



DRAGONFIRE™

ERRATA & FAQ



ERRATA, V.1

The following are the most up-to-date errata. They reference materials found in the base game, *Heroes of the Sword Coast* (a Character Pack), and *Wondrous Treasures* (a Magic Items deck).

ENCOUNTERS

CHOKE POINT

Delete: "Surprise:"

FEATURES

EXPERTISE

Change "Expertise" to: "Expertise I"

EXTRA ATTACK, EXTRA ATTACK II, EXTRA ATTACK III

On all three Features, change "encounter" to: "non-token encounter"

FURY

Delete: Once per turn:

FONT OF INSPIRATION

Delete: Continuous:

SUPREME HEALING

Add a new sentence at the end of its text: (Does not activate from its own healing effect.)

VARIOUS

On all of the following Features, add "**Continuous:**" at the start of their text: *Battle Magic, Defensive Tactics, Extra Attack, Extra Attack II, Extra Attack III, Fiendish Resilience, Indomitable, War Magic, Improved War Magic, Jack of All Trades, Merchant's Guild, Spell Sniper, Stroke of Luck, Supreme Healing, Thief's Reflexes.*

MAGIC ITEMS

QUIVER OF HUNTING ARROWS +1

Change "Instead <B3>" to: "Instead <B1>"

ADVENTURES

THE WASTES OF ANCIENT EMPIRE

Under *Tokens*, the first sentence, change "for each non-Location encounter" to: "for each non-Location, non-Token encounter"

Under *Tokens*, the second sentence, change "for each non-Location encounter that matches" to: "for each non-Location, non-Token encounter that matches"

COMPONENTS

AN ANCIENT EVIL ARISES CAMPAIGN BOOK

On page 4, in the sidebar, change "the start of Scene Two" to: "the start of Scene Three."

DRAGONFIRE RULEBOOK

On page 17, under Additional Rules, within the "+": subsection, add the following new second paragraph: "Unless specifically stated otherwise, if a card deals damage to multiple targets, any "+X" damage only applies to one target. For example, if a player played *Flaming Oil* and then activated *Divine Strike*, the player would apply the +🔥 to only one encounter they choose, regardless of how many encounters are damaged by *Flaming Oil*."

DRAGONFIRE RULEBOOK


On page 23, under *Short Rest*, after the bullet point “**Remove Exhausted tokens,**” add a new bullet point: “**End ongoing effects:** Unless specifically stated otherwise, any ongoing effects generated by encounters or Dragonfire cards are canceled.”

On page 26, change the entire second bullet point under *Awarding Magic Items* to:

Second, a player can only “**attune**” (i.e., control and use in a game) a number of Magic Items based on their Character Level, as shown on that table. However, a player can have access to a number of Magic Items equal to their Character Limitations (see the rules at bottom right). For example, a Level 3 character can only attune two Uncommon Magic Items. If that character has completed four all new Level 3 Adventures, they will draw a new Uncommon Magic Item (as well as a Common Magic Item) each time, which means they now have access to four Uncommon Magic Items, provided they do not violate the Character Limitations. The player would write down those four items on the back of their Character screen. But as they are still at Character Level 3, at the start of any game they could only attune (i.e., control and use in a game) two of those four items listed on the back of their character screen; every game they can change which cards they’ll use in play. If the receipt of new a Magic Item(s) would violate the Character Limitations, they must either exchange the new item(s) for one they have access to (i.e., changing what is written on the back of their Character screen), or return the card(s) without changing anything. Note that in all instances, a player can always attune a lower rarity; i.e., a Character Level 4 can attune two Uncommons and two Rares, but they can attune to four Uncommons if they have no Rares.

DRAGONFIRE RULEBOOK

On page 28, in the Glossary, change the entire “Continuous:” entry to the following two entries:

Continuous (Dragonfire): An icon  found on Dragonfire cards. The effect persists as long as the card is on top of the Dragonfire Deck.

Continuous (Feature): A Feature with this keyword applies the following effects:

- This Feature is always considered activated. Its effect is not optional and is in play at all times.
- This Feature’s effect can occur more than once in the indicated time frame, provided each effect is appropriately triggered independently.

ADVENTURE ENVIRONMENT CARD

Q: Why does the Adventure Environment card appear to be missing from my game?

