



CHRONICLES OF DRUNAGOR

AGE OF DARKNESS

THE RUIN OF LUCCANOR
ADVENTURE BOOK

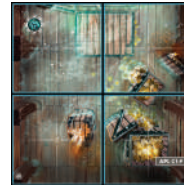
The Ruin of Luccanor - Components



4 Ravager miniatures



8 Monster cards



9 Map tiles



4 Lady Claw miniatures



1 Adventure Book



3 Folding Door cards

EXPANSION ICON:

Every card and piece in this expansion is marked with the icon for *The Ruin of Luccanor Adventure Pack expansion* to distinguish its components from the cards and pieces in the Core Box *Chronicles of Drunagor: Age of Darkness*.



COMMANDER LUCCANOR:

Whenever the adventure instructs you to engage **Commander Lucannor**, use the **WM Ravager Rookie** card on the **Initiative Track** but remember to use the stats shown on the right.



CHAPTER 01 - Chaos at the Docks

Suddenly, a searing pain seizes you, separating you from reality. In the very instant when you can focus your thoughts, you are kneeling on a ship's deck, blackened by time and tides. Looking up, you face a diffuse silhouette, shrouded in mists, watching you back. An angry feeling washes over you while you struggle unsuccessfully to move. You feel as if your will is being sucked out of your body...

Dazed, startled, you find yourself back in Tharmagar's workshop, with the sage shaking you by the shoulders. He wants to know what happened, and you tell him the vision. Thoughtfully, the scholar concludes that what he heard is not just rumor. Indeed, it revealed the source of the chaos and disease in Umbral.

Once, Luccanor was an illustrious admiral of the Umbralian Fleet until he was dismissed under suspicious circumstances after he discovered long-forgotten ruins and began to recruit anyone looking for wealth and adventure. "He created a mess in Umbral," the scholar says nostalgically. "Seawing, his ship, is a vessel like no other, an exquisite watercraft whose reputation was capable of seducing even those who feared the sea."

Tharmagar explains that, just the other night, the Seawing had docked again. Ravaged and blackened, a bare remnant of the glory that was once hers. No sign of crew or captain.

Abruptly, you feel all warmth drain from your body, forcing your sanity to vouch for its existence. A hiss reaches your ears, coming from outside, as if summoning you. An urgent need to follow its origins takes you over, and like someone enchanted by siren songs, you get up in a trance.

Without quite understanding this behavior, the sage begins to babble and gesture. Then, the cold feeling that took you over gently vanishes, and your actions return to your control.

"It seems that you will have to do another job before we leave. Go, investigate the Darkness calling you and slay this evil, so everything is not in vain."

You walk out the door knowing where to go, certain that something is luring you—and that will take all your courage and determination to fight back.

DARKNESS SPAWNING RULE - INNER CORRUPTION:

During this Adventure, Darkness tiles are spawned whenever a Hero receives a Curse Cube. The Darkness considers that Hero as its Spawning Point (*you can ignore the ones printed on the map*). If a Hero is already on top of Darkness when they would spawn a tile, that tile must be placed orthogonally adjacent to any Darkness tile that is connected to the one that Hero is on top of. So, whenever a Hero receives a Curse Cube, you must: draw one Rune, place its respective Darkness tile on the board, and then place the drawn Rune on the Initiative Track.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called “the Crush.”

RECALL ACTION CURSE PENALTY - SINGLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube as a penalty.

WINNING AND LOSING THE ADVENTURE:

The adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The adventure ends successfully when a player reads an entry that says: “The adventure ends here.”

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

EVENT TRIGGER – LURKERS IN THE FOG

When the last enemy is defeated, read “Special Event – The Welcoming” on page 07.

ADVENTURE TIPS – SEQUENTIAL CHAPTER


This is a Sequential Chapter, so the Camp Phase will not take place after the end of this Adventure. Therefore, you may prepare yourself and save Rune time, trying to be as fast as you can. You will find more instructions on how to proceed after the end of this Adventure.



DUNGEON TRAY - 3

 1 GM: Lady Claw - Rookie

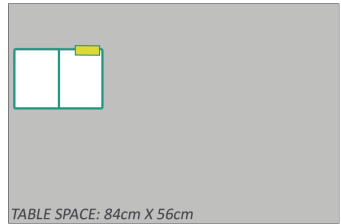
 1 WM: Ravager - Rookie

 2 2+: WM: Ravager - Rookie

 3 3+: GM: Lady Claw - Rookie

 4 4+: WM: Ravager - Rookie

 5 5+: GM: Lady Claw - Rookie



SPECIAL EVENT - THE WELCOMING:

As you press through the smoke and mist, you see the platforms that lead to the ships, their wood creaking under the weight of the sea-borne horrors marching for the city. The odor of half-rotten sea things assaults your nostrils and churns your stomach.

