

House Rules for Demeo

Users and Setup Guide

Version 1.4

April 15, 2023

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1. Overview

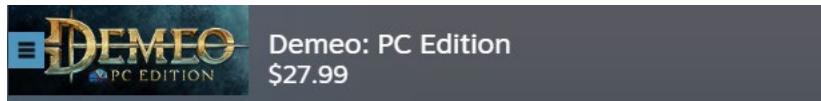
This guide was put together for you the player. It was inspired by my trying to get the utility working and it didn't. Now it's time to streamline your time and setup time so that you can use this wonderful utility called House Rules. You will see a lot of screen captures along the way to make your journey 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. Getting Started

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

Step 1 – Install the Steam application. This program requires Steam to operate properly.

Step 2 – Download and install Demeo software for the PC from Steam.



Step 3 – Download a program called MelonLoader. The purpose of this program is to establish some base folders in your Demeo software folder and work with mods that require it. It is used by Demeo when you boot the program.

- Download MelonLoader from [here](#).
- Make sure you review the instructions as provided by that author from [here](#).

v0.5.7 Open-Beta Latest

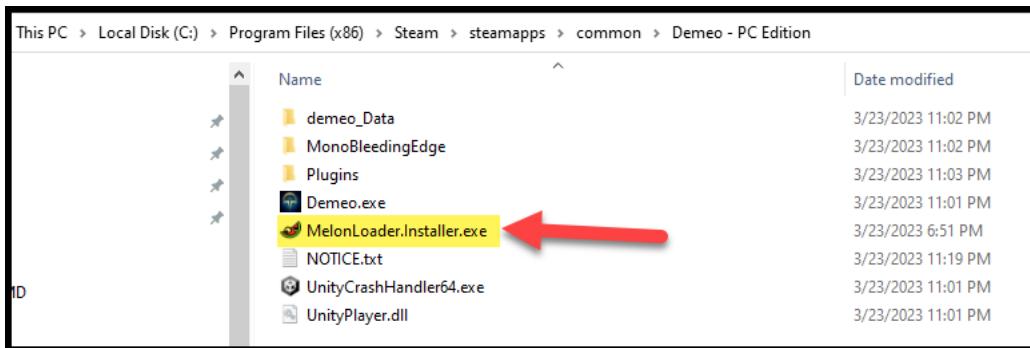
See [CHANGELOG](#) for Full Details

▼ Assets 8

	MelonLoader_installer.exe	720 KB	Oct 26, 2022
	MelonLoader_installer.sha512	128 Bytes	Oct 26, 2022
	MelonLoader_x64.sha512	128 Bytes	Oct 26, 2022
	MelonLoader_x64.zip	17.4 MB	Oct 26, 2022
	MelonLoader_x86.sha512	128 Bytes	Oct 26, 2022
	MelonLoader_x86.zip	17.1 MB	Oct 26, 2022
	Source code (zip)		Oct 26, 2022
	Source code (tar.gz)		Oct 26, 2022

A screenshot of a GitHub assets page for 'v0.5.7 Open-Beta'. The page shows a list of files under the 'Assets' section. A red arrow points to the first item, 'MelonLoader_installer.exe', which is highlighted with a yellow background. The table lists the file name, size, and last modified date for each asset.

Step 4 – Copy the MelonLoader to the Demeo directory, using this picture as a guide.



Step 5 – Execute the MelonLoader installer from the Demeo directory.



Step 6 – **Important – Execute the Demeo program.** Wait for it to load and after you get to the main menu screen, exit the program. This step creates the UserLibs folder and establish the MelonPreferences.cfg file that you might need to use.

When you're done executing Demeo and then exit the program, the Demeo folder structure will look like this.

Name	Date modified
demeo_Data	3/23/2023 11:02 PM
MelonLoader	3/24/2023 12:11 AM
Mods	3/24/2023 12:11 AM
MonoBleedingEdge	3/23/2023 11:02 PM
Plugins	3/23/2023 11:03 PM
UserData	3/24/2023 12:12 AM
UserLibs	3/24/2023 12:11 AM
Demeo.exe	3/23/2023 11:01 PM
MelonLoader.Installer.exe	3/23/2023 6:51 PM
NOTICE.txt	3/24/2023 12:10 AM
UnityCrashHandler64.exe	3/23/2023 11:01 PM
UnityPlayer.dll	3/23/2023 11:01 PM
version.dll	3/24/2023 12:10 AM

Go ahead and delete or remove the MelonLoader from the Demeo folder. You don't need it anymore.

Step 7 - This was written on 4/14/23, The version of House Rules was Version 1.6.1.

- Download House Rules from [Github](#). Click the hyperlink and download the zip file.

▼ Assets 4		
	Demeo.dll	9.5 KB
	HouseRules_1.6.1.zip	332 KB
	Source code (zip)	3 weeks ago
	Source code (tar.gz)	3 weeks ago

Step 8 – Open the zip file for House Rules. Extract these folders to the Demeo software folder.

The contents of these folders will overwrite the three, same named folders, that already exist and place program files into place.

 Mods	Date modified: 12/19/2022 12:57 PM
 UserData	Date modified: 12/19/2022 1:00 PM
 UserLibs	Date modified: 12/19/2022 12:59 PM

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

Name	Date modified
 demeo_Data	3/23/2023 11:02 PM
 MelonLoader	3/24/2023 12:11 AM
 Mods	3/24/2023 12:20 AM
 MonoBleedingEdge	3/23/2023 11:02 PM
 Plugins	3/23/2023 11:03 PM
 UserData	3/24/2023 12:20 AM
 UserLibs	3/24/2023 12:20 AM
 Demeo.exe	3/23/2023 11:01 PM
 NOTICE.txt	3/24/2023 12:10 AM
 UnityCrashHandler64.exe	3/23/2023 11:01 PM
 UnityPlayer.dll	3/23/2023 11:01 PM
 version.dll	3/24/2023 12:10 AM

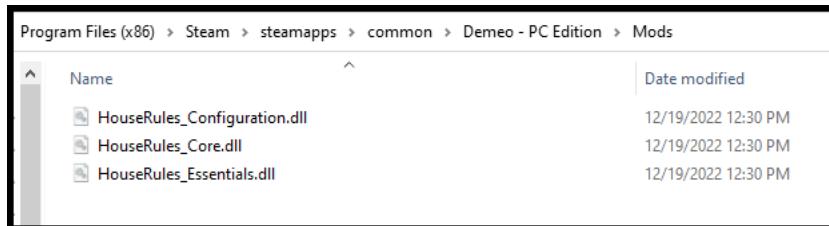
The Userdata folder will look similar to this. You do NOT need to touch any files directly at this time.

Program Files (x86) > Steam > steamapps > common > Demeo - PC Edition > UserData >	
Name	Date modified
 HouseRules	3/24/2023 12:20 AM
 MelonStartScreen	3/24/2023 12:11 AM
 MelonPreferences.cfg	3/24/2023 12:12 AM

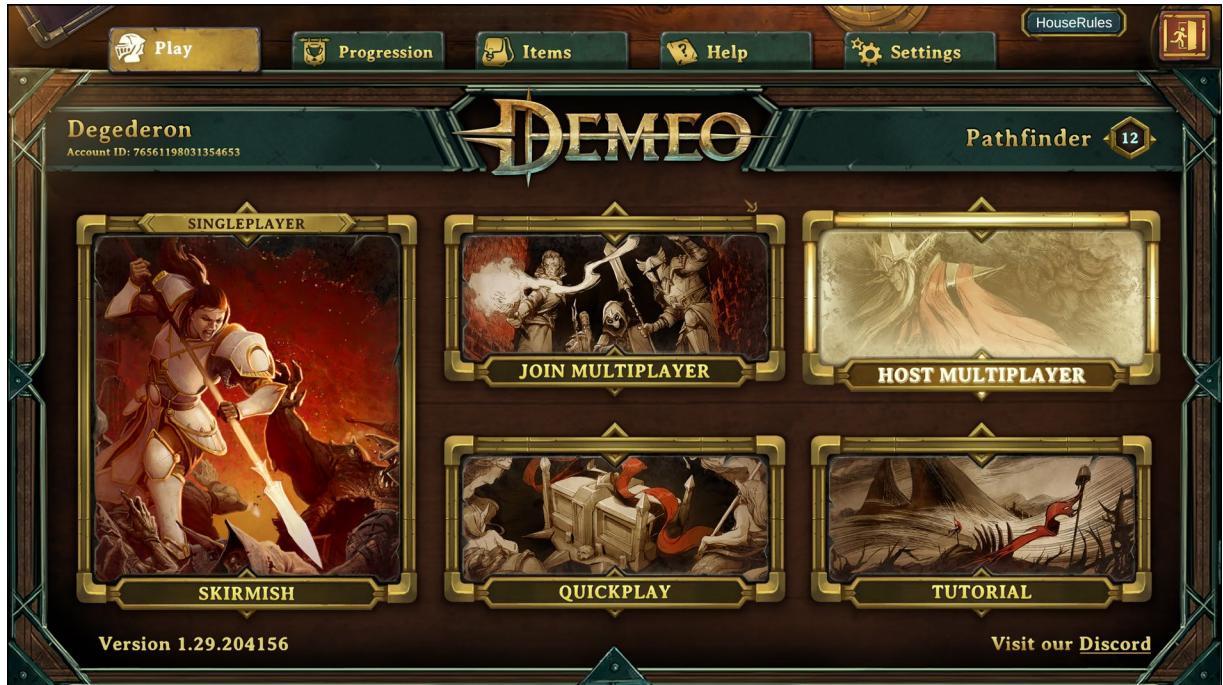
Step 9 – This is the step that made the difference of getting House Rules installed or not.

1. They have a dedicated a very helpful forum found at [HouseRules Discord Channel](#) to chat about gameplay, new rule ideas, report bugs or maybe get involved with writing some new rules. Go there and say 'Hi'
2. In this forum you will find essential files that will get House Rules going. Before you proceed to the next step, connect to the forum now.
3. Now that you are connected to the forum, there are five files to download and replace in your Demeo\House Rules directory structure. It's not hard, you just need to know that it needs to be done. Download the first three files for House Rules first and the optional files should you have those add-ons installed. I will provide you links to those in the add-on section.
 - a. Download the replacement file, HouseRules_Configuration.dll from [here](#).
 - b. Download the replacement file, HouseRules_Core.dll from [here](#).
 - c. Download the replacement file, HouseRules_Essentials.dll from [here](#).
 - d. (Optional) download for the addon RoomCode. RoomCode.dll from [here](#).
 - e. (Optional) download for the addon RoomFinder, RoomFinder.dll from [here](#).

Step 10 – This is the step that made the difference of getting House Rules installed or not. Here we go. You will use the first three files that you downloaded in the previous step, HouseRules configuration, core and essentials, and overwrite an older version of the same named files found in the Mods folder.

