aiming to highlight specific elemental themes, adjust difficulty, or create synergy with electricity-related mechanics (e.g., stunning or chaining effects).
- **Example** - The party channels the raw power of a thunderstorm, electrifying their foes with devastating force. With PartyElectricityDamageOverridden set to a base damage of 15, every lightning-based ability crackles with enhanced potency. The Sorcerer's Zap surges through enemies, dealing a consistent 15 damage, turning their basic attack into a formidable weapon. The Bard's ThunderChord, if equipped, resonates with the same shocking intensity, while any experimental electricity-based cards gained by other classes (via other rules) share the same boosted output. This setup transforms the party into a cohesive, lightning-wielding force, frying goblins and skeletons alike in the Dark Crypt, creating a thrilling, elemental-focused adventure that rewards shock-based strategies.

```
{  
  "Rules": [  
    {  
      "Rule": "PartyElectricityDamageOverridden",  
      "Config": {  
        "Damage": 15 // Sets base electricity damage to 15 for all party members'  
        // electricity-based abilities  
      }  
    }  
  ]  
}
```

8.20.

PetsFocusHunterMark

A HeroHunter may always want their pet to focus on enemies that are marked. To assure that use this rule.

```
{ "Rule": "PetsFocusHunterMark",
  "Config": true }
```

8.21.

PieceDownedCountAdjusted

When a hero is 'downed', that number can be a maximum of 3 or reduced by this rule. This rule can only be used with an updated [HouseRules_Essentials.dll](#) from the Demeo Discord forum. The released version of this dll does not allow for this rule.

```
{ "Rule": "PieceDownedCountAdjusted",
  "Config": {
    "HeroBard": "0",
    "HeroHunter": "1",
    "HeroSorcerer": "2",
    "HeroGuardian": "3",
    "HeroRogue": "2",
    "HeroBarbarian": "2" }}
```

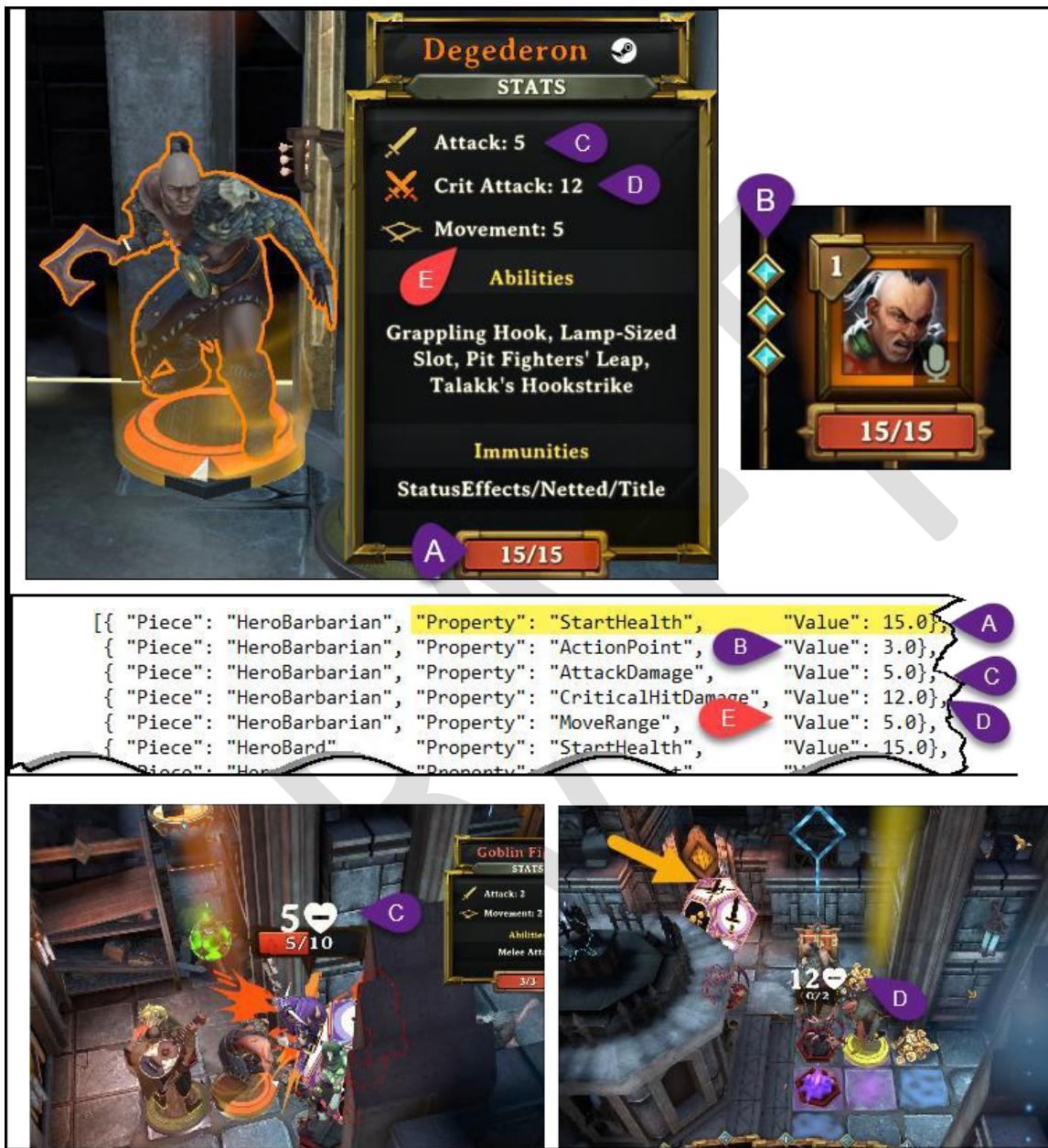
The end result of the above configuration is that when the Bard, configured for zero, was killed he was out of the game. The Hunter, configured as 1, was killed and had one more opportunity to be stepped on or healed. The sorcerer had 2 and the Guardian had 3. After they exceed count, death occurs.



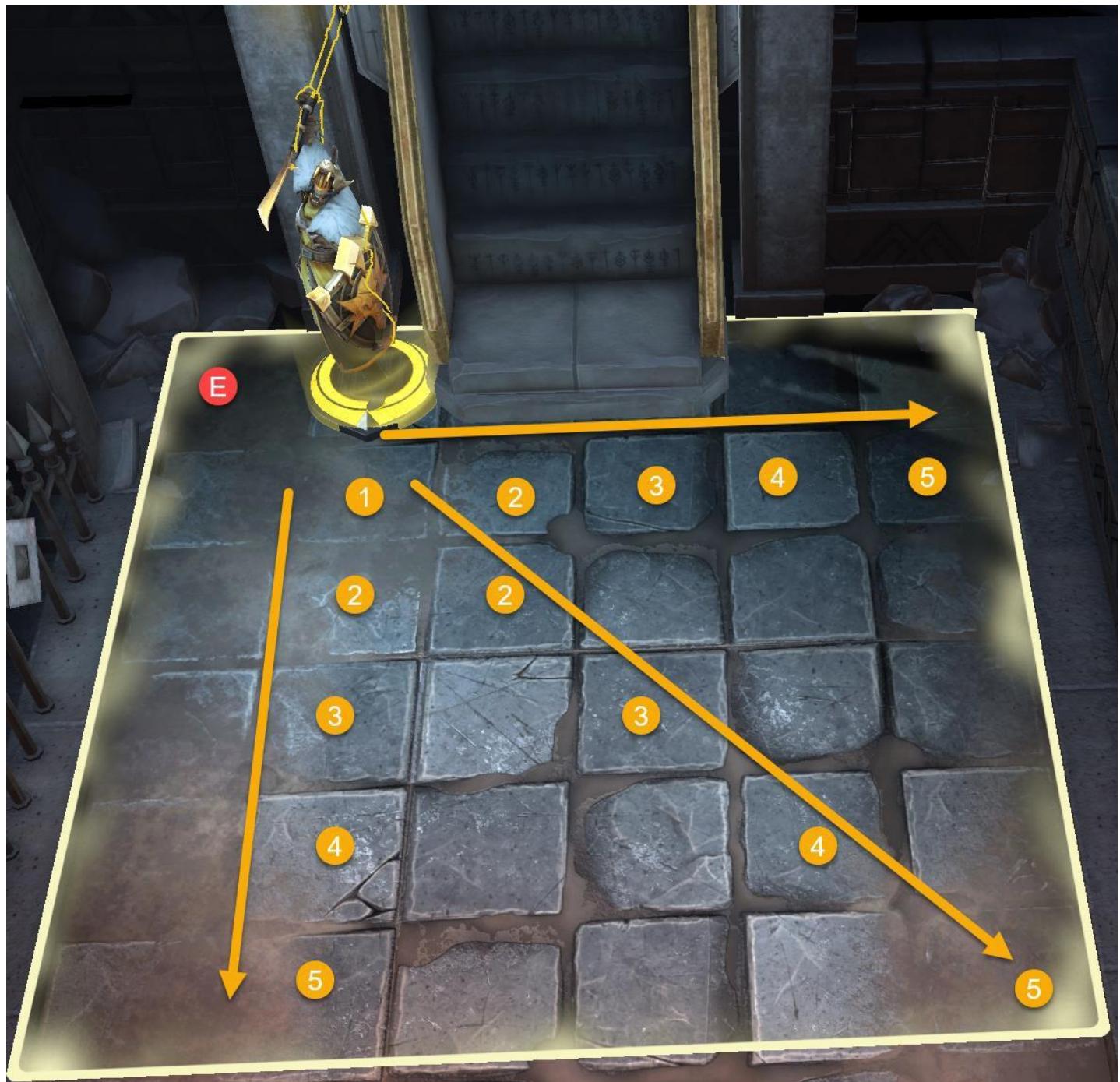
8.22.

PieceConfigAdjusted

This is where you would list specifics for a given character piece.



- The **starting health** of a character is shown as 15 or a number you configured.
- The **Action Point** is how many turns the character will have. The default is 2. Having three turns allows the player more time to incorporate a turn strategy.
- The **Attack Damage** is the minimal amount of damage (Die shows one sword) that will be dealt to an enemy during a hand-to-hand combat attack.
- The **Critical Hit Damage** is the maximum amount of damage (Die shows two crossed swords) that will be dealt to an enemy during a hand-to-hand combat attack.
- The **Move Range** is how many squares the character can move on each character movement.



Here are some assorted other game pieces you might find interesting.

```

[{"Piece": "HeroSorcerer", "Property": "AttackDamage", "Value": 5.0}, {"Piece": "HeroSorcerer", "Property": "CriticalHitDamage", "Value": 12.0}, {"Piece": "HeroSorcerer", "Property": "MoveRange", "Value": 5.0}, {"Piece": "HeroWarlock", "Property": "StartHealth", "Value": 15.0}, {"Piece": "HeroWarlock", "Property": "ActionPoint", "Value": 3.0}, {"Piece": "HeroWarlock", "Property": "AttackDamage", "Value": 5.0}, {"Piece": "HeroWarlock", "Property": "CriticalHitDamage", "Value": 12.0}, {"Piece": "HeroWarlock", "Property": "MoveRange", "Value": 5.0}, {"Piece": "Mimic", "Property": "BerserkBelowHealth", "Value": 0.99}, {"Piece": "Mimic", "Property": "StartArmor", "Value": 1.0}, {"Piece": "Mimic", "Property": "StartHealth", "Value": 1.0}, {"Piece": "Mimic", "Property": "MoveRange", "Value": 1.0}, {"Piece": "Mimic", "Property": "AttackDamage", "Value": 1.0}, {"Piece": "ChestGoblin", "Property": "AttackDamage", "Value": 1.0}, {"Piece": "ChestGoblin", "Property": "StartHealth", "Value": 5.0}, {"Piece": "ChestGoblin", "Property": "MoveRange", "Value": 3.0}, {"Piece": "Wyvern", "Property": "BerserkBelowHealth", "Value": 0.65}, {"Piece": "Wyvern", "Property": "BarkArmor", "Value": 1.0}, {"Piece": "Wyvern", "Property": "MoveRange", "Value": 1.0}, {"Piece": "Wyvern", "Property": "AttackDamage", "Value": 1.0}, {"Piece": "Wyvern", "Property": "StartHealth", "Value": 1.0}, {"Piece": "Bandit", "Property": "WaterTrailChance", "Value": 0.15}, {"Piece": "Thug", "Property": "WaterTrailChance", "Value": 0.15}, {"Piece": "KillerBee", "Property": "WaterTrailChance", "Value": 0.15}, {"Piece": "Rat", "Property": "WaterTrailChance", "Value": 0.15}, {"Piece": "Spider", "Property": "WaterTrailChance", "Value": 0.15}, {"Piece": "ElvenHound", "Property": "WaterTrailChance", "Value": 0.15}, {"Piece": "Verochka", "Property": "StartHealth", "Value": 15.0}, {"Piece": "WarlockMinion", "Property": "StartHealth", "Value": 15.0}, {"Piece": "Barricade", "Property": "StartHealth", "Value": 15.0}, {"Piece": "HealingBeacon", "Property": "StartHealth", "Value": 15.0}, {"Piece": "Lure", "Property": "StartHealth", "Value": 18.0}, {"Piece": "SmiteWard", "Property": "StartHealth", "Value": 12.0}, {"Piece": "SwordofAvalon", "Property": "StartHealth", "Value": 15.0}, {"Piece": "Verochka", "Property": "AttackDamage", "Value": 5.0}, {"Piece": "WarlockMinion", "Property": "AttackDamage", "Value": 5.0}, {"Piece": "SmiteWard", "Property": "AttackDamage", "Value": 5.0}, {"Piece": "SwordOfAvalon", "Property": "AttackDamage", "Value": 4.0}]

```

```

{
  "Rule": "PieceConfigAdjusted",
  "Config": [
    { "Piece": "HeroBarbarian", "Property": "StartHealth", "Value": 15.0},
    { "Piece": "HeroBarbarian", "Property": "ActionPoint", "Value": 3.0},
    { "Piece": "HeroBarbarian", "Property": "AttackDamage", "Value": 5.0},
    { "Piece": "HeroBarbarian", "Property": "CriticalHitDamage", "Value": 12.0},
    { "Piece": "HeroBarbarian", "Property": "MoveRange", "Value": 5.0},

    { "Piece": "HeroBard", "Property": "StartHealth", "Value": 15.0},
    { "Piece": "HeroGuardian", "Property": "StartHealth", "Value": 15.0},
    { "Piece": "HeroHunter", "Property": "StartHealth", "Value": 15.0},
    { "Piece": "HeroRogue", "Property": "StartHealth", "Value": 15.0},
    { "Piece": "HeroSorcerer", "Property": "StartHealth", "Value": 15.0},
    { "Piece": "HeroWarlock", "Property": "StartHealth", "Value": 15.0}
  ]
}

```

Examples above show how to declare different characters.