Bathed in the pale light of the setting moon, the horde of creatures flows like a black tide toward the city. They are too many for the handful of guards working the docks at this late hour. You must stop them at any cost!

Add the following Setup:



GM: Lady Claw - Fighter



WM: Ravager - Rookie



1 Interaction Token 1: Page 09



2+: GM: Lady Claw - Fighter



3+: WM: Ravager - Rookie



4+: GM: Lady Claw - Fighter



5+: WM: Ravager - Fighter



END OF THE ADVENTURE – BOARDING THE SEAWING

The last of the noisome creatures falls under your onslaught, and you pause a moment to collect your breath. You survey the scene of destruction around you. The devastation to the wharf is far greater than you could have imagined, and numerous fires continue to ravage the dockside unchecked.

Thankfully, it seems that the bulk of the abominable monstrosities have been reclaimed by the sea. The few who remain exhibit horrifying mutations, pairing what appears to be the claws and tentacles of submarine things with the nauseatingly familiar rotted aspect of other creatures of darkness.

Reluctantly, you look up towards the Seawing, Admiral Luccanor's flagship. Truly she was cursed. The only favorable omen is the slowly lightening sky as the dark of night makes way for day. You pray that the sun will reveal better things than the moon did.

Either way, you know it's time to go aboard.

This is a Sequential Chapter and thus there will be no Camp Phase between this adventure and the next one. The procedures for ending this game session and for going forward to the next one will be a little different from normal. Now, every Hero must carefully, in order, complete the following instructions:

- First, take the appropriate reward for this adventure's conclusion, as described below.
- Next, take a Free Recall Action and recover all your Health. Then, remove all Conditions affecting the Heroes, but retain any Resource

tokens you have. Finally, pets are dismissed between the two adventures, while Companions are kept.

- If you aren't ending the game session right now, keep your Hero Board and the Initiative Track as they are now, with the only exception of adjusting the Rune Card so face "A" is up (*if it isn't already*). Finally, you can undo all Setups from the board, and carry on to the next adventure, starting turns normally from the first card placed on the Initiative Track.
- Otherwise, if you're ending the game session right now, note in the Campaign Log the quantity of Curse Cubes and Trauma Cubes that you have. At the start of the next adventure, you will redistribute them to your board again (*you don't need to place them exactly in the same skills where they are now*).
- Finally, do the same with the Runes that are on the Initiative Track: note their quantity and, at the start of the next adventure, draw the same number of Runes from the bag and place them on the Track, but don't place any Darkness tiles on the board. Also, the quantity of Runes of each color doesn't need to follow the same set-up as at the end of this Adventure (*it can be random*).



REWARDS:

Reveal all cards from the Level 01 Equipment Deck. Each player chooses one **Equipment** card.

APL31

TRY TO TEAR
DOWN THE BRIDGE

APL11

DESTROY THEM ALL

APL04

BURN THE BRIDGE

APL21

RUN AWAY

09



CHAPTER 02 - The Ruin of Luccanor

As you scramble aboard the ship, you can't help but notice the dilapidated state of the wood. It's as if the vessel had been rotting there for centuries, suffering every imaginable effect of time, damp, and sun.

The dense fog still blankets the bay, jealously resisting the early morning sunlight. Even thicker bands of mist coil outwards from a gaping hole that dominates the center of the ship's main deck, splitting it nearly in half and completely separating the admiral's cabin from the helm. So great is the rift, that you are astonished that it has not split the vessel in half and cast it under the waves.

The only sound that breaks the awful stillness is a creaking in the bowels of the ship, a distant moaning like the laments of the damned. You hold your breath for a moment, straining to hear anything over the ominous noises. Nothing. Not even the lapping of the harbor waves can be heard. The air hangs still and heavy, unruffled by the slightest breeze, as the fog clings to you with a

preternatural chill. Suddenly, a new sound echoes through the cloying mist: a heavy tread upon the boards of the deck. You step back, the creak of the warped and twisted wood sounding thunderous in the still. Now you hear guttural sounds across the deck, and the stomping grows hurried and headed in your direction. Vague shapes appear, shrouded by the fog. At first, you think they may be the crew of the Seawing, but as they become more distinct it becomes painfully clear that they are no crewmen. Maybe some of them were once, but no more...

A hooded figure appears in the gloom, spouting what must be orders in a debased language you cannot identify. The hideous malformed sea-beasts respond, pressing toward you as an enormous silhouette begins to take shape in the haze, the wooden planking groaning violently under its weight. With every step of the huge creature, it seems that the already rotten vessel will surely collapse, dragging all of you to a dank and sunless grave in the bottomless waters of Umbral Harbor...

