APOCALYPSE

RULES AND INTERACTIONS

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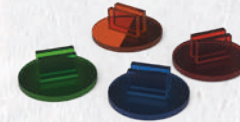
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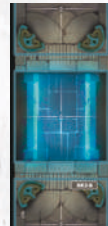
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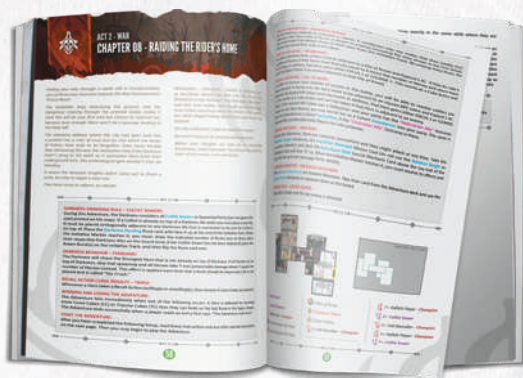
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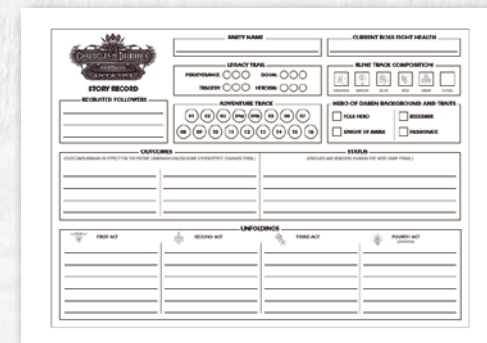
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What Is New?

As the game system is in constant evolution, some features presented in the *Age of Darkness* Campaign and Rulebook were updated in order to make the game more intuitive, interactive, and entertaining in this new Campaign.

So, if you intend to start a new Campaign having already completed the 18 Adventures presented in the Corebox, you may consider these updates just from now on. There will be no loss to your previous experience.

Otherwise, if you haven't played the *Age of Darkness* Campaign yet, you can read this section and apply these update features to your game from the beginning.

Now, without further delay, let's check out what you will be using from the *Age of Darkness* base game and what's new in the rules for your *Apocalypse* and *Awakening* Campaigns!

WHAT WILL YOU USE FROM THE COREBOX?

First and foremost, the *Age of Darkness Corebox* is the basis of the *AoD* system, therefore you will need it in order to play this new Campaign. After all, it is where the Core Heroes, Core Classes, Core Dungeon Roles, Action Cubes, Curse Cubes, Trauma Cubes, Initiative Track, Runes, d20 and so on are.

Always keep in mind that when playing your *Apocalypse* or *Awakenings* Campaign, you will need your Corebox nearby.

However, not all components of your Corebox will be used in this new stage of your game, so here we list those that you can store before your Campaign.

No matter which Chapter of *Apocalypse* Campaign you are playing, you will never need the following components:

- Age of Darkness Adventure Book;
- Age of Darkness Interactions Book;
- Age of Darkness Start Here guide;
- Age of Darkness folding Doors;
- Age of Darkness Adventure cards *(All Adventure Items, Scenario Monsters, and Corebox Special Event cards are used only in the Age of Darkness Campaign—This Campaign provides its own Adventure cards)*;
- Age of Darkness Starter Equipment;
- Level 1 to Level 3 Camp Items;
- Undead King Attack cards;
- NPC tokens;

Now, in order to reinforce what you will need to keep around, you can also see a list of the components provided in your Corebox that will be used in your new Campaign:

- Age of Darkness Rulebook;
- Campaign Log;
- Plastic cubes;
- Hero and Monster miniatures;
- Hero boards and Monster Status boards;
- Map tiles and Bridges;
- Plastic Dungeon trays;
- The d20 and Trap die;
- Initiative Track and Initiative Marker;
- All other tokens, except for the spare reserve and those you were instructed to store in the previous section;
- Shaped Darkness tiles;
- Rune tokens and Rune bag;
- Hero Skill, Hero Initiative, Class, and Pet cards;
- Dungeon Role cards;
- Chest cards *(At the beginning of your Campaign, you will be told which ones you will not use)*;
- Monster and Commander cards;
- Commander Attack cards;

BOARD ELEMENTS
(Rule Clarification)

The new features this Campaign brings makes the interaction between players and board elements more intense than ever, raising the need for a clarification about the nature of such elements.

This way, we will start with understanding that the board elements are divided into categories based on the component type:

- **Trays:** Trays are the plastic supports where the Maps, Doors, and Bridges are placed to create the physical structure of an Adventure scenario.
- **Map Tiles and Bridges:** Map tiles and Bridges are the components that define and illustrate the spaces where objects will move and the game advances.
- **Doors:** Doors are the components that add new units to the board, marking the transition between narrative moments, action moments, and the setup of Adventure scenarios.
- **Objects:** All the other components used in the Game Area *(the 56×84cm space)* are considered Objects, which are divided into sub-categories according to their physical representation, mechanics (i.e., if attached to the ground or as obstacles), and if they can or cannot be moved.

Finally, it must be emphasized that this classification is not necessarily new. It has been present since the first generation. However, it was only implied in the system before.

OBJECTS IN DETAIL

With more elements to be handled by the players, the group of Objects is the one that requires the most attention from our part.

First, we need to understand that all Objects are classified into two sub-categories, Solid and Ground, according to the physical space they occupy on the board.

The second important characteristic of all Objects is whether it is possible to move them (or not) using PUSH or TELEKINESIS effects, described as Movable or Immovable. Each Object may have its own particularities as described in their own set of rules, but almost all Objects are considered Movable.

The exceptions to this rule—that is, the Immovable Objects—usually are:

- Large Monsters (Solid Object)
- Interaction Tokens (Solid Object)
- Shaped Darkness Tiles (Ground Object)
- Special Event, Special Mechanic, and Spawning Tokens (Ground Object)
- Piles of Runes (Solid Object)
- Any Object described as an "Immovable Object"

From now on, Special Objects introduced during an Adventure will always be described as a "Ground or Solid, Movable or Immovable Object" so players can always know how to interact with them.

PILE OF RUNES

SPAWNING TOKEN

GROUND OBJECTS

These Objects are attached to the ground and do not occupy space, meaning that Characters can pass over or stand on top of them as if they were just another Map tile.

Thus, Ground Objects do not represent obstacles on the board, and Solid Objects *(such as Characters)* will always stay above them when they occupy the same square. Ground Objects include:

- Darkness Tiles (Shaped or Small)
- Idols and Traps
- Special Event, Special Mechanic, and Spawning Tokens
- Any Object described as a "Ground Object"

NOTE: Two Ground Objects cannot occupy the same space unless one of them is a Darkness Tile. The latter, in its turn, is always kept under any other Ground Object sharing a square with it. Bridges are Map tiles and they always go under the Ground Objects.

SOLID OBJECTS

Solid Objects, on the other hand, are obstacles, have a physical body, they occupy a place in space, and they usually cannot be crossed over by Characters *(unless they are Jumping, Trampling, or the Solid Object in question is the Character's ally)*.

Solid Objects include:

- Characters (Heroes, Monsters, Pets, Companions, and NPC Tokens)
- Furniture (Chests and Banners are also Furniture)
- Piles of Runes (Even when there is only a single Rune)
- Interaction Tokens (Any kind)
- Any Object described as a "Solid Object"

NOTE: Two Solid Objects cannot occupy the same square on the board under any circumstances.

DARKNESS SPAWNING RULE
(Rule Variation)

With the Undead King out of the way, the enemy cannot rely on its most skillful general. Such an absence is not just rhetorical: Without its main summoner, the enemy lacks the strength to sustain the hunting behavior it assumed during the *Age of Darkness*.

Whether because the Undead King has already been defeated and most of the Seeds of Darkness have already been destroyed (as in *Apocalypse*), or because he is still awakening his power and is not yet able to control it completely (as in *Awakenings*), the fact is that the Enemy must depend on the efforts of the Shadow Cultists to be summoned into our world.

The Monsters who have been assigned this task are known as Sower Cultists, and they are the only ones capable of doing this. Whenever they appear in your way, the Darkness follows...

SPAWNING RULE — SOWER CULTISTS

In Adventures where the Core Mechanic for Sower Cultists is used, the Sower Cultists Scenario Monsters *(which use the same model as the Shadow Cultist)* will be responsible for the appearance of Darkness on the board.

Then, the Darkness tiles will consider these Monsters as their Spawning Points instead of the symbols printed on the Map tiles. So, when a Darkness is summoned, it's from a space occupied by Sower Cultist that it should sprout and head towards its targets.

The enemy's behavior, however, will remain the same: it will try to reach the Strongest Hero *(the one with the most Health at the moment)* that is not already on top of Darkness. If all Heroes are already on top of Darkness when a tile should be invoked, likewise, you must skip that spawn and the Heroes suffer Crush damage.

So, in the end, the fact that Sower Cultists are considered Darkness Spawning Points is the only difference between this Darkness Spawning Mechanic and the Darkness Hunt. However, while this may help explain many things, we have here some clarifications regarding some game situations:

- Each drawn Rune spawns only 1 Darkness tile, regardless of the number of Sower Cultists on the board.

- If you are instructed to spawn 2 Darkness tiles, each Darkness tile must be spawned individually, that is, after you have placed the first one, you must check if the second one needs to spawn from the same Cultist as the last one.

- The rules for placing them on the board remain the same as those described from page 44 to 46 of the *Age of Darkness* Rulebook.

So, if there are two or more Cultists on the board, the Darkness will not come from both of them, but only from the one closest to its target.

In this example, consider that Elros has 10 Health while Maya, beign already injured, has only 8. Therefore, Elros is the Strongest Hero. So, even if Maya is closer to a Sower Cultist and could be hit by Darkness, the tile will chase Elros (even if it couldn't reach him).

Of course, if the Rune card instructs you to draw two Runes, and at the time of summoning the second Rune another Cultist *(different from the first one)* is now closer to its next target, the second Rune may spawn from this new Cultist instead of the first one.

The only thing that will never happen is that a single Rune will be responsible for the appearance of more than one Darkness tile *(or three small ones, if it is broken up)*.

The other rules you already know about Darkness spawning remain the same:

- its primary target will be the Strongest Hero that is not on top of Darkness;

- it will break into three Small Darkness tiles if that would get it closer to its target *(even if the Shaped Darkness tile fits on the board, but stretches away from the Hero)*;

- Once a Small Darkness tile has hit its target as the first or second tile placed on the board, the remaining tiles will chase the next target in the sequence.

Crush damage described in the Darkness Behavior for your Adventure will only happen if a Rune is drawn and, at that very moment, all Heroes are on top of Darkness.

Thus, it works the same way it did during the Age of Darkness Campaign.

A Rune with an incompatible format was drawn, therefore it was broken into 3 Small Darkness tiles. Once it has reached Elros, the Primary Target, with the first tile, it will stretch out and try to reach Maya as well. In this case, the extent is enough. If it weren't, it would have stretched out as much as it could. Finally, if Maya had been closer and had been reached right on the second tile, the third would try to reach the next target or would simply be discarded without causing Crush damage this time.

Regardless, even though Sower Cultists use Shadow Cultist models, don't confuse these two monsters: Each has its own specific card and, in Adventures that have this Spawning Rule, the latter won't be summoned *(do not use them as Random Monsters)*.

Therefore, in any Adventure where you use Shadow Cultists with their own card *(the Corebox base Monster)*, do not summon Darkness using this rule.

It will only be available in Adventures that specify this Darkness Spawning Rule and use Shadow Cultists as Sower Cultists.

DEALING DAMAGE TO CHARACTERS
(Rule Clarification and Update)

Thanks to its system rich with interactions, reactions, and cooperation between players, it is normal for an attack to be mitigated by one or more sources of protection in *AoD*. Although this level of interaction can be rewarding and satisfying, it can also generate a series of effect triggers that are difficult to track.

Therefore, we have prepared this brief clarification on the stages of inflicting damage to a Character in order to help you understand the logic behind the system.

Also, we take this opportunity to introduce the new **Interrupt** (⊘) effect, which you can read more about on page 25.

Essentially, the damage inflicting process takes place through the following steps:

1. **The effect or attack is announced.** At this point, the Character becomes a target. Up to now, no damage or effect has been prevented, but a window of opportunity is presented for Heroes to use their Interrupts (⊘) if they want.

*Example: A Skeleton Archer – Fighter attacks Lorelai for 4 damage with POISON 1. Heroes who have **Interrupts** may choose to intervene in this attack at this time.*

NOTE: This is the moment when a Monster "attacks."

NOTE: This is also the moment when Lorelai "takes" damage.

NOTE: Each attack generates only a single window of opportunity to be interrupted. Thus, each Character can Interrupt one attack, but, unlike Reactions, they can't Interrupt the same attack with two Skills, even if they intended to use them on different allies.

2. **Then, a THREAT is generated.** Once the attack is announced and the Interruption step has ended, any SHIELD tokens are spent and the "THREAT" is generated. All SHIELD tokens you hold are completely spent, if needed, to mitigate the damage you received. You can't choose the amount you want to spend: you must always use as many as necessary. Thus, discard 1 SHIELD token for every 1 damage point you take. Once the tokens are spent, even if they reduce the damage completely, we say that a **THREAT** is generated.

