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.

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 1 VP per Hostile piece removed in battle during your turn.

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

Lizards

Gardens
When a garden is removed from the board, discard a random card from your hand.

Sacrifice
Place one warrior in the Acolytes box.

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.

Woodland Alliance

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

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

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).