



CHRONICLES OF DRUNAGOR

AGE OF DARKNESS

THE SHADOW WORLD
ADVENTURE BOOK

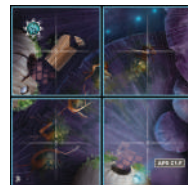
The Shadow World - Components



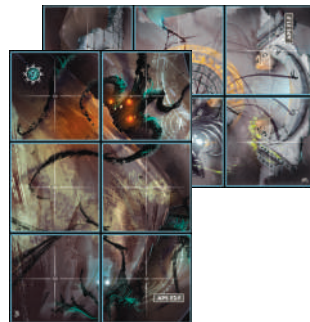
4 Shadow Guardian miniatures



8 Monster cards



9 Map tiles



5 folding Door cards



4 Shadow Pain miniatures



1 Adventure Book



EXPANSION ICON:

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



CHAPTER 01 - Diving into the Shadows

As you walk amidst the tents in the local market, you are surprised when a child gently pulls you by the hand. “Come over there!”

Looking ahead, you see a simple tent. At the entrance, a woman whose features are like those of the kid extends her hand, as a sign of reverence. “Come in! Allow us to render our services in gratitude to the Hero of Daren.”

Moments later, you find yourself slumped on pillows while the child brings you dates and figs. In the air, a musky and somewhat bitter aroma invades your senses, causing a certain lethargy. There is a sound coming from the back of the tent: a cittern played by a young girl. The woman begins to tell you stories about lost times, of heroes and sacrifices that led Daren to times of peace. Lulled by the scene, you allow yourself to relax and slumber for a moment.

With the familiar sensation of paralysis throughout your body, you slowly regain your senses. Perplexed to hear the sound of a voice where supposedly none should be, words hang in the air: “There are other ways for Darkness to reach Drunagor...”

You search for the source of the voice, and find yourself in the atrium of some forgotten temple. In the background, faintly glowing, is a portal.

Moving closer, you face a fuzzy spiral, struggling to make sense of what appears to be a silhouette within it. “Your doubts haunt you...” you hear the voice now, in front of you. “Do not fear. I wish you no harm. I saw your worthiness and I know your heart is true, though not pure. I was like you once. We can help each other. Cross over and in return I will reveal things that no one else knows.”

Your body readily responds to the sounds of screaming and growling at your back. Sounds that you so clearly know as well as hate: more monstrosities approaching. “They can’t find me! Quick! Otherwise it will be my undoing. I beg you, come! Please, now!” You perceive the urgency and the palpable terror in the clamor. Though in doubt as to how all this came about, but determined to unravel this mystery, you swallow hard and jump into the glittering portal...

NEW DARKNESS RULE – PERENNIAL DARKNESS:

In the Shadow World there is no escape from the Darkness. Consider the board completely covered by Darkness tiles! Therefore, there is no need to use the **Darkness Hunting** Rune card and, since all squares are considered under effect of Darkness, all Monsters are constantly subject to their benefits, and the Heroes to their penalties.

However, a Hero's internal corruption can protect them from the dangers of this World. If a Hero has at least 2 Curse Cubes on their board, the damage dealt by getting caught, stepping on a Darkness tile for the first time in a turn, or ending a turn on top of Darkness is reduced to 1. If they have 4 or more Curse Cubes, they suffer no damage instead.

The HIT penalty, though, remains regardless of how many Curse Cubes the Hero has.

DARKNESS BEHAVIOR - PERENNIAL DARKNESS:

Since all maps are considered covered by Darkness, it does not have to chase the Heroes. Also, the Heroes are not subjected to Crush damage during this Adventure.

RECALL ACTION CURSE PENALTY - DOUBLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 Curse Cubes as a penalty.

WINNING AND LOSING THE ADVENTURE:

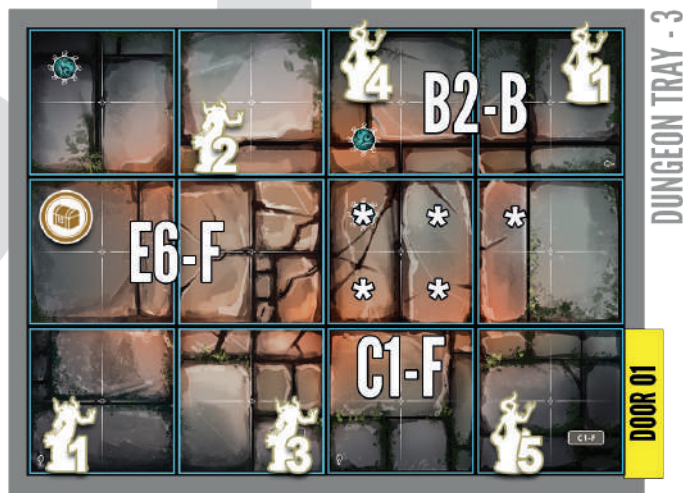
The Adventure fails immediately when one of the following occurs: A Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold; or the last Rune in the bag is drawn. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

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.

