

Tokens Errata - Print and play



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ACT II CLARIFICATIONS

⇌ EQUIPMENT ⇌

Use the Level 5 Item Deck for Act II.

⇌ LEVEL UP ⇌

Once you have acquired 20 Class Cards, you no longer gain levels.

When resting at a Campfire, you may replace any one card in your deck with any other card of your class, from any level.

ANNEX CARD STAT TOKENS

Stat Tokens: reading them at a glance
(see *Rulebook p. 24*)

- **Colored number = your current Stat Value.** Rotate/position the token so the colored value showing in the slot matches your current stat. Keep only that value visible.
- **White number = the Stat Bonus granted by that value.** The token shows the bonus for you—no memorization needed.
- **Color tells you which stat it belongs to.** If the colored number doesn't match the stat's color on your tray, it's the wrong token.
- **Double-sided token:** if the value you need isn't available on the face you're using, flip the token to access the remaining value/bonus sets (see the token illustrations on p. 24).

Common confusion (important):

When you make a **Stat Test**, you add the **Stat Value** (the colored number), not the bonus. The **white bonus** is only used when a rule specifically tells you to use that stat's bonus effect.



*the colored/red number is the **stat value**;
the white number is the **bonus**.*

KAERUN ACT I ENDING

KAERUN: In the weeks after Hell's Gate collapses, Kaerun returns to what he has always been: the unseen hand. The camp has councils and banners—things meant for daylight. Yet the way he watches—measuring exits, counting strangers, weighing which smiles are real—shows he trusts not even his allies. One day he is a limping refugee with an empty bowl. The next, a tired guard hauling beams. Disguised, he checks for cultists, demons, and traitors. Twice, cults try to burrow into the tents with practiced sob stories; twice, they are quietly taken before their poison can spread. At night, Kaerun slips to the stream, out of sight, and cleans the places no one else sees: the inside of the mask, the seams of his gloves, the ash that clings like memory. He mouths his true name under his breath—not as prayer, but as an anchor. He fears losing himself to borrowed faces. He fears, just as sharply, what he will become if he doesn't.

If you have the Fact "Viperfolk Cure": As the first cured Viperfolk reach the mountain refuge, Ssilith returns with them, coming back from exile to help her people at the Resistance's side, her satchel heavy with ochre moss—a key ingredient against the plague afflicting her kin. In the lantern-lit infirmary, Kaerun stops often to treat his wounds with the only healer who has ever seen his distorted face, a thin connection to his past that he longs to protect. While his hatred burns, his grip tightens on his blade, determined to ensure the Viperfolk woman stays alive—and that he has something... anything... to see for once this hell finally ends.

KAERUN ACT II ENDING

≡ A WORLD TO BE REBUILT ≡

KAERUN: In the long, bruised dawn after Abaddon falls, Asaria needs more than heroes—it needs someone who can keep the next disaster from walking in through an open gate. Kaerun never finds the traitor, and at first, that failure gnaws at him like poison. Then the rebuilding begins, and he discovers a different kind of war waiting in the cracks: cult remnants hiding behind charity, “faithful” men selling relics by night, old Cabal codes resurfacing on new parchment. Kaerun takes on the work no one applauds. He dons his mask, infiltrating surviving cultist cells, collecting rumors, finding routes, and building a network that keeps caravans safe and councils honest. In time, the rebuilt city learns there is a spymaster watching its veins—not a legend with a glorious banner, but one who could be any man or woman in sight. Now serving Asaria, he still wears masks, not to seek revenge, but to carve a new meaning for who he is.

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≡ A DARK ASCENSION ≡

KAERUN: When Malachar crowns himself “Lord of All,” Kaerun is the first to understand what kind of empire is being built—one that needs no compassion, no purpose, just will and power. The archmage gives him a title, an unaging body, and a whispered mandate: make the realm quiet. Kaerun becomes the God-Emperor’s unseen hand, slipping through Asaria’s streets in a hundred borrowed skins—scribe, pilgrim, grieving father, laughing soldier—until the disguises stop feeling like tools and start feeling like truth. With time, his own name loses meaning, and he becomes “many.” Resistance cells vanish after “chance” inspections. Djinn shrines burn after “anonymous” tips. Even when he sees old allies, the sight stirs nothing—no fury, no emotion, only the hollow efficiency of one who dons many masks. Kaerun disappears inside the masks, and what remains is a force that moves like a rumor and ends like a knife.

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ANNEX CARD FLIPPED CARDS

Flipped Cards: what “flip” means in practice

Every **Hero Card** and **Demon Lord Card** is **double-sided**:

- **Standard side (default):** no glow.
- **Flipped side:** a glowing textbox and a stronger effect (*hero glow = blue; demon glow = red*).

Deck setup rule of thumb:

When you first assemble your Action Cards in the special sleeves, start with the **Standard (no-glow)** sides showing. (*Action Cards are assembled in the special sleeve with the Hero card behind the Demon card.*)

How many cards can be flipped?

Your **Spirit** and **Mind** tokens determine how many **upgraded** halves you’re allowed to keep:

- **Spirit:** flips the upper half (Attacks/Auras) to a more powerful version.
- **Mind:** flips the bottom half (Abilities/Instant) to a more powerful version.

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ANNEX CARD FLIPPED CARDS

When do you choose which cards are flipped?

You don’t flip cards “on the fly” during combat or dungeon exploration. Instead, you **configure your deck** at safe moments:

- You may change which cards are flipped at the end of a Journey Phase or after resting at a campfire.