A: Despite our best efforts, a decorative element of the game, the Adventure Environment card, was left out of the *Dragonfire* sets purchased at Gen Con 2017 and PAX West 2017. This card was included to help with immersion, so playing without it doesn’t impact your gaming experience.

Regardless, it should have been included. As such, we’ll include the Adventure Environment card in the first Adventure Pack: *Shadows Over Dragonspear Castle*. That way you can be sure to receive the card.

Finally, for those that wish to have it right now, you can download a free PDF of the Adventure Environment card. As a bonus, we’ve added an additional Adventure Environment card. You can print and use either one in your games as you see fit.

FREQUENTLY ASKED QUESTIONS (FAQ) V.1

The following are the most up-to-date clarifications and frequently asked questions. They reference cards found in the base game, *Heroes of the Sword Coast* (a Character Pack), and *Wondrous Treasures* (a Magic Items deck). After each header is a page reference, as appropriate, to the *Dragonfire Rulebook*, which can be referenced, as needed, for additional clarifications.

QUICK-START RULES

Q: In *The Village Is Attacked: A Hero Is Born* Adventure from the quick-start rules, do we need to defeat all of the encounters to win?

A: No. To win, once the last encounter from the deck is placed facing a player, then you simply play one full round. If at the end of that round at least one character is not currently Stunned, you've won!

NOTE: We've read and listened to several reviewers of *Dragonfire* who didn't feel the need to finish the quick-start Adventure. We couldn't agree more! The quick-start rules are simply to ease you into the game. If you play a round or two and feel you have the basics and immediately want more, then stop. Read the full rules, grab the *Dungeon Crawl* Adventure, and jump into the full breadth of all the action *Dragonfire* has to offer. Conversely, if you're having a good time, even at the stripped-down version of the game found in quick-start rules, then feel free to venture on and see if you can defeat the hordes!

DRAGONFIRE RULEBOOK

SEQUENCE OF PLAY (P. 32)

Q: What are the Phases & Steps in a turn and round?

A: See boxes at right.

CHARACTER SCREENS (P. 3)

Q: Why are the screens standup? Do you hide information with the screen?

A: You do not hide anything with or about the Character screen in *Dragonfire*. The purpose of the standup screens are twofold. First, in watching how *Shadowrun: Crossfire* was played, we noticed many players would constantly ask about the HP of other players, since it's so important to know who has the least HP each round. A standup screen, with a very visible HP tracker, eliminates that need. Second, it's simply immersive. Introducing a 3D element with a brilliant illustration of each character creates a wonderful verisimilitude that helps transport the players that much more into the enjoyment of slaying monsters and grabbing the gold to complete an adventure.

STEPS OF A SCENE & ROUND (P. 10)

1. **Start Scene:** Reveal Encounters (Encounters phase).
2. **Start Round:**
 - a. Reveal Dragonfire card (Dragonfire phase)
 - b. Players' Turns: Each player takes their turn.
 - c. End Round: Repeat round until Scene is complete.
3. **End Scene:** Bury Dragonfire card.

PHASES OF A TURN (P. 14)

1. **Start Turn** (see p. 14)
 - **Step 1:** Apply Dragonfire card effects
 - **Step 2:** Character may move into or out of a Location
 - **Step 3:** Apply Location effects (any order)
 - **Step 4:** Apply non-Location encounter effects (any order)
 - **Step 5:** Apply Features/Market effects (any order)
2. **Play Cards** (see p. 14)
 - Apply all non-damage card abilities.
3. **Deal Damage** (see p. 15)
 - Apply all damage from played cards.
 - At the end of this phase, played cards are discarded.
4. **Take Damage** (see p. 21)
 - The active player receives damage from encounters facing them (if any).
 - If a character's HP is reduced to 0, they become Stunned.
5. **Replenish** (see p. 22)
 - If you have three or fewer cards in your hands, draw two.
6. **Market** (see p. 22)
 - If you do not purchase a card, you must cycle one card into the Market.
7. **End Turn** (see p. 23)

Q: Can I have more than one Half-Elf character? Will each of them add Market Slots?

A: Yes. If you have three Half-Elf characters in your party, you'll have nine Market Slots. (Except if any of those are a Rogue...they are way too selfish for that.)

