

Prophecy 2nd Edition

Errata and Clarifications

Card Errata

Potion of Healing

This card should cost 3 Gold.

Greater Guardian - Storm Queen

Her Strength value should be switched with her Willpower value.

Lesser Guardian - Fire-Breathing Dragon

The "x" in the red circle next to the second special text entry on this card should be an exclamation point with a purple background.

Basic Rules Errata

Interesting Times and Training Offer (p. 1)

Ignore the reference to these cards.

Standard Rules Errata

City Merchant and Tradesman Chance Cards (p. 6)

The drawn Item cards should be placed face up in the stated space.

Turn Sequence (p. 8)

Step 2 in the turn sequence should read, "Mandatory fight with creature(s)." Step 3 in the turn sequence should read, "Non-mandatory fight with one character."

Appendix Entry for Turn Back Time Ability (p. 17)

Ignore the second bullet in this entry. Turn Back Time costs 2 Magic as indicated on its card.

Appendix Entry for Sphinx Lesser Guardian (p. 18)

Ignore the entry. Nothing on the card refers to the ability discussed here.

A Sample Turn (p. 20)

In the Wandering Monk's first turn, he walks to the City and performs Skilled Labor (pays 1 Magic for 2 Gold). This is not allowed. A character can only perform 1 type of movement or "instead of moving" type action per turn.

General Clarifications

Character Card - Health, Strength, Magic, and Willpower

When the game refers to the Health or Magic of a character, it is referring to the cubes on the right side of the character card. When it refers to the Strength or Willpower of a character, it is referring to the cubes on the right side of the character card plus any bonuses that can be counted from Items, Abilities, etc. When the game refers to a cube total, it means the cubes on the right and left side of the character card (this does not include any bonuses).

Example: An Illusionist has 4 blue cubes on the left side of his character card, 2 blue cubes on the right, and owns a Royal Cape (+1 Willpower). His Magic is 2, his Willpower is 3, and his total number of blue cubes is 6.

Battle with Creatures

Characters do not have to battle creatures in the spaces they start their movement in or the spaces they move through.

Possibilities - Sale of Items

If you sell an item worth 1 gold, you receive 1 gold in return.

Battle in the Astral Plane

When attacking an Astral Plane, you may not use any of the possibilities of the space you are attacking from, including encountering any of the cards in the space.

Final Battle Begins - Extra Turns

If a character takes the fifth Artifact and uses an Ability to receive an extra turn, that character begins the Final Battle instead of the character to her left.

Final Battle Begins - Loss

If a character loses a Final Battle and possesses more than one Artifact, she gets to choose which Artifact the winner gains. This is different from a normal character battle, where the winner gets to choose which Item she wants.

Appendix Clarifications

Items - Weapons and Shields

Items that are weapons and shields are marked as such on their cards. As a contrasting example, the Mahogany Wand is not a weapon, even though it adds +1 in a Battle of Wills.

Other Items - Artifacts

Some Artifact cards state that "For every Artifact that a character has, an opponent must pay an additional 1 Magic to initiate a Battle of Wills." This only applies to other characters attacking the owner of the Artifact.

Items/Abilities - Roll x Dice

Some Items and Abilities, like Prayer, allow you to roll x number of dice and keep the one you want. Other items and abilities, like Curse, allow you to force an opponent to roll x number of dice and keep the worst result. If they are used against each other, find the difference between the number of dice that are supposed to be rolled according to each card. Apply that difference to the character who was supposed to roll the lower number of dice. That character then rolls 1 die like normal, adds the calculated difference, and takes the best or worst result as the case may be. (In cases where both sides were supposed to roll the same number of dice, they simply cancel out.)

Example: The Wandering Monk uses Prayer in his Battle against the Paladin, who decides to use Curse. The difference between the number of dice that are supposed to be rolled is 1, applied against the Wandering Monk. In the Battle the Wandering Monk will roll 2 dice and choose the worst result.

Likewise, if a character is affected by multiple items and abilities that are either all positive or all negative, simply add up the given number of dice and choose the best result or keep the worst result as appropriate.

Abilities - Haggling

If you have this Ability, items that cost 1 or 2 gold are free for you.

Creatures - Vampire

Even though you must win a Battle of Wills, followed by a Battle of Strength to defeat a Vampire, this is considered to be one Battle. Therefore, Abilities like Curse cannot be used. Additionally, you cannot use Abilities that are supposed to be used outside Battle between the two Battles or change equipment.

Guardians of the Astral Planes - Master of Pain

When fighting the Master of Pain Greater Guardian, you only roll one die in the battle as normal. Page 18 of the rulebook details other clarifications regarding this card.

Opportunities - Black Well

To gain the benefit on this card, the character must have at least 4 Magic in addition to the minimum Willpower of 4.

Opportunities - Collector

He pays twice the purchase price, not sale price, for one undamaged Item.