Example: If Lorelai had 2 SHIELD tokens, they would be spent immediately, reducing the damage she received by 2 points. Even if she had 4 SHIELD tokens and mitigated all the damage, a THREAT would still be generated.

3. **Finally, Heroes can use Reactions.** Here, any Heroes who chose not to intervene (that is, who did not use an **Interrupt**) in the first stage are entitled to take a **Reaction** (⤢) to

respond to each THREAT. Each Hero (not just the Threatened Hero) can use one Reaction per THREAT generated.
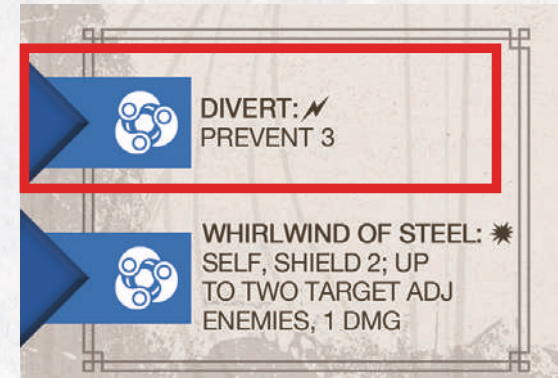
*Example: Vorn decides to use his **Divert** Reaction to help Lorelai, preventing 3 damage points from her THREAT. Since there were only 2 points of damage left from the Skeleton Archer's attack, it is completely prevented and therefore the POISON 1 collateral damage will not be inflicted on Lorelai.*

NOTE: If all the damage hadn't been prevented, Lorelai would have lost Health and this would be the moment when she "suffers" damage.

NOTE: Whenever a Character suffers at least 1 point of damage from an attack, all collateral damage from that attack is then applied to them.

NOTE: If Lorelai had 4 SHIELD tokens and managed to mitigate the damage completely, we would say she "took" 4 damage, but "suffered" 0. Still, the Skeleton Archer's attack Threatened her and the Heroes could use their Reactions (if applicable).

NOTE: You can only use Reactions with the keyword "SELF" to respond to your own THREATs. SELF Reactions cannot be used to help other Heroes (some abilities may allow this rule to be broken).

NOTE: A single attack can generate more than one THREAT at the same time if it has CLEAVE, MULTISHOT, or STRIKE, for example. Each Hero can take a **Reaction** against each of these THREATs individually.

CONCLUSION

Thus, as seen in this example, Lorelai took 4 damage, but suffered 0. Effects related to the damage suffered by characters may generate triggers in these two stages: when the character TAKES damage; and when they SUFFER damage. According to each effect's text, consider when they should be applied and resolve the effects accordingly.

Example: If an effect stipulated "Whenever you SUFFER damage..." it would not have been triggered for Lorelai in the last example. However, if it had stipulated "Whenever you TAKE damage...", it would have occurred.

NOTE: Some *Age of Darkness* effects specify "When you take damage after using PREVENT effects." These cases should be translated into SUFFER, not TAKE.

NOTE: As mentioned before, whenever a Character suffers at least 1 point of damage from an attack, all collateral damage from that attack is then applied to them.

NOTE: Moving out from an attack's Range after it is declared won't cancel that attack. Only CANCEL effects (see page 78) can cancel an attack after it has been declared on its targets.

## DEALING WITH BONUSES AND MULTIPLIERS (Rule Clarification)

With the characters' progression and good teamwork, Heroes will be able to combine their abilities, achieving devastating results when attacking.

This may cause some doubts about the method of calculation (and the order of the steps) for this equation in order to reach the intended result and maintain the balance of the game.

Therefore, we have prepared a quick guide so you can understand the stackability of multiplier effects like +X DMG, DOUBLE DAMAGE, CRITICAL HITS, WILD CUBES and others:

1. **Effect value:** First things first. The value described in the effect is the damage base and is always the first thing to consider.

So, whenever you cast an effect with "X" (ex: "+X HIT"), an ability with "ALL" (ex: "PREVENT ALL BUT 1 DAMAGE") or spend a Wild Cube (which doubles numerical effects), first establish the effect's value and proceed as if this was written in numbers in that effect.
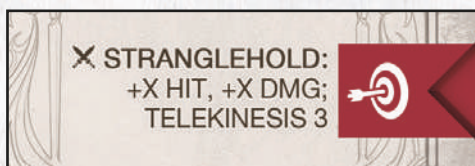
Example: Lordwrath's Stranglehold states "+X HIT, +X DMG; TELEKINESIS 3". Considering that he is currently holding 4 Curse Cubes, this Skill should be read as "+4 HIT, +4 DMG; TELEKINESIS 3".

2. **Associated bonus:** Any bonus associated with this value is the second step.

With the first step established (the effect value), add any elements with "+" or "-" associated with the Keyword: +X DMG (including those received from EMPOWER, FURY, INTIMIDATE, MARK, etc.). Then, you have the "Total Value".

Example: Considering that Lordwrath is equipped with a Jagged Bladeaxe that does 3 damage, if he hits he would inflict a total of 7 points of damage (3 Weapon base +4 extra Skill damage).

3. **Doubling:** Doubling effects are the third step.

Effects like "DOUBLE DAMAGE" are applied now, after the Total Value has been established. It is important to emphasize that DOUBLE DAMAGE effects are not stacked. Thus, even if a character has STEALTH and is hidden from their target, and hits them with an attack that does DOUBLE DAMAGE, their attack will still only deal twice the damage, not four times.

Example: Lordwrath, however, was hidden from his target thanks to a STEALTH effect he received (from a random source, just for the sake of this example), therefore his Attack receives DOUBLE DAMAGE, inflicting a total of 14 points on a hit!

4. **Critical Hits:** Finally, account for Critical hits.

When a Weapon Attack (or a Spell Attack that has received the keyword "KEEN" or "Crit 16+") results in a Critical Hit—thus dealing double the damage that it would normally do—it can amplify an attack that has already received DOUBLE DAMAGE (dealing 4x the Total Value!).

Example: But that's not all folks: our lucky Hero rolled a natural 20 on the Accuracy Check, thus he scored a Critical Hit! With all the effects combined, Lordwrath manages to deal an impressive 28 points of damage with his attack! Well, "aligning all the stars" in such fashion is not easy, but it's worth trying!

DREADFUL RAID
(Monster Raid Special Mechanic Update)

In gameplay terms, the Monster Raid Special Mechanic is designed to keep the flow of enemies on the board while interacting synergistically with the scenario time control.

However, precisely because it is a mechanic that deals with so many moving parts, it is not uncommon for players to have questions about some of its interactions. So that you don't have to rely on the *Age of Darkness* Adventure Book every time this happens, we have brought it here and detailed the specifics.

When observed thoroughly, there are several points, but they are also easy to manage and can be grouped into three simple steps:

1. Check the face of the Dreadful Raid card;
2. MANIFEST a Rune and check the Piles of Runes on the board;
3. Summon a Raid Party of Minions.

Starting at the beginning, whenever the Initiative Marker reaches the Dreadful Raid Special Mechanic card at the top end of the Initiative Track, it is time for you to check if Minions will be summoned. These are processes you should perform when checking the Dreadful Raid Special Mechanic card:

- This card has two sides that will try to summon Minions according to the current board state.
- The first face, Face "A," will only attempt to summon Minions if the board is non-threatening (with no Monsters on it).
- The second face, Face "B," will try to summon Minions anyway.
- Whenever the Dreadful Raid Special Mechanic card is Activated, even if no Minions are summoned, you must fip it over. No face ever stays the same for two rounds in a row.

Moving on to the next step, if the board state indicated by the face of the Dreadful Raid card is conducive to summoning Minions, you should check where the new enemies will spawn (or if they can spawn at all).

Likewise, check the processes below:

- To MANIFEST a Rune, a player must take a Rune from the bag, present it to the players, and then return it. This process does not spawn any Darkness tile.

  > **NOTE:** The only important feature in a MANIFEST action is to identify the color of the drawn Rune.
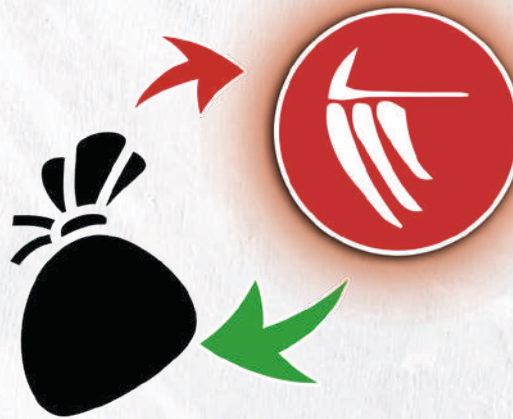
- Next, players must search the board for a Rune that matches the color of the one that was manifested. Such Runes can be found in the Piles of Runes that are introduced in Setups. Remember, even though they are stacked on top of each other, all the Runes in a Pile of Runes are, of course, on the board.

  > **NOTE:** If there are two or more matching Runes on the board, the Party Leader chooses which one will be used as the reference for the Minion Spawn that round.

NOTE: On the other hand, if there are no matching Runes, the Monsters will have nowhere to be summoned, and this round will be a "breathing space" for the Heroes, free of spawns. Even if there are no Minions spawned, you must still flip the card over.

NOTE: There is a shortcut at this stage: if all Piles of Runes have already been removed from the board, naturally, there will be no reference point for Minions to be spawned, regardless of which face of the Dreadful Raid Special Mechanic is up, no Minions will be summoned.

The most efficient way for Heroes to make sure that no Minions are summoned, therefore, is to remove all Piles of Runes from the board as quickly as they are formed by Setups.

Considering, however, that there is a Rune on the board matching the color of the Manifested one, we then move to the third and last step: the summoning of the Minions themselves.

Finally, these are the processes that should be executed in this last step:

- The amount of Minions (the Raid Party) that will be summoned depends on the number of Heroes in your party. The more Heroes there are, the more Minions will be summoned.

  - If there are 1 or 2 Heroes, only 1 Minion is summoned.

  - If there are 3 or 4 Heroes, 2 Minions will be summoned.

  - If there are 5 Heroes, 3 Minions will be summoned.

- Each summoned Minion will receive a snap-on colored base and will be placed on a square adjacent to the Rune that will act as its spawning point. The Party Leader chooses which square will be occupied by each Minion.

  NOTE: If there is any Movable Solid Object occupying a square where a Minion should spawn, push that Object one square aside. Again, the Party Leader chooses where such an Object will be placed.

  NOTE: If all 4 models of a Minion are already on the board, or all 12 Health Tracks on the Monster Status board have been filled, no new Monster may be placed on the board and, at this point, if a Minion cannot be summoned for this reason, we say that the Minion "Failed to be Summoned."

- For each Minion that "Fails to be Summoned", you must Activate the Non-Boss Monster occupying the highest hierarchical position on the board. If two or more Monsters occupy the same Rank, Activate the one occupying the higher slot on the Monster Status board.

  NOTE: If three Minions were to be summoned, but there is room for only one of them to be summoned, you must summon that Minion and consider the other two as "Failed to Be Summoned".

  NOTE: The hierarchical position of ranks, from highest to lowest, is: Overlord, Commander, Black, Gray, White, Scenario, and then Minion.

  NOTE: The order of colors on the Monster Status Board, from highest to lowest, is: Yellow to Black from the first board, Orange to Brown from the second board, the first board is higher than the second board.

With this we conclude the step-by-step analysis of the procedures of a Dreadful Raid Special Mechanic.

Throughout your Campaign, you may encounter several other similar mechanics. Sometimes they will determine that a Spawning token is the Spawning Point instead of a Rune on the board, sometimes they may specify situations where more than one Raid Party of Minions is summoned and so on.

In any case, such mechanics will share the main characteristics of the Dreadful Raid and, once you can understand the design thinking behind its processes, it will be easy to understand all the others that derive from it.

Still, if doubts persist, the Party Leader will make the final decision.
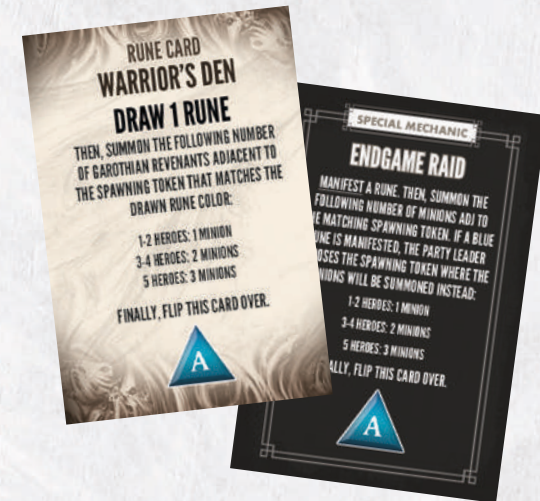
EQUIPMENT
(Game Mechanics Update)

AoD is full of Equipment that aims to meet the most diverse combinations of abilities for your Hero and playstyle. In this section, we will analyze this new arsenal by pointing out what's new and discussing similarities or differences in the handling of Equipment in relation to the Age of Darkness Campaign. Whenever your party has a question related to Equipment or Consumable Items, this is where you're likely to find the answers.