SPECIAL RULE - LOCKED DOORS:

Door 01 is locked until the last enemy is defeated.



DUNGEON TRAY - 3

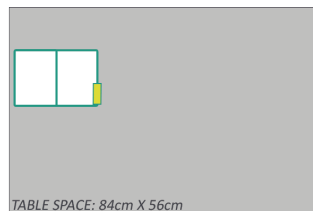


TABLE SPACE: 84cm X 56cm

- 1 GM: Shadow Guardian- *Fighter*
- 1 WM: Shadow Pain- *Fighter*
- 1 Chest Token
- 2+: GM: Shadow Guardian- *Fighter*
- 3+: GM: Shadow Guardian- *Fighter*
- 4+: WM: Shadow Pain- *Fighter*
- 5+: WM: Shadow Pain- *Fighter*

SPECIAL EVENT - A BIG STEP FOR MANKIND:

As you reach the rocky formation, you are relieved to step onto firm ground, though the soulless cold still assails your body. You pause to recover your breath. However, as you prepare to renew your search for the voice, you feel something grab your leg...

Make an Agility (green) Skill Challenge of difficulty 15. Each Agility cube you have gives you a +2 bonus to your roll.

SUCCESS: *Although you were caught unaware, your reflexes are sharper than ever and you immediately pull your leg loose from the force that grabbed it.*

You gain Focus 1.

FAILURE: *Your leg is pulled out from underneath you, sending you tumbling, and your face slams into the rock. Your vision blurs and your ear hums.*

You take 2 non-preventable damage and suffer STUN.

You look back into the bog you just passed through to see even more malformed creatures emerging from the swamp. "Destroy them!" You hear the desperate voice behind you. "If they find me, we are all doomed!"

Add the following Setup regardless of your Challenge result. After you have finished it, you may continue playing the Adventure until the last Monster is defeated. Then, read **"End of the Adventure - A Face Behind the Voice"** on page 08.



1 GM: Shadow Guardian - **Fighter**

1 BM: Abomination - **Veteran**

2+: WM: Shadow Pain - **Fighter**

3+: WM: Shadow Pain - **Fighter**

4+: GM: Shadow Guardian - **Fighter**

5+: BM: Abomination - **Veteran**

END OF THE ADVENTURE - A FACE BEHIND THE VOICE:

At last, you dispatch the last of the hideous monstrosities that emerged from the swamp. Slowly, you recover your breath, looking up to see a lone figure approaching. You wearily raise your weapon, uncertain that you can maintain the rhythm of combat. But as it comes closer, you realize that it is no Creature of Darkness, but appears to be human: tall, slender, and covered head to toe in armor of exquisite quality.

The figure removes its helm, and you are amazed by the sight of a female face, framed by short copper-colored hair. Her face is beautiful, with deep wide-spaced eyes, though marked with deep scars. The woman smiles. "It's good that you have come!" she says with evident relief. Her voice, no longer distorted by the helm, rings clear and melodiously. "I know that you are tired, but we cannot linger here. The creatures have felt our presence."

Turn to page 11. You face a dilemma: As a group, you and your partners must choose one option and proceed to its resolution. In case of a split decision, the Party Leader has the power to choose which of the tied choices will be taken. Then the Adventure ends. You can proceed to the Camp Phase and read "After the Adventure - What Happened to this Place?"

AFTER THE ADVENTURE - WHAT HAPPENED TO THIS PLACE?

You cannot guess how, but you find yourself in the same library that you visited days ago, but now it is very different. Through narrow windows you can see the trees of the Irallian Forest. A man with a bundle of scrolls asks to pass by, and you apologize reflexively and step aside.

"Come with me if you want to see something incredible!" the young man whispers as he passes. There is something hauntingly familiar about the voice, so you follow closely. "They have given me my own laboratory!" he says excitedly. You arrive at a sturdy-looking door, and he presses a blue, heart-shaped gem in the frame. "Actually, I have two..." He quickly shifts his touch to a round, green gem. The steel door flashes open suddenly, and you pass into a new room.

All around you are tables and counters scattered with vials of different sizes and colors, each containing an amount of some blackish-greenish ooze. Your heart freezes in shock: "It's Darkness!" The young man turns, surprised to hear you speak. "Yes, I know! And it holds incredible power—which I will master one day!"



REWARDS:

Each Hero who participated in this Adventure gains 1 permanent HP - write it down on your Campaign Log.







SW11
INTERACT WITH PRIEST



SW31
INTERACT WITH ARCHER



SW21
INTERACT WITH PEASANT

10



SW01
INTERACT WITH ADMIRAL



SW12

IM NOT GOING
ANYWHERE WITH YOU!