9. Ability Keys

A new update to this grid has been provided. An ability could be a card in a player's hand. For example, the card Adamant Potion is actually called Invulnerability. Not all cards have pretty pictures or graphics, but they do have some interesting things to offer. If the card isn't listed it is because we didn't assess all of them or it was redundant to another card that is noted and referenced.

Ability Name	Real Card Name	Card Description	Card Displays	Comment
AbsorbCorruption	Absorb Wake Corruption	Spend 1 turn absorbing corruption – aborts upon damage	No	
AbsorbMySoul	AbsorbMySoul		No	
AcidSpit	Acid Spit	Spits a large glob of acidic slime	No	
AltarHeal	Use Heal	Restores a fair amount of health.	No	
Antidote	Antitoxin	Poison will not affect you...for a while	Yes	Online Reference is reversed
ArbalestierArrow	Use HunterArrow	A ranged attack. 1 turn cooldown.	No	
ArbalestierBarrage	Barrage	Unleashes a hail of arrows (3)	Yes	
ArbalestierPoisonedTip	ArbalestierPoisonedTip	Releases a cloud of noxious poison fumes.	No	
Bandage	Use Heal	Restores a fair amount of health.	No	
Banish	Banish	Teleport an enemy out of sight	Yes	
Barrage	Use ArbalestierBarrage	Unleashes a hail of arrows (3)	No	
BeaconOfHealing	Healing Ward	Heals 1 random nearby player every turn	Yes	
BeaconOfSmite	The Behemoth	Belches Fires and thunder at nearby enemies. AOE damage.	Yes	
BlindingLight	Blinding Light	Blinding Light	No	
Blink	Blink	Get in close and personal to deal massive damage	Yes	
BlockAbilities	Hymn of Obstruction	Stop an enemy from using its special abilities	Yes	
Bone	Bone	Throw a juicy bone at your enemies to hurt and taunt them.	Yes	
BossBerserkOnDeath	Boss Berserk On Death		No	
BossShockwave	The Grand Rupture		No	
CallCompanion	Call Companion	Call a powerful friend from the wild to fight by your side (Verochka)	Yes	
Charge	Charge	Rush forward and knock all enemies out of your path	Yes	
ChargeBarbarian	Use Charge		No	
ChargeMove	Charge Move	Rush forward and knock all enemies out of your path	No	
CoinFlip	Use PanicFlip	Instant kill or complete miss. Bosses are immune.	No	
Confuse	ScrollOfCharm		Yes	
Corrupt	Corrupt		No	
CorruptedDeathExplode	CorruptedDeathExplode		No	
CorruptionBomb	CorruptionBomb		No	
CorruptOneTurn	Corrupt One Turn		No	
CursedDagger	Cursed Dagger	Wounds and weakens your target	Yes	
DamageResistPotion	Alag's Fighting Spirit	Absorb Alag's spirit and permanently resist 1 HP of damage.	Yes	
DeathBeam	Rift Beam	A beam of energy, several tiles long.	Yes	Works, Artword or description issue
DeathDropJavelin	Drop Stolen Loot	When killed, stolen loot is dropped.	No	

Ability Name	Real Card Name	Card Description	Card Displays	Comment
DeathDropJeweledScarab	DeathDropJeweledScarab		No	
DeathDropMagicPotion	DeathDropMagicPotion		No	
DeathDropVortexDust	DeathDropVortexDust		No	
DeathDropWaterBottle	DeathDropWaterBottle		No	
DeathDropWoodBone	DeathDropWoodBone		No	
DeathFlurry	Regal Burst	A massive attack consisting of smaller strikes.	Yes	Works, Artword or description issue
Deflect	Astral Barrier	Will deflect incoming spells and projectiles, bouncing back.	Yes	
Detox	Detox	Detox	Yes	Works, Artword or description issue
DigRatsNest	Dig Rat's Nest	Digs a rat's nest that will continuously spawn rats	Yes	
DiseasedBite	Poisonous Bite	A biting attack which poisons the target.	Yes	Works, Artword or description issue
DiseasedBiteKnockback	Diseased Bite Knockback		Yes	Works, Artword or description issue
DivineLight	Divine Light		No	
DrainingKiss	Draining Kiss	Transfer health from an Enemy to an Ally.	No	
DrainLife	Drain Life		Yes	Works, Artword or description issue
DropChest	Drop Chest	Drops a chest.	No	
EarthShatter	Earth Shatter	Powerful ground pound causing rocks to fall.	No	
Electricity	Thunderbolt	Inflicts damage and causes extra damage.	Yes	Works, Artword or description issue
ElvenKingMeleeWhip	King's Bash	A melee attack with knockback	Yes	Works, Artword or description issue
ElvenKingShockwaveChargeup	Use Overcharge		No	
ElvenSummonerDeflect	Deflect Barrier	Spells and projectiles will bounce back.	No	
EmergencyTeleport	Teleportation	Teleports you to any tile of your choice.	No	
EnemyArrow	Use HunterArrow	A ranged attack. 1 turn cooldown.	No	
EnemyArrowSnipe	Heavy Arrow	Powerful arrow that causes knockback.	No	Actual callout is EnemyArrowSnipe, not EnemyHunterArrowSnipe
EnemyBossHandCharge	Rush	Rushes forwards, ploughing the board and causing damage.	Yes	Works, Artword or description issue
EnemyBossHandGoToHealingState	EnemyBossHandGoToHealingState			Did not test
EnemyBossHandHeal	EnemyBossHandHeal			Did not test
EnemyBossHandHealSelf	EnemyBossHandHealSelf			Did not test
EnemyBossHandsIntro	EnemyBossHandsIntro			Did not test
EnemyBossHandSmash	EnemyBossHandSmash			Did not test
EnemyBossHandSpawnPiece	EnemyBossHandSpawnPiece			Did not test
EnemyDropStolenGoods	EnemyDropStolenGoods			Did not test
EnemyFireball	EnemyFireball	Shoots an explosive projectile	No	
EnemyFlashbang	Use FlashBang	Blinds nearby enemies for 1 turn	No	Works, Artword or description issue
EnemyFrostball	EnemyFrostball			Did not test
EnemyHeal	EnemyHeal			Did not test
EnemyHealOne	EnemyHealOne			Did not test
EnemyHumanHeal	EnemyHumanHeal			Did not test
EnemyInvulnerability	Invulnerability	Makes the receiver invulnerable	Yes	Works, Artword or description issue

Ability Name	Real Card Name	Card Description	Card Displays	Comment
EnemyJavelin	EnemyJavelin			Did not test
EnemyKnockbackMelee	EnemyKnockbackMelee			Did not test
EnemyLowerBossHands	EnemyLowerBossHands			Did not test
EnemyMelee	EnemyMelee			Did not test
EnemyMeleeBleed	EnemyMeleeBleed			Did not test
EnemyPikeMeleeAttack	EnemyPikeMeleeAttack			Did not test
EnemyRaiseBossHands	EnemyRaiseBossHands			Did not test
EnemySpawnLeftBossHand	EnemySpawnLeftBossHand			Did not test
EnemySpawnRightBossHand	EnemySpawnRightBossHand			Did not test
EnemyStealCard	Steal Card	Steals cards upon attack.	No	
EnemyStealGold	Steal Gold	Steals gold upon attack.	No	
EnemyTelegraphBossHandCharge	EnemyTelegraphBossHandCharge			Did not test
EnemyTelegraphBossHandSmash	EnemyTelegraphBossHandSmash			Did not test
EnemyTownBossHeal	EnemyTownBossHeal			Did not test
EnemyTurretDamageProjectile	EnemyTurretDamageProjectile			Did not test
EnemyWoodBone	Wooden Bone	Makes Root Hounds loyal, or throw it in water to spawn one.	No	
EnergyPotion	Energy Potion		No	
Enrage	Enrage		No	
ExplodingGasLamp	Launch Gas Lamp	Launch a gas lamp with your hook. Burst on impact.	Yes	
ExplodingIceLamp	Launch Ice Lamp	Launch a ice lamp with your hook. Burst on impact.	Yes	
ExplodingLampPlaceholder	A blank card used to store retrieved lamps		Yes	
ExplodingOilLamp	Launch Oil Lamp	Launch an oil lamp with your hook. Busts on impact.	Yes	
ExplodingVortexLamp	Launch Vortex Lamp	Launch an vortex lamp with your hook. Busts on impact.	Yes	
ExplodingWaterLamp	Launch Water Lamp	Launch an water lamp with your hook. Busts on impact.	Yes	
Explosion	Explosion		No	
ExplosiveOrb	Explosive Orb	Note:Appears to lay a big square of damage	Yes	Works, Artword or description issue
Exterminate	Hail Of Arrows	Blanket an area with deadly projectiles.	Yes	
ExtraActionPotion	Focus (Potion)	Gain 1 Extra point for 3 Turns	Yes	
EyeOfAvalon	Detect Enemies	A beacon that temporarily reveals all enemies in its sight.	Yes	
Fireball	Fireball	Incinerates the center and burns the surrounding area.	Yes	
FlashBang	Flash Bomb	Blinds nearby enemies for 1 turn	Yes	
FreeAP	OneMoreThing	Lets you perform one additional action.	Yes	
Freeze	Freeze	Freeze your enemies solid with this icy spell.	yes	
FretsOfFire	Frets Of Fire	Note: Large square damages enemy, not player	Yes	Works, Artword or description issue
GasLamp	Gas Lamp	Place a gas lamp. Gas is poisonous...	Yes	
GoblinBruteCharge	GoblinBruteCharge		No	
God	God			
GodsFury	Heavens Fury	Cause the sky to come crashing down.	Yes	
Grab	Pull	Pulls an enemy close	No	Works, Artword or description issue

Ability Name	Real Card Name	Card Description	Card Displays	Comment
Grapple	Grappling Hook	Pulls foes and objects towards you or travel by hook.	Yes	
GrapplingPush	Barbaric Chainwhip	Use your hook's chain to whip enemies away.	Yes	
GrapplingSmash	Talakk's Hookstrike	An old technique that deals high damage and drains health.	Yes	
GrapplingTotem	The Leviathan	Mechanical device that pulls enemies close.	Yes	
GrapplingTotemHook	Leviathan's Hooks	Will disperse hooks that pull enemies in.	Yes	
GuidingLight	Guiding Light	Summon a bright orb that shows the way forward	Yes	
Heal	Healing Potion	Restores a fair amount of health.	Yes	
HealingLight	Healing Light		No	
HealingPowder	Healing Powder		No	
HolyWater	HolyWater		No	
HunterArrow	Arrow	A ranged attack. 1 turn cooldown.	Yes	
HymnOfBattle	Use Hymn of Obstruction		Yes	
HymnOfHealing	Hymn Of Healing		No	Works, Artword or description issue
HymnOfIntimidation	Hymn Of Intimidation		No	Works, Artword or description issue
IceExplosion	IceExplosion	No description	Yes	Works, Artword or description issue
IceLamp	Ice Lamp	Place an ice lamp. Ice is freezing...	Yes	
Implode	Consuming Vortex	Cause an enemy at half HP to implode. Bosses are immune.	Yes	
Implosion	Vortex	Manifest a vortex which pulls enemies toward it.	Yes	
ImplosionExplosionRain	Vortex Storm	Drops several vortexes from above, causing damage.	Yes	Works, Artword or description issue
InvisibilityPotion	Potion of Invisibility	Drink it, and become invisible for awhile.	Yes	
Invulnerability	AdamantPotion	Makes you invulnerable for three turns	Yes	
Javelin	SigataurianJavelin	A mighty weapon used by Sigataurs...hard to come by.	Yes	
LastCrusade	LastCrusade		No	
LaySpiderEgg	Lay Egg	Lay a spider egg that hatches when destroyed.	Yes	
Leap	Leap	Jumps to a tile - shock with knockback upon landing.	Yes	
LeapHeavy	Pit Fighters' Leap	Leap to attack or overcome obstacles.	Yes	
LeechMelee	LeechMelee	Steals health from the attacked unit.	Yes	Works, Artword or description issue
LetItRain	Downpour	Heals Rootling's and turn Root Vines into Root Creepers	Yes	Works, Artword or description issue
LightningBolt	Lightning Bolt	Unleashes a magic bolt of lightning.	Yes	
LongRangeSpearPoke	Spear Thrust	A long-ranged melee attack that knocks players back.	Yes	Works, Artword or description issue
LuckPotion	Luck Potion		Yes	
MagicMissile	Master's Call	Fire a magical projectile and instruct Cana what to do.	Yes	
MagicPotion	Magic Potion	Increases magical damage by +1	Yes	
MagicShield	Magic Shield	Reduce damage on any attack by half for 3 turns.	Yes	
MagicWall	Magic Barrier	Manifest a blocking wall 3 tiles wide.	Yes	
MarkOfAvalon	Hunters Mark	A marked enemy takes more damage and is always visible.	Yes	
MarkOfVerga	Varga's Retribution	Drain foes to amass bonus damage for future attacks.	Yes	

Ability Name	Real Card Name	Card Description	Card Displays	Comment
MarkTargetTile	Mark Target		No	
MiniBarricade	Barricade	Place a barricade 1 tile wide	Yes	
MinionCharge	Feral Charge	Command Cana to charge, attacking all in her path.	Yes	
MinionMelee	MinionMelee			
MinionRespawnInitiator	MinionRespawnInitiator			
MissileSwarm	Astral Strike	A magical strike, firing a flurry of projectiles at foes.	Yes	
MonsterBait	Lure	Place a decoy to attract curious enemies.	Yes	
NaturesCall	Beast Whisperer	Summon lesser beasts to fight for you	Yes	
Net	Net			
NotesOfConfusion	Piercing Voice			
OilLamp	Oil Lamp	Place an oil lamp. Oil is flammable...	Yes	
Overcharge	Use Overload		No	
Overload	Overcharge	Overcharge yourself with electric energy.	Yes	
PanicFlip	Coin Flip	Instant kill or complete miss. Bosses are immune.	Yes	
PanicPowderArrow	Panic Powder	Causes a single enemy to panic.	Yes	
Petrify	Petrify	Turns you to stone.	Yes	Works, Artword or description issue
PiercingSpear	Piercing Throw	Damage all enemies in a straight line with this throw.	Yes	
PlayerLeap	Pit Fighters' Leap	Leap to attack or overcome obstacles.	Yes	
PlayerMelee	Player Melee		No	Works, Artword or description issue
PoisonedTip	Poisoned Tip	Shoot a high-damage arrow with a poisoning effect.	Yes	
PoisonGas	Poison Gas		No	Works, Artword or description issue
PoisonGasGrenade	Poison Bomb	Releases a cloud of noxious poison fumes.	Yes	Online Reference is reversed
Portal	Portal of Zozh	Place an exit portal anywhere, then use the entrance portal.	Yes	
ProximityMine	BoobyTrap	A trap that explodes on enemy contact.	Yes	
PVPBarricade	PVPBarricade			Did not test
PVPBeastWhisperer	PVPBeastWhisperer			Did not test
PVPBlink	PVPBlink			Did not test
PVPConfuse	PVPScrollOfCharm			Did not test
PVPCursedDagger	PVPCursedDagger			Did not test
PVPDamageResistPotion	PVPDamageResistPotion			Did not test
PVPGasLamp	PVPGasLamp			Did not test
PVPHuntersMark	PVPHuntersMark			Did not test
PVPIceLamp	PVPIceLamp			Did not test
PVPOilLamp	PVPOilLamp			Did not test
PvPREplenishArmor	PvPREplenishArmor			Did not test
PVPStealth	PVPStealth			Did not test
PVPVortexLamp	PVPVortexLamp			Did not test
RaiseRoots	Root Raiser	Makes Root Vines rise from the ground.	Yes	Works, Artword or description issue
Rally	Rally			Works, Artword or description issue