DARKNESS SPAWNING RULE - CULTIST SUMMONERS:

During this Adventure, the Darkness is spawned at the beginning of each **Shadow Cultist** activation. The Darkness considers all **Shadow Cultists** as its Spawning Points (*you can ignore the ones printed on the map*). If a spawning Cultist is already on top of a Darkness tile when you must place a new tile, it must be placed orthogonally adjacent to any Darkness tile that is connected to the one the Cultist is on top of.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called “the Crush.”

RECALL ACTION CURSE PENALTY - SINGLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 1 Curse Cube as a penalty.

WINNING AND LOSING THE ADVENTURE:

The adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The adventure ends successfully when a player reads an entry that says: “The adventure ends here.”

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.



WM: Shadow Cultist - **Veteran**



BM - **Rookie**



1 Interaction Token 2: **Page 16**



2+: WM: Ravager - **Rookie**



3+: GM - **Rookie**



4+: GM - **Rookie**



5+: WM - **Rookie**



SPECIAL EVENT - BROKEN FLOOR:

Badly weakened by whatever terrors befell the ship and the stresses of the current fighting, the half-rotted wooden planks beneath your feet give way and you feel yourself tumble into a darkened abyss...

You land in the deepest hold of the ship, your fall softened by the deep salt water that has flooded it through the rift that has nearly split the ship in two. Darkness lurks in every corner of the room, and the center of the hold is dominated by a black ivory statue of an insane summoner.

From the statue's mouth, a tendril of smoke-like darkness drifts upward, spreading through the ship...






End the current turn and move the Initiative Marker to the next Hero to act, but do not start their turn.

Then, remove every Hero, Darkness tile and Chest (if any) that is on the board. Also, remove Maps C4-B and APL E1-F. Finally, add the following Setup. All players must place their Heroes on the indicated spaces. Keep the First Setup (that is no longer connected to Door 01) aside for now—do not remove it yet.

After you have done these preparations, you may resume the Adventure.



DUNGEON TRAY - 1

-  WM: Shadow Cultist - **Veteran**
-  3+: WM: Ravager - **Rookie**
-  GM: Lady Claw - **Rookie**
-  4+: WM: Ravager - **Rookie**
-  1 Interaction Token 2: Page 17
-  5+: GM **Rookie**
-  2+: GM: Lady Claw - **Rookie**

SPECIAL EVENT - BACK ON THE DECK:

The small door makes a shrill creak as you push it open, revealing a narrow improvised balcony—likely used to access the hull of the ship when repairs are needed. Half-decayed rope ladders stretch upward, leading to the deck. Reluctantly, you clamber up the best-looking one, praying that it can still hold your weight.

You come over the gunwale and look toward the helm. To your astonishment, Admiral Luccanor now stands there, glaring balefully at you. He screams in an inhuman voice, and more sea-tainted creatures erupt from the bowels of the Seawing's corpse...

End the current turn and move the Initiative Marker to the next Hero to act, but do not start their turn. Update the Setup to

match what is shown below. Then, all players must place their Heroes on the indicated spaces.

The combat statistics for Admiral Luccanor can be found on page 03. Use a **Ravager** miniature and card to represent him on the board and Initiative Track, respectively.

Now, if any Hero has the **“Noise”** status on their Campaign Log, erase it and Admiral Luccanor will have a second activation immediately after his first. Otherwise, ignore this effect.

After you have done these preparations, you may resume to play the Adventure. When the last enemy is defeated, read **“End of the Adventure - The Last Voyage of the Seawing”** on page 15.



-  Commander Luccanor CP 1+P
-  WM: Shadow Cultist - **Veteran**

-  2+: GM: Lady Claw - **Veteran**
-  3+: GM: Lady Claw - **Fighter**
-  4+: GM: Lady Claw - **Fighter**
-  5+: GM: Lady Claw - **Fighter**

END OF THE ADVENTURE – THE LAST VOYAGE OF THE SEAWING:

With a heavy heart, you dispatch the hideous creature that was once the noble Admiral Luccanor. The once again lifeless corpse exhales a tendril of darkness as it falls limp to the deck of the ship. The impact sends a shudder through the entire vessel, and all around you wooden planking begins to snap and fall away. Dark roilsome water floods into the gaping wounds. You hastily look over the Admiral's body, and notice a small translucent crystal that has fallen from his cloak, a blue light dancing within it.