Q: If there are two Sun Elf characters in a row and the first makes a Skill Check to avoid a Surprise effect, can the second one try to avoid the Surprise effect also?

A: No. In all instances, the Surprise effect can only be avoided once. The second Sun Elf could only try to avoid a Surprise effect on a revealed encounter that is facing them.

DRAGONFIRE PHASE (P. 10)

Q: How does *Hag's Curse* work?

A: Let's say the Dragonfire level is 8 and there are five players. As soon as *Hag's Curse* is revealed, the party leader makes a Skill Check. Failure means they would apply the 3+ effect, i.e., that player would lose 1 gold. The next player to the left would then make a Skill Check. Failure means they would apply the 4+ effect, meaning that player would lose 1 HP. The next player to the left would then make their Skill Check; failure would apply the 5+ effect. Failure on the Skill Check for the next player means they would apply the 6+ effect. A failure for the last player would mean they would apply the 7+ effect. Finally, because there are still effects left to apply and all players have made Skill Checks, the first player would make the final Skill Check, with a failure meaning they apply the 8+ effect and discard their hand. In other words, any success on a player's Skill Check for this card doesn't stop *Hag's Curse* from moving around the table. It simply means the player that succeeded does not apply that particular Dragonfire level effect to them.

Q: Does *No Tricks This Time* give the Deception tokens of the *Cloaker* an Attack Strength of 1?

A: Yes. Tokens created by encounter cards are also considered encounters for all effects unless specifically noted otherwise.

TOKENS (P. 12)

Q: Do text effects apply to both the encounter card and its tokens, or is *Grapple* unique?

A: Tokens are considered a "group" only for move effects, like *Grapple*. In all other ways, unless specifically stated otherwise, each token is treated as an individual encounter.

PLAY CARDS PHASE (P. 14)

Q: When I use *Command Presence*, can the player I choose play *Lightning Bolt*?

A: That depends. *Command Presence* only allows for one card to be played, and *Lightning Bolt* has "Requires Arcane Play," meaning another Arcane card must be played that turn by the same

player playing *Lightning Bolt*. So under normal circumstances, the answer would be no. However, if the player targeted by *Command Presence* has already played—or can play and chooses to do so—an Arcane card as an Assist—e.g., *Magic Missile* or *Hex*—during this turn and before *Command Presence* was played, then they would be able to play *Lightning Bolt* since they had met the requirements for playing it this turn.

Q: I played *Command Presence*, and the player I chose played *Grapple*. That's three Sword icons. Do we get to draw a card?

A: No. Matching Sword icons for drawing a card only counts for each player individually. In the example above, if the player that played *Grapple* due to *Command Presence* played *Tower Shield* as an Assist on the same turn, they played a total of three Sword icons on a turn and so would immediately draw a card. And of course, in all instances, this only applies to Martial Characters; other Class Types (Devotion, Deception and Arcane) playing these cards ignore the Sword icon.


Q: I played *Command Presence*, and the player I chose played *Grapple*. Who is actually grappling the encounter?

A: The player who actually plays *Grapple* always moves the encounter to them.

Q: I'm Stunned, and *Command Presence* is played on me. Can I still play a card?

A: Yes. Beyond the specific limitations noted under *Becoming Stunned* (see p. 21, *Dragonfire Rulebook*), the player can still interact and play cards normally, which includes playing Assists, playing a card if they are chosen by *Command Presence*, and so on.

Q: If I play *Cloud of Daggers* on an encounter, and all colorless levels on the card are now 0 before any other cards are played, then is the encounter defeated?

A: Yes. In other words, those levels are considered cleared until the end of the Play Cards phase. However, if the encounter is not defeated by the end of the Play Cards phase, the effect from *Cloud of Daggers* ends and the card resumes its normal values for any levels not specifically cleared by other damage. For example, if a *Cloud of Daggers* is played on an undamaged *Troll*, that leaves its damage track as: . If a *Javelin* is played as an Assist that turn, and the player facing the *Troll* also plays a *Glory*, the *Javelin's* damage reduces the first and second levels to 0, while the *Glory's* damage reduces the third level to 0; the fourth level is already at 0 due to *Cloud of Daggers*. However, if another Martial icon is not applied to the fifth level of the damage track, at the end of the turn, the *Cloud of Daggers* effect is removed and the third and fourth levels return, leaving only the first two levels cleared.