WHAT WILL I KEEP FROM THE COREBOX?

Since this Campaign is an Expansion to *Age of Darkness*, you will still make use of some Corebox components, for they are the foundation of the *AoD Game System*. However, in order to make your experience playing this Campaign different, many devices were developed exclusively for it, so as to avoid repetition.

Let's refresh the components from the Corebox that you will use (or not) in your Apocalypse Adventures:

- **Adventure Items:** In Apocalypse, you will find new Adventure Items (purple flag), which will be suitable for the balance in this expansion. For this reason, store them, because you won't use them here.

- **Camp Items Levels 1, 2, and 3:** The progression of Equipment will undergo a change, therefore the Camp Items Levels 1, 2, and 3 have become obsolete. Keep them stored with the other Equipment you won't use.

- **Chest Items:** Two new Consumable Items will replace the Epic Rare cards from this deck. The vast majority, the remaining 18 cards, however, are kept to form your Chest deck.

- **Starting Gear:** This Campaign will provide your new Starting Gear, so you won't use the Corebox ones. You may store these cards too.

NEW CHEST ITEMS

This box includes new Chest Items you can use to adapt your Chest deck to your preferred effects or just to add greater variability through a simple deck-building system. The process is quite easy: you can only replace a Potion or Scroll with another item that is the same type and rarity (while the other two Epic Rare items can't be replaced).

PREPARING THE CHEST DECK

With the exception of the 2 Consumable Treasures (the Epic Rare Items), the Chest Deck consists of 18 more cards. Half of them are Potions and half are Scrolls.

Some effects will be associated with one type or the other, so it is essential that the composition of the Chest deck remains unchanged and its 20 cards are organized as follows:

- 2 specific treasures (Epic Rare Consumable Items) for the Campaign you are playing;
- 9 Potions;
- 9 Scrolls;

Among the Potions and Scrolls, 4 of each will be Common, 3 will be Uncommon, and 2 will be Rare.

This order is what we call the "grid" of Consumables. It cannot be changed to 8 Common Potions and 0 Common Scrolls or 7 Uncommon Potions and 0 Common Potions, for example.

The preparation of the Chest deck can be made during any Camp Phase. However, whenever you change the composition of this deck, your party must first return all Potions and Scrolls that they own, thus losing any Consumables that are not Epic Rare and that could have been carried into the next Adventure.

When you prepare the Chest deck, you can replace one or more cards with other cards that are the same type and rarity. That is, the **Scroll of Incinerate** from your Corebox Campaign could be replaced by the **Scroll of Translocation** and so on.
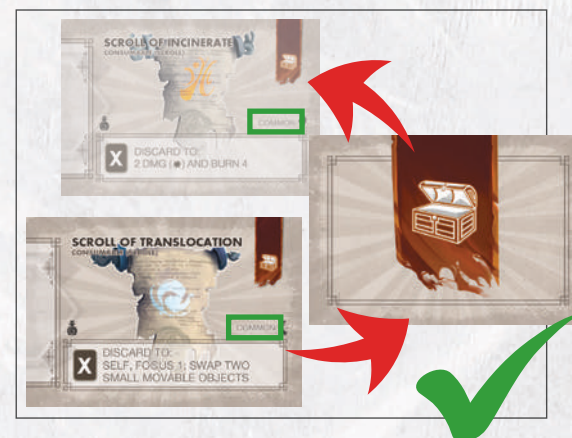
You are not required to replace every copy of a card if you do not wish to do so, though. So, if it's in your party's interest, you can keep 2 **Scroll of Incinerate** and 2 **Scroll of Translocation** cards in the Chest deck, as that would still respect the limitation of 4 Common Scrolls.

COMPULSORY REPLACEMENT

As mentioned before, the Equipment progression has changed, so two important Consumable Items from the *Age of Darkness* Campaign have lost their purpose: **Cosmic Gemstone** and **Forgotten Treasure**. However, such formidable items have been worthily replaced: by **Artisan's Tools** and **Treasure Trove**!

So, before you start your Apocalypse Campaign, remove the **Cosmic Gemstone** and **Forgotten Treasure** cards and replace them with one copy of **Artisan's Tools** and one copy of **Treasure Trove**. This adjustment to the Chest deck is necessary so that Chests have no chance of rewarding Heroes with useless Equipment.

This change is permanent, so you can store the replaced cards.

The **Artisan's Tools**, unlike any other Consumable Item, can be discarded when improving a Spoils Equipment.

NEW EQUIPMENT PROPERTY (VERSATILE)

Some Equipment your Hero will receive during this Campaign has special properties, including one of the most interesting: VERSATILE.

Double-sided Equipment that is Versatile can be manipulated in two different ways by its user. When you first receive this card, you can choose which face you want to use.

From that moment on, as a Minor Action, you can flip the card over if there is no Action Cube occupying any of its slots. You can even flip a Versatile card that is in your bag.

NOTE: If you flip Versatile Equipment to a face that has an Equipment type you are not proficient in, you must immediately Unequip that card (this requires no action) placing it in your bag. You must discard Consumables in order to clear space for it if needed.

Important: While all Versatile Equipment can be flipped over freely, not all double-faced Equipment can be. Be careful not to mix up these abilities.

Only Equipment with the VERSATILE property can be flipped by using a Minor Action. Other double-faced Equipment cards specify how they can be flipped, when or even if they can be flipped.
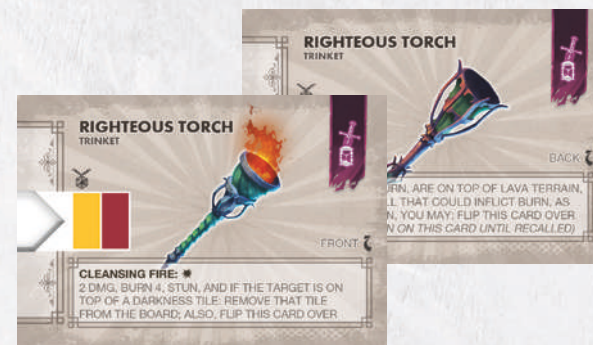
*This Adventure Item, the **Righteous Torch** featured in the Apocalypse Campaign, is an example of a double-faced item that is not Versatile.*

SPOILS EQUIPMENT
(PREVIOUSLY: CAMP ITEMS)

The Equipment progression structure has been revised for this generation of Campaigns. From now on, Heroes will no longer receive Camp Items categorized by level. Instead, you will be rewarded with a single Equipment category: Spoils of the Veteran (or Hero, if you are playing *Awakenings*).

The strength of this Equipment is defined by its quality—whether it is "Standard," "Improved," or "Ultimate." Heroes always receive this Equipment with the "Standard" version, the most basic one.

This is a Spoil of the Veteran card in its Standard version. You can identify the quality of these Equipment cards by the symbol stamped on the side flag, as well as the description in the Equipment subtype.

This is the Spoil of the Veteran card in its Improved version.

And finally, this is the Spoil of the Veteran card in its Ultimate version.

Throughout their Adventures, depending on the rewards they find in Chests, Interactions, and Interludes, Heroes will be able to improve their Equipment.

Take note that improving Equipment is not an easy task. Your Hero may finish the Campaign without being able to improve all of the Spoils items they have found.

IMPROVING SPOILS EQUIPMENT

Spoils Equipment (either Veteran's or Hero's) can be improved while the Hero is visiting Camp or as a Minor Action during an Adventure.

Either way, this can only be done by disposing of one Artisan's Tools card (Artisan's Tools are Consumable Items that can now be found in Chests) plus another Equipment card of that Hero's choice that is not a Consumable Item, an Epic Item, or a Starting Gear.

When a piece of Equipment is upgraded, replace your card with its advanced version.
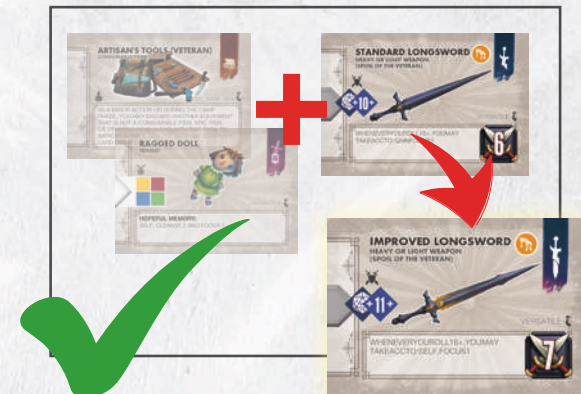
*In this example, we can see that **Frozen Tears of Alagast** cannot be used to upgrade Spoils Equipment since it is an EPIC Item. The **Ragged Doll**, being an Adventure Item, can be used, though.*

Both cards, being disposed this way, must be in that Hero's bag. Also, the Equipment being improved can't serve as this additional Equipment card to be disposed: you must use a different Equipment card.

The hierarchy of the Spoils Equipment goes from "Standard" to "Improved" and then to "Ultimate". You cannot upgrade Equipment from its "Standard" quality directly to the "Ultimate" quality. Each Equipment piece must be upgraded one step at a time.
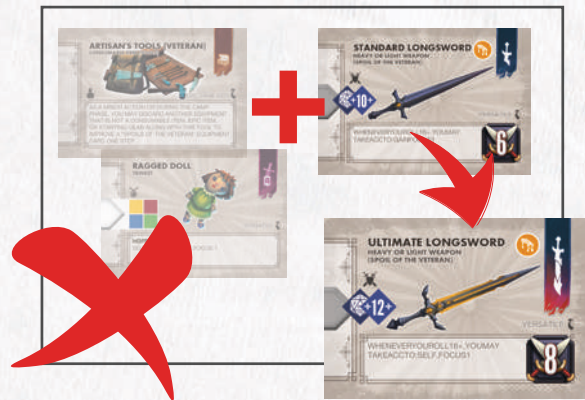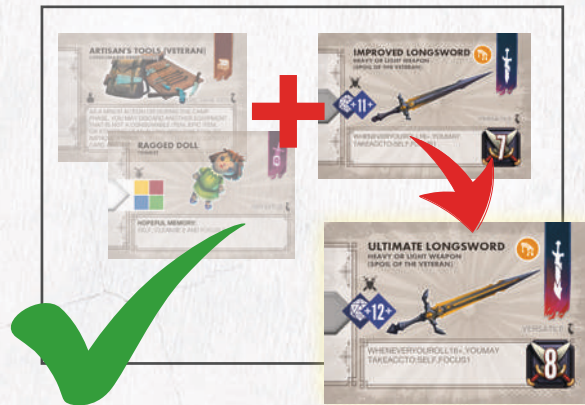
Spoils Equipment can never be upgraded from its Standard version to its Ultimate version in a single step. You need to follow the order of progression: Standard, Improved, then Ultimate.

Upgrading Equipment to its Ultimate quality requires a lot of resources, but it is necessary to reach the pinnacle of Equipment Progression in your Apocalypse or Awakenings Campaigns.

DISPOSED EQUIPMENT

Now that you've learned how the process of improving your Spoils Equipment works in detail, it's time for you to know what happens with the product of these progressions—That is, with the cards that were disposed of for the Equipment to be upgraded.

As you can imagine, any Artisan's Tools Consumable Item you used must be returned to the Chest deck once you reform it, but not the other Equipment: Both the Equipment you chose to discard and the old Equipment card that you chose to improve must be stored.

No Hero will be able to use them again until the end of this campaign.

*Remember, your Equipment may be improved with the use of one **Artisan's Tools** and another spare Equipment that is not an Epic Item.*

NOTE: The Chest deck is reformed at the beginning of each Adventure.

FOLLOWERS AND COHORTS
(New Game Mechanics)

Followers and Cohorts are new types of allied NPCs your party may encounter during your Adventures.

Mechanically, they are similar to Companions but with one difference: these Characters occupy a slot on the Initiative Track and act independently of a player's turn.

RECRUITING FOLLOWERS AND COHORTS

As a part of many Resolutions you come across during the Adventures, you will be instructed to recruit one of these NPCs into your party.

Whenever this is the case, you must take their respective card, put it in the matching slot on the Initiative Track, and place their model in a square that is adjacent to the Character who recruited them. If they were recruited by a party dilemma, they are recruited adjacent to the Party Leader.

Finally, if the NPC is a Follower (not a Cohort), you should write their name on the Story Record.

STORY RECORD

┌─────── RECRUITED FOLLOWERS ───────┐
│ *Carmilla*   │
│   │
│   │
│   │
└────────────────────────────────────┘

Reinard into their party.

A party can have as many Followers and Cohorts as they can find. If one of them is defeated, remove their model from the board along with their card from the Initiative Track if they were the last of their kind. If this Character was a Follower, you must also erase them from the Story Record.

The only gameplay difference between Followers and Cohorts is the fact that the latter are always dismissed at the end of your current Adventure *(unless stated otherwise)*, while the former stay with your party until defeated or dismissed by some other Resolution effect.

So, whenever the Heroes move on to the next Adventure and reorganize themselves in the starting positions, summon any Followers your party has recruited in any space that is adjacent to a Hero.

