

# Root Update Kit

Root's 3rd printing contains a few balance adjustments. We will be offering these adjustments in an inexpensive and professionally printed update kit during our next Kickstarter (Spring 2019). Till then, if you'd like to use these adjustments, you can print out this document, cut these images out, and affix the alterations directly to your player boards.

In addition to these changes to the player boards, there have been two adjustments to the Vagabond: infamy points are only scored on your turn and repairing no longer refreshes items. The full and updated Law of Root can be found in the file section of BGG.

## Marquise



### Field Hospitals

Whenever any Marquise warriors are removed, you may spend a card matching their clearing to place those warriors in the clearing with the keep token.

## Vagabond

**Hostile**

*Must exhaust extra boot to enter Hostile clearings.*

Score per Hostile piece removed in battle during your turn.

## Lizards

**Gardens**

*When a garden is removed from the map, discard a random card from your hand.*


**Satchel**

*Gained items go face up. Repaired items stay on current side.*

→ **Sacrifice**

Place one warrior in the Acolytes box.

In addition to these two adjustments to the Lizard board, the outcast rules have been modified so if there is a tie when deciding the outcast suit, the current suit will become hated (if it is not already).

## Woodland Alliance

**Sympathy**

*Placement Limits. Each clearing may only have one sympathy token.*

**Marital Law.** You must spend another matching supporter if the target clearing has at least 3 warriors of another player.

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