SW02

SO LETS GO NOW! I DON'T WANT
TO FIGHT ANOTHER OF THOSE
CREATURES SO SOON.

SW22

WAIT! FIRST,TELL
ME WHO YOU ARE!

SW32

NOT YET! I WANT TO KNOW
WHY YOU CALLED ME HERE!

SW42

SINCE YOU ARE ALL EQUIPPED,
WHY DIDN'T YOU HELP ME?!

SW52

I CAN'T WALK: MY WHOLE BODY
BURNS JUST WITH THE EFFORT OF BREATHING

SW62

WHERE ARE WE?
WHAT IS THIS PLACE?

CHAPTER 02 - Echoes of Memory

You open your eyes to find yourself lying on a cold stone floor. Looking up, all you can see are shadows, cavorting and swirling, forming an infinite column stretching upward. It feels as though you were observing the world from the center of a ring of fire. Inside the wavering cylinder, you see what appears to be stars floating about. You notice that you no longer feel the cold.

You feel oddly calm, as though everything around you holds little interest. You sit up to find the woman who convinced you to go through the portal sitting on the floor, gazing into a blue fire between you. You realize that you are inside the ruins of some cyclopean building with the most peculiar architecture. The ceiling no longer exists, and the walls themselves have crumbled nearly entirely.

"You're awake. That's good," the woman says, her expression hard. "I am General Tyra." For a moment, confusion flashes across her face, then she shrugs. "Well, I guess I'm not a general any more. A long time has passed on Drunagor." She continues, but it is almost as if she were talking to herself rather than you. "Narang'ere's

plan should have worked. What went wrong? Was there someone as powerful as... Hmm..."

You clear your throat to interrupt her monologue and the woman starts, reminded that she is not alone. "I'm sorry," she says. "It seems our time together is coming to an end." She looks deeply into your eyes, and you feel as though she was examining your very soul. She smiles. "There is no time for my full story, alas, but there are things you should know."

"No doubt long before the oldest histories of Drunagor were written, the Darkness invaded the land of Daren. In those days, I fought on the side of the High Dragons, along with a great... friend. We fought relentlessly. For years. Until we finally found a way to 'defeat' the Darkness. But sacrifices had to be made, and my friend Throlrad and myself volunteered without hesitation. We sacrificed ourselves that Daren might be saved and the Darkness defeated. Or so we thought." She frowns as she absently pokes the embers of the blue bonfire.

"We ended up here. Along with the thousands who were consumed by the Darkness. There is no order in chaos, adventurer. Darkness knows only how to consume. And it consumes us, too. Little by little. For countless time, Throlrad and I wandered this wasteland, surviving as best we could, and fighting the infinite enemies arrayed against us..." A tired look overtakes her features. "We were corrupted, of course. But our worthy hearts have always kept us our own masters."

"One day, we discovered a new portal had opened unto Drunagor. At first it was a balm to see the mortal races of our homeland again. But their vain and selfish groping for ways to manipulate the Darkness..." she spits angrily. "History was forgotten! Everything we endured, every sacrifice we made, everything we fought and died for—it meant nothing! You were not ready to fight the Darkness."

"So, Throlrad became determined to go though the portal and back to Daren. He hoped to guide them, help them with the fight. But something went wrong. His essence was shattered. His determination, his fighting spirit, and urge to help others made it through, but his memories and his physical strength remained here. Without his heart to guide and unify his spirit, it was only a matter of time before the corruption took hold of his body. Now, those sorry remains seek to destroy me and force his way to our ancestral home, dragging all this corruption along with it. Its mind and its will are no different than that of the Darkness we fought so hard to resist."

"That is why I need your help, adventurer. I cannot defeat the memory of Throlrad, for the same corruption that is in him is in me. But you... You have corruption in you, you cannot deny it, but also purity and good."

"I beg of you: defeat the corruption that dwells within the body of my friend so that he can return to it once his mission in Daren is fulfilled. I will lead you to it, but I regret that I cannot aid you in the fight. I must spare what little energy I have left..." The woman goes silent. Her attention returns to the blue fire, which is beginning to burn low. "It is time for us to go. We won't be safe here much longer. We must go to the Dragon Dome... or whatever passes for its memory in this hell."

Tyra stands as the fire gutters out quietly. In an instant, the silence is shattered by hideous roars and soul-shattering screams, though from what distance you cannot say. All around you is gloom, and the darkness seems to advance on you in waves. "They found us!" Tyra cries. "Get ready!"



NEW DARKNESS RULE – PERENNIAL DARKNESS:

In the Shadow World there is no escape from the Darkness. Consider the board completely covered by Darkness tiles! Therefore, there is no need to use the **Darkness Hunting** Rune card and, since all squares are considered under effect of Darkness, all Monsters are constantly subject to their benefits, and the Heroes to their penalties.