With some trepidation, you hastily grab the crystal and flee from the ship, just in time to watch the sad remains of the Seawing collapse upon itself. All of its masts broken, the deck folds over, and the ship makes one final voyage: straight to the bottom of the sea. As it vanishes under the unforgiving black water, the sun seems to shine a bit brighter, and the mist finally begins to burn away. From the safety of the docks, you examine the crystal you retrieved from Luccanor's remains, finding it warm to the touch and mesmerizingly beautiful. Clearly it is not the cause of the contagion, but perhaps it may bring you better luck than its previous owner.

You can only hope that releasing the fallen admiral from his curse will also lift the miasma of chaos and disease from the rest of the city...

The adventure ends here. You may proceed to the Camp Phase and read "After the Adventure - Back for a Last Drink."

AFTER THE ADVENTURE - BACK FOR A LAST DRINK:

You face the nefarious devastation wrought by the creatures of Darkness, wondering about the journey ahead. Will you have enough determination to surpass the horrors to come? Then, you realize that the ringing in your ears and the hopeless feeling haunting you has dissipated.

Still stunned, you trace the route back to Tharmagar's workshop, wandering through alleys filled with bodies and wounded people, whether by the creatures' attack or by the plague. A few people venture into the area to work for the restoration and help those remaining. You are amazed at the humans' ability to rise from calamity.

Surprised, you see the sage at the doors of his workshop, looking at you like someone who gives gratitude without a word being said.

"Come, come in! We need to organize ourselves to leave!" yells Tharmagar, while signaling you to hurry inside.



REWARDS:

Reveal all cards from the Level 01 Equipment Deck. Each player chooses one **Equipment card.**

APL22

EXAMINE THE ADMIRAL'S EYES

APL42

EXAMINE THE TORN CLOTHES

APL12

TURN THE WHEEL

APL52

PAY RESPECT TO THE ADMIRAL

APL02

REMOVE THE DAGGER

APL32

PICK UP THE HANDLE FRAGMENT

APL13

EXAMINE THE MOUTH
OF THE STATUE

APL33

PICK UP THE TIARA

APL23

REMOVE THE PENDANT

APL03

PICK UP THE STAFF

APL53

PICK UP THE
STONE SHARD

APL43

EXAMINE THE BOOK

17

BLACK CHEST

The wood the chest is made of is so densely black that it seems to suck in the light around it. The corners are decorated with silver hasps, and a thin, pulsating, dark green alloy outlines the flowing shapeless carvings around the whole piece. On the chest's lock hasps there is an inscription in an unknown language. As you look at it, you can hear indistinct whispers.



EXAMINE THE
STONE HAND



PERFORM A CLEANSING RITUAL
(PATH OF DEVOTION ONLY)



FORCE OPEN THE LOCK



READ THE INSCRIPTIONS
ON THE CHEST



READ THE SCROLL



PICK THE LOCK
(PATH OF CUNNING ONLY)



SPECIAL BATTLEGROUND - The Fall of the Seawing

DARKNESS SPAWNING RULE - DARKNESS HUNTING:

In this Battleground, the Darkness will emerge from the Darkness Spawning points or from Darkness already on the board. Place the **Darkness Hunting** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (*one at a time*), place their respective Darkness tiles on the board, place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already on top of Darkness. If all Heroes are on top of Darkness, skip that spawning and all Heroes take Y non-preventable damage where Y equals the number of Heroes instead. This effect is applied each time that a Rune should be drawn but a tile is not placed and is called “the Crush.”

OBJECTIVES OF THIS BATTLEGROUND – STANDARD:

Your goal is to be the only surviving Hero or team. For a Hero or team to be considered eliminated, follow the standard guidelines presented in the Rulebook.

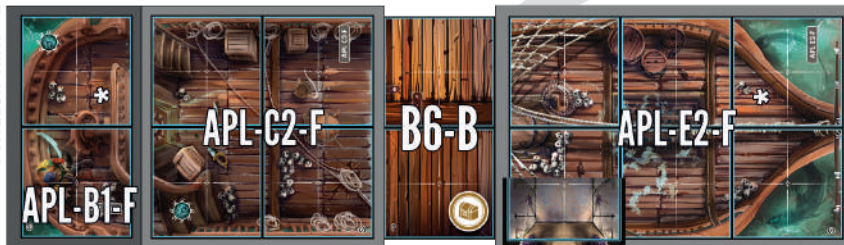
ORGANIZATION OF TEAMS – FREE-FOR-ALL OR TEAM BATTLE:

The Heroes will represent themselves, each one for themselves; or, if the players choose to, they can be arranged in teams of up to two against two.

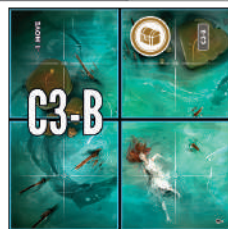
CHARACTER CONSTRUCTION RULES – STANDARD:

For this Battleground, Heroes won't have any benefits. They will face each other using only their starting boards.

