

# ALTAR QUEST

## Errata & FAQ

Version 1.1 - Updated 12/29/2020

### ERRATA

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This section details errors, typos, and missing text from various elements of the game. New additions are in red.

### Altar Quest Base Game

#### RULEBOOK

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- On page 3, add the following sentence at the end of the “Hero Decks” section: “Hero upgrade cards can be identified by the gold bar above the card text. These cards should be removed from the hero deck and are only used when playing a campaign or story.”
- On page 12, in the “Hero Card Types” callout box, replace the first sentence of the second paragraph with the following: “After a card is played and resolved, that card is then discarded unless that card has the *Ongoing* trait.”
- On page 20, at the end of the “Use:” paragraph add the following: “Unless specifically stated in the effect, a **Use** effect cannot interrupt the resolving of another game effect.”
- On page 25, in the “Clean Up Quest” step of the “Campaign Upkeep” section, add this after “..discards all threat tokens,..”: “discards all armor tokens,”

#### STORY GUIDE

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- On page 3, in the bottom right callout box, the Mysterious Stone number should be “3”
- On pages 4, 6, 7, 9, and 11, replace the text in the text box directly under “Campaign Upkeep” with the following: “Each hero heals all damage, discards all focus, discards all threat tokens, discards all armor tokens, and discards each search card they control. For every 3 supply the party has, they may reveal 1 random *Equipment* card. Then, each hero may choose 1 revealed *Equipment* card to add to the journal. Then, discard all supply.”

#### CARDS

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- In The Escape quest deck, the cards Wandering Patrols (2 copies), Blockade, and Pitch Black refer to heroes with a copy of “Sneaking” in their play area; this should be changed to threat area.
- In The Escape quest deck, the cards Familiar Surroundings (2 copies), in the last sentence of the middle paragraph “quest deck” should be changed to “feature deck.”
- In The Hunt quest deck, on the card Perilous Ploy, in the second sentence “For damage suffered,” should be changed to “For each damage suffered,”

### Ruins of Arkenpire

#### STORY GUIDE

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- On pages 3, 7, 9, and 11, replace the text in the text box directly under “Campaign Upkeep” with the following: “Each hero heals all damage, discards all focus, discards all threat tokens, discards all armor tokens, and discards each search card they control. For every 3 supply the party has, they may reveal 1 random *Equipment* card. Then, each hero may choose 1 revealed *Equipment* card to add to the journal. Then, discard all supply.”
- On page 5, replace the text in the text box directly under “Campaign Upkeep” with the following: “Note which hero suffered the most damage, then each hero heals all damage, discards all focus, discards all threat tokens, discards all armor tokens, and discards each search card they control. For every 3 supply the party has, they may reveal 1 random *Equipment* card. Then, each hero may choose 1 revealed *Equipment* card to add to the journal. Then, discard all supply.”

# ALTAR QUEST

## CARDS

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- On the Inn Trouble encounter setup card, replace the last sentence in the “Setup” section with the following: “Place 4 quest tokens on the map, each in a space adjacent to the stairs space. Then, each hero draws 1 threat.”
- On the Profaned Threat Reference card, “Once during their turn” should be changed to “Once during their act phase”
- In the Camp Ambush encounter deck, on the Loose Branches card (2 copies), the Interact effect should be changed to “If you are not adjacent to an enemy, discard this card and gain 1 quest token.” and the Activate effect should be changed to “If there is at least one enemy not adjacent to a character, discard this card and each hero suffers 1 damage.”

## Altar Quest Stretch Goals

### CARDS

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- The Crowl threat reference card has an extra “the” in the first sentence of the threat token rules that needs removed
- Blacksky Sharpshooter lurker card, replace “enemy” with “character”
- Packmaster lurker card, add “Engage.” at the beginning of the **Activate** effect
- In Blake Gallow’s hero deck, the card Recoup Costs (3 copies and 1 upgrade version), “you hand” should be changed to “your hand”
- On the Bray Threat Reference card, “their turn” and “hero’s turn” should be changed to “their act phase” and “hero’s act phase” respectively
- On the Crowl Threat Reference card, “Once during their turn” should be changed to “Once during their act phase”
- In the Outlaws threat deck, on the Lawlessness card (4 copies), “defense token” should be changed to “armor token”

## FAQ

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This section includes answers to some frequently asked questions.

*Am I missing a divider for the search cards?*

No, there is not a divider for the search cards.

*Why are my Mercenary miniatures the same color plastic as hero miniatures?*

This was an error in the first printing of the game in which the factory produced all of these miniatures to be the same color as the Blake Gallows hero, which is the same sculpt as the Mercenary.

*Where can I find the rival cards for The Hunt quest?*

These rival cards have a lurker back because they get shuffled into the lurker deck for that quest. The Traitor, Spy, Thief, and Fanatic are the rival cards used for this quest.

*Can I use a supply during an ally’s test?*

Yes.

*Can I play multiple Reaction cards on a single timing instance?*

No, players can only play a total of 1 *Reaction* card per timing instance. If multiple players wish to play a *Reaction* card at a specific time, the players must decide as a group who gets to play the card at that point.

*When resolving an attack test that targets multiple enemies, do I roll multiple tests?*

No, you perform one test and apply those results of that test to each target of the attack.

*When a game effect refers to a Minion threat card, does that apply to lurker cards?*

No, a lurker card is not a *Minion* threat card. Only *Minion* cards belonging to a threat deck are *Minion* threat cards.

# ALTAR QUEST

*When can I use a rhune effect that is part of an **Exhaust** keyword?*

If a rhune symbol appears after an **Exhaust** keyword, it follows the normal rules of the **Exhaust** keyword, meaning that it can be resolved by the hero controlling the card. If there is no specific timing listed in the effect, it may be resolved at any time, either before or after another game effect. When a rhune symbol appears on a card without the **Exhaust** keyword, that rhune effect is resolved after the upper text of the card is resolved.

*When Blake's effect instructs me to place supply on a card, where does the supply come from?*

From the supply tokens the heroes have not yet gained.

*Can Willow's melody tokens be used for **Exhaust** effects that require a rhune?*

Yes.

*Can I play an Action card without resolving the top effect just to trigger the rhune effect on the card?*

Yes, as long as you are using one of your actions to do so.

*Can I choose to trigger a rhune effect without resolving it just to roll the altar die?*

No, you must be able to resolve the rhune effect in order to trigger it and roll the altar die.

*If the rhune effect on an enemy cannot be resolved, is the altar die still rolled?*

Yes, regardless of whether or not the effect is actually resolved, mandatory rhune effects will always cause a corresponding altar die to be rolled.

*How do I resolve a game effect that instructs me to reveal a card?*

When a card is revealed from a deck, it is revealed for all players to see. Unless otherwise specified, this card is then returned to the top of the respective deck. When a card is revealed from a player's hand, that card is shown to all players, and then, unless otherwise specified, that card is returned to its owner's hand.