Q: If I play *Cloud of Daggers* on an encounter, do any levels go negative?

A: No levels go negative. Regardless of what a level starts at, if it reaches 0, it stays at 0 for the duration of the effect of the card.

Q: Can I play more than one *Cloud of Daggers* on an encounter? Are their effects cumulative?

A: Yes. If you play two *Cloud of Daggers* on an encounter, you apply 4 to all its colorless levels.

Q: Can I use *Grapple* to pull an encounter away from a player that is in a Location?



A: Yes. But you cannot move a Location card using *Grapple*; unless stated otherwise, Locations cannot move by any card effects.

Q: If I *Grapple* an encounter with tokens—say *Kobold Pack*—it doesn't attack that turn. Does that also apply to that encounter's tokens?

A: Yes. The card's tokens are encounters and were grappled along with the encounter card, so they do not attack.

Q: If I'm in a Location and another player is in a different Location, could I use any Spirit tokens from a previously played *Spirit Guardians* to affect the other Location?

A: No. Even though Spirit tokens are not called an Assist and no card is being played, unless something specifically states otherwise, two players in different Locations cannot interact.

Q: The rules for Locations indicate a text effect can be played into or out of a Location if it contains no damage icons. For example, *Cure Wounds* contains a  icon along with the text effect for healing. Can this card's effect be played into or out of a Location even though there is a potential damage effect in the card's text? If so, how does this affect the bonus  damage that a Devotion character playing this card would receive?

A: Text effects on cards are independent of damage, which means the healing text can reach into or out of a Location, but that extra damage for a Devotion character cannot.

Q: If I play *Healing Word*, can I assign 1 HP to myself?

A: Yes. As long as 1 HP is assigned to two different people, one of them can be the person who played the card.

Q: If I play *Opportunity* to purchase a card during this phase, can I also purchase a card during the Market phase?

A: Yes. Any purchases earlier in a turn due to card effects do not effect the ability to purchase during the Market phase.

Q: If I played *Opportunity* and purchased a card during the Play Cards phase, do I cycle the Market if I don't purchase during the Market phase?

A: Yes. In the Market phase you cycle a card if you don't purchase in that phase (unless an external effect prevents you from purchasing).





Q: *Augury* says "Reveal the top Dragonfire card. You may bury it." If there is an active card revealed on top of the deck, I can still use *Augury*?




A: Yes. Simply set the top active card aside. Reveal the top face-down card, determine whether you wish to leave it or bury it, and then place the active card back on top of the deck.

DEAL DAMAGE PHASE (P. 15)

Q: I use *Confusion* against an encounter in a Location, which I can do, since text that doesn't generate a specific damage always overrides Locations. It's a success. Can I place the damage from the encounter wherever I want, either inside the Location or out?

A: No. That damage can only be played inside the Location. While the card text overrides the Location, you are assigning standard damage—i.e., it is not an Assist—and so it must stay within that Location. However, the damage could be assigned to any other encounter in that Location, including the Location itself.



Q: The *Troll's* first two levels have been cleared, leaving    . *Cloud of Daggers* is played, reducing all of the colorless levels by 2. If *Lightning Bolt* is then played, will it defeat the *Troll*?

A: Yes. Any card that says "Deal X consecutive levels of damage" only applies to levels that still have damage on them. So even though the remaining   are now separated by a  level, it doesn't count for "consecutive" because no damage from such a card is being applied there.

Q: I know, unless specifically stated otherwise, that I cannot split damage from one card between encounters. However, can I split the damage from a card between the various levels of an encounter's damage track?

A: Yes. You can mix and match any type of damage from a card—or multiple cards—in whichever order you wish in order to clear levels and defeat an encounter.

Q: What is the intended damage applied from *Flaming Oil*? Does the text stack with the damage icons?

A: *Flaming Oil* deals   to each encounter facing one player. That's it, barring outside effects.

BECOMING STUNNED (P. 21)

Q: Do "Remains in Play" cards get discarded when a character is Stunned?

A: Yes. Market cards with "Remains in Play" that were active when the player is Stunned are discarded.

Q: Do Magic Items get discarded when a character is Stunned?

