

VLAADA CHVÁTIL & FELIX PODLESNY

CODENAMES

CRITICAL ROLE ADVENTURES

KEYLETH: RULES



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RULES

KEYLETH

Keyleth is a half-elf druid, skilled in elemental magic. Through her deep connection with nature, she helps the party detect threats and is also able to prevent damage to a certain extent.

Keyleth starts the campaign with **1 Root Token**  and unlocks the second one as she levels up.

 can be placed during the guessing phase **before any hero's guess**, but a guess **must be made** afterwards (by any hero able to guess by standard rules).

If a tile is placed over a word with , move the Root Token on top of the tile.



The detection power of **Whispering Roots** considers only the inherent effects of the tiles, possibly modified by the mission's special rules; not tokens, abilities, or items.

We recommend placing other heroes **around**  first, since they can gain  in case of an exceptionally good roll result (remember, **Whispering Roots** are only used **after Keyleth's guess**).

The **Verdant Eruption** ability can be used repeatedly during a single mission, but not after a loss condition has already been met.

Keyleth only gains  for  on words that were actually **needed to win** the mission (i.e. were placed on the words the party would have had to cover to win).

FREQUENTLY ASKED QUESTIONS

Q: What happens when a hero steps on  ?

A: Nothing.  aren't picked up or resolved by stepping on them the way other tokens are.

Q: Is 1  to all heroes standing around  prevented by discarding the token?

A: No, the ability prevents exactly 1  to 1 hero.

Q: Does  prevent  to the hero standing on top of it?

A: No, the Root Token only protects the spaces around it.

Q: Is there a way to get the discarded  back during the mission in which they were used to prevent  ?

A: No, they only return to Keyleth's sheet at the start of every mission.

Q: What kind of  can be prevented?

A: Any, unless the instructions say otherwise.

The source of the  doesn't matter – it can be a result of an unsuccessful guess, a Prank Token triggered, an effect of a special rule or a  tile, or even  from an item (such as Manacles of Sacrifice).

Q: What counts as “damage-dealing space” for the purpose of *Whispering Roots*?

A: All the spaces that would deal  to a hero when stepped on due to their inherent nature (e.g. , ), considering further modifications by the special rules of the mission. Disregard items, hero tokens, and damage that could come from hero abilities (including ranged guessing by Percy). If any of the tiles provides

a choice about whether to take damage (usually  tiles), it is considered “damage-dealing”.

Q: Can  prevent  assigned “after the guessing phase ends” or “before/after checking the win condition”?

A: No, that kind of  cannot be prevented by  as the hero standees have been returned to the hero sheets by then, and  only prevents  to heroes standing around it.

Q: What happens when *Verdant Eruption* is used and one of the  is placed on  ?

A: Nothing – only the win condition is checked. You cannot lose the mission as you do not actually guess any of the words.

Q: Can *Verdant Eruption* also be used after an incorrect guess?

A: Yes, but only if one of the mission's three loss conditions wasn't met already during that guess. You can use it after a  or a  word was guessed and covered, and there is still at least one  tile left in the stack. (However, if a hero was knocked out by the guess result, the mission is lost immediately). If the win condition isn't met after using *Verdant Eruption*, the round continues with the Advance Time phase.

Q: What happens with  when a rule instructs us to “remove all tokens from words or tiles”?

A: Return those  to Keyleth's sheet – they can be placed onto words again later during the same mission. However, those that were already discarded by the party to prevent  remain “spent” and cannot be used in the same mission.

TIPS & TRICKS

- Be sure to spread  out soon to start using their powers!
- **Whispering Roots** are activated only after Keyleth's guess – it is wise to use Keyleth after other heroes of the party have already made their guess in case a 20+ result is rolled, so that they get the  bonus if standing around at least one .

SPECIFIC MISSION INTERACTIONS

POTENTIAL SPOILERS!

- If only 1 tile remains to fulfill the mission's win condition, both Root Tokens are placed on  words and **Verdant Eruption** is used, Keyleth only gets 1  (for completing the minimum condition needed to win).
- If **Verdant Eruption** is used in a  **boss fight** while the Root Tokens are placed on the last  and the , the win condition is fulfilled (i.e. the party wins).
- **Campaign 2, Mission 5A**: If **Verdant Eruption** is used, the  words with  on them do not lower the Total Damage, since they are not covered with a tile.
- **Campaign 3, Mission 3**: If all heroes are at 1 ,  still count as “damaging” for **Whispering Roots**.
- **Campaign 3, Mission 4B-1**: If 0–1 tile of a given color has been covered and there are tiles of that color around  when using **Whispering Roots**, all tiles of that color are considered **not** “damage-dealing”. If 2 tiles of a given color are already covered, all tiles of that color are “damage-dealing”.
- **Campaign 3, Mission 5**: The GM cannot lie about **Verdant Eruption** even if Keyleth is standing next to .