However, a Hero's internal corruption can protect them from the dangers of this World. If a Hero has at least 2 Curse Cubes on their board, the damage dealt by getting caught, stepping on a Darkness tile for the first time in a turn, or ending a turn on top of Darkness is reduced to 1. If they have 4 or more Curse Cubes, they suffer no damage instead.

The HIT penalty, though, remains regardless of how many Curse Cubes the Hero has.

DARKNESS BEHAVIOR - PERENNIAL DARKNESS:

Since all maps are considered covered by Darkness, it does not have to chase the Heroes. Also, the Heroes are not subjected to Crush damage during this Adventure.

RECALL ACTION CURSE PENALTY - DOUBLE:

Whenever a Hero takes a Recall Action (*willingly or unwillingly*), they receive 2 Curse Cubes 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."

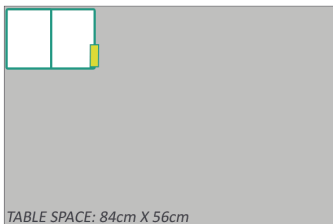
START THE ADVENTURE:

After you have completed the following Setup, read these instructions you may begin to play the Adventure.

SPECIAL EVENT – DISTORTED IRIILLIAN

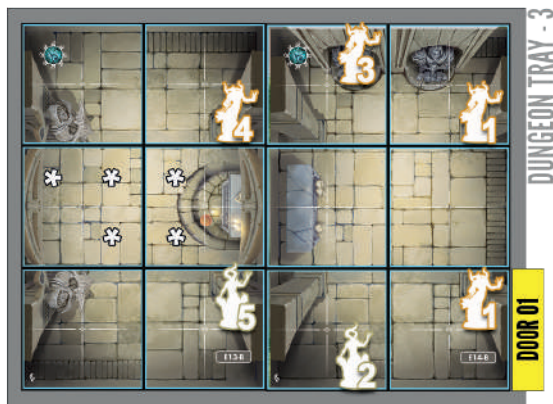
A curious feeling of familiarity rises in you as you creep through the twisted, rugous colony of looming, monstrous mushrooms toward the bridge. With a feeling like vertigo—the placement of the fungus, the curve of the path, the arch of the bridge—you realize that this is a mirror of the Irillian Forest! But where healthy greens mark those hallowed woods, here everything is a dying, tainted yellow, and a morass of ooze clings to everything.

“We are near,” Tyra’s voice cuts through your reverie. “Don’t be alarmed by what you see. As I said, there is no order in chaos, and this place is connected to your memories in strange ways.” Over the fungoid-trees you hear an echoing roar that seems to be moving in your direction. “But those things, they’re everywhere...” the old general concludes, sinking into the shadows—but still nearby, you are certain.



15

- 1 2 GM: Shadow Guardians- **Veteran**
- 2 2+: WM: Shadow Pain- **Fighter**
- 3 3+: GM: Shadow Guardian- **Veteran**
- 4 4+: GM: Shadow Guardian- **Veteran**
- 5 5+: WM: Shadow Pain- **Fighter**



Place the Monsters in their positions as shown in the following illustration.



END OF THE ADVENTURE - THE REDEMPTION:

Your weapon lashes out toward the huge knight a final time, but your opponent's form seems made of smoke. You hear Tyra shout a warning from across the ruin, and you jump backwards reflexively as the general slams the edge of her shield into the decayed flagstones. A blazing light shoots outwards, spreading across the space, and an incandescent circular pattern forms on the floor, originating from the shield.

Sigils slide across the ruins, forming a ring around the black knight, and you see tendrils of smoke rising from Throlrad's body. "Get him out of here!" you hear the general shout again. Without hesitation, you throw yourself against the knight, expecting to hit nothing but smoke, but the impact tells you that there is a body there. You roll across the broken floor while Tyra strides forward into the circle of light. The dense black smoke of the knight begins to reform into the shape of a man.

"My sword!" cries Tyra, without turning her eyes from the smoke creatures, still brandishing the glowing shield firmly. "Destroy the dark echo!" Not taking the time to question, you run over to the general and wrench her blade free from its scabbard. Your senses are dazzled as the brilliant light it emits washes over you. You barely notice as Tyra staggers back, and you raise the weapon in your hands. With a vicious cut, you bring it down upon the shadow knight imprisoned within the ring of light. An ear-splitting screech pierces the air, and you see the awful thing crumple inward, before vanishing in a beam of light.

Utter silence descends over the area, and you offer the glowing sword back to its owner. She dismisses the gesture with a wave of her hand and steps back. "I cannot touch it. The corruption in me has made that purifying blade my perfect enemy. The last time I tried to use it, it cut open a passage to Drunagor... and shattered Throlrad." You can feel the grief in her voice. "Now it will be the way for you to return. With it, you can tear the veil of darkness and return to the portal you came through. Don't forget to seal it."