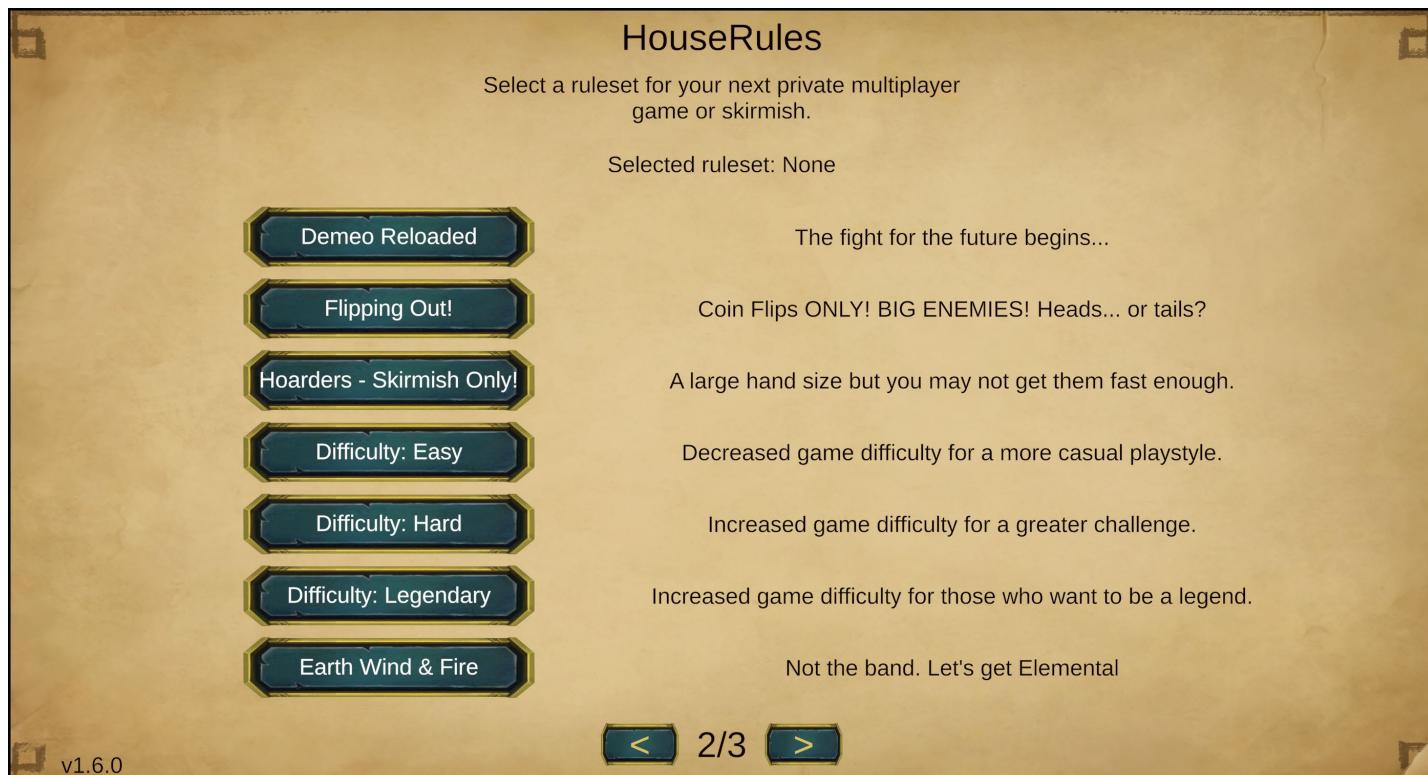
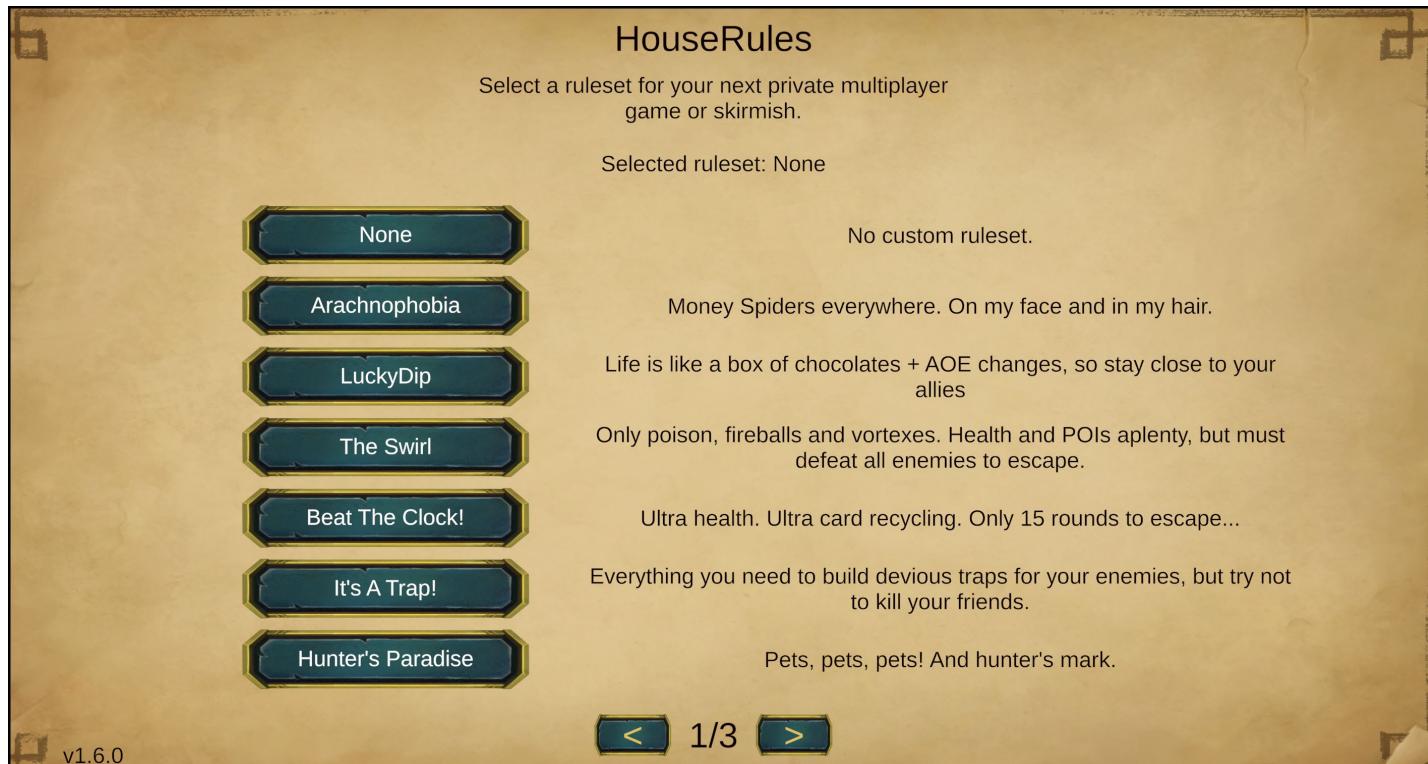


Step 11 – Execute your Demeo – PC Edition software. After the game boots you should see a screen similar to this. Notice in the upper right-hand corner an added button called HouseRules. Go ahead and click it now! Oh by the way, the button is a toggle on and toggle off menu. This means, when you click the button, you will be provided different game choices. Click it again to turn off the menu and proceed to play Demeo.



3. 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, Antitoxin, 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

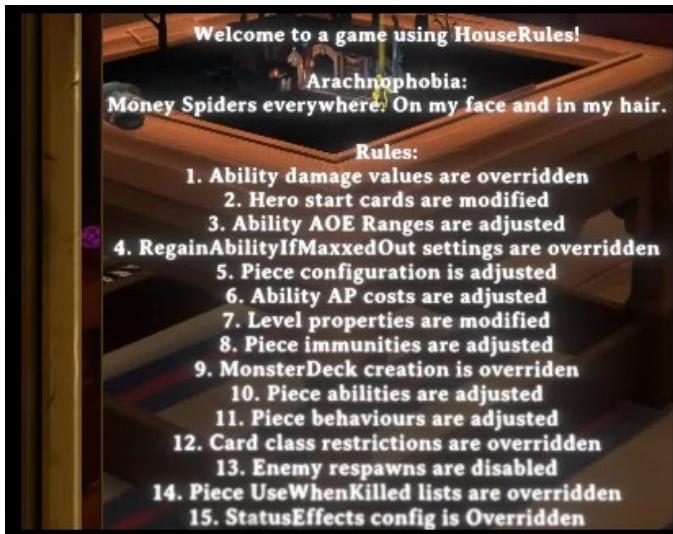
All your cards are potions. 1.5x CardEnergy. Free Sneak on Crit.
Enemies do not respawn.

< 3/3 >

v1.6.0

3.1. Arachnophobia

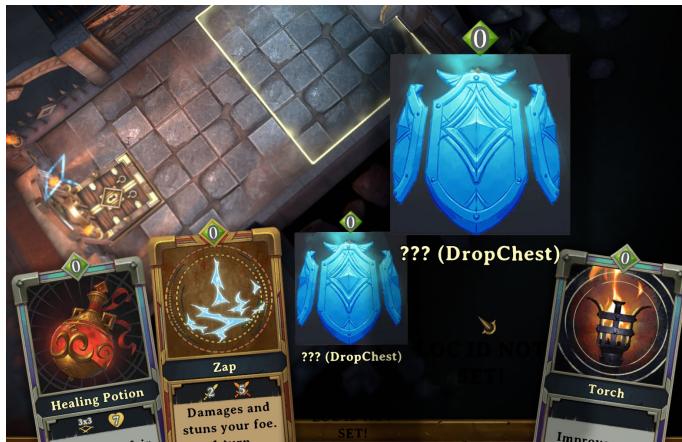
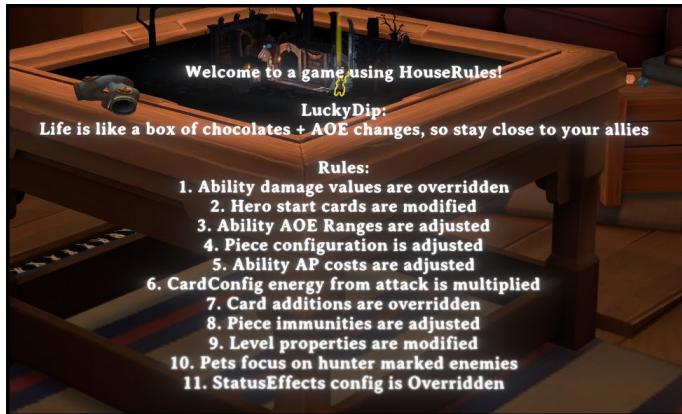
If you don't love spiders, then this isn't the option to choose. Post your feedback on the forum about this gameplay choice. If it is chosen, your name will be given credit and posted in this guide for others to learn from.



Money Spiders everywhere. On my face and in my hair.

3.2. LuckyDip

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



3.3. The Swirl

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



3.4. Beat The Clock

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



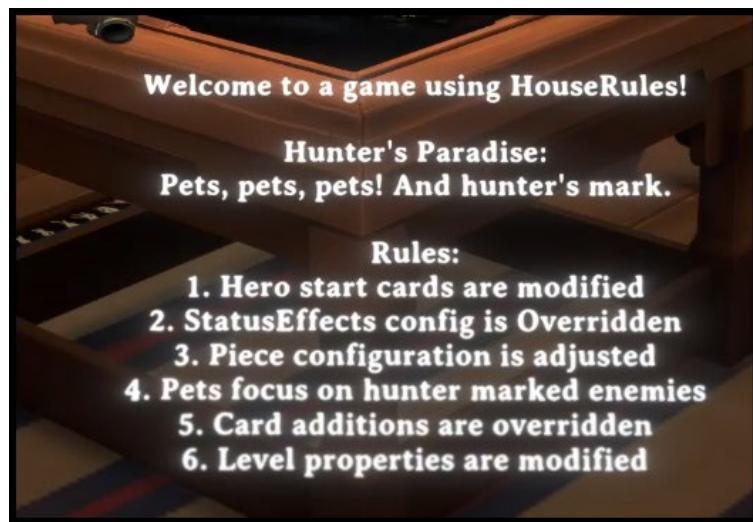
3.5. It's A Trap

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.