FOLLOWER AND COHORT TURNS

Whenever the Initiative Marker reaches a Follower or Cohort card, it is their turn to act. When they are activated, the Party Leader controls their turn, which consists of a Move Action and then an Attack (if able).

As with Monsters, Triggered Abilities they have are resolved at the very beginning of their turn, in the Conditions Step, right after they suffer the effects of any Conditions they have.

Effects described as Collateral Damage (black text), on the other hand, requires them to sucessfully inflict damage on a Character to be cast.

A Follower or Cohort card has the same information as a Companion card *(Sturdiness, Move, Attack, Collateral or Triggered Effect, etc.)* and they are able to hold Resource tokens and be targeted by effects in the same way, and some will actually help them *(SHIELD, CLEANSE, PREVENT...)*

NOTE: SHIELD tokens held by these NPCs are spent at the moment these Characters would take preventable damage, before it hits their Sturdiness.

Carmilla is holding 3 SHIELD tokens. The next time she takes preventable damage, these tokens will be spent to mitigate the damage. These tokens, however, will be spent even if her Sturdiness value is enough to protect her on its own.

DEFEATING FOLLOWERS AND COHORTS

Followers and Cohorts, just like Companions, are defeated when they suffer damage that exceeds their Sturdiness in a single blow. Condition damage is counted all together as one single source.

Example: If a Follower suffers 4 damage from BLEED plus 2 damage from POISON 2, it suffers 6 damage in total. If its Sturdiness is 5 or less, it is defeated.

NOTE: Cohorts, Companions, or Followers only get Conditions if the damage they suffer from an attack is higher than their Sturdiness (which would cause their defeat anyway). So these NPCs are "almost immune" to Conditions. The biggest danger for them is harmful terrain.

NOTE: Some Cohorts share a single card on the Initiative Track. Whenever this is the case, Conditions affect only one of them. That is, if the Dunedancer's card has STUN, but you have 3 recruits in your party, when they activate, only one of them cannot attack that turn *(the first one to Activate)*. The same goes for Conditions: inflict them on a single Cohort.

MONSTER PRIORITY

Monsters always consider Followers and Cohorts as their lowest priority targets, just as they would with a Pet or Companion.

They will choose to attack these Characters only if they can't attack a Hero during their turn, or if they could also attack these Characters without changing their Primary Target *(as a Monster with CLEAVE, MULTISHOT, or STRIKE might do)*.

NOTE: Some Scenario Monsters have SLAYER, and break this rule by setting Followers and Cohorts as their Primary Targets.

UNDERSTANDING A FOLLOWER OR COHORT CARD

To refresh your understanding about a Follower or a Cohort card, let's take a look at its atributes again:

1. **Card Type:** Indicates which set of rules this card follows (it will be Follower or Cohort).

2. **Name:** Indicates its name and profession.

3. **Sturdiness:** Indicates its Sturdiness value (check this Keyword for clarifications).

4. **Attack Type:** Indicates if this Character attacks at Melee, Ranged, or Magical Range (Unlimited).

5. **Illustration:** Character's art.

6. **Initiative Track Position:** Indicates the position you should place this card on the Initiative Track. It is always a slot opposite of a Dungeon Role.

7. **Movement:** Indicates how many movement points this character gains when it takes a Move Action.

8. **Attack Damage:** Indicates how much damage this Character deals when it attacks another Character.

9. **Special Abilities:** Indicates all Special Abilities this character has, written in the same way as a Monster card would *(Collateral damage is black, Triggered Abilities are pink, and so on...)*

FURNITURE
(New Game Mechanics)

The Heroes of Daren's new adventures not only bring new enemies and challenges, but also a new way for players to interact with the environment: Furniture.

Note that this mechanic is somewhat "crunchy." It is intended to offer new interaction possibilities for the Heroes during battle. If you wish, you may disregard the rules for interacting with Furniture in your Campaign and use them only as decoration.

From now on, you may see this new category of Object in the Setups. Furniture represents scenery elements that the Heroes can use to gain advantage. There are two main ways that Characters can Interact with them:

- **Large Monsters Destroy Furniture:** Like with Chests in the *Age of Darkness*, if a Large Monster ends its move in an area with a piece of Furniture, that Furniture is destroyed.

  NOTE: If a Chest is destroyed in this way (Chests are now considered Furniture), roll the Trap Die and apply the result to the Monster that stepped on it.

- **Heroes can Interact with Furniture:** As a Minor Action, a Hero can Interact with a piece of Furniture in an adjacent square. Depending on the type of Furniture, a Hero may choose to use its special effect or just throw it at an opponent.

Let's look at the two ways a Hero can interact with Furniture.

USING FURNITURE EFFECTS

The first option is simple: Each piece of Furniture (as you will see below) has its own special effect, which a Hero can take advantage of when they interact with that piece of Furniture. Just follow the steps found in each Furniture description.

THROWING FURNITURE

An experienced adventurer relies on their weapons and abilities to overcome challenges, but a true master knows that they can use the environment to change the course of a battle.

This action uses slightly more detailed rules, since Furniture can be thrown through an Interact with Furniture Minor Action or through a TELEKINESIS effect.

In order to do the first, to throw Furniture with a Minor Action, the Hero must be in an adjacent square.

- The target of the throw must be within Range 1 of the Hero.

When using TELEKINESIS, the piece of Furniture you want to throw must be within Range of the Skill that was cast to create the TELEKINESIS effect.

- Once the Furniture you want to throw is chosen, you may move it a number of squares up to the value of the TELEKINESIS effect.

Example: Lorelai casts a TELEKINESIS 3 effect on a Chest that is in her Skill's Range. She can throw it at an Executioner located up to 3 squares away from the Chest's position.

However, when a piece of Furniture is thrown, it is always broken by this action—remove the Furniture from the board after resolving the throw.

Important: A Throw Furniture Minor Action can be taken even if your Hero is engaged in combat. This is an exception to the general rule.

With all these concepts in mind, now it is time to check the specifics for each type of Furniture.

STACK OF BARRELS

Barrels are generally used to store liquids and can be found in a number of places, but mainly in cellars and harbors. Some use them to age wine or store fish, but truth be told, they are really good as hiding places, to throw at the legs of opponents, or even as a means of transportation for seasoned (or mad) acrobats.

Example of a Stack of Barrels token and miniature (miniatures are sold separately and can be found in the Expansion: "Companions and Furnitures").

INTERACT: Dwarves and Halflings *(only those)* can get inside barrels and use them as hiding places. To stop hiding, the Hero will need to use another Minor Action.

- When a Hero enters a barrel, remove their model from the board. While there, they won't be able to target, or be targeted, by other Characters with any attack or effect.

- Monsters know that the Heroes are there. However, they must destroy the barrel before attacking them. Thus, when a Monster attacks a character inside the barrel, PREVENT all damage that this attack would cause and remove the barrel from the board. Reposition the Hero's model (the one that was hidden) in the square where the barrel was.

- If a Large Monster steps on a barrel with a hidden Hero, break that barrel and Shove the Hero aside. That Hero suffers 2 non-preventable damage.

THROW: When thrown at a Character, a barrel deals 2 DMG and inflicts KNOCK DOWN to its target if it is a Small Character. Large Monsters' bodies are so powerful that barrels don't even bother them.

- However, if a Hero was hidden inside the barrel, the throwing causes +2 DMG and it can even target Large Monsters and inflict KNOCK DOWN to them (overcoming their immunity thanks to the extra weight).

- Reposition the Hero that was in the barrel in a square of their choice that is adjacent to the target against which the barrel was thrown. *(Don't forget, thrown Furniture is broken and removed from the board.)*

BOOKSHELF

It's not just libraries that are filled with bookshelves. Every good office, laboratory, or living room is usually equipped with one. Whether to store important tomes or to decorate the environment, there is a good chance of finding a bookshelf in a dungeon.

Example of a Bookshelf token and miniature (miniatures are sold separately and can be found in the Expansion: "Companions and Furnitures").

INTERACT: When a Hero interacts with a Bookshelf, they can search the Chest deck for a Scroll card and keep it or immediately use it as a Free Action, as if they had just drawn it from the Chest deck. Afterwards, remove the Bookshelf from the board.

THROW: Bookshelves are too heavy to be thrown at a Character with a Minor Action. Instead, it is simply knocked over, affecting a Character that is adjacent to it (chosen by the Hero who used the Throw Furniture Minor Action). TELEKINESIS, on the other hand, can throw a bookshelf normally.

- Regardless of the way it was thrown, a bookshelf deals 2 DMG and inflicts STUN to its target *(Don't forget: Thrown Furniture is always broken and removed from the board.)*

CHEST

Good old Chests are the adventurers' favorites. With the introduction of the Furniture mechanic in *Apocalypse*, the Chests that were presented in the Corebox also become Furniture, with new effects (if thrown).

Example of a Chest token and miniature (Chest miniatures are sold separately and can be found in the Expansion: "Spoils of War").

INTERACT: As usual, when a Hero interacts with a Chest, they actually perform a Search a Chest Minor Action:

- They draw a card from the top of the Chest deck. That Hero can choose to consume that Item immediately as a Free Action or store it in their bag (if there is room).

- Finally, when searching a Chest, the Hero must roll the Trap Die and suffer the effect.

THROW: When thrown at a Character, a Chest causes 2 DMG and you must roll the Trap Die: add the result to this damage as a side effect. *(Don't forget, thrown Furniture is broken and removed from the board.)*

PILE OF CRATES

Crates can be found just about everywhere, at any time. They are used to store all types of things, but mainly merchandise. Despite being used for storage, empty crates are very dangerous, because when broken on Characters, their sharp splinters can become lethal.

Example of a Pile of Crates token and miniature (miniatures are sold separately and can be found in the Expansion: "Companions and Furnitures").

INTERACT: Piles of Crates are not good for anything in particular. They count as obstacles until they are destroyed or thrown.

THROW: When thrown, the Pile of Crate inflicts BRITTLE to its target if it is a Small Character.

- Large Monsters' bodies are so powerful that the crates don't even bother them. *(Don't forget, thrown Furniture is broken and removed from the board.)*

STONE FOUNTAIN

An indispensable piece for temples, laboratories, or gardens, fountains serve to store liquids. Whether it's just water, soup, a strengthening tonic, or a poisonous concoction, stumbling upon a fountain always holds a surprise. Will curiosity kill the cat?

Example of a Stone Fountain token (front) and miniature (miniatures are sold separately and can be found in the Expansion: "Companions and Furnitures").

LIABILITIES: Stone Fountains are insurmountable obstacles for Small Monsters, but not for Large ones. These Monsters can walk through an area with a Stone Fountain and even finish their movement in them.

- Whenever they finish their movement in an area with a Stone Fountain, however, they Crush the Stone Fountain under their feet: flip the Concoction token up and apply its effects, as if they had drunk from it.

- Also, unlike other Furniture, Stone Fountains are Immovable Solid Objects.

SETUP: When a Setup instructs you to prepare a fountain, you must shuffle the Concoction tokens, draw one and place it face-down *(and hidden from the Heroes)* by the fountain.

Here are examples of the three different Concoctions a Stone Fountain can have.

INTERACT: When a Hero interacts with a fountain, they flip the Concoction token up, apply its effects, then discard it. There are three possible effects:

Fresh Water: Nothing tastes better to calm rampant emotions! The drinking Character Regains 2 Health and gains CLEANSE 2.

Empowerment Potion: Search and you will find! The drinking Character gains INSPIRE and EMPOWER, and they may also take an additional Cube Action this turn. If they are a Large Monster, they just gain a +4 DMG Boost during this turn instead.

Toxic Inoculation: The taste is even worse than the effect... The drinking Character suffers POISON 4.

THROW: Stone Fountains are attached to the ground and therefore cannot be thrown at other Characters in any way *(but they can still be destroyed by Large Monsters who end their movement by stepping on them).*

STONE PILLARS

Stone pillars are truly iconic in fantastic architecture. Being used as support for large halls, they decorate everything from splendid palaces to torture chambers in the deepest dungeons. The only thing that is certain is that they are firm and may cause a lot of pain to someone who is thrown at them.

Example of a Stone Pillar token and miniature (miniatures are sold separately and can be found in the Expansion: "Companions and Furnitures").

LIABILITIES: Pillars are insurmountable obstacles, even for a Large Monster. Thus, these Monsters can walk through an area with a stone pillar, but they can never finish their movement in them.

- Also, unlike other Furniture, Stone Pillars are Immovable Solid Objects.

INTERACT: Stone Pillars are of no use for anything in particular. They just represent a rigid obstacle.

THROW: Stone Pillars are attached to the floor and ceiling and therefore cannot be thrown at other characters in any way. However, it is precisely because they are so firm that the opposite becomes true:

- When a Character is thrown against a stone pillar *(by effects like TELEKINESIS or PUSH)*, they suffer 4 non-preventable damage and are repositioned in a square adjacent to the pillar chosen by the Character who threw them. The pillar is not removed from the board.