Ability Name	Real Card Name	Card Description	Card Displays	Comment
RalmasRevenge	Ralma's Revenge	Invoke Ralma...	Yes	
RatFrenzy	Vermin Frenzy	Coordinate a rat attack, targeting one Champion.	Yes	
RatKingRatBomb	Rat Bomb	Cluster of vermin that inflicts damage and spawns rats	Yes	Works, Artword or description issue
RatsNest	Dig Rat's Nest	Digs a rat's nest that will continuously spawn rats.	Yes	
RatWhisperer	Beast Whisperer	Summon lesser beasts to fight for you	Yes	
Regroup	Regroup	Make your teammates join you...wherever you are.	Yes	
Rejuvenation	Rejuvenation	Full heals all party members.	Yes	
ReleaseEnergy	ReleaseEnergy			
RemoveCorruption	RemoveCorruption			
RemoveScorpionFrenzy	RemoveScorpionFrenzy			
ReplenishArmor	Repair Armour	Replenish some of your armour. 1 Turn cooldown.	Yes	
ReplenishBarkArmor	Bark Armour	Protective armour that limits the damage		Works, Artword or description issue
RevealPath	Reveal Path	Reveals the key holder and dungeon exit	Yes	
Revive	Revive			Did not test
RootWall	Root Wall			Did not test
ScabRat	Spawn Scab Rat	Make a friend!	Yes	
ScarePowder	Panic Powder Arrow	Panic Powder Arrow	No	
ScrollCharm	Use Confuse		No	
ScrollElectricity	Scroll of Lightning	Blast your enemies with magical lightning.	Yes	
ScrollTsunami	Scroll of Tsunami	Unleash a magical, destructive tsunami.	Yes	
SecondWind	Second Wind		No	
ShatteringVoice	Shattering Voice		No	
Shockwave	Shockwave	Pounds the ground, creating a powerful shockwave.	Yes	
Shuffle	Shuffle	Swap place with all players in line of sight.	Yes	Works, Artword or description issue
SnakeBossLongRange	SnakeBossLongRange			Did not test
SnakeBossMeteorRain	Rain of Ends	Rain of ends	Yes	
SnakeBossOneshot	SnakeBossOneshot			Did not test
SnakeBossShortRange	SnakeBossShortRange			Did not test
SodiumHydroxide	Bottle Of Lye	This powerful solvent can cause poisonous chemical burns.	Yes	
SongOfRecovery	Song Of Recovery	Make allies recover health over time. Cleanses all ailments.	Yes	
SongOfResilience	Song Of Resilience	Summons magical armour that protect your allies.	Yes	
SpawnBossMinions	Summon Cultists	Summons three devoted Allies	Yes	
spawncorruptionnode	Planting Wake	Spreads corruption across the ground	Yes	Works, Artword or description issue
SpawnCultists	Summon Cultists	Summons three devoted Allies. (not the same as spawnbossminions)	Yes	Works, Artword or description issue
SpawnElvenSummonerDefenders	Summon Defense Rifts	Will spawn several Summoning Rifts as a defense.	Yes	Works, Artword or description issue
SpawnEnemyTurret	Spawn Turret	Places a fixed defense that fires at players every turn	Yes	Works, Artword or description issue
SpawnExplodingBarrel	SpawnExplodingBarrel	Make a friend!	Yes	Works, Artword or description issue

Ability Name	Real Card Name	Card Description	Card Displays	Comment
SpawnGiantRat	Spawn Giant Rat	Make a friend!	Yes	Works, Artword or description issue
SpawnGiantSlime	Spawn Giant Slime	Make a friend!	Yes	Works, Artword or description issue
SpawnGoblinBrute	Spawn Goblin Brute	Make a friend!	Yes	Works, Artword or description issue
SpawnGoblinRanger	Spawn Goblin Ranger	Make a friend!	Yes	Works, Artword or description issue
SpawnGoldPile	SpawnGoldPile			Did not test
SpawnGreaterMonster	SummonGreaterMonster			Did not test
SpawnJeweledScarab	Jeweled Scarab	A Jewelled Scarab, highly coveted and valuable.	Yes	Works, Artword or description issue
SpawnLargeSpider	SpawnLargeSpider			Did not test
SpawnLesserMonster	SummonLesserMonster			Did not test
SpawnMarauder	Spawn Marauder	Make a friend!	Yes	
SpawnMediumMonster	SummonMediumMonster			Did not test
SpawnMoreUnseenOnDeath	Summon Cultists	Summons three devoted allies	Yes	Works, Artword or description issue
SpawnMushrooms	Spawn Fungus Growth	Spore fungus spawning	Yes	Works, Artword or description issue
SpawnRandomLamp	Spawn Random Lamp		Yes	Works, Artword or description issue
SpawnRat	Spawn Rats	Spawns a number of rats	Yes	Works, Artword or description issue
SpawnScarabSandPile	Spawn Scarab SandPile		Yes	Works, Artword or description issue
SpawnSlime	Spawn Slime	Spawns a small slime	Yes	
SpawnSnakeBossAgain	SpawnSnakeBossAgain			
SpawnSnakeTailBossAgain	SpawnSnakeTailBossAgain			
SpawnSpiderlings	Spawn Spiderlings	Will spawn spiderlings if destroyed	Yes	Works, Artword or description issue
SpawnSummoningRiftGreater	Summon Greater Rift	Will spawn a greater summoning rift	Yes	Works, Artword or description issue
SpawnSummoningRiftLesser	Summon Minor Rift	Will spawn a minor summoning rift	Yes	
SpawnSummoningRiftMedium	SpawnSummoningMediumRift	Will spawn a summoning rift	Yes	
SpawnTombstone	Spawn Tombstone	Note: Drops a tombstone	Yes	
Speed	Swiftness Potion	Increases movement range by +1	Yes	
SpellPower	Power Potion	Note: Cast on Character	Yes	
SpiderWebshot	Webshot	Shoots a spider web that will entangle the target	Yes	Works, Artword or description issue
SplittingArrow	SplittingArrow			Did not test
Stealth	Sneak	Lets you move about unseen. No replenish while stealthed.	Yes	
Strength	Strength Potion	Increases physical damage by +1	yes	
StrengthenCourage	Courage Shanty	Strengthen the courage of an ally in 3 phases.	Yes	
StrengthenMinion	Riftwalk	Summons enemies.	Yes	Works, Artword or description issue
SummonElemental	Summon Elemental	Summons a powerful elemental to fight for you.	Yes	
SummoningRiftFusion	Rift Fusion	Fuse with another rift.	No	
SummonMinion	Riftwalk	Summons enemies.	Yes	Works, Artword or description issue
SwordOfAvalon	Repeating Ballista	A repeating ballista which shoots 3 bolts every turn.	Yes	
SyncEmerge	Synchronized Emerge	As a Scorpion emerges, others within range will follow.	Yes	Online reference missing

Ability Name	Real Card Name	Card Description	Card Displays	Comment
TauntingScream	Howl of the Ancients	A scream so strong it wekens your enemies.	Yes	
Telekinesis	Telekinesis		No	
TelekineticBurst	Telekinetic Push	A massive push, causing knockback and damage.	Yes	
Teleport	Teleportation	Teleports you to any tile of your choice.	Yes	Online Reference is reversed
TeleportEnemy	Teleport Ally	Teleports an ally closer to the threat	Yes	
TeleportLamp	Lamp Teleport	Pick up and drops lamps on the player using telekinesis	No	
TeleportRotateSit	TeleportRotateSit	Note: Not sure what this does	Yes	Works, Artword or description issue
TeleportToBattle	TeleportToBattle	Hurricane Route	Yes	
ThornPowder	Thorn Arrow	Ranged attack that causes thorns	Yes	
TileBlock	TileBlock			Did not test
TileUnblock	TileUnblock			Did not test
TorchLight	Torch	Improve your vision or light up an area.	Yes	
Tornado	Hurricane Anthem	Summon a chaotic hurricane that moves at random.	Yes	
TornadoCharge	TornadoCharge			
TownBossAddXWalls	TownBossAddXWalls			
TownBossWallAbility	TownBossWallAbility			
Tsunami	Tsunami			
TurretDamageProjectile	TurretDamageProjectile			
TurretHealProjectile	Healing Orb	An orb that can heal damage.	Yes	Works, Artword or description issue
TurretHighDamageProjectile	Cannonball	Shoots an explosive cannonball	Yes	
VenomousSting	VenomousSting			
VerminFrenzy	Vermin Frenzy	Coordinate a rat attack, targeting one Champion.	Yes	
VialOfFireImmunity	Fire Resistance	Resist all fire damage...for a while	Yes	
VialOfIceImmunity	Ice Resistance	Resist all ice damage...for a while	Yes	
VigorPotion	Vitality Potion	Increase your max health by +3	Yes	
VortexDust	Vortex Dust	Manifest a minor vortex which pulls all enemies towards it.	Yes	
VortexLamp	Vortex Lamp	Place a vortex lamp. Vortexes are strong...	Yes	
WallDestroy	Wall Destroy		Yes	Works, Artword or description issue
WarCry	War Cry	Causes enemies to flee in panic.	Yes	
WaterBottle	Water Flask	Drink to heal or throw it to drench a target or the ground	Yes	
WaterDive	Puddle Teleport	Teleports from one wet tile to another	No	
WaterExpllosion	Water Explosion	No Description	No	
WaterLamp	Water Lamp	Place a water lamp. Water is wet...	Yes	
WaterSplashCorruption	Splash Recovery	Heals Root Hounds and might cause tiles to get wet!	No	
Weaken	Weaken	A debuff that causes the victim to become weaker.	No	
WeakeningShout	Weakening Shout	No Description -	No	
WebBomb	Web Bomb	Explodes in a sticky mess and entangles multiple foes.	Yes	
Whip	Root Whip	Players too close to mother Cy will be thrashed	No	

Ability Name	Real Card Name	Card Description	Card Displays	Comment
WhipSmall	Root Whip	Players too close to mother Cy will be thrashed	Yes	Works, Artword or description issue
WhirlWind	Whirlwind Attack	A spinning sweep that damages all adjacent enemies.	Yes	
WizardBossFocusFire	Focus Fire	Synchronized doppelganger attack	No	
WizardBossShowHint	WizardBossShowHint		No	
WizardBossShuffle	Doppelganger Shuffle	Shuffles doppelgangers around.	No	
WizardBossSpawnDoppelgangers	Spawn Doppelgangers	Spawning Umbal doppelgangers	No	
WizardBossSqueeze	Squeeze	A doppelganger squeeze attack, pinching a player	No	
WizardBossZap	Salvo Corrupto	A magical attack stemming from Rackarn's corruption.	Yes	
WoodBone	Wooden Bone	Makes Root Hounds loyal, or throw it in water to spawn one.	Yes	
Zap	Zap	Damages and stuns your foe. 1 turn cooldown.	Yes	
	Vortex Storm			

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<ul style="list-style-type: none"> • AbilityBuildUp • AbsorbCorruptionBehaviour • AttackAndRetreat • AttackAndRetreatToOwner • AttackPlayer • AttackRandomTile • AvoidElvenKingAttacks • BurrowBehaviour • CastOnSelf • CastOnTeam • ChargeMove • ChargeToSafety • Charging • ConfusedTeleportEnemy • CorruptionBehaviour • Downed • EarthShatter • ElvenSummonerBehaviour • ExplosiveOrb • Flee • FleeAndHeal • FleeToFOW • FleeToFOWAndBurrow • FollowCloseToPlayerMeleeAttacker • FollowPlayerMeleeAttacker • FollowPlayerRangedAttacker • GuardPost • GuardTile • GuidingLightBehaviour • Heal • HealAOE • HealFromFOW • HostileTowardsEntangled 	<ul style="list-style-type: none"> • Invalid • Javelin • KeepDistance • LeechMelee • MadElvenKingHandBehaviour • MotherCyBossBehaviour • Patrol • PikeAttack • RangedAttackHighPrio • RangedSpellCaster • ReptileArcherBehaviour • RootHoundMasterBehaviour • RootLordBehaviour • RootWall • SandPileBehaviour • SlimeFusion • SnakeBossBehaviour • SpawnBuildUp • SpawnPiece • StationaryAbilityBehaviour • StrengthenNodeBehaviour • SummoningRiftFusionBehaviour • SupportUnit • Swarm • TornadoCharge • TownBossBehaviour • TsunamiRangedAttackIfYouSeeThisAfterForestReleaseTellTomasToFixThisAndIgnoreThis • Turret • UseBuildUpAbilityBehaviour • VerminFrenzy • VortexAbilityBehaviour 	<ul style="list-style-type: none"> • WaterDiveRetreat • WizardBossBehaviour
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Board Pieces