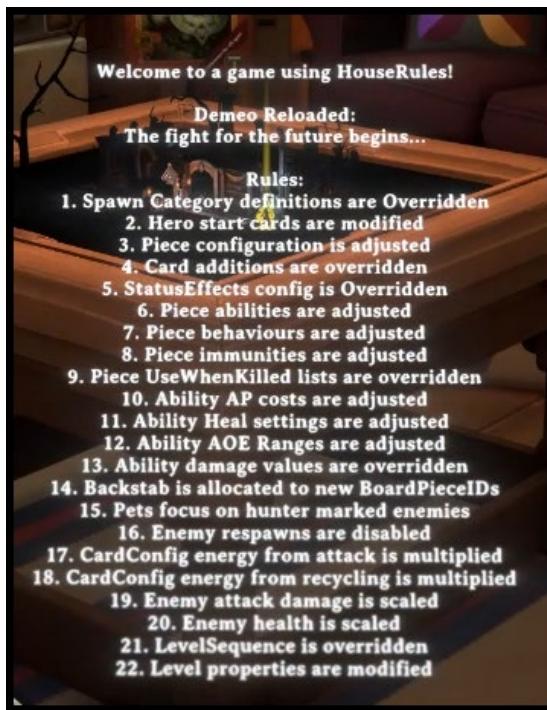
3.6. Hunter's Paradise

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!



3.7. Demeo Reloaded

The fight for the future begins...



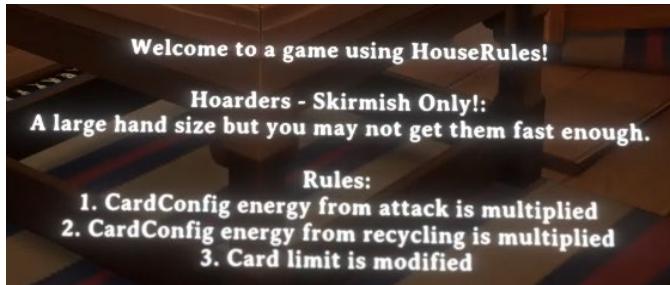
3.8. Flipping Out!

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.



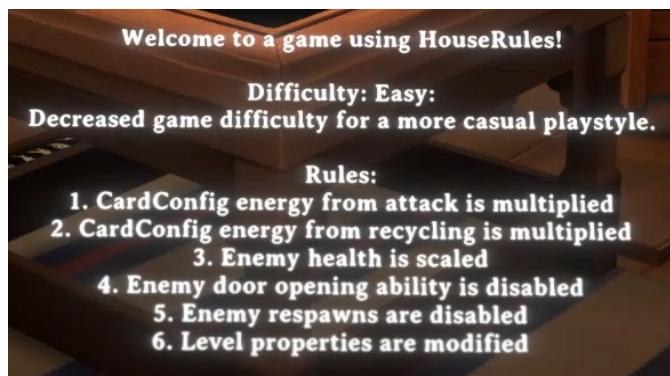
3.9. Hoarders – Skirmish Only

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



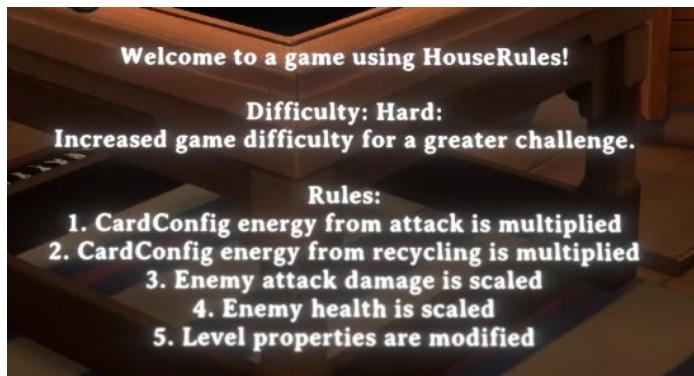
3.10. Difficulty: Easy

A decreased game difficulty for the more casual play style.



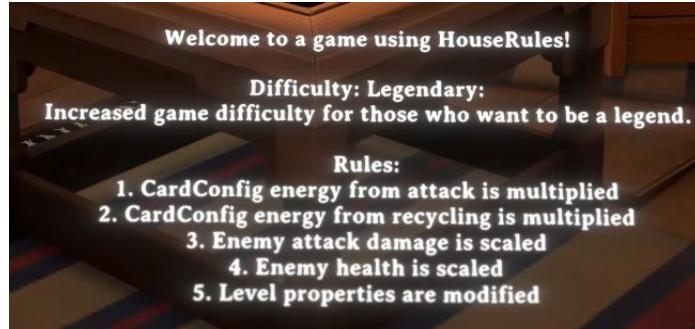
3.11. Difficulty: Hard

An increased difficulty option makes for a greater challenge.



3.12. Difficulty: Legendary

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



3.13. 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".



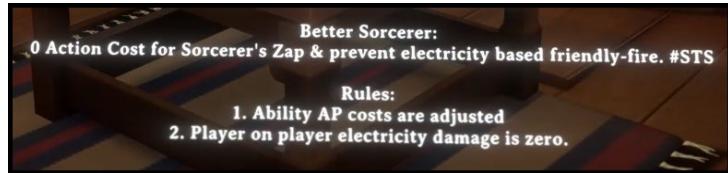
3.14. 3x3 Potions and Buffs

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



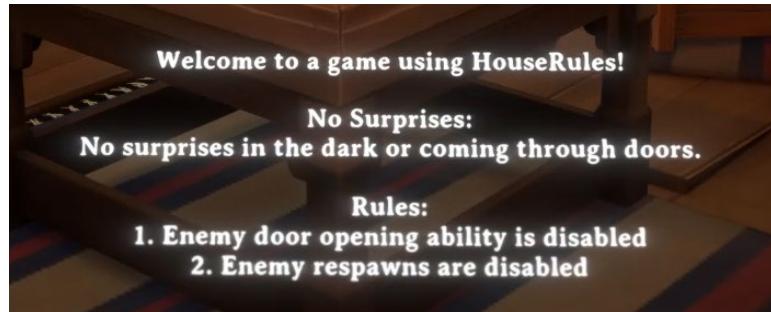
3.15. Better Sorcerer

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



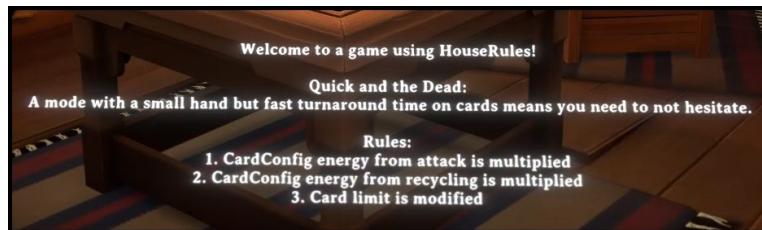
3.16. No Surprises

Whether it's in the dark or coming through those doors, there are no surprises.



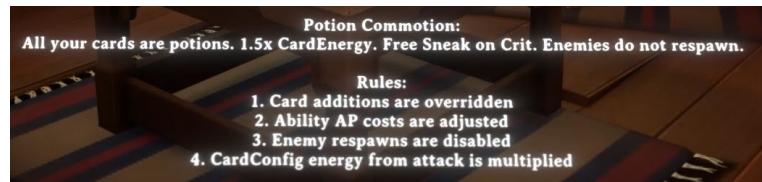
3.17. Quick and the Dead

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



3.18. Potion Commotion

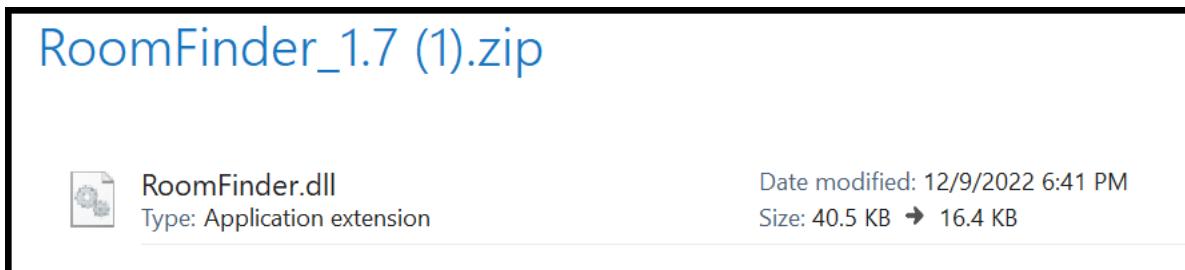
OK potion lovers your wish has finally come true. All of your cards are potions. 1.5x CardEnergy. Free Sneak on Crit. Enemies do not respawn.



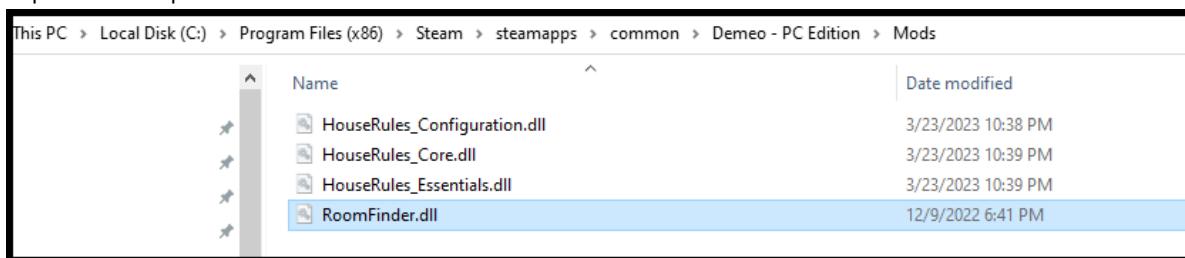
4. Installing RoomFinder

Here is another mod that allows you to locate a public room where others are playing and you might be willing to join. The mod can be downloaded from GitHub, click [here](#) to be transferred to the correct website.