HERO TURN
(Rule Update)

Thanks to the powerful synergies that can be found in the second-generation Campaigns, your Hero will have a wider range of potential interactions with their Skills, Equipment, and Allies. In order to simplify and balance this, four basic rules need to be updated:

- Each Hero can only perform one Minor Action during their turn, instead of one of each type.

- When Searching a Chest, a Hero may immediately use the item which was found as a Free Action, rather than having to store it in their bag. This helps the Hero by combining the Search a Chest and Use a Consumable Item actions into a single Minor Action.

- Exchanging an item with another Hero has become a Free Action with no Range limit. This means that Heroes no longer need to be adjacent to each other to trade and they don't spend their Minor Action to do so. Thank Tharmagar for gifting you his magic bags!

- As a Cube Action on their turn, a Hero may Expend 1 AC to take an additional Minor Action (just like they do to gain additional Move Actions) to use as they please.

This update may reduce the potential for Heroes to "burst into action," but in return, it increases the value of other plays that could become obsolete. It also contributes to the emergence of new skill combinations without jeopardizing the balance of the system, and, ultimately, helps reduce the wait between player turns.

Furthermore, it allows new ways to play a turn (such as choosing to spend it entirely with Interactions or opening Chests, for example).

All in all, from now on, a Hero can take the following actions in any order they wish during their turn:

- Spend up to 2 cubes to use their Skills or perfom special tasks.

  NOTE: As a Cube Action, a Hero can Expend 1 AC to take an **additional Move Action** or an **additional Minor Action this turn**. (They can use both of their Cube Actions this way if they wish.)

- Take one free Move Action.

- Take one Minor Action among the following:

  1. Interact with an Interaction token
  2. Open a Door
  3. Search a Chest or Pick Up Loot from the ground
  4. Interact with Furniture
  5. Equip and/or Unequip Items
  6. Cast a Focus Ability that is not a Reaction*
  7. Use a Consumable Item*
  8. Throw Furniture*
  9. Take any Action described as a "Minor Action" in its effect

  This Minor Action can be taken even if your Hero is engaged in combat.

  NOTE: When Searching a Chest or Picking Up Loot, a Hero may immediately use the Item they find as a Free Action. If they don't, then the Item is placed in their bag.

  NOTE: Some effects may cause a Monster to drop Loot when defeated, considered as Movable Ground Objects. Picking Up Loot works like Searching a Chest, except that it is safe (do not roll the Trap die).

- Take a Willing Recall Action (if able).

  NOTE: Taking a Willing Recall Action, however, will end the Hero's turn.

Sharing Equipment among the players has become a Free Action with no Range restriction. Thus, players can exchange items that are in their bags (not equipped ones) whenever they want, as long as it is during their turn and not that of a Monster or Rune card.

NOTE: A Hero who receives a Consumable Item from an ally will not be able to use that Item immediately as if they had Searched a Chest or Picked Up Loot. They will only be able to consume that Item during their turn as a Minor Action.

NOTE: Anything else on a Hero turn's remains the same: they suffer the effects of any ongoing Conditions at the beginning of their turn. Then, their Triggered Abilities are activated.

INTERACTIONS
(Game Mechanics Update)

Thanks to the introduction of a new type of Interaction, the Recurring Interactions, this feature had to be updated. Starting with the *Awakenings* and *Apocalypse* Expansions, here are the instructions for handling Interactions:

"Interactions are situations that happen during an Adventure in which your Hero can (or should) intervene. Some Interactions will be presented to your party through in-game effects, but most of them will be found on the board as Interaction tokens."

These will be found in two forms: most will have charges, indicating scenes that are concluded after a specific number of Interactions, or they will be cyclical, indicating scenes that work more or less like a puzzle.

Regardless of which Interaction token is on the board, they all share the following rules:

- In order to Interact with one of them, a Hero must be adjacent to the token and use an Interact Minor Action.

- When a Hero Interacts with an Interaction token, they must open the Book of Interactions *(or the respective book for that Campaign)* to the page indicated by the Setup that instructed you to place that token. Then, read the scene and its support text.

- Once the Hero has understood the scene, they can choose one of the numbered options that is **available** *(this concept can vary between Recurring and Charged Interactions)* and then proceed to that Resolution.

- Whenever a Resolution directs you to another Resolution, you must proceed to it as part of the same Interact Minor Action.

- Once the Hero has read all the effects of their chosen Resolution *(and its Unfoldings, if there any)*, their Interact Minor Action is finished.

- A Hero may Interact with the same scene more than once during the same turn, as long as they spend an Interact Minor Action each time they do so *(this is a change to the Age of Darkness Campaign Rules)*.

- Interaction tokens are Immovable Solid Objects for rule purposes.

Despite all these similarities, Charged Interactions and Recurring Interactions differ in two important ways that affect their mechanics deeply: the ability to repeat choices and how they are removed from the board.

- Whenever a Resolution from a Charged Interaction is chosen, it immediately becomes unavailable. That is, it can no longer be chosen for the rest of this Adventure.

- When a Resolution from a Recurring Interaction is chosen, however, it does not become unavailable.

  NOTE: Choosing a Resolution is not the only way to make it unavailable. The effects of a Resolution can stipulate that it—or even other Resolutions—become unavailable.

- When a Hero finishes their Interact Minor Action, if it was for a Charged Interaction, they must expend 1 of its charges. If it is the last charge, remove it from the board.

  NOTE: Some Resolutions may stipulate that they do not reduce the Interaction token.

- Recurring Interactions, on the other hand, are only removed from the board when an effect (usually part of a Resolution) instructs you to remove or replace its token.

Thus by putting each piece of information in its proper place, you can finally check the guidelines for these two types of Interactions:

CHARGED INTERACTIONS

- Whenever a Resolution from a Charged Interaction is chosen, it immediately becomes unavailable. That is, it can no longer be chosen for the rest of this Adventure.

- When a Hero has read all the effects of their chosen Resolution *(and its Unfoldings, if instructed to do so)*, their Interact Minor Action is over and they must expend 1 Charge, or remove the Interaction token from the board if that is the last charge *(unless that Resolution stipulates otherwise)*.

RECURRING INTERACTIONS

- When a Resolution from a Recurring Interaction is chosen, it does not become unavailable. That is, it can still be chosen as many times as the Heroes wish in this Adventure.

- A Recurring Interaction is only removed from the board when an effect *(usually part of one of its Resolutions)* instructs you to remove or replace its token.

INTERRUPTS ✪
(New Game Mechanics)

Interruption effects add a new and interesting layer to the gameplay. They take place in a new time window, situated at the moment a Character is TARGETED with an Attack that deals preventable damage *(and only this can trigger an Interruption)*, before SHIELD tokens are spent and a Threat is generated.

Whenever an enemy announces an attack, before this attack hits their targets, Characters with INTERRUPT Skills have the opportunity to use them. If they do, they will resolve their Skills' effects before the attack's damage is dealt, even being able to redirect them from their original targets *(depending on the effect)*.

However, when taking an INTERRUPT, a Character will not be able to use their REACTION against any Threats further generated by the same attack they interrupted, as if they had already "reacted" for that attack.

Many INTERRUPT Skills, therefore, will also carry effects like PREVENT or COVER, so that they can become more effective at mitigating damage, since they also compromise that Hero's ability to React to the effect they Interrupted.

This is an example of an INTERRUPT Skill with COVER, used to redirect an attack made against the target to the casting Character.

NOTE: INTERRUPTS, however, also cannot target non-preventable damage either. They are not considered REACTIONS for triggering abilities such as the Assassin's "Caltrops".

NOTE: As it happens with Reactions, whenever you use Interrupts with PREVENT effects, it doesn't mitigate the damage that would be dealt to each of that attack's targets. Only the Character you PREVENTed receives its benefits.

Example: *An Abomination – Champion strikes Lorelai and Maya with its attack of 8 damage points at the same time thanks to its STRIKE 1 ability. Vorn then decides to use his Standard Shadday Shield's **Shield Cover** to aid Lorelai in the Interrupt window, thus becoming that attack's new target while preventing 4 damage points. Therefore, Maya still takes all the 8 damage points from that attack, while Vorn will have to deal with only the 4 remaining damage points.*

DIFFERENCES BETWEEN INTERRUPT AND REACTION

Now that you've been introduced to the particularities of this new type of Skill, let's make a quick comparison to the Reactions you're already familiar with, so you can better understand how Interrupts should work:

When should these Skills be used?

- Interrupts must be taken at the time a Monster's attack (or Attack card) is announced on its targets, before damage is dealt and SHIELD tokens are discarded. Therefore, we can say that interrupts are taken even <u>before</u> a THREAT is generated.

- Reactions, in turn, are used after the damage has been taken and SHIELD tokens have been discarded. Therefore, we can say that Reactions are taken <u>after</u> a THREAT is generated.

How many of these Skills can I use on the same trigger?

- When it comes to Interrupts, each Hero can only take one Interrupt per attack, regardless if that attack has multiple targets. Of course, some Skills may end up affecting more than one Character, but this doesn't change the fact that the Hero used only one Interrupt.

NOTE: When a Hero takes an Interrupt, it cannot react to any THREAT that is generated by the same attack that they Interrupted.

NOTE: Other Heroes may react to a THREAT generated by an attack that was Interrupted by another hero as normal. Only Heroes that have taken Interrupts cannot React to THREATS generated by the attacks they Interrupted.

- When it comes to Reactions, however, each Hero can use a Reaction for each THREAT that has been generated. Thus, it is possible for the same Hero to use two Skills (on different targets) in the same Reaction window.

What happens to SHIELD tokens in each of these windows?

- When an effect at Interrupt "speed" creates SHIELD tokens, those SHIELDS are received BEFORE the attack causes the damage. Therefore, they can be used to mitigate the damage of an incoming attack.

- When an effect at React "speed" creates SHIELD tokens, SHIELDS are received AFTER the attack causes damage. Therefore, they cannot be used to mitigate the damage of an incoming attack.

In summary, Interrupts were developed so that effects such as COVER and CANCEL could be implemented in the *AoD* System, creating new options for interaction between players and strategies in combat.

LEGACY
(Apocalypse Exclusive Progression Feature)

Daren is at war again and the consequence of the decisions made by your party will change not only the continent's destiny, but also your own destiny.

Besides the direct consequences of choices made by your party, you will also feel the impact of these decisions in the so-called "Legacy Trail", present on the Story Record.

Divided in four forces –Perseverance, Tragedy, Doom, and Heroism– this path will represent the morale of your party and how the perception of yourself can influence the way you will face your challenges.

Thus, the Legacy Trail works as a new feature for the progression of your characters, focused on the party, as well as a "thermometer" of the narrative decisions you have made.

During the interlude phase of the first three Acts of your Apocalypse Campaign, according to the Outcomes achieved by your party, you will be rewarded with Legacy Skill cards that represent the materialization in game of those decisions.

Check below the details of each force and what they represent:

Perseverance: Whenever your party contributes to the welfare of the community and the maintenance of hope for the survivors in this war, it will advance on the path of Perseverance. Perseverance Skills will have defensive effects, focused on keeping their users on their feet as long as possible.

Tragedy: Sometimes, the inevitable happens in the name of the greater good. When your party makes an unfortunate action for the sake of Daren's survival, it will advance on this path. The Tragedy Skills will have strategic effects, focused on board control effects.

Doom: Heroes do not always win. Sometimes, trying to help, our actions get in the way. Wheter you want it or not, life goes on. The decisions that lead to disaster advance on the path of Doom. The Doom Skills are

wild, aggressive, focused on destruction for the target and for the user.

Heroism: When you achieve the unreachable and the flame of the fight keeps burning, inspiring the survivors' hearts, your party advances on the path of Heroism. The Heroism Skills seek to empower characters by trying to combine their skills so as to achieve amazing results.

Now that you are familiar with what these concepts represent narratively, let's take a look at how your party's Legacy Progression works.

LEGACY SKILLS

Legacy Skills are the material representation of your party's morale, that is, how the consequences of your party actions throughout the Campaign can encourage them in this fight.

Each one of these forces have three Skill Cards attached to it, numbered from 1 to 3, each containing two Skills. You can recognize these features in the card header.
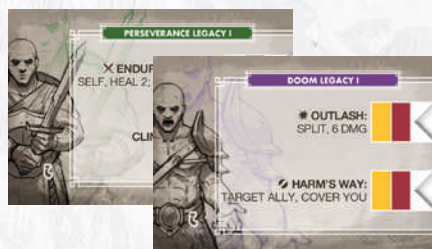
Not coincidentally, the Story Record has the space to mark three stages for each of these four forces, each of them is connected, neatly, to these cards. Thus, when your party advances one step on the Perseverance path, your party will be rewarded with the Perseverance I Legacy Skill card.

Legacy Skill cards are destined for your party, not for a particular Hero. When visiting the Camp, the Party Leader is responsible for dividing them in a way that suits the Heroes in their party. Each Hero can hold up to two Legacy Skill cards. They must be placed below their Dungeon Role cards.