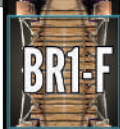
DUNGEON TRAY - 2



DUNGEON TRAY - 1



DUNGEON TRAY - 2



DUNGEON TRAY - 1

 4 Chest Tokens

The Adventure Interactions



- **#APL02: Remove the dagger**

When you remove the dagger from the admiral's chest, you see thin wisps of darkness come out of the hole made by the dagger, trying to coil around your hands.

Make an Agility (green) Skill Challenge of Difficulty 13. Each Agility cube you have gives you a +2 bonus to your roll.

SUCCESS: *You quickly pull the weapon away from the darkness and escape with your hands unharmed.*

Draw a card from the Chest deck.

FAILURE: *The tentacles of darkness penetrate your skin and you feel a strange presence in your mind, as if another entity were trying to dominate you. You resisted the domination... for now.*

You suffer CURSE 2.

- **#APL03: Pick up the staff**

You hold the staff in your hands, and almost instantly, a small dimensional rift opens. You see several items in a strange room while the portal slowly closes. You quickly shove your hand into the portal and try to retrieve some of the items.

Draw three cards from the Chest deck, choose one to keep and return the other cards to the deck. Shuffle the Chest deck afterwards.

- **#APL04: Burn the bridge**

Your legs shake when you see the terrifying image of the dark creatures. If you don't stop them, they will certainly go through you, tearing your body apart and then moving ahead toward Umbral. You look up and see the oil lamps hanging on the wharf bow, placed there in order to light the dark night. Fire seems to be the perfect weapon, and you attack the lamps, knocking them down one after the other in the middle of the deck, shattering them. The oil spreads and soon starts to burn, condemning the structure to the flames. The creatures hesitate before the flames, and the firelight brings you a little more courage.

Remove the Bridge BR1-F and add the following Monsters as indicated by the illustration.

When the last monster is defeated, you may read “End of the Adventure - Boarding the Seawing” on page 08.

 1 BM: Abomination - Rookie

 1 GM: Lady Claw - Fighter

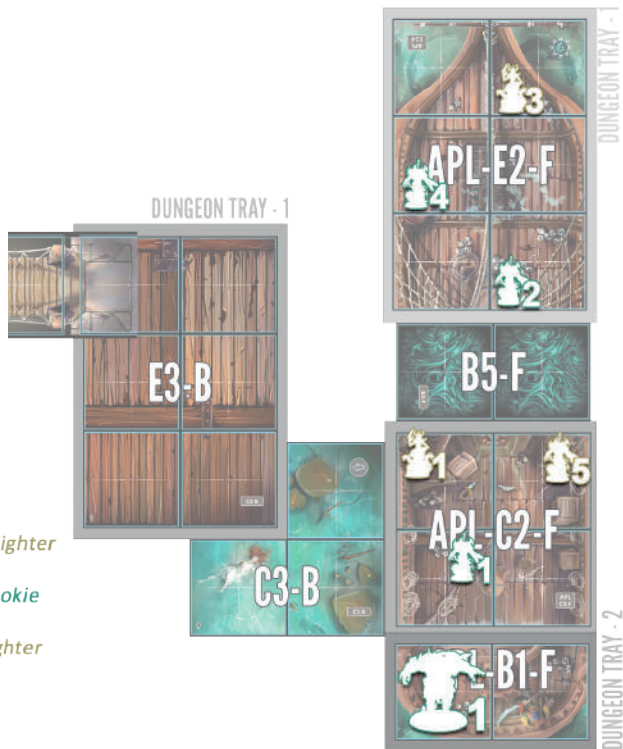
 1 WM: Ravager - Rookie

 2 +2: WM: Ravager - Rookie

 3 +3: GM: Lady Claw - Fighter

 4 +4: WM: Ravager - Rookie

 5 +5: WM: Ravager - Fighter



- **#APL05: Read the inscriptions on the chest**

The inscriptions don't seem to be in any known language, but you read them nonetheless. As you do it, you hear distant dark voices whispering in your head, calling you to the embrace of darkness.

You suffer **CURSE 1**.

- **#APL11: Destroy them all**

Looking at the frightful scene of the creatures of darkness marching, you grit your teeth and firm your legs on the wooden deck. Contracting all the muscles in your body, in an attempt to replace your fear with fury, you roar at the creatures. If you die there, you will take them all with you!

You gain **FOCUS 2**. Add the following Monsters as indicated by the illustration. When the last monster is defeated, you may read **"End of the Adventure - Boarding the Seawing"** on page 08.