Extra clarification (because it’s easy to misplay):

Once you leave that moment and continue the quest, your flipped choices are **locked in** until the next time you’re allowed to change them. If your **Mind/Spirit changes during the quest**, it **does not automatically flip/unflip cards mid-quest**—adjust your flipped selection only at the next Journey Phase end or Campfire rest.



standard (no glow).



flipped (glow), stronger.

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CLARIFICATIONS

⇌ ATTACK ROLL ⇌

All items that show blue/red/white/black dice adds those to your attack pool.

All items that show green dice adds those to your defense pool.

- This means some weapons can give green (*defensive*) dice, and some armor may provide you with extra attacking dice (*red, blue, white or black*).

⇌ THE ATTACK HIT ⇌

Your attack **HITS** when the result of your roll (natural die roll, plus modifiers) results in a number equal to or above your target's current Defense stat. If this happens, you get to apply Attack Damage and Effects. (*If no target is hit you apply no effect.*)

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CLARIFICATIONS

⇌ AMULET OF POWER ⇌

- If the Amulet of Power is placed first on the Initiative Track, it is moved to the last position.
- If an Amulet of Power has no valid hero to be applied to, it is moved to the last position on the initiative track.



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Viperfolk Initiative Cards Errata - Print and play



VÍPER SORCERER

Basic

VÍPER SORCERER

Basic

VÍPER SORCERER

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VÍPER SORCERER

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FALLEN VÍPER LORD

Basic

FALLEN VÍPER LORD

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FALLEN VÍPER LORD

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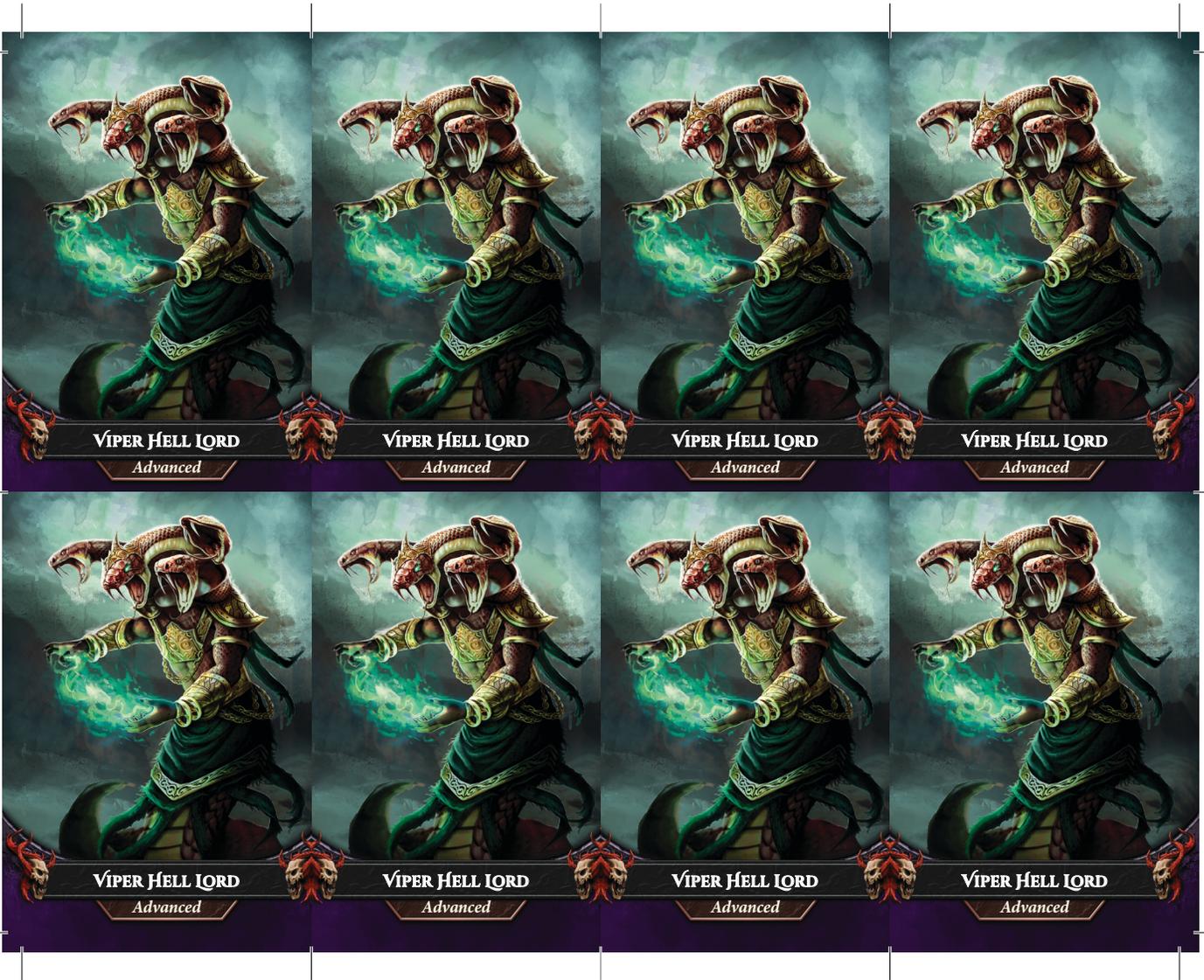
FALLEN VÍPER LORD

Basic

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Viperfolk Initiative Cards Errata - Print and play



Lifbringer's Edge Attack Card Errata - Print and play