The abruptness of her orders confuses you. You look first at Throlrad's body, sprawled across the flagstones, appearing now as a normal member of the mortal races, clad in gleaming silver armor. Then you turn to Tyra, trying to understand her meaning. "We cannot leave this place, adventurer," she explains. "We would be shattered again, and only the High Ones know which parts would make it to the other side. It could cause more harm than good. You must go alone."

Turn to page 20. You face a dilemma: As a group, you and your partners must choose one option and proceed to its resolution. In case of a split decision, the Party Leader has the power to choose which of the tied choices will be taken. Then, the Adventure ends here. Afterwards, you can proceed to the Camp Phase and read "After the Adventure - Back to Daren."

AFTER THE ADVENTURE - BACK TO DAREN:

You use Tyra's gleaming blade to open a rift in the Shadow World as she instructed before returning it to the generals' sheath. Stepping through, you are once again within that mysterious woman's tent, which you left what seems an eternity ago. But now there is no sign of the woman or child. You quickly seal the portal behind you, thinking sorrowfully of Tyra, trapped in that Shadow World, guarding the body of her beloved.

Unbidden, tears form in your eyes and a pain grips your heart. The memory of their sacrifice had been forgotten. You swear to recover it, and to learn why the Darkness has returned to Daren after so much time had passed.

You set out to share your experience with Tharmagar, but new doubts follow you, deep within your soul.



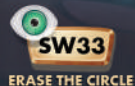
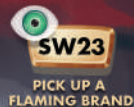
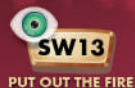
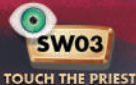
REWARDS:
Each Hero who participated in this adventure gains 1 permanent HP - write it down on your Campaign Log.



SANCTUARY

You see a glowing circle, drawn on the floor of a pile of rubble. As you get closer, you notice that in the center of the circle there is a Draconian priest sitting in front of a blue fire. You recognize his clothes as those worn by the temple priests in Ignispyra.

"It is only an echo of a memory, adventurer... only an echo..." you hear Tyra say.





SW04

CONTRIBUTE WITH YOUR STRENGTH
(EXPEND 1 MELEE CUBE)



SW14

CONTRIBUTE WITH YOUR DEXTERITY
(EXPEND 1 RANGED CUBE)



SW34

CONTRIBUTE WITH YOUR WISDOM
(EXPEND 1 WISDOM CUBE)



SW24

CONTRIBUTE WITH YOUR AGILITY
(EXPEND 1 AGILITY CUBE)



SW44

GET RID OF YOUR CORRUPTION
(GAIN CLEANSE 1)



SW05

COME WITH ME! I WILL MAKE
SURE YOU WON'T BE SHATTERED
AND YOU WILL BE TOGETHER AGAIN!



SW15

I WILL GO, BUT I WILL FIND THROLRAD
AND I WILL BRING HIM BACK,
SO THAT YOU CAN BE TOGETHER AGAIN



SW25

AND WHAT ABOUT YOU
WHEN I'M GONE?



The Adventure Interactions



- **#SW01: Interact with admiral**

You come close to the admiral, believing you have seen that face before, though he is unrecognizable with black ooze covering him. You reach out your hand, hoping to help him. "MY STAR!" he shouts, grabbing your hand and pulling you. "GIVE ME BACK MY STAR!"

You take 2 non-preventable damage and STUN.

- **#SW02: "So let's go now! I don't want to fight another of those creatures so soon."**

"Wise decision, though I can't say that you won't have to fight again so soon. In any case," she says, placing her hand on your

chest and producing a weak light, transparent like glass, over your clothes. "You will be more protected now."

At the beginning of the next Adventure, each Hero gains SHIELD 4.

- **#SW03: Touch the priest**

You come close to the priest, entering the circle drawn on the rocky ground, and you touch his shoulder with your hand. The Draconian opens his eyes at your touch and smiles, "It is good to see you..." But his expression soon changes and his smile disappears. "...and sad. Don't get lost here, my friend. Leave this place. Drunagor needs people like you now, more than ever. Go with my strength and my blessings." The Draconian starts chanting a prayer, and

his body glows dimly, little by little fading into thousands of small flakes of light that touch your body, making the biting cold of the place abandon you.

Each Hero gains HEAL 4.

- **#SW04: Contribute with your strength (Expend 1 Melee cube)**

You focus your thoughts on Tyra's ritual and contract your muscles, in order to send all your physical strength to help her. At this moment, the light reverberates from the general's shield, and you feel as if your strength increased exponentially.

Until the end of this Adventure, your Spell Attacks and Weapon Attacks gain +1 DMG.

- **#SW05: "Come with me! I will make sure you won't be shattered and you will be together again!"**

"You don't have the power to make sure of that, adventurer, but I'm happy to see the good side of your heart here, in this dark, shadowy place. I know that Throlrad will come back to me, as he promised. Stay well, my friend, and banish the Darkness from

Drunagor one more time, for all those who live there."