 1 BM: Abomination - Rookie

 1 GM: Lady Claw - Fighter

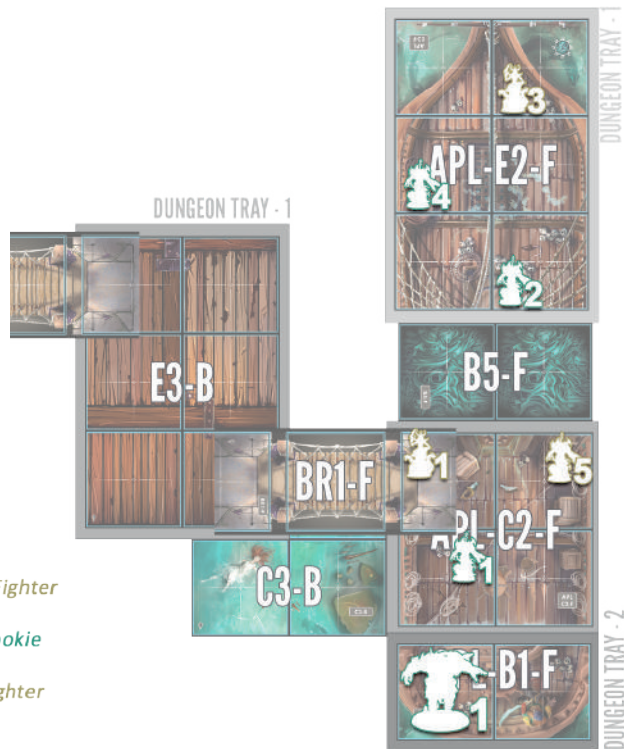
 1 WM: Ravager - Rookie

 2 +2: WM: Ravager - Rookie

 3 +3: GM: Lady Claw - Fighter

 4 +4: WM: Ravager - Rookie

 5 +5: WM: Ravager - Fighter



- **#APL12: Turn the wheel**

When you turn the wheel, you hear the whole ship creak with the effort. The floor moves brusquely under your feet while the ship slides. You hear a loud noise coming from the bowels of the vessel, and as suddenly as it began, the ship stops again.

Write down the **“Secret Passage”** Status on your Campaign Log.

- **#APL13: Examine the mouth of the statue**

When you come close to the face of the statue, you notice that the features and the human expression of despair are so well portrayed that the mere sight of that face gives you the creeps. You try to close the mouth of the statue, where the darkness flows from, and to your surprise, the mouth snaps closed.

Choose and remove 2 Runes from the Initiative Track.

- **#APL14: Pick the lock (Path of Cunning only)**

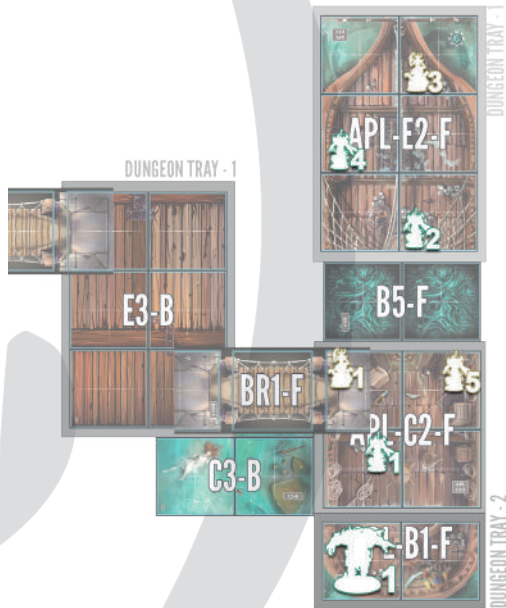
You insert your tools into the lock, and they are almost instantly repelled by a cold wave that makes your whole body tingle.

Draw 2 Runes but do not place their respective Darkness tiles on the board.


- **#APL21: Run away**

Before the horrifying march of the repulsive Creatures of Darkness, you feel your will falter. Your knees weaken, and you barely manage not to fall. Your stomach churns and you feel your entrails freeze. The dread makes your body start to shake, and your mind is filled with images of claws and teeth tearing your flesh apart, and your limbs being torn from your body. Desperate, you turn toward the city in order to run and ask for help, but your way is barred by two repulsive and deformed creatures that smell like rot. Their shape is similar to monstrous chimeras of sea creatures with decomposing corpses.

You gain FOCUS 2. Add the following Monsters as indicated by the illustration in the next page. When the last monster is defeated, you may read “End of the Adventure - Boarding the Seawing” on page 08.



 1 BM: Abomination - Rookie

 1 GM: Lady Claw - Fighter

 1 WM: Ravager - Rookie

 2 +2: WM: Ravager - Rookie

 3 +3: GM: Lady Claw - Fighter

 4 +4: WM: Ravager - Rookie

 5 +5: WM: Ravager - Fighter

- **#APL22: Examine the admiral's eyes**

You come close to the admiral's face and you see that, through the semi-closed lids, a small wisp of Darkness leaves the empty sockets like smoke, materializing around you.