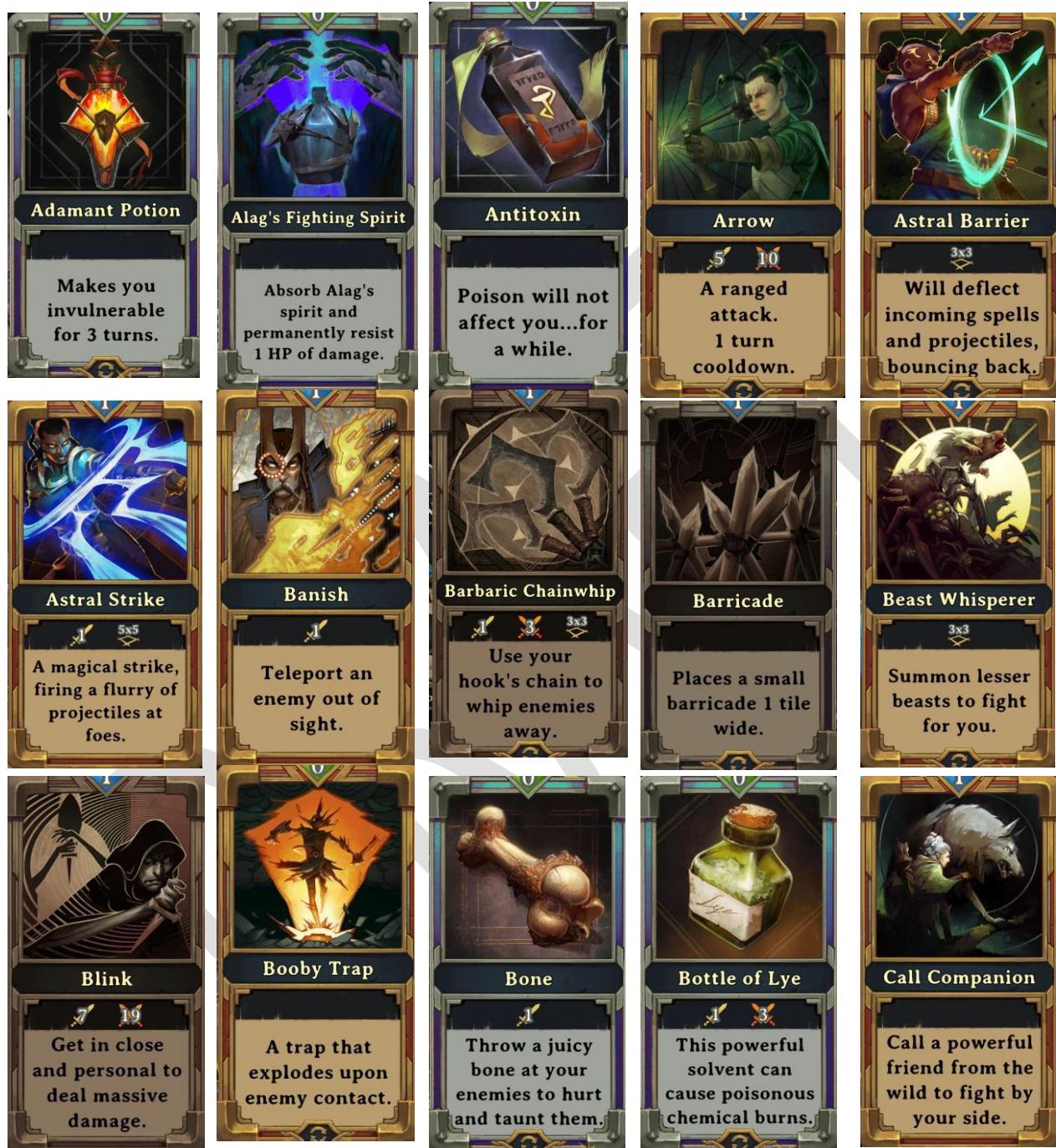
• AltarOfBlessing	• FireElemental	• LevelEntranceForestPortal
• Bandit	• ForestEndLevelChest	• LevelEntranceInvisible
• Barricade	• GasLamp	• LevelEntranceTown
• BeggarTown	• GeneralRonthian	• LevelExit
• BigBoiMutant	• GiantSlime	• LevelExitDesert
• BossTown	• GiantSpider	• LevelExitForestPortal
• BotBoxHead	• GoblinChieftan	• LevelExitInvisible
• Brookmare	• GoblinFighter	• LevelExitTown
• Cavetroll	• GoblinMadUn	• LocustSwarmCloud
• CavetrollBoss	• GoblinRanger	• Lure
• ChestGoblin	• GoldPile	• MadElvenKingHandLeft
• CultMemberElder	• GoldSandPile	• MadElvenKingHandRight
• Door1x1Tile	• Gorgon	• MagicWall
• Door1x2Tile	• GrapplingTotem	• MerchantDesert
• Door1x3Tile	• GuidingLight	• Mimic
• DruidArcher	• HealingBeacon	• MotherCy
• DruidHoundMaster	• HeroBarbarian	• None
• EarthElemental	• HeroBard	• OilLamp
• ElvenArcher	• HeroBot	• OnboardingRat
• ElvenCultist	• HeroGuardian	• PoisonousRat
• ElvenHound	• HeroHunter	• Portal
• ElvenMarauder	• HeroRogue	• PotionStand
• ElvenMystic	• HeroSorcerer	• ProximityMine
• ElvenPriest	• HeroWarlock	• Ralma
• ElvenQueen	• IceElemental	• Rat
• ElvenSkirmisher	• IceLamp	• RatKing
• ElvenSpearman	• JeweledScarab	• RatNest
• ElvenSummoner	• KillerBee	• ReptileArcher
• EmptySandPile	• KillerBeeHive	• ReptileMutantWizard
• EndLevelChest	• LargeCorruption	• RootBeast
• EnemyTurret	• LevelEntrance	• RootCreeper
• EyeOfAvalon	• LevelEntranceDesert	• RootGolem