At the beginning of the next adventure, each Hero gains FOCUS 2.

- **#SW11: Interact with priest**

Coming close to the priest, you see that he mumbles unintelligibly, moving his hands as if trying to get something. You bring your face closer, hoping to hear the words he says, but you are surprised by a hand grabbing you by the neck. The priest pulls you with extraordinary strength, while he shouts at your face: "My jewels! Where are my jewels?!"

Make a Strength (yellow) Skill Challenge of difficulty 13. Each Melee cube you have gives you a +2 bonus to your roll.

SUCCESS: *You grab the priest's hands and twist them, while you throw your own body back. You manage to get out of his grasp, but the priest keeps shaking his hands and screaming, as if nothing else existed in the world.*

Nothing special happens.

FAILURE: *You try to get free from the priest's hands with all your strength, but it seems to be in vain. He holds your neck tighter and you feel you are choking. Finally, just before you lose consciousness,*

the man lets go of you and you fall into a sitting position. After recovering your breath, you fumble randomly in your pouches, noticing that something's missing.

If any Hero is holding any Consumable Items, that Hero discards it. If they are holding two or more such items, they choose one of them to discard.

- **#SW12: "I'm not going anywhere with you!"**

"I'm sorry if I have given you the impression that you have a choice," the woman says without changing her expression. Her face exhibits a smile hard as ivory. "You are coming with me, whether you want to or not." The woman raises her huge shield, which she holds with one hand, while she utters words in an unknown language. You see her shield glow, and the light in that dark place almost blinds you. With a swift movement, the woman slams the shield on the floor, and its luminescence quickly slides along the rocks, driving the shadow away as the light intensifies. You cover your eyes and the world disappears.

Each Hero must write down how many Curse Cubes they have at the end of this Adventure. At the beginning of the next Adventure, each Hero must immediately gain that same number of Curse Cubes, and then they must erase this note from their Campaign Log.

- **#SW13: Put out the fire**

You come close to the blue fire while you look at the priest. You remember your arrival at Ignispyra and the terror that followed in the temple. It is time to let him rest. You step on the flames until you put them out. However, when the light fades, a shapeless shadow appears from the cracks in the rock and coils around the draconian's body. The priest opens his eyes wide in terror and shouts: "No! Not again! Please!" The creature, sticking to the Draconian's body with several tentacles, shoves itself inside the priest's open mouth and pushes itself down his throat. Once inside the Draconian, the creature tears his body apart from the inside out, deforming him and making him assume a sickly grayish color. You watch the priest turn into a Creature of Darkness before your eyes because of what you have done.

You suffer CURSE 1. Replace this Interaction token with a [Shadow Pain - Veteran](#).

- **#SW14: Contribute with your dexterity (Expend 1 Ranged cube)**

You send your thoughts to the ritual that Tyra performs in the corner of the ruins and you close your eyes, wishing that it will be precise and successful. You immediately feel a heat in your body, and when you open your eyes, it's as if you could see more clearly than ever.

Until the end of this Adventure, your Weapon Attacks gain a bonus of +2 to HIT.

- **#SW15: “I will go, but I will find Throlrad and I will bring him back, so that you can be together again.”**

Tyra laughs when she hears your words. “Yes! Thank you! I know you will find him! I’m sure he doesn’t remember me or his promise, but please, make him remember. I will wait as long as necessary...” The woman takes a necklace off her neck, with a small glass pendant. There is a light inside it. “Take it,” she says, offering the object. “Throlrad gave it to me. Give it to him if you find him...”

Draw 1 card from the previous Camp Items deck.

- **#SW21: Interact with peasant**

Walking carefully toward the creatures that struggle in the black ooze of the swamp, you seem to recognize one of them. The torn, worn-out garb brings you memories of an old warehouse on the docks, and the scenes you remember make the hair on the back of your neck bristle.

“Kill me... please...” you hear the old peasant say.

Now you must choose if you intend to accept the peasant’s desperate request and take his life or if you will try to spare him. Then, read the entry appropriate to your choice below.

Take his life: *Disturbed at seeing that man suffering again, you draw your dagger and push it gently against the man’s chest while he smiles. You notice his body grows more ethereal and transparent, until it disappears completely. You stand up and get out of that place, feeling a little better and more relieved.*

You gain FOCUS 1.

Spare him: *Tired of seeing so much suffering, you refuse to kill the man, and instead, you grab his hand and pull him out of the swamp. “NO!” you hear the voice that called you shout from afar, but it is too late. To your horror, you realize that the creature you pulled out of the swamp is not the old man you knew anymore, but one of the Creatures of Darkness.*

Replace this Interaction token with a [Shadow Pain - Veteran](#).

