

1. The Trade

When dealing with a random shuffle, a player may end up inevitably stuck with bad cards. There are two solutions that can solve this issue IMHO. The first is the trade. At the end of the card, draft, players can trade cards. With three players, two cards can be traded between two players. With four players, its 3, and with five players it's 4. Traded cards turned into skills do not offer additional gold and gold must still be spent to equip a card.

2. The Flop

The second is the flop. Instead of discarding the last card, all players place their last cards face up for all to see. The player with the lowest experience can take one card from the flop and equip it or turn it into a skill. This process continues until all the cards are acquired. If on round 1 or if there are ties, the character with the fewest actual equipped gear cards goes first. If tied again, the one with the fewest gold, and so on. If it's still a tie you decide how to determine the outcome. This repeats with every round.

3. Monster Choice

Being forced to fight the first monster feels unnecessary, thus, during the first round, each player selects a monster just as normal play. Select either the face-up monster or select the face-down card blind.

4. Defend

It's strange that a game attempting to replicate a dungeon delve would not include a choice to defend. Thus, I'm suggesting the addition of a defend action, which can be selected instead of the Attack action. You can activate no cards during this action, but all your defenses, regardless of value increase by a value equal to the round number. Also, you receive 1 XP, because learning not to die is an important skill to learn.

5. Death

As per Mr. Elliot's suggestion, death is no longer permanent. On your turn, if you are unable to take an attack or defend action due to being knocked out, your mana and health return to their maximum and you stand up ready to fight at the beginning of your next turn. Turned cards remain so. This wording is specific because if you are killed at the beginning of the monster draw phase, you are not knocked out for two turns. Also, each turn you miss out taking either the defending or attacking action, you receive one experience point.

6. Mind Tap

This card as mentioned previously does appear to stand out. Thus it does not activate the other player's ability when employed.

7. Experience

As stated, if you do anything but an attack on your turn, you gain 1XP. Additionally, when you level up, you gain 2 of the listed bonuses instead of 1.

8. Co-Op

This was an interesting challenge because monsters are a one-on-one affair. And Mr. Elliot's suggestions of achieving a certain number of trophies feels...well...dumb. I want a cooperative game to have a tangible win condition that feels thematic over just achieving a set number point. The objective is to survive the dungeon without anyone dying. Taking a cue from Blood borne, we'll need cooperative fighting as well as some nasty bosses. The tokens, we'll use those in a second. But instead, sort the trophy tokens as follows. Remove the 3-pair and 1-of each token out (they won't be used), leaving just the two pair tokens. Grab 1 of each of the lowest point tokens—these are reserved for round 1; the second lowest for round 2, and the rest for round 3. Drop the tokens in a cup and shuffle them up. At the beginning of a combat round, reveal one random token. When a monster matching that type is revealed, that token is given to that monster. The point value is added to the monsters hit points. For round 1, this adds two hit points except to the dragon, which adds 4. When a token is assigned to a monster, remove the next token, and so on. In round 2, add the next set of tokens to the cup (leftover tokens from round 1 can remain. But this time draw 2 tokens. If the tokens are the same, the higher value is assigned first. Finally, add the remaining tokens for round 3 and draw 3 tokens instead of 2. As this game does not track points, characters do not get resurrected after 1 turn—you are knocked out for that round, however, you still gain experience for every turn you remain out as well as gold just as normal.

This variation of play also adds the "AID" action, which a player can activate outside his or her turn. That player cannot take either the attack or the defend action when his or her turn comes up. Indicate that by using one of those hot potato tokens. An aid action is the same as offering a player a defend action, which can be added to a player already taking the same action.

Monsters do not retreat, and after a second round attacking the same character, another monster must be played. So best shuffle a monster to another character or be overwhelmed. Regardless of the number of monsters in front, a player can only attack one, but on the counterattack, suffers damage from them all. If a character is defeated, the monster shifts to the next character clockwise unless there is a creature already there (the two-turn limit still applies). It does not run away. When defeated, boosted monsters offer their XP to all players that inflicted damage, XP and gold rewards all increase by 1.

Players can also activate any abilities at any point to help other players. Survive all three rounds to win the game.

9. 2 Players

To play Lost Legends as two players involves borrowing a mechanic used in another card drafting game, Among the Stars (wow, I am just all over name dropping today). The irony is that the rule in question was not initially offered in the rulebook, but rather a fan-submitted variation that found itself in a later edition. Credit goes to Kim Williams for this one--Set aside all the gear cards for four players, each player then draws six cards. Before every turn, including the first one, each player draws an additional card from the deck. Both players then chose one card from their hand and one to discard; they then pass the remaining cards to the other player. All other rules proceed as normal.

ENJOY!