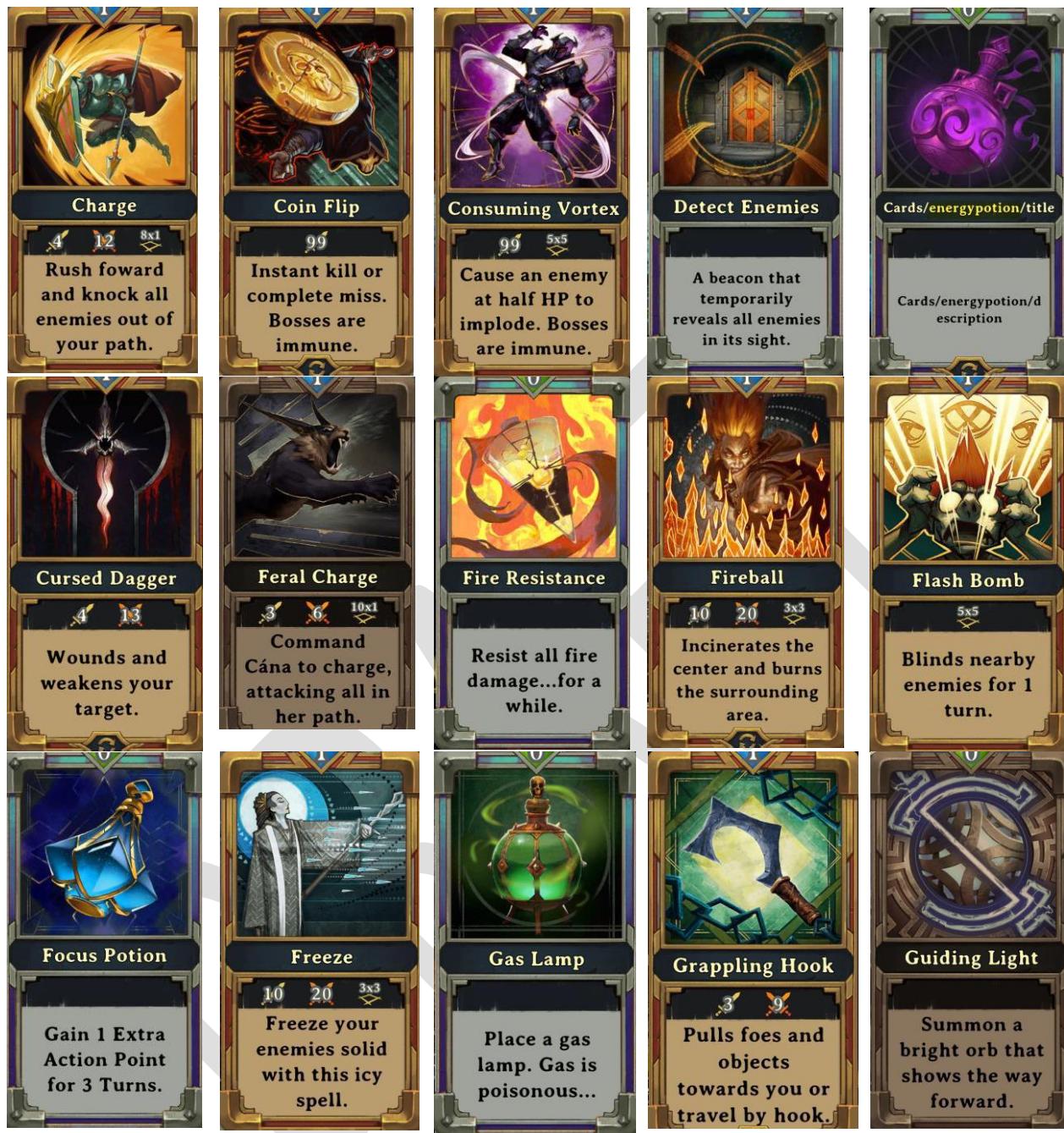
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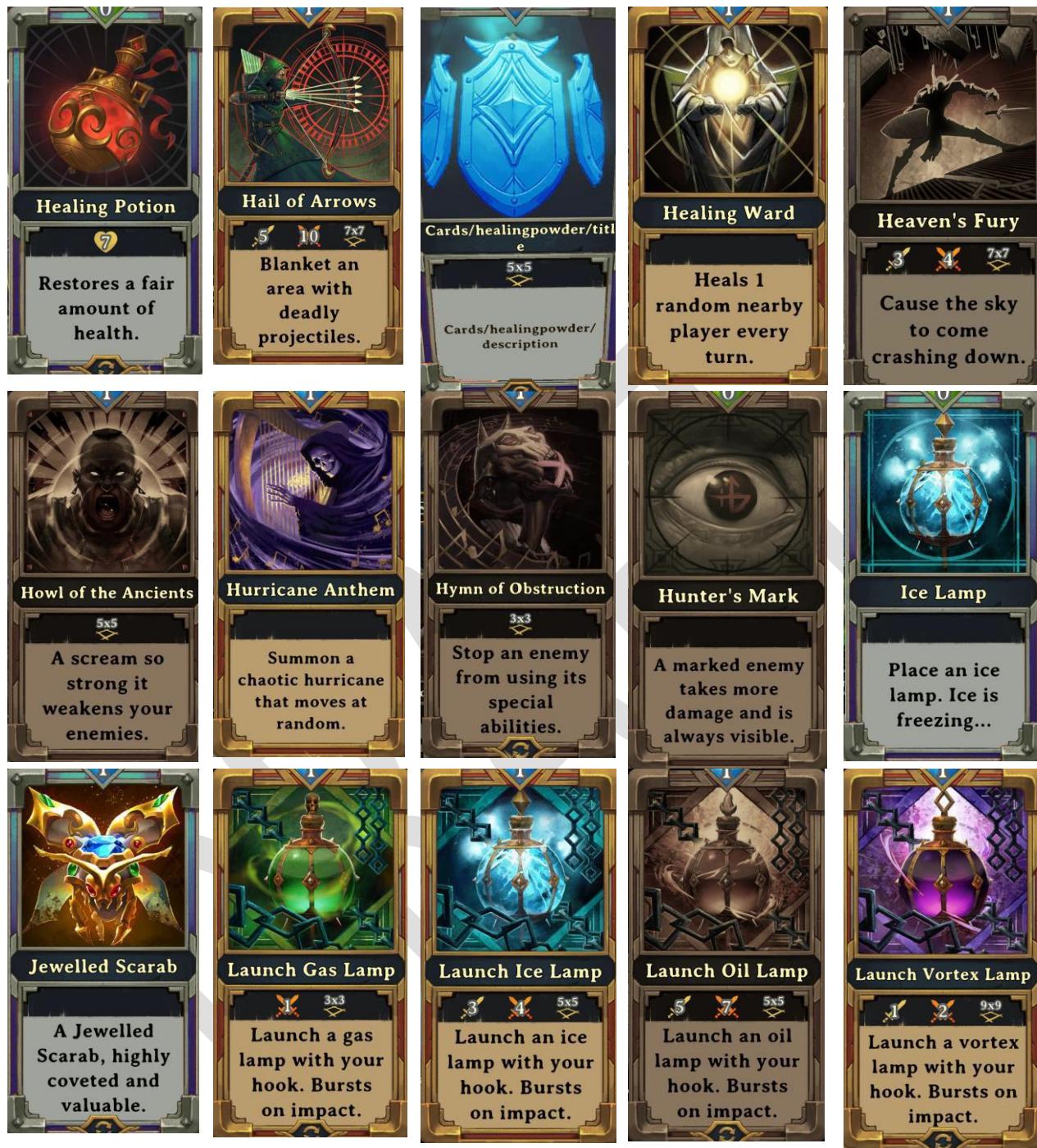
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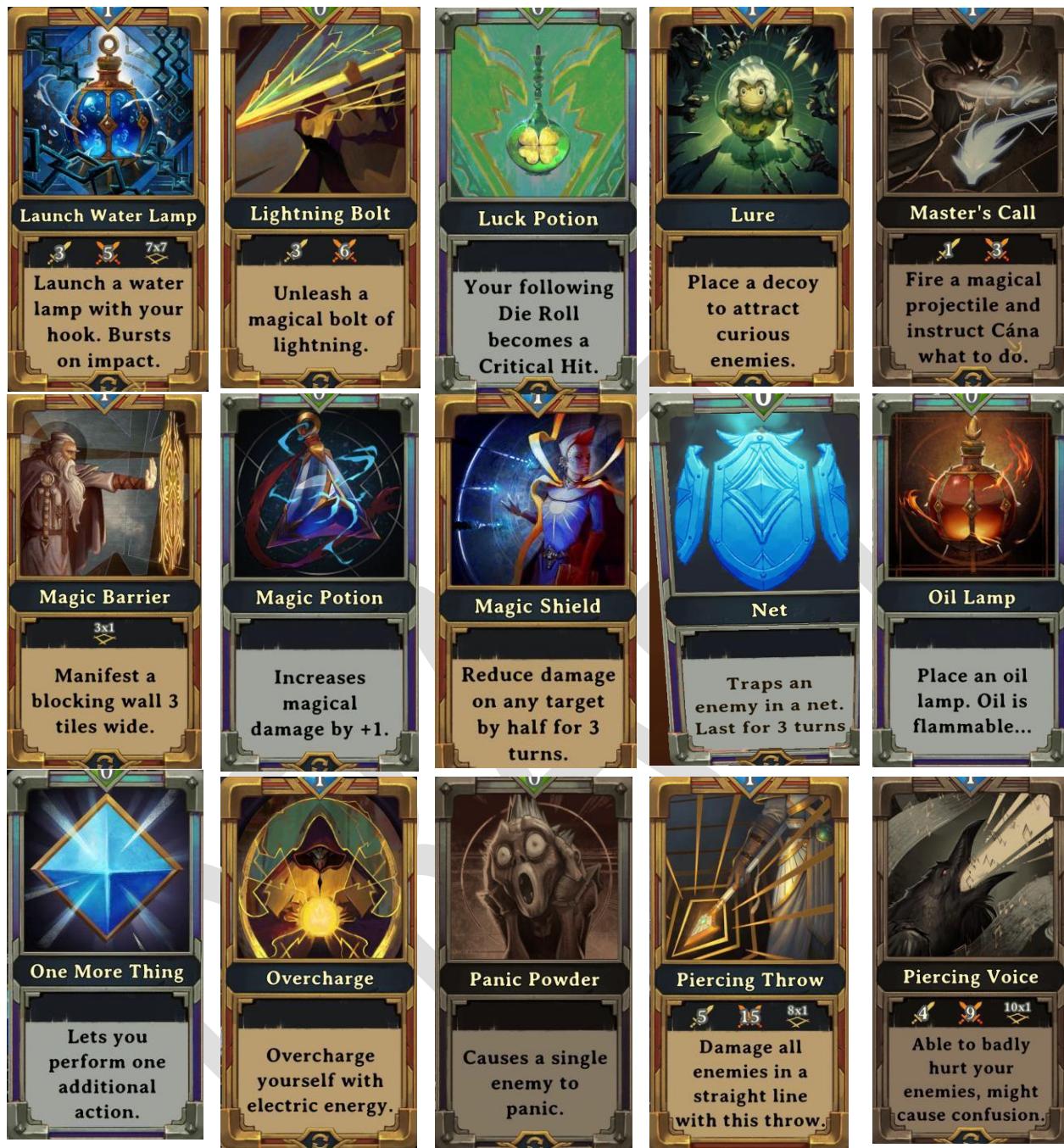
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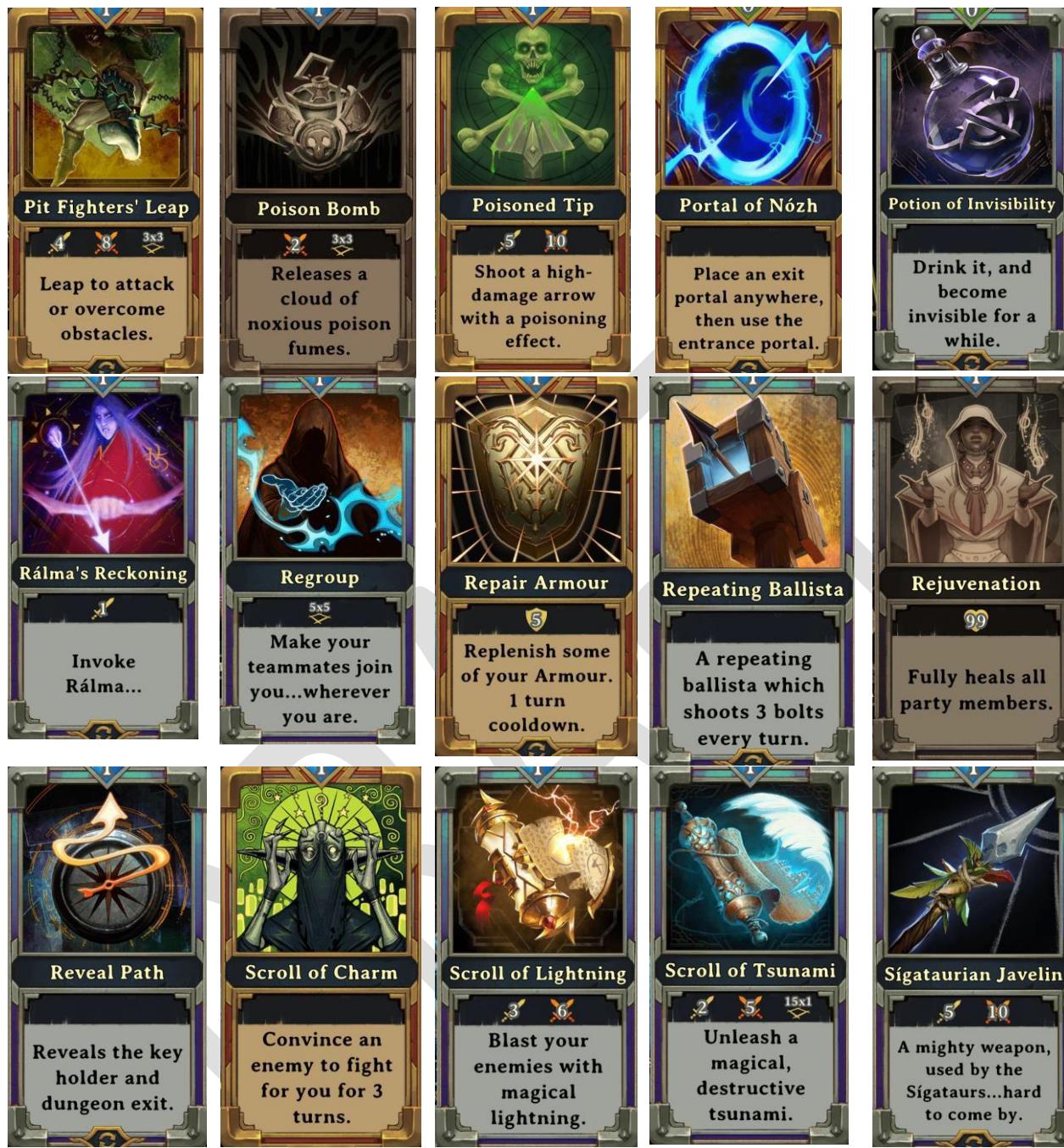
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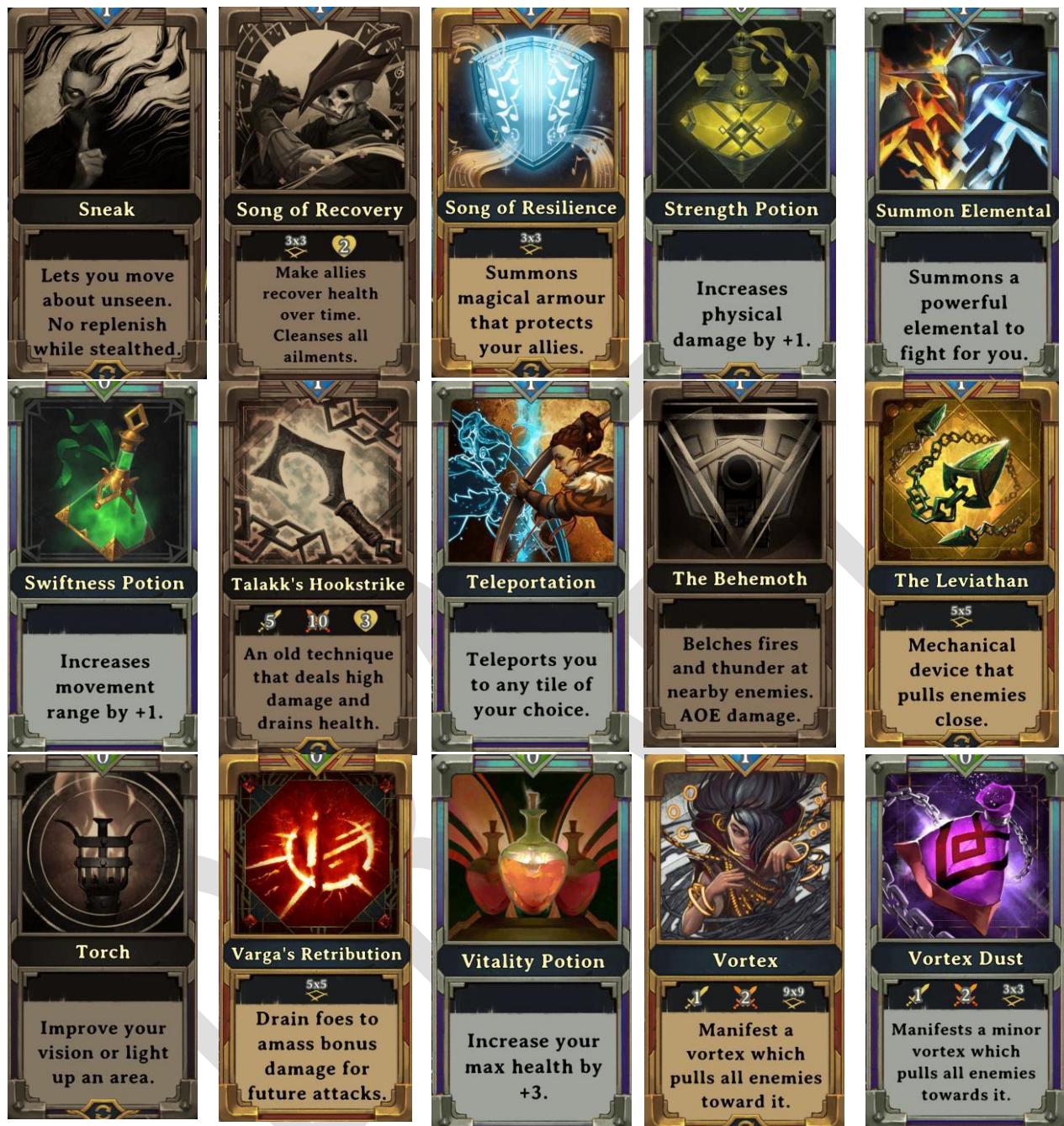














Vortex Lamp

Place a vortex lamp. Vortexes are strong...



War Cry

9x9

Causes enemies to flee in panic.



Water Flask

3x3

3

Drink to heal or throw it to drench a target or the ground.



Web Bomb

3x3

5x5

Explodes in a sticky mess and entangles multiple foes.



Water Lamp

Place a water lamp. Water is wet...



Whirlwind Attack

4 9 3x3
A spinning sweep that damages all adjacent enemies.



Wooden Bone

1

Makes Root Hounds loyal, or throw it in water to spawn one.



Zap

4 8

Damages and stuns your foe.
1 turn cooldown.



15. Character Selection

There are seven character you can select from.

15.1. Guardian (Sigrun)



Sigrun

Sigrun

Guardian of the Realm

Sigrun is a champion of the Royal Guard, and she has deftly wielded her keen spear and mighty shield in countless battles. In combat, she is a stalwart companion, always ready to step into the fray and draw the enemy's ire to protect her allies.

15.2. Sorcerer (Zedokar)



Zedokar

Zedokar

Sorcerer of the Spheres

Zedokar is a true seeker of knowledge and widely travelled. He is no stranger to combat, having had to defend himself numerous times during his long journeys, and he employs elemental magic to corral and destroy his enemies with devastating effect.

15.3.

Hunter (Ailin)



Ailín

Hunter of the Woods

Ailín has lived all her life in communion with nature, and as the daughter of the royal gamekeeper she learned to shoot a bow almost before she was weaned. In combat she prefers to stay back and pick off her enemies at a distance.

15.4.

Assassin(Kai)



Kai

Assassin of the Shadows

Kai is an enigma begging to be solved, and they keep their gender and age well concealed behind the mask they always wear. In combat Kai is rarely seen, only marked by the enemies falling left and right, blood still spurting from cut arteries.

15.5.

Bard (Molthas)



Molthas

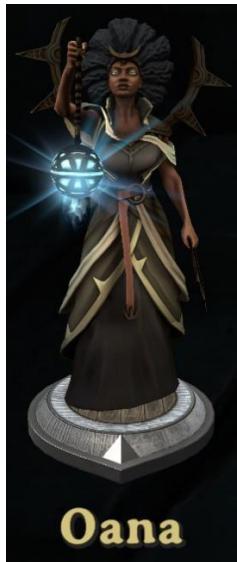
Molthas

Singer of the Mortal Sonnets

Molthas is not to be underestimated; being a bard, one might just see his flair and quirks tainted with poetic gestures and words. But do not be deceived as he is a combatant to fear and a singer of once lost songs that leave enemies ravaged.

15.6.

Warlock (Oana)



Oana

Oana

Warlock of the Ancients

Oana is a steadfast warlock and a mighty warrior - always accompanied by her Astacat, Cána. Few conjurers measure up to Oana's spellcasting prowess, and she will not hesitate to employ her ever-sharp weapon, Aehna, if the situation turns dire.



Uhrak

Champion of the Arena

Uhrak is an indestructible force of pure rage. Being a former pit fighter, he has learned the violent rawness of combat, one punch at a time. He takes on foes with brutality, resolve, and the infamous Hook of Varga - a weapon feared far and wide.

DRAFT

16.

User\ Feedback Tips and Tricks

The following feedback was observed on some user forums. None of these have been verified and for that reason it is one player's opinion. It might provide you some interesting insight as to the mechanics for items or how to make your playing experience more valuable and enjoyable!

1. Fire does extra damage on poison tiles (good combos possible with gas lamp + fireball, poison bomb+fire lamp, proximity mine+ gas lamp) CAREFUL, poison spreads and having your character stand on a poison tile when the fire hits.... Is no fun
2. If your character DOESNT move and the poison spreads underneath, it won't poison you (tile must be clean when your 1st move into it)
3. Electricity does extra damage to wet target (including your character so be careful with sorcerer's lighting attack)
4. frozen target skips a turn and receive extra damage (I love throwing Ice lamps with Barbarian)
5. Elemental enemies explode when they die, make sure you kill them from range
6. If your character is 2 tiles or less away from a lamp, an enemy archer will hit the lamp to damage you
7. Enemies that are entangled by the Web bombs, will make spiders attack these enemies in priority
8. Never open a door at the end of a turn
9. Barbarian's hook can grab enemies, lamps, party members, downed party members, ballista's, healing well,
(barbarian is my favorite class)
10. Mini bosses, big spiders, and final bosses enrage at 50% HP so plan your turn accordingly cause enraged monsters can wreak havoc on your party
11. You can drag cards you don't like to the far right in the blue mana pool... gives you mana points. 100 mana points give each character a class specific card
12. When playing solo in skirmish, try different classes, it will help you a lot to understand what is going on, or what can be done when playing with others based on each class' strength and weaknesses
13. Potions are your friend, they cost no action, can be given to other players. And as mentioned, they last till the end. It's max +3 for one attribute. (Having 3 potions + bard buff makes your characters pretty strong)
14. On your archer\hunter if you have pet cards (call companion or the other one I forget) make sure you use the card before changing floor. Pets will follow to next floor, and it frees card space.
15. When having melee attack, try to position your characters in a way you won't hit them if you roll a miss
(learned that the hard way in a game I got really unlucky on my dice rolls)
16. Give swiftness potion to the bard,
17. charm enemies get healed when you hit a fountain
18. If a Charm Spider drops eggs, check the eggs they should be charmed too... if that's the case, hit the egg...those spiders will be charmed
19. Charming an enemy and hitting it once to make it go berserk can help. Make sure you kill it before the end of the charm.
20. Friendly elemental also explodes when they die.... Or after a few turns. Keep an eye on the countdown.
21. Blocking door is helpful (barricades, sorcerer wall, stealth assassin) and can save you from a lot of damage.
22. I would add that you can block a small opening by dropping a lamp in the doorway.