Draw the number of Runes indicated by the Darkness Hunting card, place their respective Darkness tiles on the board, and then, flip that card over.

- **#APL23: Remove the pendant**

You remove the pendant from the necklace, but as soon as you examine it closely, the beads turn to dust, and the blue gem in the middle of the amulet emits a light that keeps getting stronger, making you feel an unbearable heat in your chest.

Recover all of your Health.

- **#APL24: Force open the lock**

You try to open the chest, but at your touch, it reacts and speaks to your soul: "You wish for power! But can you pay the price?"

You take 8 non-preventable damage and take a Free Recall Action.

- **#APL31: Try to tear down the bridge**

You know that if the creatures get to Umbral, more innocents will die, so you grab a weapon and start to hit the ties that hold the bridge in order to tear it down. However, the abominable creatures move inexorably toward you, ever closer.

Make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube you have gives you a +2 bonus to your roll.

SUCCESS: You hit the ties with dread that the creatures might reach you before you finish your job. The rope breaks on one side, but the bridge still stands. You hit the remaining rope a few more times, and you hear a snap. When you look at the bridge again, you see it fall under the weight of the monsters, throwing them into the sea.

Remove the Bridge BR1-F and add the following Monsters as indicated by the illustration.

When the last monster is defeated, you may read “End of the Adventure - Boarding the Seawing” on page 08.

 1 **BM: Abomination - Rookie**

 1 **GM: Lady Claw - Fighter**

 1 **WM: Ravager - Rookie**

 1 **Chest Token**

 2 +2: **WM: Ravager - Rookie**

 3 +3: **GM: Lady Claw - Fighter**

 4 +4: **WM: Ravager - Rookie**

 5 +5: **WM: Ravager - Fighter**



FAILURE: You start to attack the ties as fast as you can, but in your despair, your weapon falls from your hand. Your heart stops for a moment and you throw yourself down to retrieve it before it slips between the gaps of the deck straight into the sea. When you feel the weapon in your hand, a brief relief passes through your body. However, when you stand up, you see the horrible march of the dire Creatures of Darkness, crossing the bridge toward you.

You suffer **FATIGUE 2**. Add the following Monsters as indicated by the illustration. When the last monster is defeated, you may read **“End of the Adventure - Boarding the Seawing”** on page 08.

 **1** BM: Abomination - Rookie

 **1** GM: Lady Claw - Fighter

 **1** WM: Ravager - Rookie

 **2** +2: WM: Ravager - Rookie

 **3** +3: GM: Lady Claw - Fighter

 **4** +4: WM: Ravager - Rookie

 **5** +5: WM: Ravager - Fighter



- **#APL32: Pick up the handle fragment**

When you touch Luccanor's hand, which is holding a piece of the helm shaped like a serpent's head, you feel that an unnatural strength was applied to pull it off. The corpse's rigidity also seems to keep holding the handle with the same strength. With much effort, you remove the piece of the helm from the admiral's hands. As you look at the man again, you see him sit up and open his eyelids, showing his empty sockets. Luccanor's mouth opens wide and an indescribable sound fills your mind with unspeakable visions and horrors, summing up the last moments of Luccanor's life.

Each Hero takes 2 non-preventable damage.

- **#APL33: Pick up the tiara**

You remove the fine tiara from the brow of the statue and place it on your head. At that moment, you see the wizard's last moments, devoured by darkness while opening a black chest.

Make a Wisdom (blue) Skill Challenge of Difficulty 15. Each Wisdom cube you have gives you a +2 bonus to your roll.

SUCCESS: *You realize that the chest charged a price that was too high for the poor wizard to pay, but sometimes great sacrifices are followed by great rewards.*

Draw a card from the Level 01 Equipment deck.

FAILURE: *When you see the images, you feel as if your brain caught fire instantly. With a groan of pain, you throw the tiara across the room and it sinks into the water with a hiss.*

You suffer BURN 2.

- **#APL34: Perform a cleansing ritual (Path of Devotion only)**

You feel an evil aura emanating from the chest, so you use a known cleansing ritual. You feel the chest react with power beyond your imagining, but you quickly use all your energies to shield yourself from the power of darkness.

You suffer FATIGUE 2 and then, you gain CLEANSE 2 and SHIELD 2.

- **#APL42: Examine the torn clothes**

You examine the tears on Luccanor's coat closely, and you feel something solid. You search the inner pockets and find a vial with a gleaming liquid.