1. Download RoomFinder zip version 1.7 from [here](#).
2. Open the zip file and reveal the dll file.



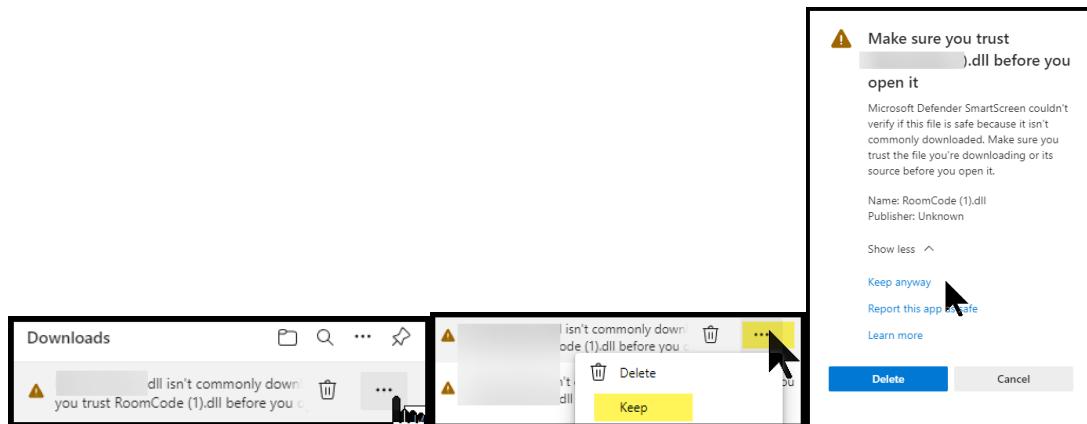
3. Open the zip file and reveal the dll file in the mods folder.



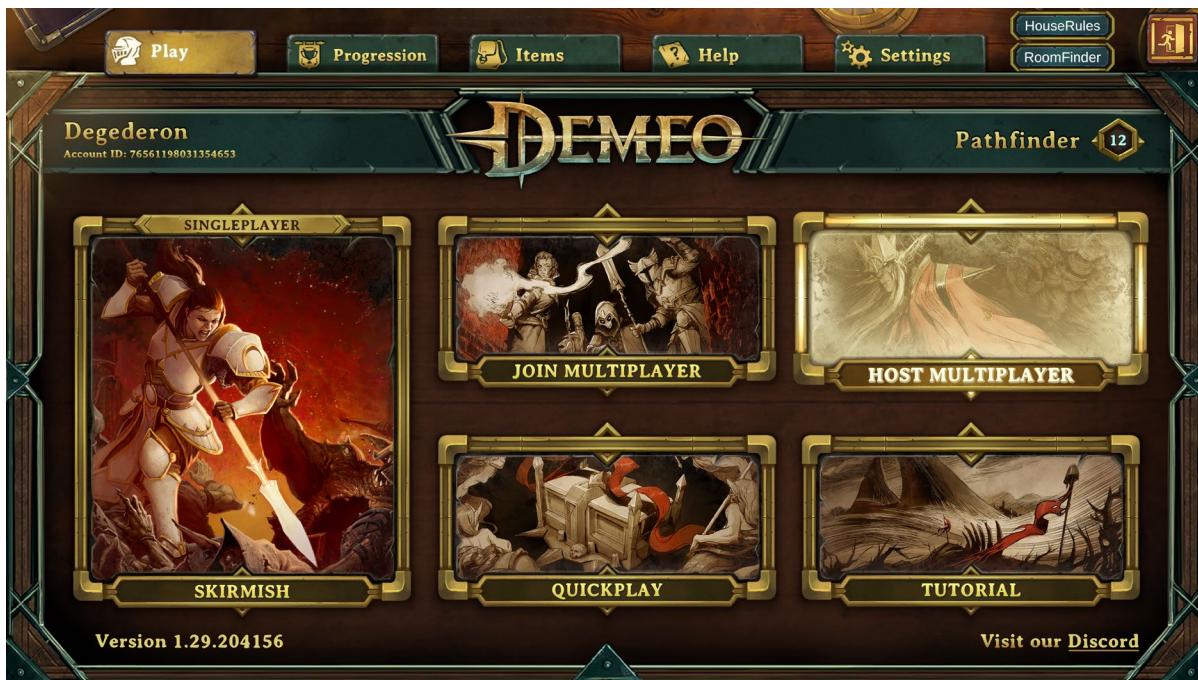
4. This step is very important! If you don't do it, the mod is likely to not work properly. From the Demeo Discord forum download the updated RoomFinder.dll from [here](#). A dll file will be downloaded. Copy the updated dll file into the mods folder and overwrite the RoomFinder.dll file.

Checkpoint!

Your browser is likely not to download the file without additional approval. Be sure to provide the approval by you to download.



- Execute the Demeo – PC Edition software. In the upper right corner, select RoomFinder.



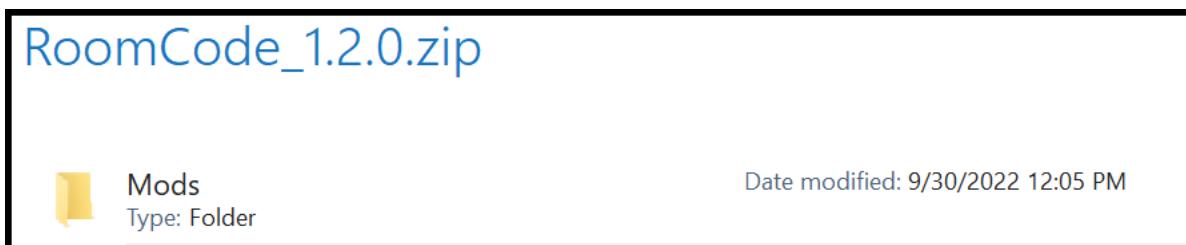
- Locate a group and click on the room number to join that public group.

RoomFinder			
Refresh			
Sort by:	Game	Floor	Players
8900	RatKing	2	3/4
4061	Town	1	3/4
5862	RatKing	2	3/4
6441	Forest	2	2/4
7709	ElvenQueen	2	2/4
0901	RatKing	1	2/4
5747	ElvenQueen	2	2/4
3760	ElvenQueen	1	1/4
4333	ElvenQueen	1	1/4
9172	Town	1	1/4

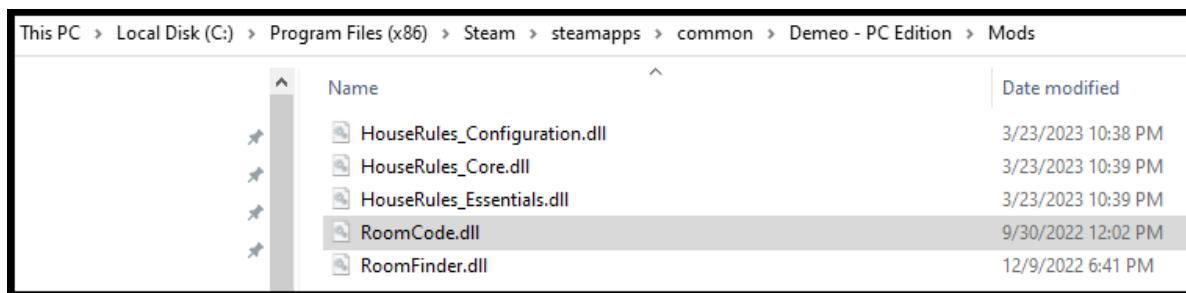
5. Installing RoomCode

Here is another mod that allows you to locate a public room where others are playing and you might be willing to join. The mod can be downloaded from GitHub, click [here](#) to be transferred to the correct website.

1. Download RoomCode zip version 1.2.0 from [here](#).
2. Open the zip file and reveal the dll file in the mods folder.



3. Place the dll file into the mods folder. Proceed to the important next step.



4. This step is very important! If you don't do it, the mod is likely to not work properly. From the Demeo Discord forum download the updated RoomCode.dll from [here](#). A dll file will be downloaded. Copy the updated dll file into the mods folder and overwrite the RoomFinder.dll file.

Checkpoint!

Your browser is likely not to download the file without additional approval. Be sure to provide the approval by you to download.



5. Run the Demeo – PC Edition software.
6. Set your own room code.

After installing the mod, run the game once. A configuration file will be created in your Demeo game directory. Specifically,
at: <Demeo_Game_Directory>/UserData/MelonPreferences.cfg
You should see something like the following in that file.

```
[RoomCode]
enabled = true
codes = [ ]
```

enabled: Set to true to enable the mod, or false to disable it.
codes: List all room codes you'd like to use, in order of preference.
If none of the room codes are available, the mod will fall back to Demeo's random room code generation.

Example configuration:

```
[RoomCode]
enabled = true
codes = ["8888", "7777", "1234"]
```

For example:

```
[HouseRules]
defaultRuleset = ""
loadRulesetsFromConfig = true

[RoomCode]
enabled = true
codes = [ "0123", "55555" ]
```

Note – List all room codes you'd like to use, in order of preference. If none of the room codes are available, the mod will fall back to Demeo's random room code generation. In this example room 0123 is not available but 55555 is.



Authors Note – If you hover over the room code, it allows you to copy it to the clipboard.

6. Questions and Answers

This section helps you to see the questions that were asked and what was the solution.

- Q1: Do you need to use quest software on your PC to get House Rules operating properly?
A1: No, you don't. This will run independently from SteamVR software.
- Q2: When I load my custom ruleset it doesn't load according to the melon logger. No Ruleset files were found. This is what you will see if the custom rulesets are not in the correct folder. Where should I look to fix this?

```
Setting breakpad minidump AppID = 1837750
SteamInternal_SetMinidumpSteamID: Caching Steam ID: 76561198031354653 [API loaded no]
[12:34:05.421] [HouseRules:Configuration] Found [0] ruleset files in configuration.
```

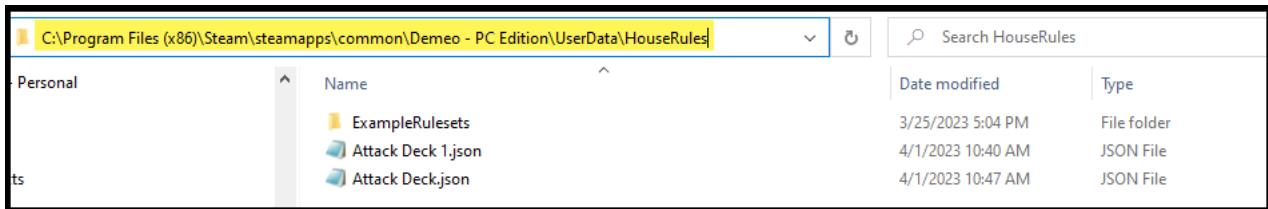
- A2: I ran into this first hand and did not follow the instructions to a tee. Place your custom json rulesets in the HouseRules folder NOT the ExampleRulesets folder. See the next section "Custom Build Rulesets" for more details. Your custom rulesets should be detected, as shown.

```
[12:16:46.723] [HouseRules:Configuration] Found [2] ruleset files in configuration.
[12:16:52.810] [HouseRules:Configuration] Successfully imported ruleset from: C:\Program Files (x86)\Steam\steamapps\common\Demeo - PC Edition\UserData\HouseRules\Attack Deck.Json
[12:16:52.812] [HouseRules:Core] Registering ruleset: Attack Deck Modified (with 22 rules)
[12:16:58.428] [HouseRules:Configuration] Successfully imported ruleset from: C:\Program Files (x86)\Steam\steamapps\common\Demeo - PC Edition\UserData\HouseRules\Attack Deck1.json
```

- Q3: I am using PCVR version and not the PC version. I am getting a black screen on install what should I do?
A3: Download the [demeo.dll](#) file from the Github link. **ONLY IF YOU'RE USING PCVR** you need to also download the Demeo.dll file and copy it into your \MelonLoader\Dependencies\ CompatibilityLayers folder and overwrite the existing file!