While being used by a Hero, Legacy Skill cards are considered Dungeon Role cards and you can assign them Curse Cubes or Trauma Cubes as normal. This choice is not permanent, since every time your party visits Camp, the party leader can redistribute them.
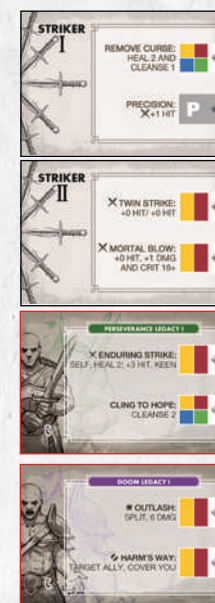
Probably, your party will advance on more than one trail at each interlude. Therefore, it is very likely that your party will have several cards at their disposal. Note that a Hero is not required to use both cards of the same trail. Cards not assigned to any Hero during the Camp Phase are stashed until your party visits the Camp again. This is when the Party Leader can redistribute it among your team.

MONSTERS
(Updated Game Mechanics)

There are no new rules for Monster summonings or behavior, only variations on how they are presented to the players.

Now, instead of having only two versions (Standard and Alternate) representing a change in their behavior, they may also have new names and flavors for their abilities that emphasize the distinction between the versions.

This is an example of both versions of an Apocalypse Expansion Monster card.

This is an example of both versions of an Age of Darkness Corebox Monster card.

The rules, however, are the same: when you draw a Random Monster, you can choose which version you will use. The Standard version of that Monster will continue to target the Strongest Hero, while the Alternate will often have another kind of target.

COLOR KEYWORDS

In order to help illustrate the different abilities Monsters have and when they should be taken into consideration, we use Keywords divided into three colors (black, cyan, and pink).

This color identity serves to help players visually interpret when those abilities should be taken into account: whether they are passive abilities, triggered, or collateral damage to a Monster's attack.

From now on, we improved this pattern by adding two new colors: green and purple.

GREEN

The first of these new colors, green, is used to indicate a feature that has already been used for Monsters since the Age of Darkness, but which could benefit from a color of its own rather than sharing one with collateral damage.

Whenever a Keyword is marked with this color, it is a sign that it represents the Monster's ability to aim at more than one target with its attack or to perform more than one attack per activation (as in Attack Twice).

Of course, Monsters in the first generation will not have these skills marked with this color, but you can consider that the Executioner (Standard), for example, would have its "CLEAVE 2" ability colored in green.
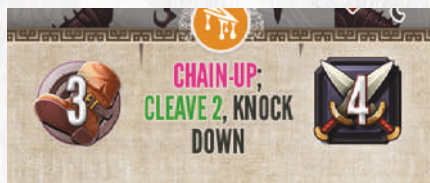
PURPLE

The third color, purple, is used to demonstrate a global and passive effect that a Monster has. Such effects will always be in action as long as at least one copy of that Monster is alive, as if it were a Special Rule being constantly applied by its presence.

Thus, taking the Keyword **OVERPRESSURE** as an example, Heroes will not be able to take any Minor Actions except for Use a Consumable Item while there is a Monster with this ability on the board.

You can find the details on this and all other Keywords in the appropriate section of this book.
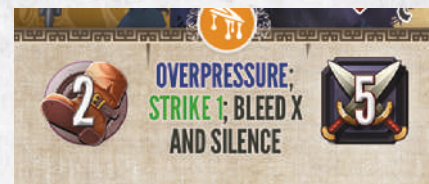
SHIFTING TARGETS
(Rules Clarification)

In the subtopic "Preparation, Move, and Attack" of the Age of Darkness Rulebook in the "Monster Turns" section on page 39, an important rule was implied.

Thus, in the interest of making this information more evident, we offer this brief clarification so there are no doubts regarding Monster Behavior.

The implied rule is: When a Monster is unable to reach its Primary Target but is able to reach another target, it will shift its priority to that target instead of wasting its turn just moving. It is only when a Monster is unable to reach any target that it will only move towards its Primary Target.

In short, Monsters will always try to reach the target it can, following its Primary Target orientation.

Example: This Rotten Flesh — Rookie targets the Strongest Hero as its Primary Target. Considering that Vorn currently has 12 Health and Lorelai has only 8, its target would be Vorn. However, the Monster only has Move 3. So instead of wasting its entire turn moving 3 squares towards Vorn and not reaching him, it will shift to Lorelai, as it can reach her in this activation.

Conclusion: The Rotten Flesh shifts to the next Strongest Hero within reach, attacking Lorelai since it was unable to reach Vorn with this activation.

NEW HARMFUL TERRAIN
(New Features)

The Darenians are once more at full war against the Darkness. The defense of their homes has fallen on the shoulders of their own people.

But where there is life, there is hope and thus the willingness to fight. The desperate people have hastily built palisades, which are not always intended to prevent the advance of the enemy...

Nevertheless, inspired by the fierceness of the free peoples, the Darkness has also learned to make its own traps in a mocking attempt to copy the resistance strategy of our countrymen. Such an unequal struggle!

Apocalypse brings three new harmful terrain types. In this section you will find the details of their effects and the meaning of their symbols.

PALISADE

Palisades are one of the most rudimentary and pioneering forms of defense in the history of warfare. Hastily constructed from sharp wood and ropes on favorable terrain, although simple, these artificial barriers have proved to be real obstacles for attacking troops. Advancing on palisades is always dangerous. The more firmly packed they are, the greater the obstacle.
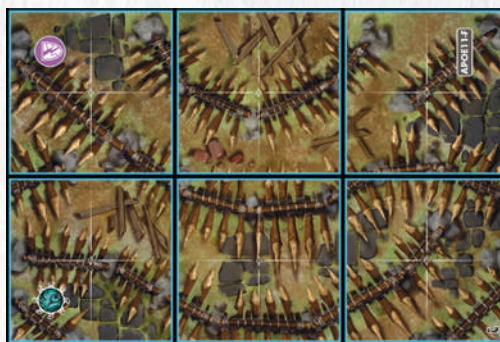
When a Character is affected by Palisade terrain, they immediately lose 1 movement point from their current movement effect (just like water terrain) and suffer BRITTLE, due to the debilitating wounds they sustain by doing so.

OBSIDIAN SPIKES

Having learned how to prepare the ground from the Darenians, the Darkness also builds spikes of its own, using the solidified miasma amid the wreckage of stone fortresses. Advancing over an area of Obsidian Spikes is dangerous, but only for the enemies of the Varatash.
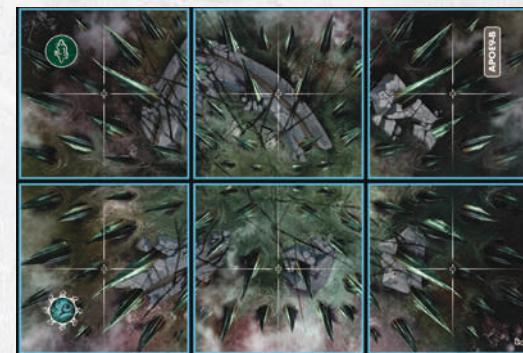
Just like with Darkness, only non-Monster Characters are affected by Obsidian Spikes. When they are, they immediately lose 1 movement point from their current movement effect (just like water terrain) and take 2 non-preventable damage.

Characters immune to Darkness damage do not take this damage, but lose the movement point all the same.

Obsdian Spikes, however, are also treated as Darkness terrain *(any Hero on top of it suffers a -2 HIT penalty to all Attack Rolls. Any Monster on top of it gains a +2 DMG bonus to its attacks).*

MAELSTROM FIELD

A cluttered cosmic energy field may be one of the most dangerous hazards a Hero might encounter or be forced to face along the way. Entering these fields represents a dangerous task itself, but the damage can be even worse as the distortion of energy, time, and space greatly disrupts the Characters senses in battle.

Maelstrom fields have two effects.

The first is triggered just like any other harmful terrain *(when you step on it for the first time in a turn or when you finish your turn without having been affected by it)*. When a Character is affected by the Maelstrom Field passive effect, they immediately suffer STUN.
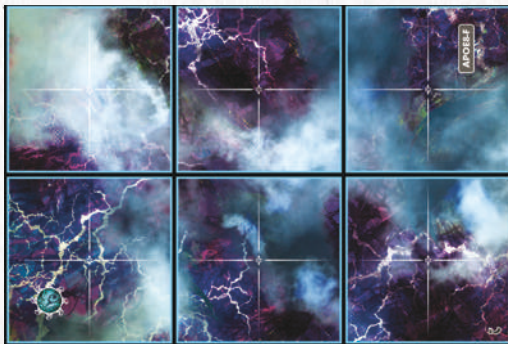
The second is a trigger effect that takes place whenever the Hero takes Interrupts (⏻) or Reactions (↗) while in the Maelstrom Field. They take 2 non-preventable damage and gain ENTROPY 2.

PLACEHOLDER SPACES

A "placeholder" identifies an area of the game board that exists between Map tiles, representing an open space such as a chasm. A Placeholder Map tile is used to mark this area of the game board so as to help you lay out the Setup.

Placeholder Map tiles are not necessarily harmful terrain. As a matter of fact, they are not really Map tiles at all, even though they play a very important role in helping you visualize some Adventures.
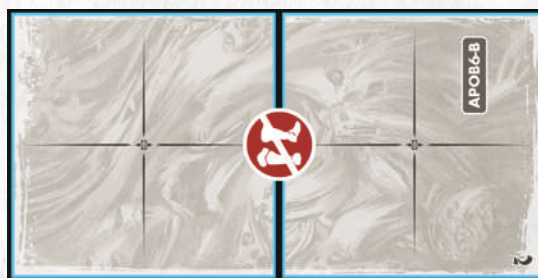
Whenever a Placeholder Map tile is shown in a Setup, the following rules apply to them:

- The spaces of a Placeholder Map tile are considered to be "off the board" so no Objects can be on them. Trays are not Objects for rules purposes, as mentioned in the Board Elements clarification.

- Although considered to be "off the board", spaces in Placeholder Map tiles are still valid for the purposes of JUMP, TELEKINESIS, PUSH, and RANGE calculation.

  - In the first three cases, the effect must be strong enough so that your target is able to traverse all the spaces in Placeholder terrain without touching it.

  - So, a JUMP 3, for example, must start and end in spaces of a conventional Map tile. If an effect is not strong

enough to comply with this rule, it cannot be used to traverse a Placeholder Map tile.

- The last case is even simpler: if an effect has RANGE 2 or more, you can count areas (blue squares) inside a Placeholder Map tile just like you would for conventional Map tiles.

- A Character cannot be dragged, thrown or pushed into a Placeholder Map in the hope that it would be defeated unless an Adventure specifies that this is possible. Normally, the Adventure will include a space with a Special Mechanic token, indicating where effects of PUSH or TELEKINESIS need to START in order for a Character to be defeated this way.

In summary, we can say that Placeholder Map tiles are used to mark a distance that would otherwise be virtual. Therefore, they will help you visualize some strategies. At the same time, they can also serve precisely to save space for other tiles that will replace them during an Adventure (when this is the case).

NOTE: Just like Heroes, JUMPING Monsters can also leap across Placeholder spaces in order to reach their targets, following the same rules.

SKILL UPGRADES
(Apocalypse Exclusive Progression Feature)

Having improved their skills to mastery, the Hero of Daren has become an expert in the disciplines of their class, formulating their own unique and personal combination of Skills. This is represented in *Apocalypse* with a new stage in your character's progression: the Upgrade tiles.

These are examples of Upgrade tiles.

These new Skills are enhanced abilities within the Hero path your Hero follows, and with the exception of **Battle Concentration**, they are all unique. These enhancements are designed to replace your starting Skills that may have become obsolete over the course of your character's progression.

Thus, whenever a Hero receives a Skill Upgrade as a reward for an Adventure, you must choose one of the twenty-two available options and place the Upgrade tile on the Hero Skill you want to Upgrade.

Take note that each Upgrade tile is linked to one of the five Hero paths and a Skill tree at the same time.
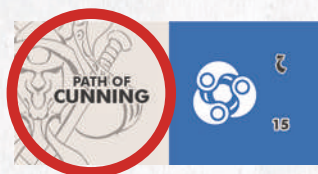
Each Hero can only learn Skill Upgrades from the Hero path they follow. When they do, they must place the Upgrade tile they learned on one of the Skills belonging to the same Skill tree. But not just any Skill: only the starting Skills—the ones that are basic to your Hero—can be upgraded.

In this example, the Skill Upgrade **Brutal Strike** is linked to the Path of Strength and the Melee Skill tree. Vorn must choose one of his two starting Melee Skills to Upgrade. He cannot choose a Level 1 or Level 2 Melee Skill nor a Skill from another Skill tree, even if it is also a starting Skill.

However, another important detail is this: Passive Skills are the core identity of each Hero, and therefore they cannot be replaced, even if they are starting Skills for your Hero.
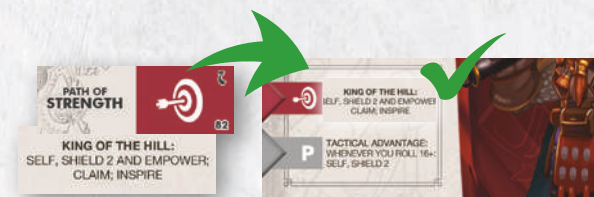
In this example, if Vorn has chosen a **King of the Hill** Upgrade Skill as his reward, he could place it on his **Battle Focus** Skill, but he cannot place it on his **Tactical Advantage** Skill.