Draw cards from the Chest deck until you draw a card with the Potion subtype. Keep this card and shuffle all the other cards that were drawn this way back into the deck.

- **#APL43: Examine the book**

You hold the ancient book in your hands. Inside, the handwriting is fancy and blurred. You notice that a page has been ripped out. Of the other pages, stained with blood, only one seems to be readable. When you read it, you feel your body fill up with refreshing and illuminated energy. You feel lighter.

Each Hero gains CLEANSE 1.

- **#APL44: Read the scroll**

The handwriting on the scroll reminds you of one you've seen recently in an old ritual book in an unknown language, but this one seems oddly legible. As you read it, your mind is taken to the void between the planes, where you can see darkness forming. The truth is maddening.

You take 2 non-preventable damage.

- **#APL52: Pay respect to the admiral**

You pick up the admiral's hat and broken sword, placing them on Luccanor's chest. You cross the man's hands, leaving him in a more dignified position. You say a prayer, and as you utter it, you notice that the darkness leaking out of the admiral's eyes is reduced,

while a small sunbeam penetrates the clouds and covers you both with a brief touch of heat.

Each Hero gains SHIELD 2.

- **#APL53: Pick up the stone shard**

You pick up the stone shard, which reminds you of some kind of brutish or tribal carving. You can almost feel it vibrate.

Write down the "Key Shard" status on your Campaign Log.

- **#APL54: Examine the stone hand**

You examine the stone hand stuck to the top of the chest, however, when you touch it, it turns to dust, and under the fingers, you can see a small chipped gem, similar to the shape of the chest's lock.

If any Hero has the "Key Shard" status written down on their Campaign Log, erase it and read the entry below. Otherwise, if no Hero has it, nothing special happens.

You join the two halves of the strange symbol and place it on the chest's lock. The chest opens and darkness escapes from it, at the same time, visions of a terrifying future fill your mind.

Each Hero suffers CURSE 1 and gains FOCUS 2.

CREDITS (AGE OF DARKNESS 1.5)

Original Game Design: Daniel Alves and Eurico Cunha

Graphic Design Direction: Daniel Alves

Graphic Design Team: Daniel Alves, Filipe Castro, Luigi Gomes, Mauro Carvalho, Victor Almeida Ferreira, and Wallace Lucas

Gameplay Development Direction: Mauro Carvalho

Gameplay Development Team: Claudinei Mendonça, Daniel Alves, Eurico Cunha, Guilherme Ogando, and Luigi Gomes

Illustrations: Carlos Eduardo Justino, Eduardo Cavalcante, Girleyne Costa Ramalho, Isaias Ferreira, Marcelo Bastos, Paulo Scabeni, Rod Mendez, Samuel Vinícius Marcelino and Studio Bonnie & Clyde

Rulebook: Mauro Carvalho

Story Writing and Development: Mauro Carvalho

Revision and Translation (English): Luigi Gomes

Proof Reading: William Niebling

3D Sculpt: Pedro Tavares

CGS Co-founders: Daniel Alves, Eurico Cunha, Márcio Assis, and Ricardo Bach Cater

www.wearecgs.com

Any questions, compliments, or for any other matter, send us an e-mail at: info@wearecgs.com.

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Games Studio

CREDITS (RUIN OF LUCCANOR 1.0)

Game Design: Daniel Alves and Eurico Cunha

Further Development: Augusto Barbosa Faria, Davi Araki, Eduardo Cavalcante and Mauro Carvalho

Graphic Design and Art Direction: Alexandre Magno Gaia da Silva, Daniel Alves, Laura Graça and Victor Almeida Ferreira

Illustrations: Carlos Eduardo Justino, Eduardo Cavalcante, Girleyne Costa Ramalho, Isaias Ferreira, Marcelo Bastos, Rod Mendez, Samuel Vinícius Marcelino and Studio Bonnie & Clyde

3D Sculpt: Pedro Tavares Santos

Production: CGS - Creative Games Studio

Rulebook: Mauro Carvalho and William Niebling

Proof Reading: William Niebling

Story Development: Augusto Barbosa Faria

Revision and Translation (English): Victor Scanapieco Queiroz

Playtesting: Augusto Barbosa Faria, Alexandre Xandão, Daniel Alves, Davi Araki, Eduardo Cavalcante, Eduardo Guerra, Eurico Cunha, Flaviano Ranção, Igor Knop, Lucas Campos, Leandro Lopardi, Mauro Carvalho, Ronan, and Victor Almeida Ferreira.

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CGS Co-founders: Daniel Alves, Eurico Cunha, Márcio Assis, and Ricardo Bach Cater

www.wearecgs.com

Any questions, compliments, or for any other matter, send us an e-mail at: info@wearecgs.com.



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