



A new adventure begins with additional hero classes & quests for Diceborn Heroes. A new LVL 1 hero class, the Acrobattler, is now available with 3 other classes. Also new monster cards to shuffle into existing monster decks. Can you overcome the new challenges that await?

Contents:

- 8 Hero cards / 10 Monster cards
- 2 attack cards / 2 Relic Item cards
- 6 Quest cards / 2 Boss cards



CONFUSION: The next time you attack, suffer wounds equal to the amount of damage dealt to a target by the attack. Then discard the condition.

The confused status can be healed but only lasts until that target uses an attack against an enemy. If a confused hero deals 2 damage to 2 targets they too would suffer 2 after the attack. If they dealt different amounts of damage to different targets, they suffer the largest amount of wounds



- Use the Event tokens to track Confusion

New Class Upgrade choices

When you level up your character from level 2 to level 3 only, you may now randomize your choices of available classes. Separate the Level 3 class cards into 2 facedown piles; 1 pile for Red Die symbol cards & 1 pile for blue die symbol cards. Shuffle these piles so that they are random.

Then draw cards from the bottom of a pile until you have 2 unique classes to choose from. You still have the same options to either use one of the drawn cards as your main class or remain the same and take one of the chosen Level 3 back card abilities.

This is not required as all class cards have an upgrade path however it provides some new choices for experienced players.



Hunter Shaman Gembinder Acrobattler

Thanks to all our amazing backers!