With this in mind, consider these last observations that complete everything you need to know about Upgrade Skills:

- Your Hero can choose the two **Battle Concentration** Skills available to their Hero path. There is no restriction on this. The only catch is that each Upgrade tile is unique. Playing as a team, if you choose both **Battle Concentration** Skills, you will end up preventing another Hero from getting this Upgrade if they follow the same Hero path as you.

- Many Upgrade Skills have effects and resources that are specific to some Hero classes. If your Hero doesn't belong to that specific class, don't worry. You can enjoy the basic benefits of that feature. You just need to look up its effects in the Keywords section.

    NOTE: Heroes who belong to classes that specialize in these specific effects will, of course, know how to best benefit from them. However, nothing prevents your Assassin from acquiring a Skill with "KI" to perform an extra ✖ as a Minor Action from time to time...

- Your Hero does not receive any additional Action Cubes when learning a Skill Upgrade. That is to say, during the entire Apocalypse Campaign, your Hero will only have the 9 Action Cubes acquired through the "Start Here—Apocalypse" tutorial.

Finally, although as a rule the choice of an Upgrade tile is final, swapping them is very simple. If you wish to have a richer or more casual experience in your Apocalypse Campaign, you can allow Heroes to change Upgrade tiles whenever the Heroes visit Camp as a House Rule, just like a Hero can change their Dungeon Role.

If you choose this option, for each Upgrade tile you wish to swap, the Hero chooses a new one in its place and an appropriate Skill to cover with it. That is, if your Hero exchanges a Melee Upgrade Skill for an Agility Upgrade Skill, the latter must be placed over an Agility starting Skill, not a Melee one.

COPY EFFECTS AND UPGRADE SKILLS

Last but not least, Skill Upgrades become Hero Skills when learned.

Thus, any "COPY" effects emulating learned Skills could copy a Skill Upgrade on a Hero board. The remaining tiles in the Upgrade tile pool, however, are not considered Hero Skills for this purpose.

NOTE: Whenever a Skill is covered by an Upgrade tile, it no longer belongs to its Hero. Then, it can't be copied by COPY effects.

UPDATED EFFECTS AND KEYWORDS
(Effects Clarification and Update)

+X HIT AND +X TO HIT DISAMBIGUATION

The most important thing about these Keywords is to point out that the first one, +X HIT, is an effect that instructs the Character receiving it to perform a ✗.

The second, on the other hand, +X TO HIT, is the Keyword used to designate a bonus value that the Hero receives in Accuracy checks whenever they perform a ✗. Threfore, in this new generation, we have chosen to clarify this information and update both Keywords.

Thus, this will be the new text for these Keywords:

+ or -X HIT: When this instruction is written into the effects of a Skill with the ✗ icon, it means that your Hero can make a Weapon Attack by adding (or subtracting) the X value to the die roll during that Skill's resolution. Keep in mind that this bonus only affects the result of a Weapon's Accuracy, and does not improve the chances of a Critical Hit: If you have +6 HIT and roll a 14 on the D20, that doesn't mean it's a "natural 20"—it's a 20 Accuracy and a natural 14. Also, be careful not to confuse this instruction with any passive bonuses to ✗, described as "+X TO HIT".

+X TO HIT: Any Weapon Attacks you make gain a +X bonus on the Accuracy Check to hit your targets. Keep in mind that this bonus affects only the outcome of a Weapon's Accuracy, not whether you get a Critical Hit: If you have +6 TO HIT and roll a 14 on the D20, it doesn't mean that it is a "natural 20"—it is an Accuracy 20 and a natural 14.

CLEANSE

Instead of the traditional effect of removing Curse Cubes <u>and</u> POISON, CLEANSE will now be used to remove Curse Cubes <u>or</u> remove a Condition of the Character's choice (whether it's POISON or another Condition). If that Character chooses to remove a Stackable Condition, it will remove all tokens from that Condition, not just 1 token.

Therefore, when a Character receives CLEANSE 1, they choose whether to remove a Curse Cube or a Condition Stack of their choice. Naturally, if that Character receives CLEANSE 2, it can either remove 2 Curse Cubes, 1 Curse Cube and a Condition Stack, or 2 Condition Stacks. Characters are not required to use all the CLEANSE points received the same way.

In the end, CLEANSE has become a bit weaker, but much more versatile. Its revised text looks like this:

CLEANSE X: The target removes up to X Curse Cubes or Condition Stacks from its board. A Stack is: all tokens of the same kind the Character has. For each CLEANSE point received, that Character may choose to remove a Curse Cube or a Condition Stack. They don't have to spend all the points the same way.

CRIT 16+ BECAME KEEN

In this new generation, the keyword CRIT 16+ has been updated to "KEEN". The effect is the same: If you roll a natural 16 or more on the d20, you score a Critical Hit.

With the introduction of new Skills and the updates to the Warlock Trait, more classes will be able to use Wild Cube effects, and a situation in which you can double the numerical value of "16 +" may occur.

Thinking that "CRIT 32+" is aesthetically unpleasant, and represents a detriment to the Skill instead of a bonus, we think it is best to transform this number into a written Keyword to avoid this problem.

FRUIT OF LIFE

With the updated game mechanics regarding the sharing of items between players (it became a Free Action with no range restriction) and the implementation of synergistic effects using this resource, the FRUIT OF LIFE needs to be updated to keep its balance in the game for this second generation.

Now, instead of their effect giving HEAL, these fruits give REGAIN HEALTH, which is a term specifically developed so that this Health recovery effect does not stack with any HEAL bonuses your Character has.

NOTE: *Druids* have a Class Ability that specifically states that FRUIT OF LIFE receive a HEAL bonus. This effect must also be adapted so it does not lose its functionality: FRUIT OF LIFE that the Druid creates REGAIN +1 HEALTH when consumed.

Thus, this will be the new text for this Keyword:

FRUIT OF LIFE: With a Use Consumable Item Minor Action, a Character holding a FRUIT OF LIFE may discard it to: SELF, REGAIN 2 HEALTH. Additionally, these fruits are considered items and may be exchanged with other Heroes like any other item would normally be, but they do not occupy any bag space. FRUIT OF LIFE is a stackable resource.

FURY

This resource has become more common in these new Campaigns, and to make it more flexible, it needed a small improvement.

Now, FURY tokens can be discarded for every single attack your Hero makes, instead of only once per turn (as printed in the first generation). The other effects remain the same: you can announce that you will discard a FURY token when you hit an opponent to gain a +1 DMG Bonus on your attack (whether it's a ⚔ or ✳, this is not considered an action).

So this will be the new text for this Keyword:

FURY: When you hit with a ⚔ or ✳, you may discard 1 FURY to add +1 DMG to your attack (no action required). You may discard 1 FURY token for each individual ⚔ or ✳ attack you make, which can be more than once per turn. FURY is a stackable resource.

NOTE: Whenever you discard 1 Fury in order to boost an attack that targets more than one Character at once (CLEAVE and STRIKE, for instance) the bonus damage is dealt to each target. You don't need to discard 1 Fury token for each Character targeted this way.

SORCERERS AND WARLOCKS (Rule Clarification)

The Sorcerers' special ability is to use Curse Cubes in your favor instead of storing them as a disadvantage. This power, however, has a dangerous price: you will be tempted to corrupt yourself to empower your Skills.

This is possible due to a Passive Skill named **Darkness Adept** which, since the first generation, has brought about some doubts. To answer them, we offer this update and clarifications:

- The new ability **Otherwordly Pact** is the dark bargain made by a Hero searching for power. This deal will be represented mechanically by the **Warlock Trait**, and it is a Passive Skill.

- A Warlock receives Curse Cubes as if they were also Action Cubes, holding them in their Available Action Cube Pool, and they can use them as if they were Wild Cubes.

- Once spent, these Curse Cubes are no longer considered to be Action Cubes and can only be removed through CLEANSE effects. They cannot be recovered through RECALL effects or Recall Actions.

- While held as Available Action Cubes, these Curse Cubes are considered to be Available Action Cubes for all purposes (such as when defining the Primary Target of a Monster with DEFIANT, for example), but, in turn, their **type** is still Curse—not Melee, Ranged, Agility, or Wisdom cubes (when defining the bonus for a Skill Challenge roll, for example).

- Curse Cubes held as Action Cubes still count as damage. Therefore, if your Hero receives the sixth of them, they will be defeated anyway. Dealing with Darkness can be as dangerous as rewarding.

Therefore, consider the Passive Skill effects **Darkness Adept** and **Otherwordly Pact** to be the same: As long as this Skill is not blocked, you have the **Warlock Trait**.

This is a clarification and an update for the material previously printed.

Boss Fight Clarifications

THE PLAGUE HORSEMAN

The battle against the Plague Horseman has begun! Below you will find some clarifications to help you understand, in detail, the effects of each of his Attack cards. In order to illustrate a few of the examples, consider the Horseman's standee divided into two halves, Front and Back, as shown below:
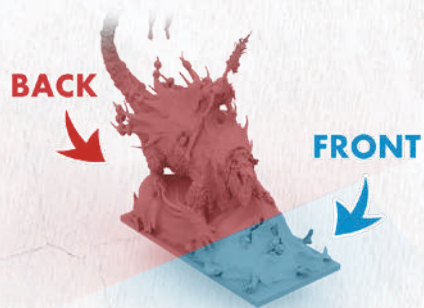
The model then occupies an area (blue square) with its Front, and an area (blue square) with its Back. This reference is important for understanding the effect of some of the Knight's Attack cards.

In addition, each of these halves also has a range zone known as an Arc, which in turn will also serve as a reference for understanding the effect of some of your Attack cards.

So when an Attack card mentions the Front (as "Assaults" do, for example) of a model, it is that area (blue square) where the mount's head and front legs are, shown in the first image, that it refers to. If the attack mentions Front Arc, in turn, the target must then be in one of the 5 areas shown in the second image.

In conclusion: Front and Back are different from Front Arc or Back Arc. Each Attack card can mention either one or both of them. Just keep an eye on the instructions and when in doubt, consult these visual examples and the clarifications below.

MOUNTED CHARGE

The Plague Horseman ASSAULTS the STRONGEST HERO'S area, dealing X DMG to each of his enemies that his Front hits. He ABSORBS any Pile of Runes caught in this way.

When performing an Assault, the Plague Horseman moves into the area (blue square) his target is in, occupying it with his Front. Then, the Party Leader repositions the Horseman's Back as they wish.

Shove any Characters hit by the Front to a square of their choice that is adjacent to the Horseman's Front. They take damage equal to the number of green Runes on the Initiative Track. Characters hit by the Back are just Shoved to a square of their choice that is adjacent to the Horseman's Back, without taking any damage.

If the Plague Horseman steps on a Pile of Runes with either of his halves, he Absorbs that pile, removing it from the board and placing it on the Initiative Track. The Horseman regains an amount of Health equal to the number of Heroes times the number of Runes Absorbed in this way.

Furniture stepped on by either of his halves is destroyed.

WEAVE/UNRAVEL (Status Card)

Each Condition affecting the Plague Horseman is triggered. Then, he WEAVES a Darkness Node. If he can't, he UNRAVELS one that is already on the board. Finally, if he can't do that either, the rat Exhales instead, inflicting POISON 2 to Characters at any Range.

First, since this is the Plague Horseman's Boss Monster Status card, you must activate the effects of all Conditions that are affecting him.

Then, the Plague Horseman Weaves a Darkness Node if possible: Replace 1 Special Mechanic token of the Party Leader's choice with a Pile of Runes created by taking 1 Rune of each color from the Initiative Track *(as you would with the Special Mechanic – Darkness Nodes)*. If there are any colors with no Runes on the Initiative Track to contribute to the pile, simply skip those colors. If the Plague Horseman is on top of a Special Mechanic token at the moment he tries to Weave a Pile of Runes in that space, he immediately Unravels that pile (see below) in addition to Weaving it.

If there are no Special Mechanic tokens left on the board, the Plague Horseman will not be able to Weave, so he will try to Unravel instead: He removes a Pile of Runes of the Party Leader's choice from the board and places it on the Initiative Track, then he regains a number of Health points equal to the number of Heroes multiplied by the number of Runes in that pile.

If there are no more Special Mechanic tokens *(to Weave)* or Piles of Runes *(to Unravel)* left on the board, the mount Exhales instead: this inflicts POISON 2 to all Characters at any range *(remember: the Plague Horseman is immune to POISON, and thus he won't be affected by the Exhale action).*

VICIOUS THROW

The rat THROWS the GRABBED Hero at the WEAKEST other Hero in the party at any Range, dealing X DMG AND KNOCK DOWN to both of them. If it can't, it instead SLAMS the GRABBED Hero to the ground, dealing this damage only to them. If no Hero is GRABBED, the rat Exhales instead, inflicting POISON 2 to all Characters at any Range.

If there is a Hero who has been Grabbed by the Plague Horseman's rat, it releases that Hero, throwing them against one of their allies—the Weakest Hero among them at any Range. Both Heroes take damage equal to the number of gray Runes on the Initiative Track and KNOCK DOWN as Collateral Damage. The thrown Hero places their miniature in the square of their choice that is adjacent to the ally they were just thrown at.