23. When you're surrounded by enemies, placing a barricade, cannon, ballista, healing ward or friendly between you and the heaviest hitter will cause that enemy to attack that instead of you.
24. If you're standing against a wall, the fire or ice elemental will hit you instead of freeze/burn you.
25. The best way to kill the elven summoner is to attack and then move more than 5 spaces away. It will cause him to stay put, and he won't throw any new rifts out.
26. Certain enemies will always go for the guardian, so he should be placed in between the enemy and the hero he's guarding. Also, if the guardian uses the whirlwind attack card to kill multiple enemies, the lesser enemies that didn't die will panic and run away. The guardian can also use the charge card to escape a bad situation.
27. The wizard can stun an enemy that's about to attack by zapping them with a bolt of lightning.
28. If you use a panic card on an enemy, to keep them from attacking, make sure you attack them while they're still panicked.
29. If you want to use a regroup card, ask your teammates if they agree it should be used.
30. The beggar takes 7 cards and trades you a different card.
 - a. Bone = Detect Enemies
 - b. Oil Lamp = Luck Potion
 - c. Repeating Ballista = Reveal Path
 - d. Strength Potion = Alag's Fighting Spirit
 - e. Teleportation = Jeweled Scarab
 - f. Water Flask = Swiftness Potion
 - g. Rejuvenation = Ralma's Reckoning (must have card)
31. If gold is next to a monster, you can attack the monster from the pile to pick up while attacking. Take the moment to carefully do it, it's very annoying to mess up and miss an attack like this. But picking up cash and attacking at the same time is baller
32. Upgrade potions (speed, damage, etc.) last the whole dungeon. Drink on floor 1, still active on floor 3. Should be noted though, while you can give them to some pets (like Cana, the warlocks cat) they are much less permanent when you do. If Cana dies, the potion wears off. Give potions to people, not pets.
33. **Dege Tip** – Lower right-hand corner is the Mana Pool. Drag unwanted cards into the man pool. When you exceed 100, everybody will get another card. Make sure to announce to your friends if they have room!
34. **Dege Tip** - Look at the base of the enemy miniature piece on the board. There is a little arrow that shows which way the character is facing.

17.

Troubleshooting

Here we try to show you as many errors as we receive and can confirm what the root cause is.

17.1.

Tshooting - The select ruleset is not for multiplayer games

This error will occur when an item that you have declared in the code is not going to function for multiplayer. In the example shown below, if you try to declare the CardLimitModified, it will not work in multiplayer. The reason it didn't complain by the MelonLoader is that it is legal for single player, but not multiplayer. It is also an acceptable feature, so you will only see this error when you try to enter multiplayer and it will then be revealed that the ruleset has been deactivated.

```
"Rule": "CardLimitModified",
"Config": 10
```

```
[16:55:12.208] [RoomFinder] UI dependencies ready. Proceeding with initialization.
[16:55:12.399] [RoomFinder] Initialization complete.
[16:55:18.664] [HouseRules:Core] Selected ruleset: 060323 New Sampler
[16:55:36.268] [RoomCode] Proposing room code: 66666
[16:55:36.314] [HouseRules:Core] [WARNING] Room options already include custom property: modded
[16:55:36.315] [RoomCode] Proposing room code: 55555
[16:55:36.748] [HouseRules:Core] [WARNING] The selected ruleset [060323 New Sampler] is not safe for multiplayer games. Skipping activation.
```

17.2.

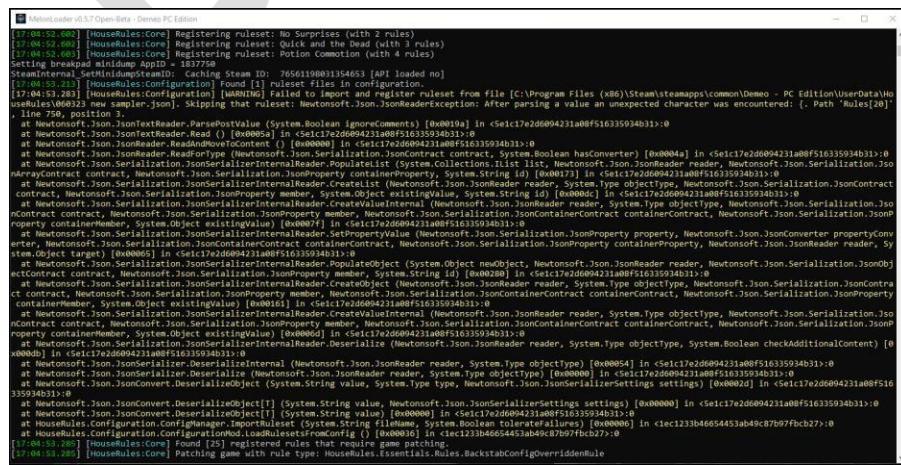
Tshooting - Failed to import

This is pretty common when you forget to properly declare statements. In the case below you will notice within the first few lines that an error was encountered at line 750. Goto line 750 or the line number reported in your error and look for a grammatical or syntax error. The last statement in a long rule block will not have a comma.

In the case of this error:

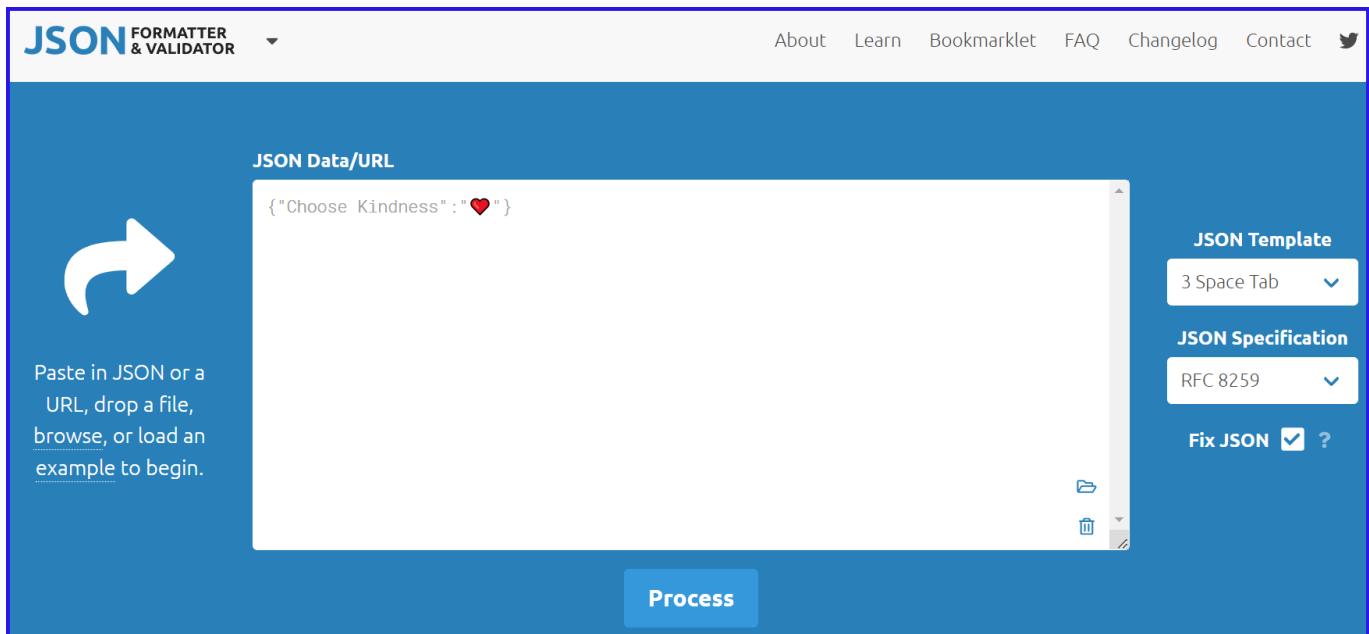
```
"Target": 1
}
}, ← ----- Notice that the , in place
```

```
{"Rule": "CardLimitModified", "Config": 10} ← ----- Notice the missing ,
```



Update received on 062223 from a player “Frak”. The email noted that there is a .Json validator that could be used to test out your .Json before trying to load it into Demeo. So smart and I wish I had thought of it, but **Frak** did! Here is what you do.

1. Go to <https://jsonformatter.curiousconcept.com/>
2. You will be presented with a screen like this.



3. Drag your .json sample into the window above.
4. Click Process button to see your results. A red or green indicator will reveal the results of your Json file.

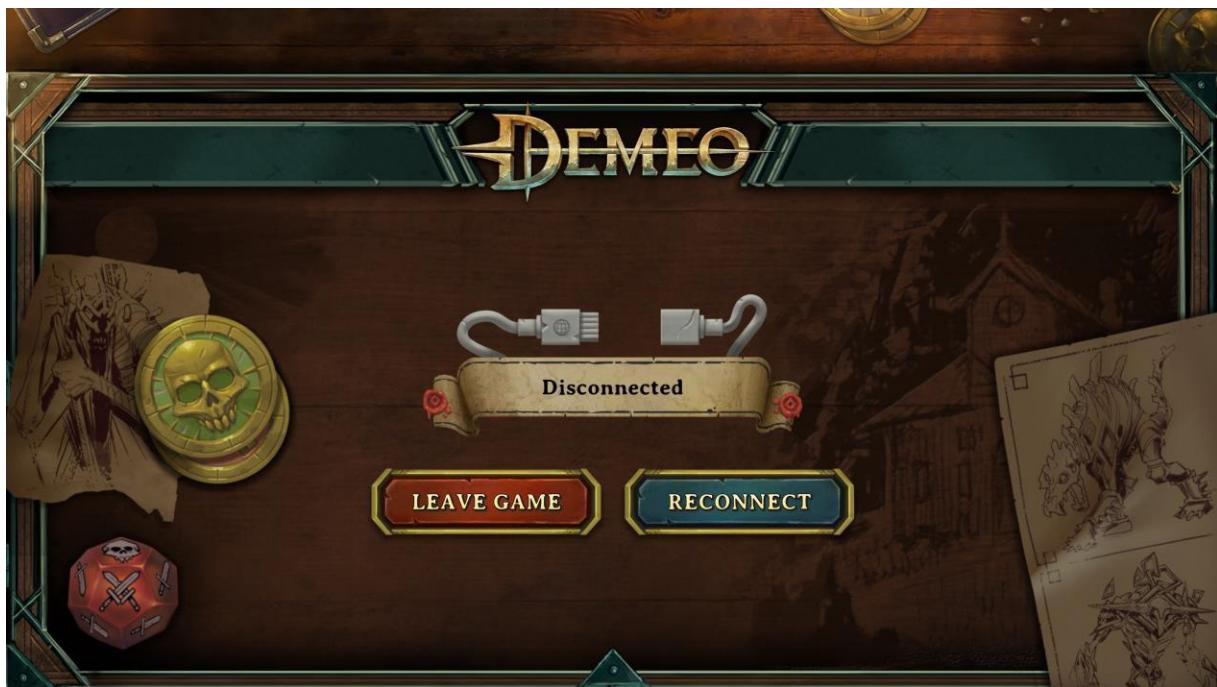
Authors Note – I have a Json file I have been meaning to troubleshoot. This utility allows you to identify the mistake and can REPAIR IT. What a time saver.

Click [here](#) to see a demonstration from Dege on YouTube.

17.3.

Tshooting - Disconnected

There have been reports scattered over the last year of users getting disconnected. Not clear what the root cause is. If you know from experience, send your feedback to demeo@epomd.com.



MAP LEVELS

There are five maps with a variety of floors. You can select from Black Sarcophagus, Rat King, Roots of Evil, Serpent Lord or the Reign of Madness map. We captured each floor for you. You can program the floor that interests your team. Put this rule in place and configure it.

```
"Rule": "LevelSequenceOverridden", "Config": [ "ElvenFloor01", "SewersFloor07", "ForestFloor09", "ForestShopFloor", "ElvenFloor08" ]
```

LevelSequenceOverridden: The Level Sequence of dungeon floors is overridden.

- List of levels must be exactly five items long. The game will crash at the end if the list is any longer.
- Shop levels can be replaced with game levels.
- It is possible to use levels from any book (Elven, Sewers, Forest) together in a single list
- Level soundtracks may not match the played level or adventure (e.g. The shop "Ah Customers, Welcome" will always play on 2nd and 4th levels)
- Level names are ElvenFloor01-17, SewersFloor01-12, ForestFloor01-03, ForestFloor05-09, ShopFloor02, and shop floors.

Black Sarcophagus:	Rat King:	Roots of Evil:	Serpent Lord:	Reign of Madness:
<ul style="list-style-type: none"> • CryptEntrance • ElvenFloor01 • ElvenFloor02 • ElvenFloor03 • ElvenFloor04 • ElvenFloor05 • ElvenFloor06 • ElvenFloor07 • ElvenFloor08 • ElvenFloor10 • ElvenFloor11 • ElvenFloor12 • ElvenFloor13 • ElvenFloor14 • ElvenFloor15 • ElvenFloor16 • ElvenFloor17 • ShopFloor02 	<ul style="list-style-type: none"> • SewersEntranceFloor • SewersFloor01 • SewersFloor07 • SewersFloor08 • SewersFloor09 • SewersFloor10 • SewersFloor11 • SewersFloor12 • SewersShopFloor 	<ul style="list-style-type: none"> • ForestEntrance • ForestFloor01 • ForestFloor02 • ForestFloor03 • ForestFloor05 • ForestFloor06 • ForestFloor07 • ForestFloor08 • ForestFloor09 • ForestShopFloor 	<ul style="list-style-type: none"> • DesertBossFloor01 • DesertEntrance • DesertFloor01 • DesertFloor02 • DesertFloor03 • DesertFloor04 • DesertFloor05 • DesertFloor06 • DesertFloor07 • DesertFloor08 • DesertFloor09 • DesertFloor10 • DesertShopFloor 	<ul style="list-style-type: none"> • TownsBossFloor01 • TownsEntrance • TownsFloor01 • TownsFloor02 • TownsFloor03 • TownsFloor04 • TownsFloor05 • TownsFloor06 • TownsFloor07 • TownsFloor08 • TownsShopFloor



BLACK SARCOPHAGUS – ENTRANCE

There are 17 floors offered for the Black Sarcophagus. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



19.1.

