

cards you actually play the scenario with and their number is limited based on the class you are playing. When you are starting out with a level 1 character, your pool consists of all level 1 cards, plus the three "X" cards in your deck as well. All other cards are unavailable to you. When you level up, you can take a single card of your new level or lower from the deck of unavailable cards and add it to your pool. In this manner, a level 9 character will add eight more cards to their pool over the course of leveling up from level 1.

**If a perk on a character sheet has multiple check boxes next to it, does that mean it requires that number of check marks to unlock it, or that I can acquire that perk for one check that number of times?**

The second case. If a perk has two check boxes, you can gain that perk twice for one perk allocation each.

**Does the "Ignore Negative Item Effects" perk apply to any negative effects other than -1 Attack Modifier cards?**

No. That perk applies solely to -1 Attack Modifier cards.

**Can I choose not to level up when I have the experience or not gain a perk when I have three check marks?**

No. If you are in town and you have enough experience to level up, you are forced to do so, and must immediately gain all benefits from leveling up - this includes gaining a perk. [ERRATA] The rulebook should state "MUST" instead of "CAN" for the perk benefit. If you have three check marks, you must immediately gain a perk.

**If I am directed to lose a check mark, can that make me lose a perk?**

No. You cannot go below the threshold of a perk, experience level, or prosperity level when losing check marks, experience, or prosperity, respectively. So if you have three check marks (enough to gain a perk), and then are directed to lose a check mark, nothing happens. You don't lose a perk, and you don't go into check mark debt.

**If I unlock a character class through means other than retirement and it is already unlocked, do I still get the bonus of a random scenario and item design?**

Yes. No matter how a character class is unlocked, if you trigger the unlock and it is already unlocked, you gain the bonus of a random scenario and item design.

**Do I keep my personal quest secret?**

There's not an official rule on this, so do whatever you want. I like to keep mine secret.

**[R1 Errata] What's with this perk bonus for character lineages I've heard about?**

This is a rule that was missed in rev 1 of the rule book. Every time an individual player retires a character, that player gains one extra perk to apply to all future characters they create and that are assigned to the retired character's lineage. This effect is cumulative, so when a player retires their second character, their next character would gain two additional perks.

**Which newly created characters do you consider part of a lineage if a player plays with multiple characters at the same time or alternates between characters?**

A lineage is a direct descendancy of retired and new characters as chosen by the player. If you created two characters and are playing them together in one session or alternating them between sessions, they each have their own lineage. When one retires, the next character you start can either be their own new lineage or part of the one that retires, your choice. If you want the perk, you'll want to make it part of the lineage of a retired character.

**[R1 Errata] The second item in the Special Conditions for Opening Envelopes in the rule book talks about Drake's Request but that isn't referenced in the Scenario Book anywhere. Is this an error?**

Yes. The second item should read "The Drake's Command" instead of "The Drake's Request." When you achieve this goal, you earn "The Drake Aided" global achievement. Also, it is optional to add the cards to the event decks and earn the achievement, but once it is done, it is permanent.

**[Errata] When retiring, can players donate to the sanctuary and give the bless cards to their next character?**

No. The rulebook section "Donating to the Sanctuary" should say "character" instead of "player"

## Enhancements

**When calculating the total number of cards that can be enhanced against the current prosperity level, which cards do we count, the entire set of cards of the class, or just the cards selected by the character?**

You count every card in the ability deck of a class, which includes those selected by other characters and any higher level cards not yet selected by the character.

**For the BLESS and STRENGTHEN enhancements, what abilities count as affecting allies or yourself?**

If an ability has a qualification below it (e.g. "Self" or "Affect all allies at X range" or simply "Range X"), and it is a beneficial ability, then you can enhance it with Bless/Strengthen (as long as it has a dot, of course). A "Move" ability does not count as affecting yourself.

**When enhancing an ability that targets multiple enemies only when you use an elemental infusion, is it treated as a single target or multi-target ability when determining the cost?**

Single Target