- **#SW22: “Wait! First, tell me who you are!”**

“I am Tyra Aar’onis, general of the forces of Aran’tthur and of the Drunagorian Alliance in the combat against Darkness! Narang’erel’s key and sacrifice in the ultimate blow against the infinite chaos!”

the woman claims with such austerity that you can't help feeling respect for her. "But none of this matters now! We will have time for introductions later. Let's go now!" The general's words raise your morale in a way you've never imagined possible. Tyra steps beside you and raises her large shield, which almost immediately starts to glow. Uttering some words in an unknown language, she slams the floor with the tip of her shield, making a glare that blinds you and the world go dark.

At the beginning of the next Adventure, each Hero gains FOCUS 2.

- **#SW23: Pick up a flaming brand**

Deciding not to disturb the priest's peace or to put him in danger, you simply bend down at the blue fire and remove a flaming brand from it. It might be useful along the way.

Write down the "Blue Flame" Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), you suffer no damage from Darkness.

- **#SW24: Contribute with your agility (Expend 1 Agility cube)**

When you focus your thoughts on General Tyra's ritual, you can only wish that it will be fast and that all of it will end as soon as possible. With your eyes closed, you hear Tyra scream. When you open your eyes again, you see a wave of white light flood the ruins from the general's shield, making the black knight step back when he is hit, as if that caused him pain.

All Heroes gain STEALTH.

- **#SW25: "And what about you when I'm gone?"**

"I shall stay exactly here, protecting my beloved Throlrad's body until he finally remembers the promise he made me, and after saving Drunagor from Darkness one more time, come back to me," Tyra says with grief in her eyes. Moved, you remember an old ritual of protection that you learned. You come close to her and touch your own forehead, then the general's. You repeat the movement three times, focusing all your energy on it. At the end, you feel exhausted, but Tyra's face no longer exhibits the same sadness as before.

You gain 1 permanent HP—write it down on your Campaign Log.

- **#SW31: Interact with archer**

Looking at the four creatures stuck in the tar, you recognize the archer you met not so long ago. It seems he has finally reached his end, and it's a terrible end. You come close to him and apologize for not being able to help him. At the sound of your voice, he stops struggling and looks at you.

"Don't be sorry, adventurer!" he says. "Because of you, I died as owner of myself. And now I can return that help. Go ahead!" The archer stands up and wields his bow one last time. He stops for an instant, as if smelling the air, or listening to the sounds around. Then, with a short intake of breath, he shoots a single arrow, and then falls on his back in the black ooze and sinks, disappearing forever in the darkness.

Choose an enemy (if possible). That enemy takes 4 damage.

- **#SW32: "Not yet! I want to know why you called me here!"**

"I called you because your people and your world have forgotten your own history. And it's about to repeat itself!" the woman spits with ferocity. "And I called you because I need your help to save MY world! I have no one else to resort to!" she concludes, almost begging. You look at the woman's face and you see her hard

eyes slightly wet. A warrior lost in that nefarious place. You nod, determined, and she smiles.

Each Hero writes down the "Determined" Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), they are immune to SLOW and STUN.

- **#SW33: Erase the circle**

You look at the runes drawn on the floor, which seem to emit a light of their own. You don't know any of them, but you wonder if they are some kind of prison or containment for the old priest. Curious, you rub your foot on the runes in order to erase them. At that moment, you hear the priest shout at you: "NO!" But it is too late. The runes' light goes out, and from under the stony rubble, two Creatures of Darkness appear. The priest runs to the fire, picking up the flaming brands, and attacks the creatures with them, burning them and himself down in the process.

Replace the Interaction token with 2 GM: Shadow Guardians - Fighter.

- **#SW34: Contribute with your wisdom (Expend 1 Wisdom cube)**

Seeing Tyra perform the ritual, you use the moment to send her all your willpower, so that she can use it in the best possible way. It's amazing that, in such short time, you've come to trust an unknown person so much. At the exact moment when that thought crosses your mind, you feel yourself overflowing with power and fighting spirit.

Each Hero gains FOCUS 2.

- **#SW42: "Since you are all equipped, why didn't you help me?!"**

"My weapons were made to fight the Darkness and the corrupted creatures, not be used by one," you hear her say with grief. "I can still use my shield to protect myself, but the sword would destroy me if I tried to wield it. That's why I need you. Take this," the woman says, holding out her hand, where you can see a vial with a shining liquid. "It wouldn't do me any good, anyway... drink it." Confused, but willing to try the potion to get rid of your illness, you sip it, looking at the woman in a suspicious way. She smiles as your vision starts to go black. The illness seems to have passed, just like all other feeling. You fall on your side and the world goes dark.

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.

- **#SW44: Get rid of your corruption (Gain CLEANSE 1)**

You elevate your mind to the ritual in the corner of the ruins, but the fear of darkness and corruption assail your heart. You see in your mind the images of terror that so many nightmares have caused to you up until this day. You hear the general moan in pain. When you open your eyes to see what is happening, you notice a black stain on Tyra's glowing shield and her face contorted with effort. The general stands up and waves the shield in a wide arc, making a wave of dark energy cross the room. When you are hit by it, your body burns on the inside and you fall to your knees.

