Difficulty reference and adjustment

Quest	Difficulty		Complexity	Length
The Search	easy	1P	starter	medium
Pillaging the Vault	easy	1P	starter	medium
The Rescue	easy	1P	advanced	medium
The Hunt	medium	2P	starter	short
Into the Arkenspire	medium	2P	advanced	long
In Too Deep	hard	3P	starter	long
The Escape	hard	3P	advanced	short
The Showdown	hard	3P	advanced	long
The Cleansing	hard	3P	expert	long
The Quarantine	brutal	4P	expert	long
Encounter				
Grave Disturbances	medium	2P	expert	medium
Camp Ambush	hard	3P	advanced	short
Inn Trouble	hard	3P	expert	medium
The Arkenhold	hard	3P	expert	medium

Villain	Difficulty		Complexity
Bolx the Belchlord	easy	1P	starter
Gert	easy	1P	starter
Morgan	easy	1P	advanced
Broderick Heston	easy	1P	advanced
Wynora Morn	medium	2P	starter
Thane of Nethander	medium	2P	advanced
Rancidian	hard	3P	starter
Vivian	brutal	4P	advanced
Billy the Kindler	brutal	4P	expert

Threat	Difficulty		Complexity
Frox	easy	1P	starter
Profaned	easy	1P	advanced
Lunarin	medium	2P	starter
Raglanders	medium	2P	advanced
Poxoid	hard	3P	starter
The Thralls	hard	3P	advanced
Crowl	hard	3P	advanced
Bray	brutal	4P	expert
Outlaws	brutal	4P	expert

Modifiers		
Ally	-4	During setup draw 2 random Ally cards (characters that are not already in play), pick 1 Ally and give it to any Hero.
Equipment	-2	During setup draw 3 Equipment cards plus 1 for each damage suffered by any Hero. Pick 1 card and give it to any hero, shuffling back the rest.
Hero upgrades	-1	During setup one hero draws 3 random Hero upgrade cards and replaces them in his respective Hero deck before shuffling. Optionally, several heroes can divide 3 upgrades between themselves.
Extra Threat when revealing rooms	+6	When revealing a new room, draw 1 more Threat card (starting with active player). Do not use in Encounters.
Extra Threat at the end of round	+6	At the end of every round, draw 1 more Threat card (starting with player that has least Threat cards).
Enemy upgrade	+1P	During setup draw 1 random Enemy upgrade card.

Quest + **Villain** + **Threat** + **Modifiers**
= **Total difficulty**

f.e. 3 players : The Hunt (6) + Gert (3) + Poxoid (9)
+ Extra Threat (6) = 24 = 8P = medium

	Difficulty equalizers			
Total difficulty	**Upgrades**	**Villain deck**	**Start hand**	**Supplies**
3P pathetic	2nd round	-3 cards	1 card	0
4P wimpy	2nd round	-3 cards	2 cards	0
5P training	2nd round	-2 cards	2 cards	0
6P beginner	3rd round	-2 cards	2 cards	0
7P easy	3rd round	-2 cards	3 cards	0
8P medium	3rd round	-1 card	3 cards	0
9P challenging	3rd round	-1 card	3 cards	1P
10P tough	4th round	-1 card	3 cards	1P
11P hard	4th round	-1 card	4 cards	1P
12P brutal	4th round	all cards	4 cards	1P
13P heroic	4th round	all cards	4 cards	2P
14P epic	5th round	all cards	4 cards	2P
15P legendary	5th round	all cards	5 cards	2P

Difficulty equalizers – *Optional adjustments to set the standard difficulty level.*

Upgrades – *Draw one Enemy upgrade card at the end of every 2nd/3rd/4th/5th round. If playing with Extra Threats at the end of round, draw the Enemy upgrade first.*

Villain deck – *During setup after shuffling the Villain deck, remove respective number of cards without looking at them.*

Start hand – *Number of starting Hero cards that heroes draw during setup.*

Supplies – *Number of starting supply tokens that heroes get during setup.*

Example of a Round tracker, where Enemy upgrade card is being drawn at the end of every 3rd round. Remove one token at the end of every round.

Rhunes and Attributes reference

Hero	Water	Fire	Earth	Wind	Light	Shadow	Attributes	Complexity
Aeveth Namoura	3	2	2	1	3		2/2/2/1/2/3	advanced
Akahra	1	1	3	1	4	2	2/2/2/2/1/3	expert
Blake Gallows	1	1	2	2	1	3	2/2/2/2/2/2	expert
Gavin Ulrich	1	4	4	1	2		3/2/1/2/2/2	starter
Gronan Bosk	2	2	3	1	1	2	2/3/2/2/1/2	starter
Gwyndel	1	3	3	2	2	1	2/1/2/3/2/1	advanced
Karon Harrick	1	1	5	2		1	2/2/3/1/2/2	expert
Leyson Pines	1	1	2	2	2	3	1/1/2/2/2/2	advanced
Myreen Duvall		2	5			3	2/3/2/2/2/1	starter
Quella	1	3	1	4	1	1	1/2/2/2/2/3	starter
Rowen Lofflin		2	3	4		2	2/1/3/2/2/2	starter
Sedrin Highmoor	1	2	2	1	5		2/2/1/3/2/2	starter
Van Geyzer	1	1	3	1	3	2	2/3/2/2/1/2	expert
Willow Banks	3	1	1	5	1	1	1/2/2/2/3/2	advanced

Quest	Might	Fortitude	Agility	Willpower	Charisma	Intellect	D12
The Search	1	1	2	1		4	1
The Rescue	1	2	3	1	2	2	2
The Hunt	1	1	1	1	1	1	3
Pillaging the Vault	1	1	1	1	1	2	4
Into the Arkenspire					3	2	5
In Too Deep							6
The Escape	2	1	1	2	1	4	7
The Showdown	1	1	1	1	2	1	8
The Cleansing	1	1	1	1	2	5	9
The Quarantine		3					10
Encounter							11-12
Grave Disturbances							1-3
Camp Ambush	3						4-6
Inn Trouble	1	2	3		2	1	7-9
The Arkenhold							10-12

Villain	Might	Fort	Agil	Will	Char	Intel	D10
Bolx the Belchlord	1	3	1	2			1
Gert	2	3	1	5	2	1	2
Morgan		2	1		1		3
Broderick Heston	1	1	1	3	2		4
Wynora Morn	1	1	2	2	3	1	5
Thane of Nethander	2	1	2	4	1	2	6
Rancidian	1	2	1	1			7
Vivian	1	1	2	4	2	2	8
Billy the Kindler		3	2				9

Threat	Might	Fort	Agil	Will	Char	Intel
Frox	2	3	4	1		3
Profaned	1		2	5	3	2
Lunarin	3		2	4	2	
Raglanders	2	5	4	1		1
Poxoid	2	4	2	1		3
The Thralls	2	2	3	1	3	4
Crowl	3		3	3		3
Bray	1	2	2	3	2	4
Outlaws	2		2		2	3