PREMISE

We are constantly evolving Soulless Vessel by tweaking certain core mechanics, changing or adding content, or by just generally improving the balancing.

One key aspect we have been critically looking at are our Event tables and the threat system. While we don't want to create a game that feels like you are eventually destined to die (if you take too much time), **we certainly want a sense of time pressure and escalation**. A party should *not* feel invited to wait in front of a door to get all their cooldowns off and to fully heal. "Moving forward" should always be an important tension!

This file contains two alternative event tables for you to try out, as well as an extension for the Neverwake Apparition. If you play with these, don't forget to leave your feedback on our community Discord server.

THREAT LIMITS

In this test, the new system is not limited to 6 Threat tokens anymore. Threat will just keep on increasing until the adventure finishes. Simply clone the existing Threat Tokens in TTS so that you have enough of them available.

ADDING THREAT

With this system, threat is always added when rolling for an event, regardless if a voluntary event (like "Bounty") gets triggered or not.

NEVERWAKE APPARITION

For this potential change in the game, ignore the current *passive ability* of Neverwake Apparition's and instead stick to the following text:

> *Attack value equals to current threat / 4 (round up).*
> *Wounds equal the adventure tier multiplied by the factor.*
> *When it attacks, it additionally hits all heroes / minions within its range.*

THE STASH OF KING ATARGIS - ALTERNATIVE EVENT TABLE

d10 + threat	Event	Effect	Threat
1 - 2	Surviving Soldier	Immediately place a mercenary minion adjacent to a hero of your choice who will stay for the remainder of the adventure. The mercenary has 4 speed and 6 toughness. Add 🎲 to the mercenary's attacks.	+2
3 - 4	Weapon Rack	You may immediately search the pile of items for any one weapon and give it to a hero of your choice.	+2
5	The King's Wealth	Immediately obtain 10 Coins.	+1
6	Map Of The Castle	You may re-roll the next event or map tile layout once. Then this bonus is spent.	+1
7 - 8	Glimpse Into The Neverwake Realm	A random hero suffers a scratch	+1
9 - 11	Wrath	The first enemy to attack this round adds 🟥 to its attack (only count raw power). The player to the right of the one defending rolls the die.	+1
12	Reinforcements	An active enemy group that lost the most models immediately regains all of its lost models. Place them adjacent to a model of that group that is still on the board. If no enemy group is active when this event is triggered, re-roll on the event table instead.	+1
13 - 14	Castle's Traps	A random hero suffers Bleed (3).	+1
15	Ambush	Immediately spawn one enemy group. Spawn them adjacent to each other, with one of the models being exactly 3 squares away from a hero of your choice.	+1
16+	Neverwake Apparition	Immediately spawn a ,Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+2

RUMORS OF A LOST HERO - ALTERNATIVE EVENT TABLE

d10 + threat	Event	Effect	Threat
1 - 3	Bounty	The group may trigger this event voluntarily. When triggering, draw 3 traits (skip ‚Elusive' and ‚Minions') and assign one of them to the minotaur boss. If doing so, the party either gains 40 Coins or 2 Soul Shards once the Minotaur is defeated.	+3
4 - 5	Lucky Find	Obtain 20 Coins or 1 Soul Shard.	+1
6	Secret Door	The party may immediately replace a closed off entrance with a door.	+1
7	Rat Infestation	Immediately spawn a group of ‚Swarm Of Rats' on the 'Entrance' map tile in the starting zone. If there is already a ‚Swarm Of Rats' active, draw three AI cards for them this round and pick the one with the highest threat value.	+1
8 - 9	Head Injury	A random hero suffers Stun (2) or Dazed (5) (that hero's choice).	+1
10 - 11	Confusing Darkness	A random hero immediately moves 4 squares towards the dungeon entrance (and triggers ‚Attacks Of Opportunity' as usual).	+1
12	Unclean Environment	A random hero with 2 or more scratches immediately suffers a wound.	+1
13 - 14	Neverwake Dreams	A random hero with at least 2 spells in their ability deck suffers Cripple (3) and Weaken (3).	+1
15+	Neverwake Apparition	Immediately spawn a ‚Neverwake Apparition' adjacent to a random hero. If an apparition is already present, add one additional model to the existing group, up to a maximum of 3.	+2