BLACK SARCOPHAGUS - ELVEN MAP FLOOR 1





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 1 \(Narrated 4:45\)](#)

[Video overview of BLACK SARCOPHAGUS Floor 1 \(No narration\)](#)





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 2 \(Narrated 3:47\)](#)

[Video overview of BLACK SARCOPHAGUS Floor 2 \(No narration\)](#)

19.3.

BLACK SARCOPHAGUS - ELVEN MAP FLOOR 3

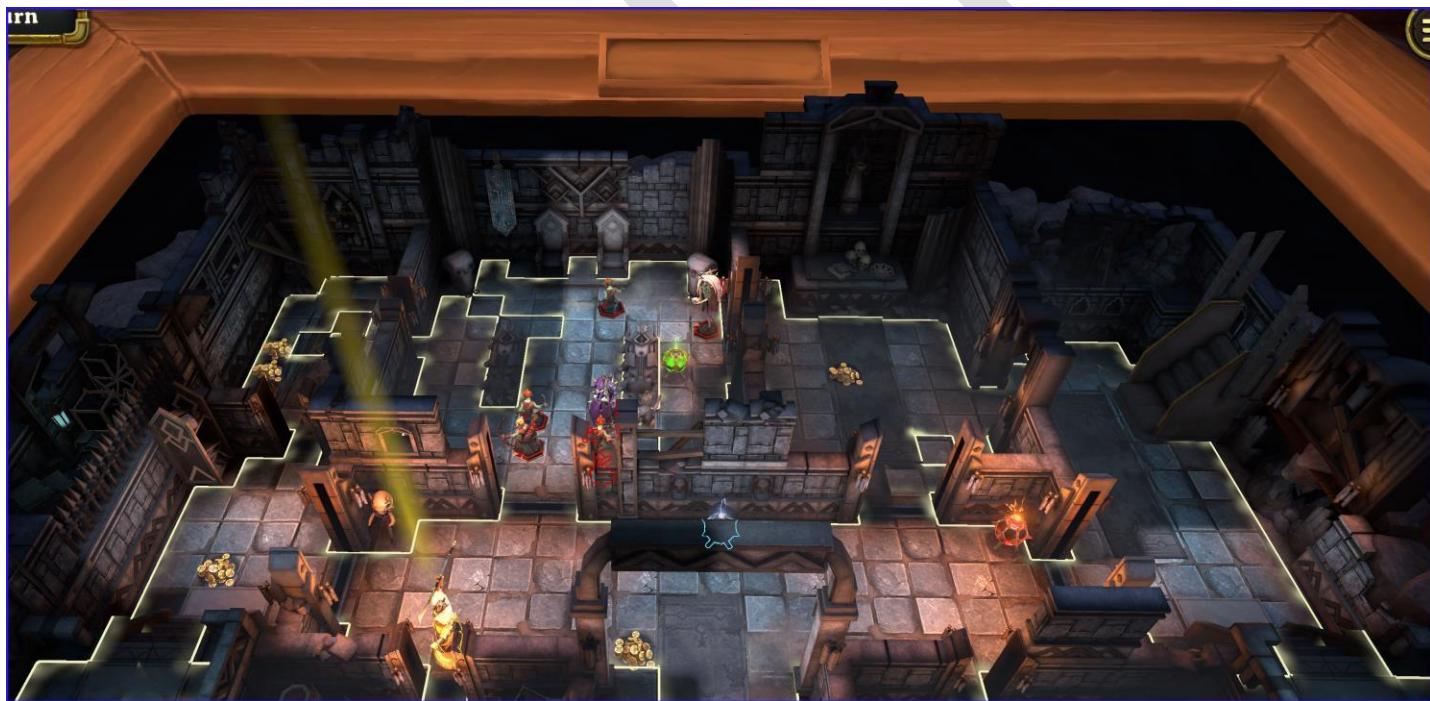




[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 3 \(Narrated 2:58\)](#)

[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 3 \(No Narration\)](#)





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 4 \(Narrated 4:27\)](#)

[Take a video tour of BLACK SARCOPHAGUS Floor 4 \(No Narration\)](#)





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 5 \(Narrated 2:59\)](#)

[Take a video tour of BLACK SARCOPHAGUS Floor 5 \(No Narration\)](#)

19.6.

BLACK SARCOPHAGUS - ELVEN MAP FLOOR 6





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 6 \(Narrated 3:12\)](#)

[Take a video tour of BLACK SARCOPHAGUS Floor 6 \(No Narration\)](#)

19.7.

BLACK SARCOPHAGUS - ELVEN MAP FLOOR 7





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 7 \(Narrated 4:04\)](#)

[Take a video tour of BLACK SARCOPHAGUS Floor 7 \(No Narration\)](#)

19.8.

BLACK SARCOPHAGUS - ELVEN MAP FLOOR 8





[Take a video tour of BLACK SARCOPHAGUS Floor 8 \(No Narration\)](#)

19.9.

BLACK SARCOPHAGUS - ELVEN MAP FLOOR 9



[Take a video tour of BLACK SARCOPHAGUS Floor 9 \(No Narration\)](#)

19.10. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 10



[Take a video tour of BLACK SARCOPHAGUS Floor 10](#)

19.11. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 11



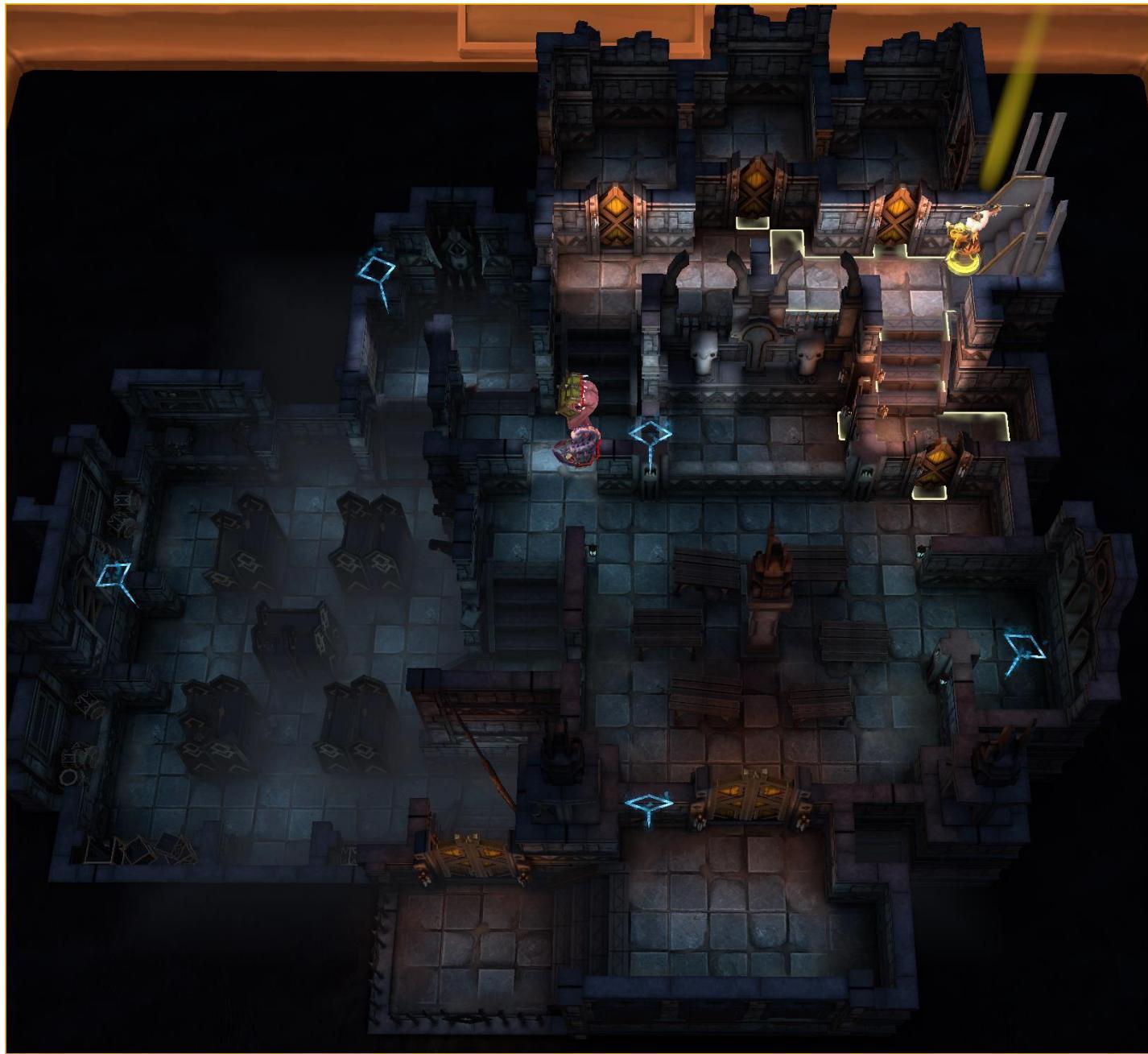
[Take a video tour of BLACK SARCOPHAGUS Floor 11](#)

19.12. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 12



[Take a video tour of BLACK SARCOPHAGUS Floor 12 \(Pending\)](#)

19.13. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 13



[Take a video tour of BLACK SARCOPHAGUS Floor 13 \(Pending\)](#)

19.14. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 14



[Take a video tour of BLACK SARCOPHAGUS Floor 14 \(Pending\)](#)

19.15.

BLACK SARCOPHAGUS - ELVEN MAP FLOOR 15



[Take a video tour of BLACK SARCOPHAGUS Floor 15 \(Pending\)](#)

19.16. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 16



[Take a video tour of BLACK SARCOPHAGUS Floor 16 \(Pending\)](#)

19.17. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 17



[Take a video tour of BLACK SARCOPHAGUS Floor 17 \(Pending\)](#)

RAT KING – ENTRANCE

There are 7 floors available for the Rat King. They are not in sequential order, so don't be confused that we missed any floors. These maps introduce "reveal" to all tiles as they appear. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



20.1.

RAT KING – SEWERS FLOOR 1

This is a small map. It doesn't take up the entire land footprint. It contains 16 doors.



20.2. RAT KING – SEWERS FLOOR 7

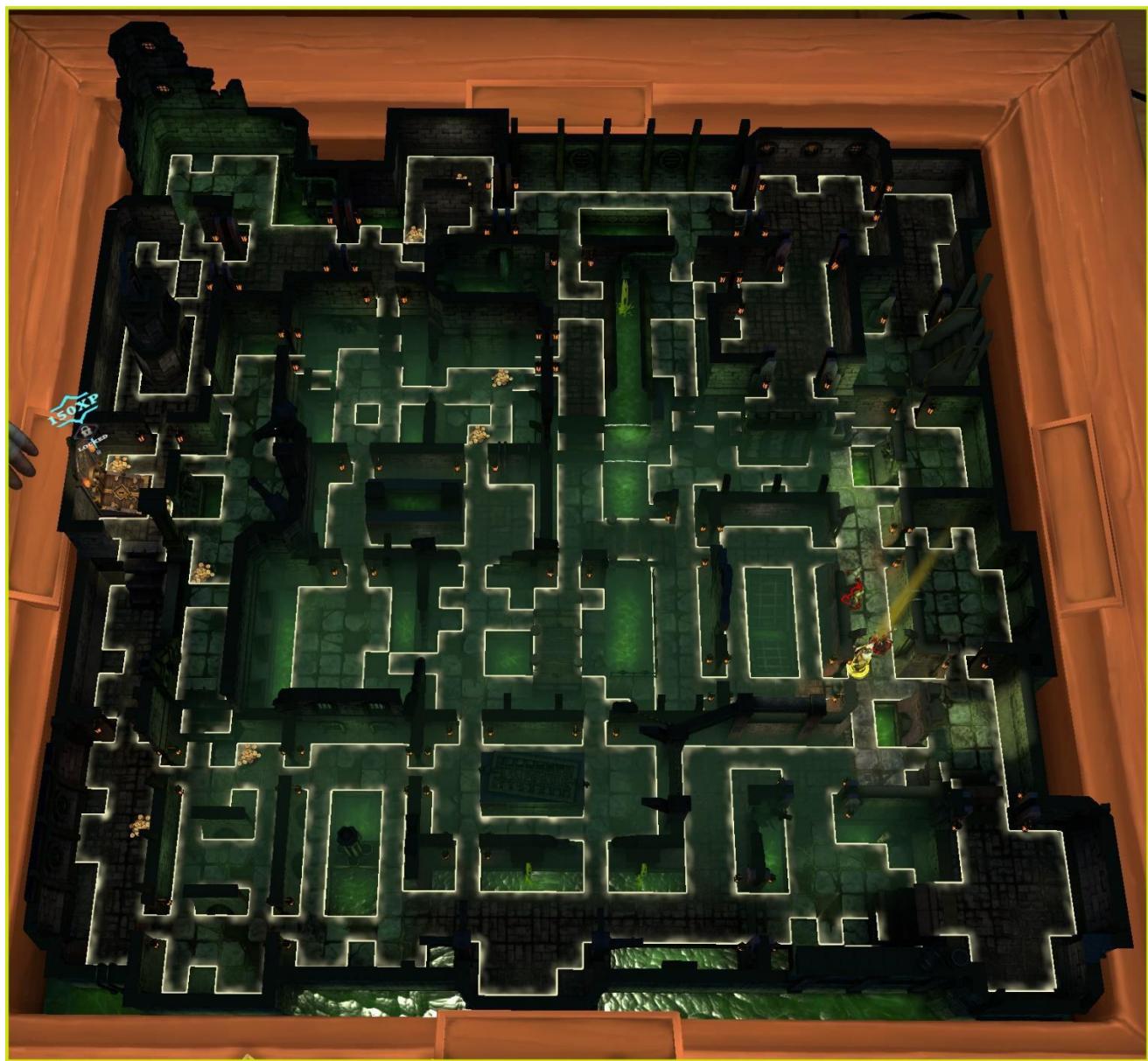
This is a medium map. A little bigger than Floor 1. It contains 12 doors.



20.3.

RAT KING – SEWERS FLOOR 8

This is a large map. It has a whopping 37 doors.



20.4.