Each Hero suffers BURN 2.

- **#SW52: "I can't walk... my whole body burns just with the effort of breathing."**

"I suggest you get used to it. Here, one feels like that all the time," the armored woman says, looking in your eyes as if she were thinking again about what she said. She takes a bundle of herbs

from a pouch hanging from her belt and sticks it into your mouth.

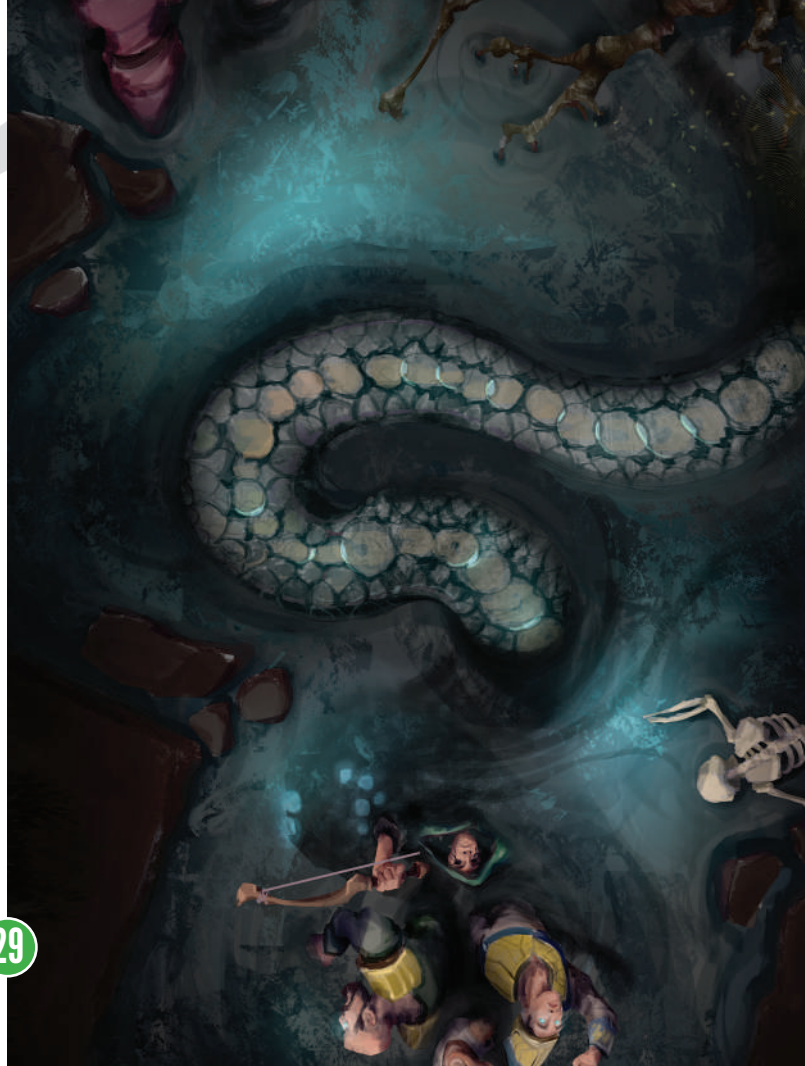
"Eat this," she says. "It will help you feel better, but not for very long." Not looking at you again, the woman starts to utter words in an unknown tongue, while her shield starts to glow. The light is strong, and the taste of the herbs is bitter, but it reduces your discomfort considerably. You are surprised by the impact of the shield on the floor, when the woman slams it against the ground. However, when you try to look, the light blinds you and the world fades from your senses.

Each Hero gathers 1 FRUIT OF LIFE.

- **#SW62: "Where are we? What is this place?"**

"This is not a place. This is a cemetery of chaos, formed by the echoes of the memories of everything that one day was consumed by Darkness. Welcome to the Shadow World," the woman says, laughing. "I will take you on an adventure that you won't forget." The woman turns around and starts to utter words in a language that you have never heard. She seems to be casting a spell. You feel you have been lured into a trap, but you don't intend to be taken without a fight. You stand up, full of hate for having been dragged to this world's end, and throw yourself against the armored woman. As if foreseeing your attack, she turns around and slams her shield against your face. You lose your senses...

At the beginning of the next Adventure, each Hero takes 3 non-preventable damage.





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.

© 2021 CGS - Creative Games Studio, all rights reserved. No part of this product can be reproduced or copied without permission.



CREATIVE
Games Studio

CREDITS (THE SHADOW WORLD 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 sculpts: 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.

© 2020 CGS - Creative Games Studio, all rights reserved. No part of this product can be reproduced or copied without permission.

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.



CREATIVE
Games Studio