A: No. Unlike Market cards, Magic Items remain active.

Q: If I enter a Short Rest Stunned or Unconscious, can I still buy one card during the Short Rest?

A: Yes. All players, including those who are Stunned or Unconscious, are healed 1 HP before the Short Rest's Purchase Cards step, so provided they have the available gold, they can purchase a card. (See p. 23, *Dragonfire Rulebook*.)

SHORT REST (P. 23)

Q: I know I heal 1 HP and have a chance to purchase a card from the Market, but do my hand and my deck carry over as is? I don't shuffle or draw a new hand of cards?

A: Yes, they carry over as is. Unless an Adventure specifically states otherwise, all you do during the Short Rest is remove an Exhausted token (unless you are Unconscious), heal 1 HP (provided you're not already at your starting HP), and purchase a card (if you desire to do so and can afford to).

LONG REST (P. 23)

Q: When I start a new game, do I keep all of the cards that I purchased from the Market during the previous game? Or do I completely set up fresh, exactly as I did for the first full game of *Dragonfire*?

A: You start fresh. While it does create a slight disconnect between the idea of adventuring and the needs of a deck-building game, ultimately the deck-building mechanic takes precedence. So at the beginning of each game, you start with the cards in your Equipment Pack and no other Market cards, regardless of what occurred during a previous game (unless the Adventure says otherwise, of course). However, you keep any Magic Items you acquired and choose to use (provided you didn't Consume it), as well as any Features on your Character screen. Those items represent the growth of your character—along with the corresponding XP—through the passage of time.

FEATURES (P. 24)

Q: Can I remove Feature stickers before placing new ones?

A: If you want to try that, that's completely up to you. However, the rules make no mention of it, and the design of the Features and Character screens doesn't really allow for it.

Q: Can I use the Hermit Background ability if another player has already used their Background Feature this game?

A: Yes.

Q: When using Extra Attack III, after I've defeated an encounter and I have enough Swords to draw a card, can I play it that turn?

A: No. You draw such extra cards in the Deal Damage phase, which is after the Play Cards phase, so playing them that same turn is impossible.

Q: When and how often can I use any Feature that states: "Exchange 2 for X"?

A: The key to understanding Features—including these—are the following:

- Most Features must be activated to be used [...] (See *Activation*, p. 24, *Dragonfire Rulebook*.)
- Unless the Feature specifically includes the phrase "during your turn" all Features can be activated at any time during a round,

provide the appropriate circumstances of cards and/or effects occur." (See *Timing*, p. 25, *Dragonfire Rulebook*.)

- Finally, unless it specifically states otherwise, a Feature can only be activated once within the indicated time frame; i.e., once a turn, once a Scene, and so on." (See *Timing*, p. 25, *Dragonfire Rulebook*.)

Taking all of that into consideration, that type of Feature can be activated once during the Apply Damage phase of any turn.

Q: The following are the current Basic Market cards: *Glory*, *Cantrip*, *Stealth*, *Grace*, *Performance*, *Tinker*, and *Affable*. Which of these cards can be added to your Equipment Pack with the Fundamentals Feature?

A: Any of them. Feel free to make your Dwarf affable!

Q: *Empower Evocation* states: "During your turn, discard any card to add twice its cost in colorless damage to any Evocation card's damage." If I activate *Empower Evocation* and discard *Misty Step*, which costs 4 gold, and then play *Magic Missile*, does that mean I get to apply eight colorless damage to each encounter that I apply *Magic Missile*'s standard damage to?

A: No. If a card deals damage to multiple encounters, the added damage from *Empower Evocation* only applies to one target. Furthermore, this rule applies to all such Features, unless specifically stated otherwise.

MAGIC ITEMS (P. 26)

Q: If I have a character at Level 4 so I can attune to "2 Uncommon & 2 Rare," as indicated on the Magic Item Award table on page 26 of the *Dragonfire Rulebook*, but I only have four Uncommons, can I still attune to all four for a game?

A: Yes. You can always attune to a lower rarity of card to fill the total number of attunements you're allowed.