RAT KING – SEWERS FLOOR 9

This is a small map that has six doors.



20.5.

RAT KING – SEWERS FLOOR 10

This is a medium map that has 11 doors.



20.6. RAT KING – SEWERS FLOOR 11

This is a small map that has 7 doors.



20.7.

RAT KING – SEWERS FLOOR 12

This is a medium-sized map that has 4 doors.



21.

ROOTS OF EVIL – ENTRANCE

There are 9 floors available for ROOTS OF EVIL. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.1.

ROOTS OF EVIL – Forest Floor 1

This is a medium sized floor. You will find 11 doors on Floor 1. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.2.

ROOTS OF EVIL – Forest Floor 2

This is a medium sized floor. You will find 12 doors on Floor 2. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.3.

ROOTS OF EVIL – Forest Floor 3

This is a medium sized floor. You will find 13 doors on Floor 3. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.4.

ROOTS OF EVIL – Forest Floor 4

This is a medium sized floor. You will find 11 doors on Floor 4. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.5.

ROOTS OF EVIL – Forest Floor 5

This is a large sized floor. You will find 28 doors on Floor 5. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.6.

ROOTS OF EVIL – Forest Floor 6

This is a large sized floor. You will find 7 doors on Floor 6. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.7. ROOTS OF EVIL – Forest Floor 7

This is a medium sized floor. You will find 8 doors on Floor 7. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.8.

ROOTS OF EVIL – Forest Floor 8

This is a medium sized floor. You will find 8 doors on Floor 8. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.9.

ROOTS OF EVIL – Forest Floor 9

This is a large sized floor. You will find 9 doors on Floor 9. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



Shop Floors

The shop floors are used within the LevelSequenceOverridden rule. Its primary purpose is to provide an opportunity to pay for cards after accumulating money from a previously played level. In the example shown below, the first level that you will begin to play is the Black Sarcophagus (ElvenFloor01) map. When you get to the exit you will go into the next map. Notice that in this example you will play three maps and then be given an option to buy cards in the Forest Shopfloor. After you purchase your cards, you will have one more level.

"Rule": "LevelSequenceOverridden", "Config": ["ElvenFloor01", "SewersFloor07", "ForestFloor09", "ForestShopFloor", "ElvenFloor08"]

Here is a screen capture from a typical shop floor. One thing I noticed is that the other shop floors have no number after its name. In the example below all of the cards will dim if you have no money to purchase, otherwise they are lit up in bright card colors. The audible narrative is different for each shop floor, but the screen shown is the same for all shop floors. There are numerous audio tracks that will greet you upon enter the shop floor and they are randomized. Some of the tracks are:

- As you step into the sarcophagus your reminded of your quest. Release the trapped Elven spirits by destroying their corrupt keeper far below.
- Hello, hello! You got the gold I've got the wares.
- You entered the second floor Necropolis, ready to fight.
- Here are some of those tracks and more – [Click Here to hear audio tracks](#)



23.

Cool Links

This section was fun to research. It will point you to links that you may not have seen before. Hover on links below and click!

- Resolution Games
- Are Demeo Servers Up\Down
- Demeo (@DemeoGame) / Twitter
- Steam Community : Demeo
- Demeo - The Ultimate RPG Board Game Experience (reddit.com)
- A boat load of links worth knowing! – Facebook
- Demeo Wiki | Fandom
- Discord – Modders Channel
- Send feedback and your test rulesets to demeo@epomd.com.

Steam Achievements

There are 38 Steam achievement's you can attain. You should check out how many you have achieved on Steam.

• HEROES RELATED ACHIEVEMENTS

SHOCK AND AWE



"Overcharge" Zedokar the Sorcerer with the homonymous card. The next turn jump into the fray waiting to be hit by as many monsters as possible. Rinse and repeat. Every enemy that dares to touch you will get a good shock and the Achievement will unlock when you reach 10 passive counterattacks on as many monsters... It doesn't matter if they will be killed or just stunned.

If you have an Adamant Potion or a Bard in the party with the Song of Courage, you could try to limit the damage, otherwise healing potions will also work.

MÍLT'S RESTRAINT



Choose the Huntress and never use arrows for an entire level (I recommend the first one of the first adventure, which is very simple). Maybe you could use them to blow up lamps, but if you miss you'll burn the Achievement... Play it safe and don't use the bow at all. The Achievement will lock as soon as you enter the shop.

STANDING OVATION



Use the Bard's Song of Recovery to heal 2 downed characters at the same time. Keep in mind that the card has a 3x3 area of effect and that anyone who is knocked down can still move one space at a time, so they could get into position. Act wisely!

FELINE FURY



Upgrade Cána to the max level. To do this the pet must deal the killing blow to enemies or attack someone who still have life points (in doing so it will also gain vitality). Note that if it's killed it will lose all the experience not yet used to level-up. Levels already achieved will not be lost.

GET OVER HERE!



Fatality! With the Barbarian's first action use the "normal" grappling hook to pull an enemy towards him, then, with the second action, knock the monster down in close combat by rolling a CRITICAL HIT. It's no good if you either kill them directly with the chain, or if you finish them off with a normal die roll.

LIFELINE



The easiest way to unlock the Achievement is to let a Hero fall in a toxic area. At this point, use the Barbarian's first action to hook them out the poison, then the second to revive them.

• HEROES RELATED ACHIEVEMENTS

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LIFELINE



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INTO THE LIGHT



Have the Barbarian collect an explosive lamp thanks to his hook; wait until there are at least 6 enemies within a 5x5 area with less than 5HP, and throw it in the middle! The problem will be waiting for the right moment. Perhaps you can weaken the monsters for good measure... And maybe it's better to play it alone, so that the mobs have less HP.

HARVESTER



Eliminate 7 enemies with a single action. The Pit Fighter's Leap of the Barbarian and the exploding lamps are great, especially in early campaigns. But remember that enemy HP increase with the number of players!

CANNON FODDER



Summon a Behemoth (the cannon) in a strategic area and defend it until it has eliminated 15 enemies. Remember that you can also cure it with potions or spells! Ideally, it's best to try to get the Achievement by playing with just one character in a level with many monsters, so you can have waves of mobs with little health.

THE WAY OF THE VR'AK TRIBE



Eliminate 100 enemies in just one level of the 5th campaign (the town). The problem will mostly be getting them a little at a time, so don't run ahead like crazy and avoid crowded areas! If I were you, I'd take the Elven Summoner first, then keep a couple of his portals as a source of enemies. And speaking of portals: remember that the Vortex Dust can one-shot any of them in a 3x3 area!

THE RAMPAGE



Eliminate 200 enemies in a single campaign, like Kahl, Rekk, and Talakk did. The casualties from enemies fire also count and the only advices I can give are: take your time; choose a defendable area (ie: with only one entrance, possibly with a long corridor); get help from turrets and summons. The Achievement will pop at the 200th enemy and there is no need to finish the adventure.

• BOSS RELATED ACHIEVEMENTS

ELVEN QUEEN



Simple and straightforward: kill the Elven Queen at the end of the The Black Sarcophagus, the 1st campaign. She has 25-60HP (based on the number of players) but some of her friends can turn her invincible for a time (the Unheard, those with the golden staff). Eliminate them as soon as possible and then use your favorite strategy! Use Summons, Ballistas or Behemoths; spread poison; do backstabs... whatever it takes!

RAT KING



Beat this Boss from the Realm of the Rat King campaign... guess who? The Rat King itself, which is still one of the toughest in the game. It has 37-90HP (based on the number of players) and has always mice around... each time you eliminate one of them, His Majesty gains 2HP back!

Since there are a lot of rat nests and the King can spawn them again and again, it will be a race against time&dark! Use torches one at a time, if you can; focus on the Boss with the strongest attack, Hunter's Mark, poison and Blink, but watch it! You can find yourself in The Plague Tale if you don't contain its offspring early on.

MOTHER CY



Kill the Boss from the 3rd campaign: the Roots of Evil. Mother Cy is pretty easy (32-78HP, based on the number of players), as long as you eliminate her before f her son, the Root Lord (19-46HP). This guy has a certain number of bark layers that need to be destroyed every turn to reach his core. Use Summons, Ballistas and so on. The more, the merrier!

SERPENT LORD



The High Priest Umbal is the Boss of the 4th campaign: Curse of the Serpent Lord. When you reach the final floor he'll be invisible and you might think the Hydra is the final monster, but it's not! Find the lit Sigils on the ground and step on them with all the Heroes you have at the same time to make him appear. If you don't, he'll keep regenerate Hydra's heads from his hideout! And keep an eye on him if he tries to shuffle his clones! Focus on the real one alone (49-120HP, based on the number of players). The spirit of Rálma sometimes appears and points the real one, if you need.

THE TRUE EVIL



While playing as four Heroes during the Boss fight in the 4th campaign, just kill the real Umbal and cause no harm to his clones. When he produces them and starts to shuffle & spinning to confuse you, keep an eye on him. Don't use any Ballista, Behemoth or any zone spell! I wouldn't take risks even with the Summons and the Warlock's pet.

If you need a hand to understand who's who, just remember that only the real one can spawn clones, and now and then the azure spirit of Rálma appears pointing at Umbal... even when he's still invisible!

BEHEADING THE HYDRA



Just after revealing Umbal through the lit Sigils on the ground (see Serpent Lord achievement), knock off all the Hydra's heads, so they no longer appear. Maybe take down two of them and weak the third one BEFORE turning Umbal visible, then finish the job when the Boss is on the field. It'll be easier this way. And remember: shoot its tail to stun the heads!

MAD ELVEN KING



Kill the Mad Elven King Alfaragh from the 5th campaign: Reign of Madness. This guy is tough, but doable. He has 56-138HP (based on the number of players), spectral hand that can stomp you and cure him, and a lot of servants. Try to read their signals to understand what the hands are up to: stomp, slide, pick someone, etc.! At some points, walls will pop up to divide the entire map into 6x6 squares. Stay between these places (where the walls grow) and away from their center... you should be safe. The best tip I can give you is to try to obtain the Rálma's Reckoning card from the beggar on the second floor (under a yellow Point of Interest): he'll trade it for a Rejuvenation card that you can buy from the first shop or find around.

BIG-BONED



Finish off a Boss by throwing a bone in their face. The hard part here lies in the correct calculations: a bone can do 1dmg (3 if you score a critical), so you must check how much damage each Hero can do (pick up their miniatures) and use the correct one to take the Boss to the last hit point, then play the card! Obviously is better to have more than one card available.

• CAMPAIGNS RELATED ACHIEVEMENTS

THE ROYAL GUARD



Finish a campaign with 3 or 4 Guardians and no other characters. Sigrun is certainly well protected, but she lacks support of any kind, so I would choose the first adventure... unless you like risk.

THE KAI



Finish a campaign with 3 or 4 Assassins and no other characters. Thanks to Kai's formidable Sneak ability, with them you could overcome any adventure. Free choice!

SORCERERS' GUILD



Finish a campaign with 3 or 4 Sorcerers and no other characters. On paper it shouldn't be too hard with Zedokar, but melee is risky, so I'd go easy: campaign one.

HUNTING PARTY



Finish a campaign with 3 or 4 Hunters and no other characters. Thanks to her ranged attacks and Summons, Ailin could overcome most adventures. The choice is yours, but don't throw them into the fray without thinking: their strength lies in the distance.

ENSEMBLE



Finish a campaign with 3 or 4 Bards and no other characters. Given his fighting prowess, Molthas may be at risk if too many enemies arrive. I would suggest the first adventure with 3 Bards: focus on Summoning and don't stop singing for your companions.

WARLOCK COVEN



Finish a campaign with 3 or 4 Warlocks and no other characters. Playing with Oana is like fighting with two Heroes. If we bring the party to 3 or 4 it's like playing in 6 or 8! There shouldn't be any problem.

PIT FIGHTERS



Finish a campaign with 3 or 4 Barbarians and no other characters. The extreme range of Uhrak is pure tactical flexibility. His attacks, defense and containment cards will grant you many strategies.

ONE HERO WONDER



Finish a campaign using a single character, as in the legend of Alag. Personally, I believe the easiest way is trying the first adventure with the Assassin... hit and run rules! But you're free to choose otherwise.

UNCLOAKED



Choose the Assassin for an adventure, but never use the Sneak during the entire campaign.

GREEDY



Collect all the piles of gold coins scattered throughout the first two floors of a dungeon and then kill the Boss. I recommend the first adventure, maybe with a team of Assassins, who are fast and stealthy enough to go by the place using the Sneak ability. The Barbarian can also be useful, considering his mobility. And check every dark corner and elevated area! The game doesn't always show the contents of a room right away.

STILL ALIVE



Complete an adventure without any of the Heroes getting downed. You can be knocked down and then healed up, but not removed from the level (or at least this is what happened to me!).

25.

Ruleset Library

This is a link to the detailed C sharp code used by author for the custom rule sets.

[Arachnophobia \(Custom\)](#)
[Beat the Clock \(Custom\)](#)
[Better Sorcerer \(Custom\)](#)
[Demeo Reloaded](#)
[Difficulty Easy](#)

[Difficulty Hard](#)
[Difficulty Legendary](#)
[Earth, Wind and Fire](#)
[Flipping Out](#)
[Hard Core](#)

[Hoarders](#)
[Hunters Paradise](#)
[It's a Trap](#)
[Lucky Dip](#)
[No Surprises](#)

[Potion Commotion](#)
[Quick and Dead](#)
[The Swirl](#)

26.

Credits

This section is for giving credit where credit is due. Thanks to the following for their contribution through direct feedback or through user forums.

- Coucoumcfly
- Alt_Pythia
- Clamroll
- **The Gray Alien.** Please send corrections and recommendations to

demeo@epomd.com.

27.

History

032323	Degederon	Version 1.0	Create this user guide.
062123	Degederon	Version 2.5	MelonLoader installer clarification note (page 6). Added Dege's YouTube video walkthrough of Black Sarcophagus (BS) Floors. Looking for guest players to help me narrate floors during a taping. Send your request to be a guest floor tour guide to demeo@epomd.com . Added 2 extra angle shots to BS Floor section. Expanding in the weeks to come. Degederon's YouTube Channel .
062223	Degederon	Version 2.6	Feedback from player Frak regarding Json validator utility. This note can be found here . Validator demo can be found on Dege's YouTube here .
062423	Degederon	Version 2.7	Updated Steam Achievement section . Improved on Cool Links section. Added some recent Q&A items.
062623	Degederon	Version 2.8	In this version we tackle the rules and configuration section. This section is expanded. Time is spent to explain the rule in more detail and the rule is verified and reformatted for clarity. Various dated notes added.
080925	Degederon	Version 3.0	Updating