7. Installing Custom Built Rulesets

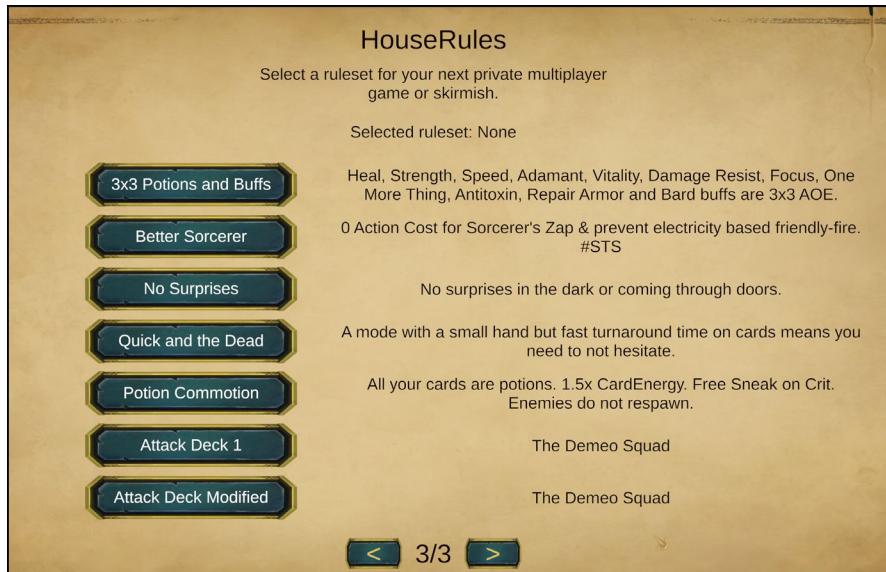
- a) The very first thing to mention is that ANY custom rules that you create will be installed into the UserData>HouseRules folder. Do NOT place your custom rulesets in the ExampleRulesets folder, they will not be loaded and will yield an error upon loading.



- b) The second thing to note is when you open your custom json file. This is the name used in the Ruleset menu, not the name of the file. In this example of the two rules shown above they each have a different name at the top of the ruleset when you open it.

```
{ "Name": "Attack Deck Modified",  
  "Description": "The Demeo Squad",  
  "Rules": [
```

```
{ "Name": "Attack Deck 1",  
  "Description": "The Demeo Squad",  
  "Rules": [
```



8. Rules and Configurations

In this section we add to existing and known information provided by the author. According to the source code there are many rules that have some examples and details and some we will try to add here with additional examples to make your custom ruleset journey more thought provoking.

Here is a list of the rules that are documented are highlighted and those that we will explore and expand on. There are currently 48 available ruletypes, 27 are explained (highlighted in yellow) and 21 are not (Shown in white).

```
private static void RegisterRuleTypes()
{
    HR.Rulebook.Register(typeof(AbilityAoeAdjustedRule));
    HR.Rulebook.Register(typeof(AbilityBackstabAdjustedRule));
    HR.Rulebook.Register(typeof(AbilityDamageOverriddenRule));
    HR.Rulebook.Register(typeof(AbilityHealOverriddenRule));
    HR.Rulebook.Register(typeof(AbilityActionCostAdjustedRule));
    HR.Rulebook.Register(typeof(AbilityRandomPieceListRule));
    HR.Rulebook.Register(typeof(AbilityStealthDamageOverriddenRule));
    HR.Rulebook.Register(typeof(ApplyEffectOnHitAdjustedRule));
    HR.Rulebook.Register(typeof(BackstabConfigOverriddenRule));
    HR.Rulebook.Register(typeof(CourageShantyAddsHpRule));
    HR.Rulebook.Register(typeof(CardAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(CardChestAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(CardClassRestrictionOverriddenRule));
    HR.Rulebook.Register(typeof(CardEnergyAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(CardEnergyFromAttackMultipliedRule));
    HR.Rulebook.Register(typeof(CardEnergyFromRecyclingMultipliedRule));
    HR.Rulebook.Register(typeof(CardLimitModifiedRule));
    HR.Rulebook.Register(typeof(CardSellValueMultipliedRule));
    HR.Rulebook.Register(typeof(EnemyAttackScaledRule));
    HR.Rulebook.Register(typeof(EnemyCooldownOverriddenRule));
    HR.Rulebook.Register(typeof(EnemyDoorOpeningDisabledRule));
    HR.Rulebook.Register(typeof(EnemyHealthScaledRule));
    HR.Rulebook.Register(typeof(EnemyRespawnDisabledRule));
    HR.Rulebook.Register(typeof(FreeAbilityOnCritRule));
    HR.Rulebook.Register(typeof(GoldPickedUpMultipliedRule));
    HR.Rulebook.Register(typeof(LampTypesOverriddenRule));
    HR.Rulebook.Register(typeof(LevelExitLockedUntilAllEnemiesDefeatedRule));
    HR.Rulebook.Register(typeof(LevelPropertiesModifiedRule));
    HR.Rulebook.Register(typeof(LevelSequenceOverriddenRule));
    HR.Rulebook.Register(typeof(MonsterDeckOverriddenRule));
    HR.Rulebook.Register(typeof(PartyElectricityDamageOverriddenRule));
    HR.Rulebook.Register(typeof(PetsFocusHunterMarkRule));
    HR.Rulebook.Register(typeof(PieceConfigAdjustedRule));
    HR.Rulebook.Register(typeof(PieceImmunityListAdjustedRule));
    HR.Rulebook.Register(typeof(PieceAbilityListOverriddenRule));
    HR.Rulebook.Register(typeof(PieceBehavioursListOverriddenRule));
    HR.Rulebook.Register(typeof(PiecePieceTypeListOverriddenRule));
    HR.Rulebook.Register(typeof(PieceUseWhenKilledOverriddenRule));
    HR.Rulebook.Register(typeof(PotionAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(RatNestsSpawnGoldRule));
    HR.Rulebook.Register(typeof(RegainAbilityIfMaxxedOutOverriddenRule));
    HR.Rulebook.Register(typeof(RoundCountLimitedRule));
    HR.Rulebook.Register(typeof(SpawnCategoryOverriddenRule));
    HR.Rulebook.Register(typeof(StartCardsModifiedRule));
    HR.Rulebook.Register(typeof(StatModifiersOverriddenRule));
    HR.Rulebook.Register(typeof(StatusEffectConfigRule));
    HR.Rulebook.Register(typeof(TileEffectDurationOverriddenRule));
    HR.Rulebook.Register(typeof(TurnOrderOverriddenRule));
}
```

8.1. AbilityActionCostAdjusted

This rule adjusts the casting costs for players abilities. I think of it as an override. If you didn't use this rule, you could specify each character desired as a card choice along with **replenishfrequency** (See **replenishfrequency**).

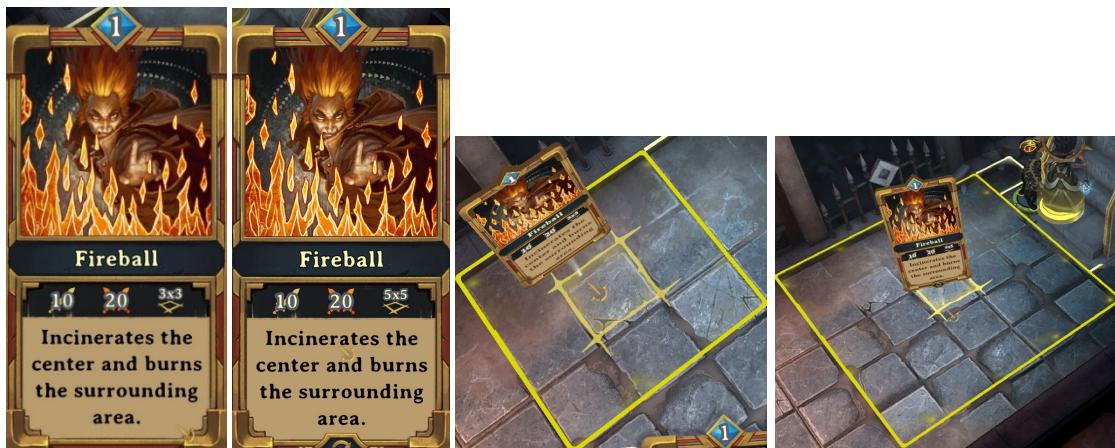
```
{  
"Rule": "AbilityActionCostAdjusted",  
"Config": {  
"Zap": false,  
"Overcharge": true  
}}
```

If Zap were false and Overcharge was true you would get this. If Zap were true and Overcharge was false you would get this.



8.2. AbilityAoeAdjusted

This rule does not operate with all abilities. The best example is if you specify a positive number, it will increase a 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": {  
"Fireball": 1,  
"StrengthPotion": 1  
}}
```

8.3. AbilityBackstabAdjusted

Adjusts the **enableBackstabBonus** setting for abilities. When this ability is set to "true", the ability should give a backstab bonus. If set to false, no bonus is provided. See **BackstabConfigOverridden**.

```
{  
    "Rule": "AbilityBackstabAdjusted",  
    "Config": {  
        "Zap": true,  
        "Arrow": true,  
        "PiercingArrow": true,  
        "PoisonedTip": true,  
        "Fireball": true,  
        "Freeze": true  
    }  
}
```

8.4. ApplyEffectOnHitAdjusted

Here is an interesting rule that lets you adjust an effect on a boardpiece and its attackers. For example, you lay down a barricade and when an attacker strikes the barricade it can be Confused, Diseased, Disoriented, Panic, ExposeEnergy and more. See the [Effect State](#) section.

8.5. AbilityDamageOverridden

The Ability target Damage and critical Hit Damage can be adjusted. Only functions for abilities which do damage. The CriticalHitDamage is adjusted to double normal damage. The first number is normal hit damage and the second number would be if a critical is rolled.

```
{  
    "Rule": "AbilityDamageOverridden",  
    "Config": {  
        "Zap": [ 2, 5 ],  
        "Whirlwind": [ 4, 8 ]  
    }  
}
```

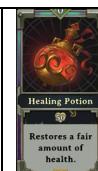
The above example demonstrates that "Zap": [2, 5]` will set Zap targetDamage to 2 and critDmage to 5.

8.6. AbilityHealOverridden

The Ability target Damage and critical Hit Damage can be adjusted. Only functions for abilities which do damage. The CriticalHitDamage is adjusted to double normal damage. The first number is normal hit damage and the second number would be if a critical is rolled.

```
"Rule": "AbilityHealOverridden",  
"Config": {  
    "HealingPotion": 10,          (The healing potion in your hand has a value of 10)  
    "Rejuvenation": 10,          (The Rejuvenation provides a value of ten to all party members.)  
    "AltarHeal": 15,             (The AltarHeal provides a value of fifteen as a heal.)  
}
```

Example shown "HealingPotion": 50,



8.7. AbilityRandomPieceList

This ability will allow specified [BoardPieces](#) that could spawn random pieces. This rule allows the list to be replaced with different pieces.