MODIFYING ADVENTURE LENGTHS (P. 27)

Q: I've played *The Wastes of Ancient Empire* at Adventure Level 1 and now I want to play it at Adventure Level 2. The Adventure itself says it is played at Dragonfire level -1, while the table on page 27 of the *Dragonfire Rulebook* says to play it at Dragonfire level 1 if you're playing it at Adventure Level 2. Which is correct?

A: Both are applied. You start with Dragonfire level 1 as indicated on the Additional Modifications table on page 27, but you still apply any Dragonfire level modifiers from the Adventure. In this case, it means you would play *The Wastes of Ancient Empire* at Dragonfire level 0; i.e., a standard game where there are no Dragonfire cards in the discard but right at the start of the game you reveal a Dragonfire card and apply its effects (leaving the card on the top of the Dragonfire Deck). As soon as your party can play *The Wastes of Ancient Empire* at Adventure Level 3, then you'd start the game at Dragonfire level 1 (i.e., starting with Dragonfire level 2 as indicated on the table, but still applying the -1 from the Adventure). And so on.

GLOSSARY, KEYWORDS (P. 28)

Q: Is the Terror Tripwire keyword an ongoing effect?

A: Yes, Terror is an ongoing effect once it has been activated. However, remember that the Apply Damage phase occurs after the Play Cards phase, so if you're going to trip the Terror Tripwire on a turn, you'll get to play cards as normal on that turn, since the keyword won't come into effect until the Take Damage phase of your turn.

Q: Which Tripwire keywords are instant effects and which are ongoing?

A: While we tried to make the Tripwire keywords clear with the context of how they are used, the following further clarifies whether a Tripwire is a one-time instant, or an ongoing continuous effect until the encounter is defeated.

- Escape:** Instant
- Strength:** Continuous
- Summon:** Instant
- Terror:** Continuous
- Token:** Instant
- Weakness:** Continuous

Q: A card is Summoning a specific Encounter Type. After going through the entire corresponding Encounter Deck and discard pile, either there is no matching Encounter Type and/or all those Encounter Types are already facing players. What do I do?

A: Treat the effect as "Summon any." Simply reveal the next encounter from the appropriate deck as the Summoned card.

Q: I'm a little confused about Summon. Can you provide additional clarifications?

A: The following further clarifies this important keyword:

SUMMON THE KEYWORD:

- Has the structure "Summon X." If Summon appears without the "X," it is descriptive text.
- Puts an encounter into play opposing the same player as the encounter with the Summon keyword.
- The intent for the Summon keyword is that it has an implied "Surprise" keyword or it is triggered (once) by a Tripwire.
- If an encounter has Summon on attack, damage, or other re-occurring event (e.g., *Slaad Summoning Portal*) the triggering condition will be specified.
- As to the note about a Summoned encounter attacking the turn it was Summoned (see Summon, p. 30), that was meant as a reminder text in case you trigger a Summon off a Tripwire or a defeat a creature with a Vanquished Summon. In those cases the Summoned encounter immediately comes into play and may attack that turn (if appropriate).

Q: If a Tripwire has been activated on an encounter and that encounter heals back above the Tripwire line, does it activate again if a level is cleared below the line once more?

A: No. Regardless of healing—or any other factors—unless specifically stated otherwise, a Tripwire will only activate once on an encounter. If the encounter is defeated, though, and is brought back into play at a latter time, then the Tripwire would be activated once again when a level is cleared below that line.

BE CAREFUL READING FURTHER!

The following pages include FAQs for the Adventures in the campaign. Reading them ahead of time can potentially spoil the storyline. Use at your discretion.

BODYGUARDS

A: If *Rakshasa* planeshifts the Noble, what happens?

B: If *Rakshasa* damages the Noble, the noble is automatically planeshifted because it must make two Skill Checks and under the rules for the Noble on the Adventure card, the Noble automatically fails Skill Checks. However, under *Completing the Adventure* on the back of the card, the text

says “If the Noble has at least 1 HP when the Progress Track reaches the seventh round, the Noble has reached his destination and the Adventure is completed immediately.” And the *Rakshasa*’s text says “Player automatically returns if *Rakshasa* is defeated,” which means if the players defeat the *Rakshasa* the Noble is automatically returned. However, if the players cannot defeat the *Rakshasa* and return the Noble to the game before the seventh round begins, then the Adventure ends in defeat, with the Noble doomed to wander a different plane.