```
{  
  "Rule": "AbilityRandomPieceList",  
  "Config": {  
    "BeastWhisperer": [  
      "GoblinRanger",  
      "Slime"  
    ]  
  }  
}
```

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 **Astral Strike** is actually called out as missleswarm. Another example would be that the card **Talakk's Hookstrike** is actually called out in a mod as grapplingsmash. The item shown in blue is the player's card name, NOT the name used in the rule to call that specific item\ability.

<ul style="list-style-type: none"> • AbsorbCorruption • AbsorbMySoul • AcidSpit • AdamantPotion – Adamant Potion • AltarHeal • Antitoxin - Antitoxin • ArbalestierArrow • ArbalestierBarrage • ArbalestierPoisonTip • Arrow - Arrow • Bandage • Banish - Banish • Barrage • Barricade - Barricade • BeastWhisperer – Beast Whisperer • BlindingLight • Blink - Blink • BlockAbilities • Bone - Bone • BoobyTrap – Booby Trap • BossBerserkOnDeath • BossShockwave • BottleOfLye – Bottle of Lye • CallCompanion – Call Companion • Charge - Charge • ChargeBarbarian • ChargeMove • CoinFlip – Coin Flip • Corrupt • CorruptOneTurn • CorruptedDeathExplode • CorruptionBomb • CourageShanty – Courage Shanty • DeathDropJavelin 	<ul style="list-style-type: none"> • CourageShanty • CursedDagger – Cursed Dagger • DamageResistPotion – Alag's Fighting Spirit • DeathBeam • DeathDropJeweledScarab • DeathDropMagicPotion • DeathDropVortexDust • DeathDropWaterBottle • DeathDropWoodBone • DeathFlurry • Deflect – Astral Barrier • DetectEnemies – Detect Enemies • Detox • DigRatsNest • DiseasedBite • DiseasedBiteKnockback • DivineLight • DrainLife • DrainingKiss • DropChest • EarthShatter • Electricity • ElvenKingMeleeWhip • ElvenKingShockwaveChargeup • ElvenSummonerDeflect • Emerge • EmergencyTeleport • EnemyArrow – Weak Arrow • EnemyArrowSnipe • EnemyBossHandCharge • EnemyBossHandGoToHealingState • EnemyBossHandHeal • EnemyBossHandHealSelf • EnemyBossHandSmash • EnemyBossHandSpawnPiece 	<ul style="list-style-type: none"> • EnemyBossHandsIntro • EnemyDropStolenGoods • EnemyFireball • EnemyFlashbang • EnemyFrostball • EnemyHeal • EnemyHealOne • EnemyHumanHeal • EnemyInvulnerability • EnemyJavelin • EnemyKnockbackMelee • EnemyLowerBossHands • EnemyMelee • EnemyMeleeBleed • EnemyPikeMeleeAttack • EnemyRaiseBossHands • EnemySpawnLeftBossHand • EnemySpawnRightBossHand • EnemySplashWater • EnemySplashWaterCorruption • EnemyStealCard • EnemyStealGold • EnemyTelegraphBossHandCharge • EnemyTelegraphBossHandSmash • EnemyTownBossHeal • EnemyTurretDamageProjectile • EnemyWoodBone • EnergyPotion • Enrage • ExplodingGasLamp – Launch Gas Lamp • ExplodingIceLamp – Launch Ice Lamp • ExplodingLampPlaceholder – A blank card used to store retrieved lamps • ExplodingOilLamp – Launch Oil Lamp • ExplodingVortexLamp – Launch Vortex Lamp • ExplodingWaterLamp
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<ul style="list-style-type: none"> • Explosion • ExplosiveOrb • ExtraAction – Focus (Potion) • FireImmunePotion • Fireball - Fireball • FlashBomb – Flash Bomb • Freeze - Freeze • FretsOfFire • GasLamp – Gas Lamp • GoblinBruteCharge • God • Grab • Grapple – Grappling Hook • GrapplingPush – Barbaric Chainwhip • GrapplingSmash - Talakk's Hookstrike • GrapplingTotem – The Leviathan • GrapplingTotemHook • GuidingLight – Guiding Light • HailOfArrows – Hail of Arrows • HealingLight • HealingPotion – Healing Potion • HealingPowder – Healing Powder • HealingWard – Healing Ward • HeavensFury – Heaven's Fury • HolyWater • HuntersMark – Hunter's Mark • HurricaneAnthem – Hurricane Anthem • HymnOfBattle – Hymn of Obstruction • HymnOfHealing • HymnOfIntimidation • IceExplosion • IceImmune – Ice Resistance (Potion) • IceLamp – Ice Lamp • Implode – Consuming Vortex • ImplosionExplosionRain • InvisibilityPotion • LastCrusade 	<ul style="list-style-type: none"> • LaySpiderEgg • Leap • LeapHeavy – Pit Fighters' Leap • LeechMelee • LetItRain • LightningBolt – Lightning Bolt • LongRangeSpearPoke • LuckPotion – Luck Potion • Lure - Lure • MagicBarrier • MagicMissile – Masters Call • MagicPotion • MagicShield - Magic Shield • MarkOfVerga – Varga's Retribution • MarkTargetTile – Mark Target • MinionCharge – Feral Charge • MinionMelee • MinionRespawnInitiator • MissileSwarm - Astral Strike • Net • OilLamp – Oil Lamp • OneMoreThing – One More Thing • Overcharge - Overcharge • Overload • PVPAdamantPotion • PVPBarricade • PVPBeastWhisperer • PVPBlink • PVPCursedDagger • PVPGasLamp • PVPHuntersMark • PVPIceLamp • PVPOilLamp • PVPScrollOfCharm • PVPStealth • PVPSummonElemental • PVPVortexLamp 	<ul style="list-style-type: none"> • PanicFlip • PanicPowder – Panic Powder • PanicPowderArrow • Petrify • PiercingThrow – Piercing Throw • PiercingVoice – Piercing Voice • PlayerLeap • PlayerMelee • PoisonBomb – Poison Bomb • PoisonGas • PoisonedTip • Portal • PvPREplenishArmor • RaiseRoots • Rally • RalmasRevenge – Ralma's Reckoning • RatBomb • RatFrenzy • RatWhisperer • RatsNest • Regroup - Regroup • Rejuvenation - Rejuvenation • ReleaseEnergy • RemoveCorruption • RemoveScorpionFrenzy • RepeatingBallista – Repeating Ballista • ReplenishArmor – Replenish Armor • ReplenishBarkArmor • RevealPath – Reveal Path • Revive • RootWall • ScabRat • ScrollElectricity – Scroll of Lightning • ScrollOfCharm – Scroll of Charm • ScrollTsunami – Scroll of Tsunami • SecondWind • ShatteringVoice – Shattering Voice • Shockwave
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<ul style="list-style-type: none"> • Shuffle • SigataurianJavelin – Sigataurian Javelin • SnakeBossLongRange • SnakeBossMeteorRain • SnakeBossOneshot • SnakeBossShortRange • Sneak - Sneak • SongOfRecovery – Song of Recovery • SongOfResilience – Song of Resilience • SpawnCorruptionNode • SpawnCultists • SpawnElvenSummonerDefenders • SpawnEnemyTurret • SpawnExplodingBarrel • SpawnGiantRat • SpawnGiantSlime • SpawnGoblinBrute • SpawnGoblinRanger • SpawnGoldPile • SpawnJeweledScarab • SpawnLargeSpider • SpawnMarauder • SpawnMoreUnseenOnDeath • SpawnMushrooms • SpawnRandomLamp • SpawnRat • SpawnScarabSandPile • SpawnSlime • SpawnSnakeBossAgain • SpawnSnakeTailBossAgain • SpawnSpiderlings • SpawnSummoningGreaterRift • SpawnSummoningLesserRift • SpawnSummoningMediumRift • SpawnTombstone 	<ul style="list-style-type: none"> • SpellPowerPotion • SpiderWebshot • SplittingArrow • StrengthPotion • StrengthenMinion • SummonBossMinions • SummonElemental • SummonGreaterMonster • SummonLesserMonster • SummonMediumMonster • SummonMinion • SummoningRiftFusion • SwiftnessPotion – Swiftness Potion • SyncEmerge • TauntingScream – Howl of the Ancients • Telekinesis • TelekineticBurst • TeleportEnemy • TeleportLamp • TeleportRotateSit • TeleportToBattle • Teleportation - Teleportation • TheBehemoth – The Behemoth • ThornPowder • TileBlock • TileUnblock • Torch - Torch • TornadoCharge • TownBossAddXWalls • TownBossWallAbility • Tsunami • TurretDamageProjectile • TurretHealProjectile • TurretHighDamageProjectile 	<ul style="list-style-type: none"> • VenomousSting • VerminFrenzy • VigorPotion – Vitality Potion • Vortex - Vortex • VortexDust – Vortex Dust • VortexLamp • WallDestroy • WarCry – War Cry • WaterBottle – Water Flask • WaterDive • WaterExplosion • WaterLamp • Weaken • WeakeningShout • WebBomb – Web Bomb • Whip • WhipSmall • WhirlwindAttack – Whirlwind Attack • WizardBossFocusFire • WizardBossShowHint • WizardBossShuffle • WizardBossSpawnDoppelgangers • WizardBossSqueeze • WizardBossZap • WoodenBone – Wooden Bone • Zap - Zap
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10. Behaviors

<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• TsunamiRanged• Turret• UseBuildUpAbilityBehaviour• VerminFrenzy• VortexAbilityBehaviour	<ul style="list-style-type: none">• WaterDiveRanged• WaterDiveRetreat• WizardBossBehaviour
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11. 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

<ul style="list-style-type: none"> • RootHound • RootLord • RootMage • RootVine • SandScorpion • ScabRat • ScarabSandPile • ScorpionSandPile • Seeker • SellswordArbalestier • SellswordArbalestierActive • SellswordMelee • SellswordMeleeActive • ServantOfAlfaragh • Sigataur • SilentSentinel • Slimeling • SmallCorruption • SmiteWard • SnakeBoss • SnakeTailBoss • Spider • SpiderEgg • SporeFungus • SubHeroRatOverseer • SummoningRiftBig • SummoningRiftMedium • SummoningRiftSmall • SwordOfAvalon 	<ul style="list-style-type: none"> • TheUnheard • TheUnseen • TheUnspoken • Thug • Tombstone • Torch • Tornado • TownBreakableWall • TownEndLevelChestInvisible • TreasureChest • TreasureChestGold • Verochka • VillagerFemaleTown • VillagerMaleTown • VortexLamp • WarlockMinion (This is Cana) • WaterBottleChest • WaterLamp • WizardBoss • Wyvern 	
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12. Effect State Types

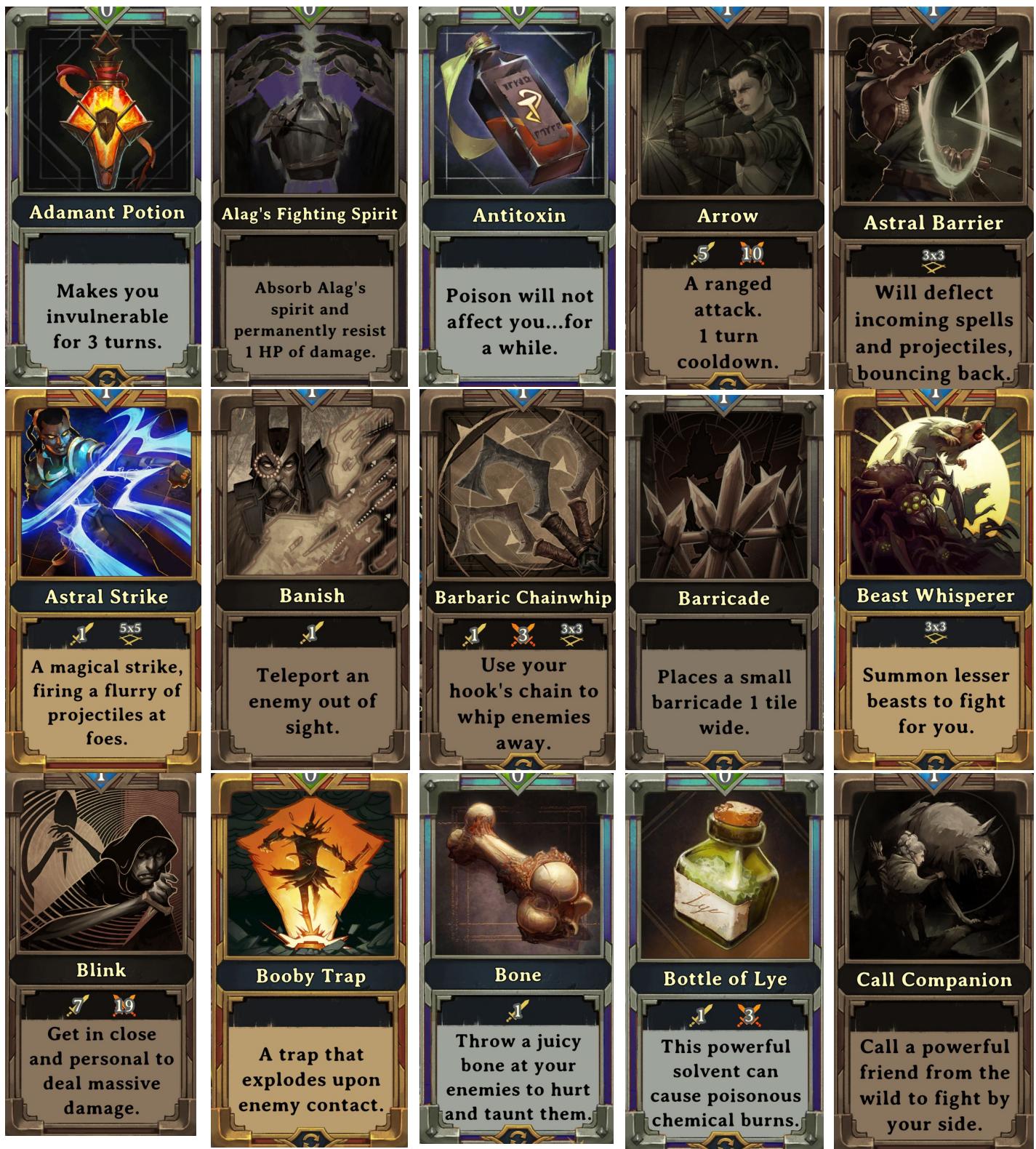
<ul style="list-style-type: none"> • AIDirectorAmbientEnemy • AbilityBlocked • AbilityBuildUp • ActionPreventedInfinite • Aggroed • Antidote • BattleSong • Berserk • BerserkHandsActivated • Bleeding1 • Bleeding2 • Bleeding3 • Blinded • BossHandChargeState • BossHandHealState • BossHandIdleState • BossHandOnGroundState • BossHandSmashState • BossHandSpawnableTarget • BossHandsDeathCooldown • CanaHunting • CanaStay • ChargeUp • Charging • Confused • ConfusedPermanentVisualOnly • CorruptedRage • Corruption • Courageous 	<ul style="list-style-type: none"> • DefeatNearbyEnemiesExit • DefeatNearbyEnemy • Deflect • DeflectionBarrier • Discharge • Diseased • Disoriented • Downed • ElvenHand1RespawnCooldown • ElvenHand2RespawnCooldown • ElvenHand3RespawnCooldown • ElvenHand4RespawnCooldown • ElvenSummonerCycleCounter • ElvenSummonerEscapeTimer • Enraged • ExposeEnergy • ExtraAction • ExtraEnergy • Fearless • FireImmunity • Flying • ForestEndLevelChestHalfOpened • Frenzy • FrenzyTarget 	<ul style="list-style-type: none"> • Frozen • God • GrappledByTotem • HandsActivated • HasExplodingLamp • Heal • HealingPowder • HealingSong • Heroic • IcelImmunity • Invisibility • Invisible • Invulnerable1 • Invulnerable3 • It • Key • KeyEndChest • KingShockwaveCharge • Locked • Luck • MagicShield • MagicShield1 • MarkOfAvalon • MarkOfVerga • MinionLevel1 • MinionLevel2 • MinionLevel3 • MinionLevelBoost • MinionSummoned
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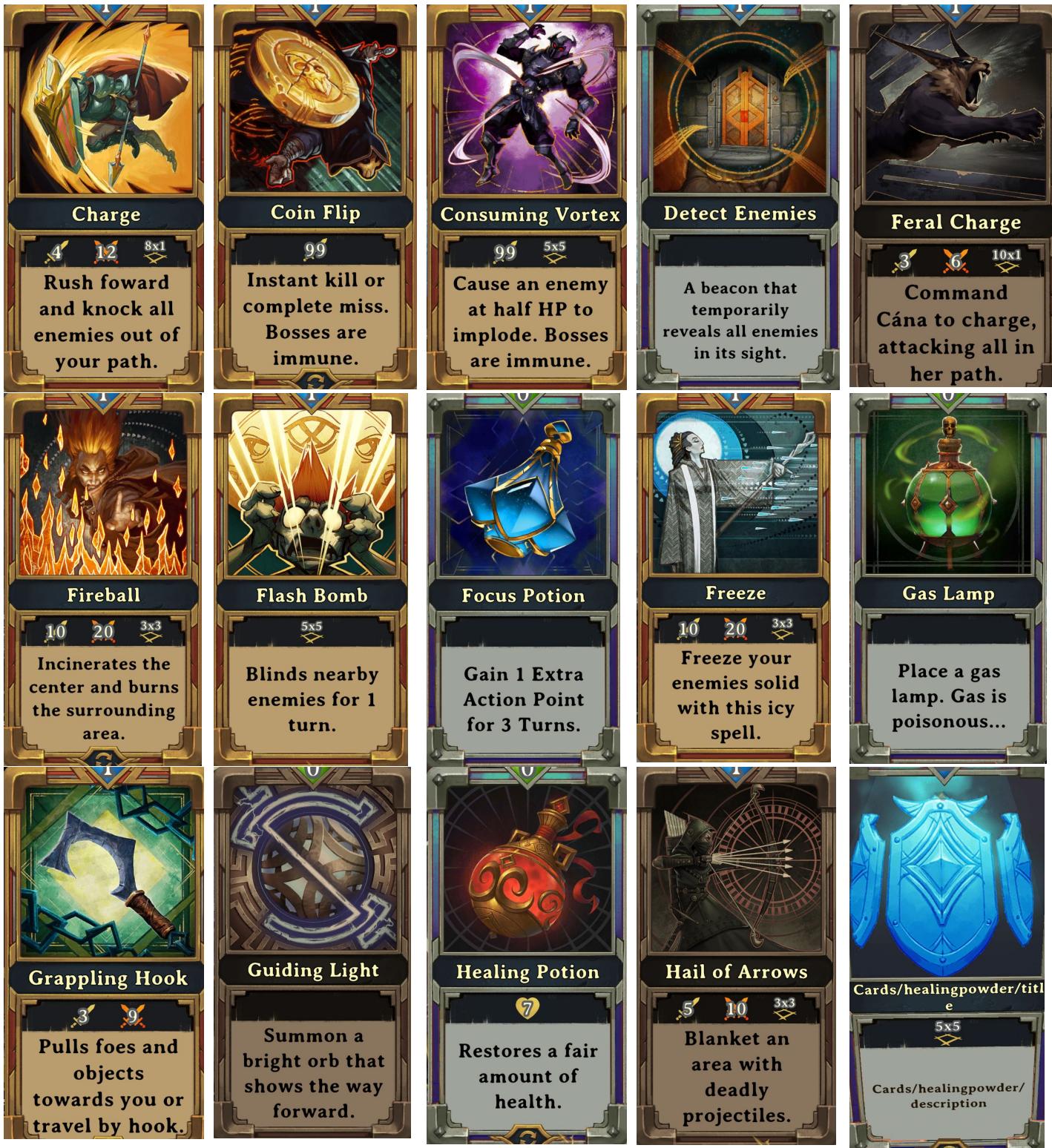
<ul style="list-style-type: none"> • Netted • Overcharge • PVPConfused • PVPHuntersMark • PVPStealthed • Panic • Petrified • PlayerBerserk • PlayerPanic • Portal • Rally • Recovery • Resilience • RespawnCounter • RessurectAfterTurns • Revealed • ScorpionFrenzyTarget • SelfDestruct • SpawnBuildUp • SpawnedFromSummoningRift • SpellPower • Stealthed • StolenCard • StolenGold • StrengthInNumbers • StunSelf • Stunned • SuddenDeath • SummoningRiftSpawn • SummoningSickness • Tangled 	<ul style="list-style-type: none"> • TangledEnemy • Thorns • Torch • TorchPlayer • TownBossEngaging • TownBossHP20 • TownBossHP40 • TownBossHP50 • TownBossHP60 • TownBossHP80 • TownBossThrone • UnitLeader • UnitSpawnCounter • Untargetable • UsedHookThisTurn • Venom • Weaken1Turn • Weaken2Turns • Wet • WizardDoppelganger 	
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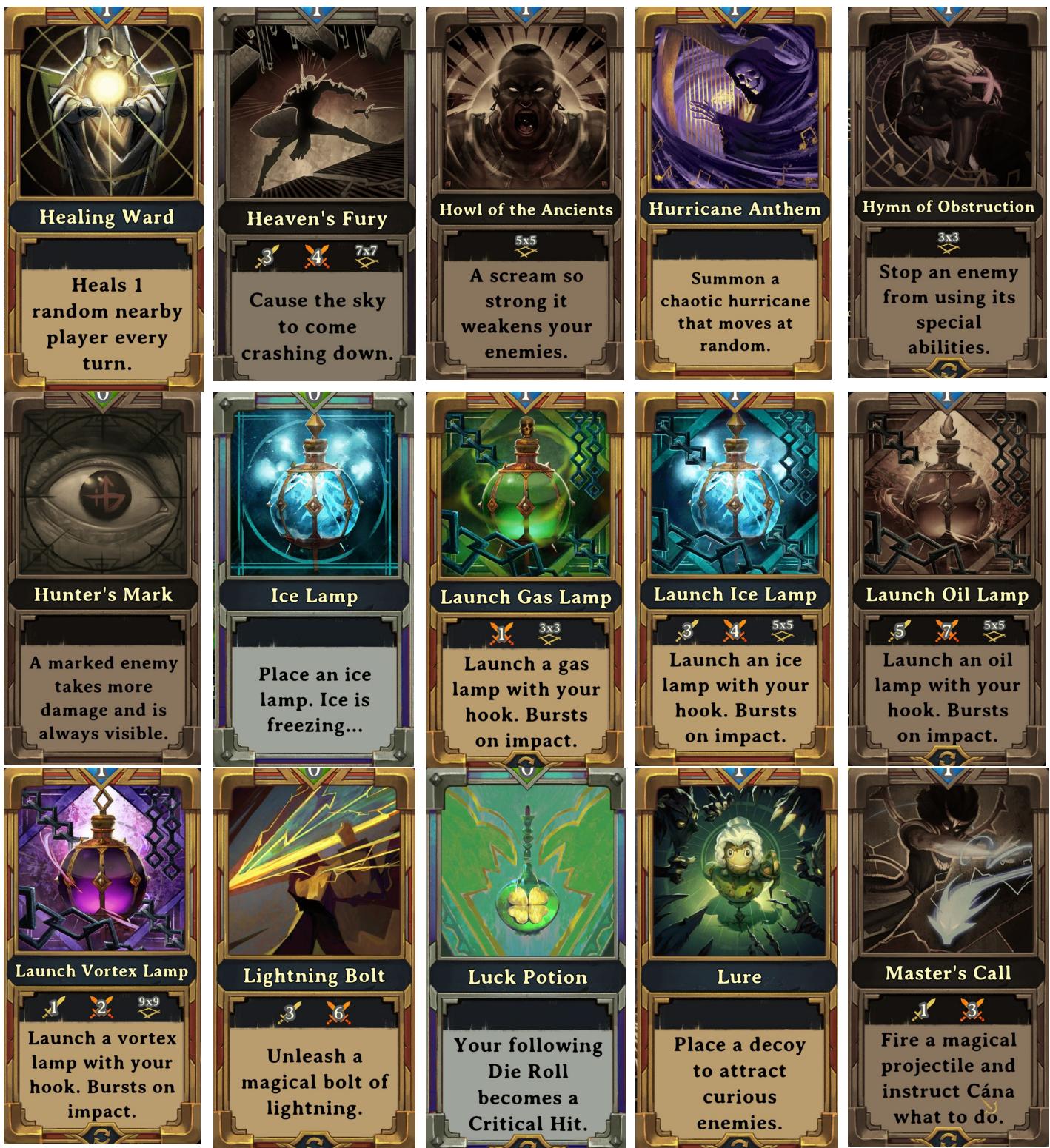
13. Piece Types

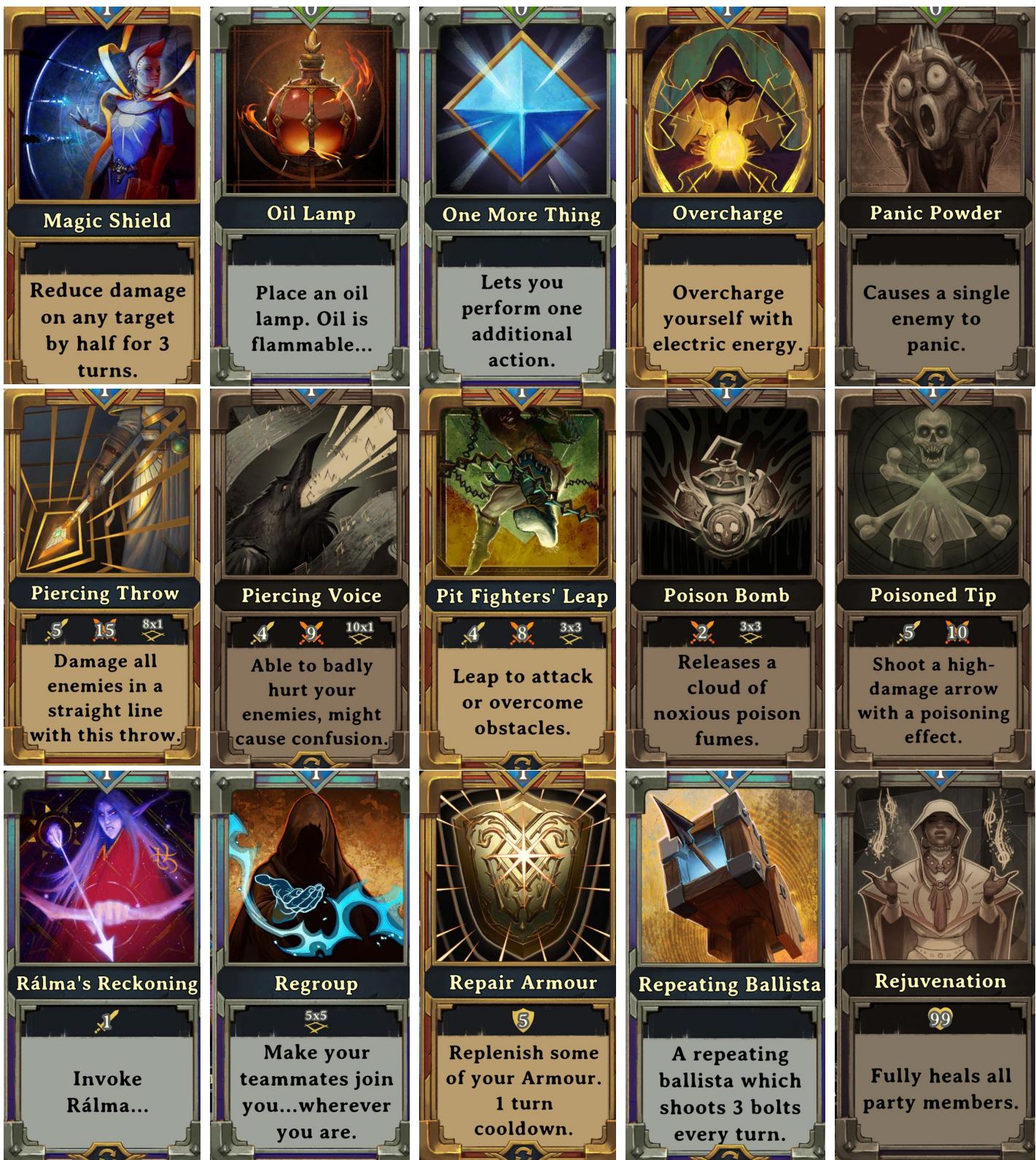
<ul style="list-style-type: none">• Beggar• Boss• Bot• Brittle• Canine• Corruption• Creature• DesertCreature• Downable• EndLevelChest• ExplodingLamp• Flying• ForestCreature• GiantSlime• Goblin• GrabbableInteractable• HasMinionPowder• IgnoreWhenCharmed• Immovable• ImmuneToMarkOfVarga• Interactable• LevelEntrance• LevelExit• LevelMerchant• Lure• MadElvenKingHand• MagicWall• MiniBarricade• NPC	<ul style="list-style-type: none">• NonAttackable• NonGrabbable• NonTeleportable• Pickup• Player• Portal• PreserveBetweenLevels• Prop• ProximityMine• Rat• RatNest• RefillPotionsOnLevelTransition• Reptile• Rootling• Sellsword• ShowHealthbar• ShowNameplate• SmallSlime• SummoningRift• Thief• TooHeavyToGrapple• UNUSED_REMOVE_ME• Undefined• UpdateFogOfWar• UseLevelSequenceVisionRange• ValidCorruptionTarget• Villager	
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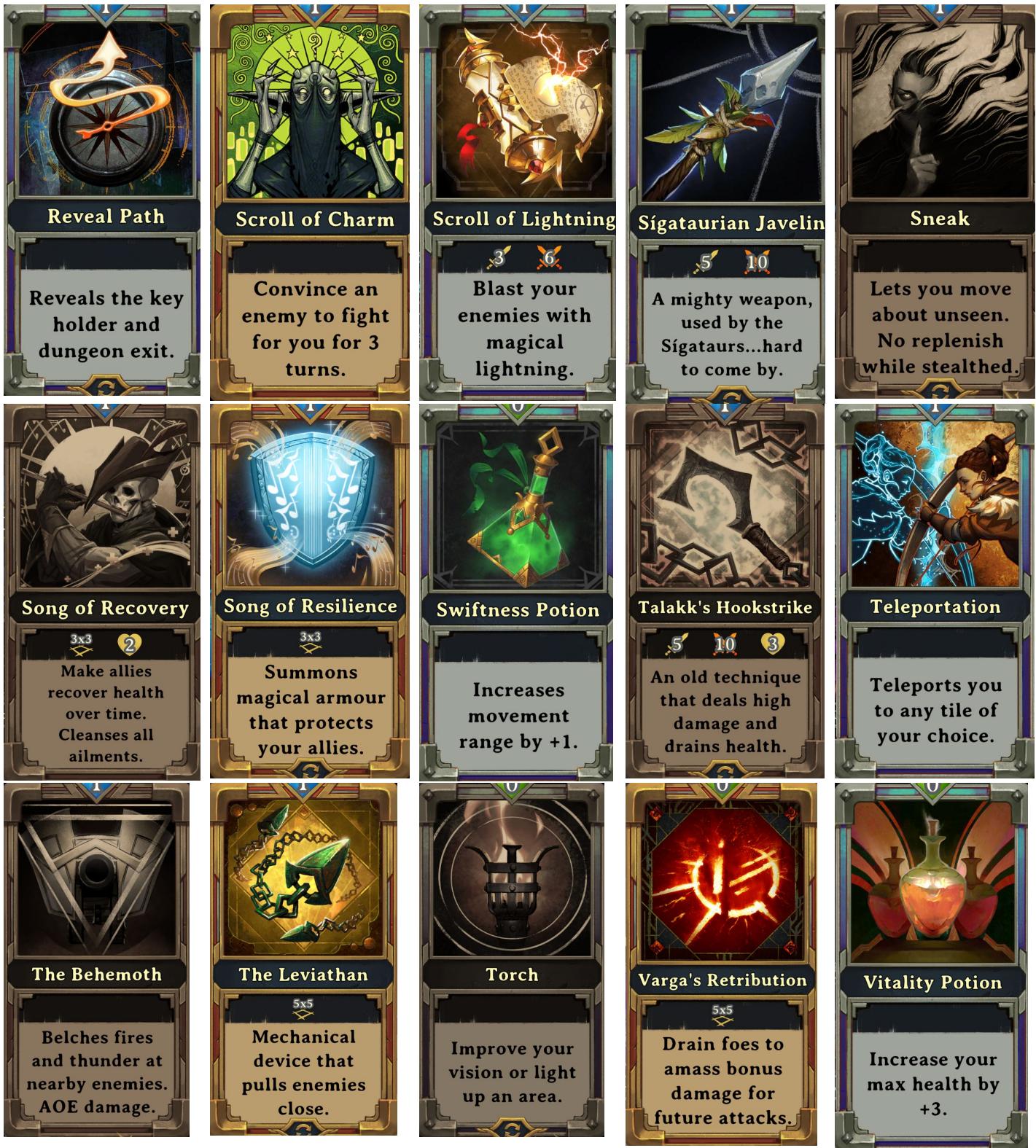
14. Cards













15.	History		
032323	Degederon	Version 1.0	Create this user guide.
040123	Degederon	Version 1.2	Building out Section 8 and added numerous reference sections
041223	Degederon	Version 1.3	Build out ability descriptions
041423	Degederon	Version 1.4	Update links and add new Card section.

Thank you to **The Gray Alien** for commiserating with me on the installation issues.