If you are playing Solo or all the other Heroes are Knocked Out, you are thrown to a square of your choice that is adjacent to the Back of the Plague Horseman's model instead, taking damage equal to the number of gray Runes on the Initiative Track and KNOCK DOWN as Collateral Damage.

If there are no Grabbed Heroes, the mount Exhales instead. The Exhale inflicts POISON 2 to all Characters at any range *(remember: the Plague Horseman is immune to POISON, and thus he won't be affected by the Exhale action).*

WICKED SPIT

Remove the Poison Cloud terrain from the board. Then, the rat tries to spit at the STRONGEST HERO it can. If it does, place Map B5-B as instructed and deal X DMG (plus POISON 2) to each enemy caught by it. If the rat can't spit at a Hero, it Exhales instead, inflicting POISON 2 to all Characters at any Range.

The Wicked Spit is represented on the board by Poison Cloud terrain (Map tile B5-B) in a manner similar to how Darkness tiles are placed. When the rat spits, place one area of this Map tile under the Plague Horseman's Front. Place the other area on the board without crossing any dungeon tray boundaries.

This attack deals damage equal to the number of red Runes on the Initiative Track to each Character reached by the Map tile after it is placed on the board. It also inflicts POISON 2 on them, since they are forced to step on Poison Cloud terrain. Note that there are only three ways for the Map tile to be placed on the board, as indicated in the illustration below:

The rat will spit if it can find a position for the Poison Cloud that reaches the Strongest Hero it can within range of its Front Arc. If the only positions where Map tile B5-B can be placed on the board don't reach any Heroes, the mount Exhales instead. The Exhale inflicts POISON 2 to all Characters at any range *(remember: the Plague Horseman is immune to POISON, and thus he won't be affected by the Exhale action).*
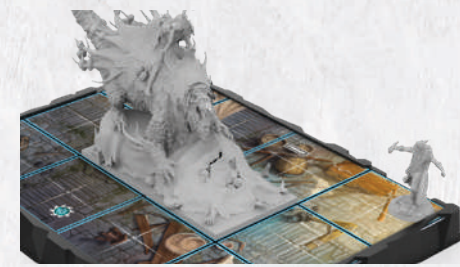
In the illustration above, all Heroes are either beyond the Plague Horseman's range or in a position where the Poison Cloud Map tile cannot be placed. Consequently, the mount Exhales instead.

GRAB AND CRUSH

The rat tries to GRAB the STRONGEST HERO in its Back Arc, removing them from the board and dealing X DMG to them. If it can't, it Exhales instead, inflicting POISON 2 to all Characters at any Range.

When a Hero is Grabbed by the rat's tail, remove their miniature from the board. That Hero is considered to be in a "virtual" special zone in the center of the area (blue square) the Back of the Horseman's model is in. This attack deals damage equal to the number of orange Runes on the Initiative Track to that Character.

While Grabbed, the Hero can't leave this special zone unless they SWAP with another Character (who will then become Grabbed), but they can make Melee and Ranged ⚔ against the Plague Horseman as if they were not engaged with him. For all other range purposes, consider the Grabbed Hero's position to be the same as the Back of the Horseman's model.

If there are no Heroes within the Plague Horseman back Arc at the moment his mount attempts to Grab, it Exhales instead. The Exhale inflicts POISON 2 to all Characters at any range *(remember: the Plague Horseman is immune to POISON, and thus he won't be affected by the Exhale action).*

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THE WAR HORSEWOMAN

The battle against the War Horsewoman has begun! Below you will find some clarifications to help you understand, in detail, the effects of each of her Attack cards. In order to illustrate a few of the examples, consider the Horsewoman's model divided into two halves, Front and Back, as shown below:
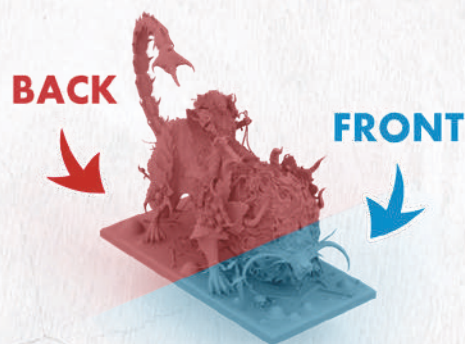
The model then occupies an area (blue square) with its Front, and an area (blue square) with its Back. This reference is important for understanding the effect of some of the Knight's Attack cards.

In addition, each of these halves also has a range zone known as an Arc, which in turn will also serve as a reference for understanding the effect of some of the Attack cards.
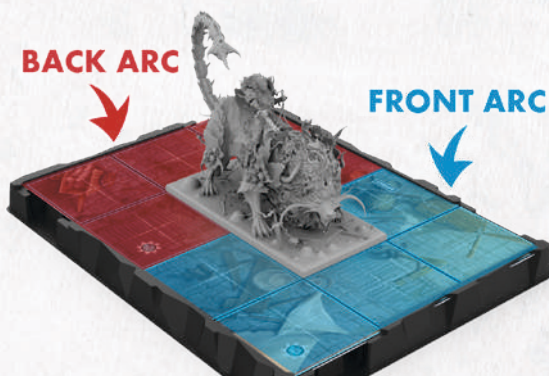
So when an Attack card mentions the Front (as "Assaults" do, for example) of a model, it is that area (blue square) where the mount's head and front legs are, shown in the first image, that it refers to. If the attack mentions Front Arc, in turn, the target must then be in one of the 5 areas shown in the second image.

In conclusion: Front and Back are different from Front Arc or Back Arc. Each Attack card can mention either one or both of them. Just keep an eye on the instructions and when in doubt, consult these visual examples and the clarifications below.

COMMANDING AURA:

Whenever a Hero takes a Recall Action, activate the Strongest Minion (the one with the most Health), if any Minions are in play. If two Minions are tied as the Strongest Minion, the Party Leader chooses which one of them will be activated.

The War Horsewoman is an exceptional commander and she doesn't miss an opportunity to maneuver her troops in face of an enemy faltering. So, whenever a Hero takes a Recall Action, she commands one of her Minions to act.

When a Minion is activated in this way, it means that only a single Minion is activated, not every Minion of that kind on the board. Also, this is a special activation, and therefore you do not move the Initiative Marker to the respective Minion's card on the Initiative Track.

If two or more Minions are tied as the Strongest Minion, the Party Leader chooses which one of them will be activated.

Lastly, if there are no Minions on the board when a Hero takes a Recall Action, disregard this ability at that time (you should not summon a Minion as you would with a Pet, for example).

MOUNTED CHARGE

The War Horsewoman ASSAULTS the STRONGEST HERO'S area, dealing X+2 DMG to each of her enemies that her Front hits. She ABSORBS any Piles of Runes caught in this way.

When performing an Assault, the War Horsewoman moves into the area (blue square) her target is in, occupying it with her Front. Then, the Party Leader repositions the Horsewoman's Back as they wish.

Shove any Characters hit by the Front to a square of their choice that is adjacent to the Horsewoman's Front. They take damage equal to the number of orange Runes on the Initiative Track plus 2. Characters hit by the Back are just Shoved to a square of their choice that is adjacent to the Horsewoman's Back, without taking any damage.

If the War Horsewoman steps on a Pile of Runes with either of her halves, she Absorbs that pile, removing it from the board and placing it on the Initiative Track. The Horsewoman regains an amount of Health equal to the number of Heroes times the number of Runes Absorbed in this way.

Furniture stepped on by either of her halves is destroyed.

OTHERWORDLY KNOT *(Status Card)*

Each Condition affecting the War Horsewoman is triggered. Then, MANIFEST a Rune and, according to the number of Runes under the matching Spawning token, WEAVE or UNRAVEL that Pile of Runes.

First, since this is the War Horsewoman's Boss Monster Status card, you must activate the effects of all Conditions that are affecting her.

Then, MANIFEST a Rune and find the matching Spawning token. There is no Blue Spawning token on the board and thus, whenever the Blue Rune is drawn, that means the Heroes got lucky, and they are able to choose which of the other four Spawning tokens will be used as the point of reference.

If the number of Runes under that Spawning token is 2 or less, the War Horsewoman will Weave a Pile of Runes there by taking 1 Rune of each color from the Initiative Track *(as you would with the Special Mechanic — Darkness Nodes)* and placing them under that Spawning token. If there are any colors with no Runes on the Initiative Track to contribute to the pile, simply skip those colors. Likewise, for every Rune color that already has a Rune in that Pile, skip that color instead of adding a second Rune of the same color to that Pile.

Otherwise, if there are 3 Runes or more, she will Unravel it instead. Remove that Pile of Runes from the board and place it on the Initiative Track. She regains a number of Health points equal to the number of Heroes multiplied by the number of Runes in that pile.

MANTICORE RUSH

The Lion tears into the area that the STRONGEST HERO in his Front Arc is in, dealing X+3 DMG to each of his enemies in that area. If there are no Heroes in front of him, he instead stings the area that the WEAKEST HERO in his Back Arc is in, dealing X DMG, POISON X, AND INTIMIDATE X to each of his enemies in that area.

The Horsewoman's Mount attacks the area (blue square) that the Strongest Hero in his front arc is in, dealing damage equal to the number of gray Runes on the Initiative Track plus 3 to each of his enemies in that area.

If there are no Heroes in his Front Arc, he switches his strategy and tries to sting with his tail into the area (blue square) that the Weakest Hero in his Back Arc is in, dealing damage, POISON, and INTIMIDATE equal to the number of gray Runes on the Initiative Track to each of his enemies in that area instead.

If the Lion can't attack any target, he won't do anything this turn.

HELLISH CHAINS

The Horsewoman launches harpoons against every Hero at Range 2 or farther away from her, dealing X+2 DMG to each of them. Heroes that lose Health in this way are dragged to a square of their choice that is adjacent to the War Horsewoman's Front.

This attack targets all Heroes who are at Range 2 or farther from the War Horsewoman, dealing damage equal to the number of green Runes on the Initiative Track plus 2. *(Note that a character who is within Range 2 of her Back but within Range 1 of her Front, for example, is still considered to be within Range 1 from her and thus won't be affected by this attack.)*

Characters who suffer any of this damage are dragged *(moved by force)* to a square they choose, which must be adjacent to the War Horsewoman's Front. Any Hero dragged in this way is subject to any harmful terrain they land on, but not any they pass through.

WARLORD'S COMMAND

RAISE half-X GAROTHIAN REVENANTS (rounded down) adjacent to the Spawning token that is closest to the Horsewoman's Front and is not under her mount.

The War Horsewoman has a large army at her disposal, and she is never without allies during battle.

Raising half-X Garothian Revenants means a number of Minions equal to half the number of red Runes on the Initiative Track, rounded down. The closest Spawning Token is the one that is less areas away from the Horsewoman's Front. If two or more Spawning tokens are tied for closest, the Party Leader chooses which one will be used.

If there is no space there, raise these Minions as close to that Spawning token as possible.

THE FAMINE HORSEMAN

The battle against the Famine Horseman has begun! You will find clarifications for each of his Attack cards below. Unlike the other Varatash Knights, this one doesn't use Front or Back mechanics for his abilities.

WEAKENING AURA (PASSIVE ABILITY)

Whenever a Hero takes a Recall Action, MANIFEST a Rune. That Hero spawns the revealed Darkness tile as if they are a Spawn Point. They may place this tile in any way they choose as long as it fits on the board and sprouts from them (or from a tile connected to them if they are already on Darkness). If they can't, break it into 3 small pieces. If the board is fully taken by Darkness, skip this Spawning but inflict 2 non-preventable damage to each Hero.

The Famine Horseman is an opponent unlike any other, and his influence grows as the living beings around him grow tired. Thus, every time a Hero takes a Recall Action, the enemy gets stronger, allowing the Darkness to condense and finally manifest.

Whenever this occurs, that Hero Manifests a Rune and spawns the revealed Darkness tile. They are considered the Darkness Spawn Point themselves *(instead of the ones printed on the Maps)* and they can place the tile they spawned however they choose, provided, of course, that it spawns from their feet or connected to Darkness which they are on top of (which may happen as the board becomes filled with Darkness tiles).

This spawning follows all other Darkness spawning rules, with the exception that there is no Crush damage if all Heroes are already on Darkness and, naturally, since the Hero chooses how the Darkness tile is placed, they do not need to chase other Heroes from their party.

Important: Since this Darkness tile spawns from a Hero, if they are not already on top of Darkness at the moment they spawn the tile, they also suffer its effects as if they had been caught by it.

STARVE (Status Card)

Each Condition affecting the Famine Horseman is triggered. Then, each Hero within Range 1 of him must discard X Resource tokens. The Famine Horseman gains 2 Health per token discarded in this way.

First, since this is the Famine Horseman's Boss Monster Status card, you must activate the effects of all Conditions that are affecting him.

Then, the nefarious and weakening influence of the Famine Horseman afflicts the Heroes nearby, forcing those within Range 1 of the Varatash Knight to discard a number of Resource tokens of their choice equal to the number of orange Runes on the Initiative Track *(a resource stack can have more than one token; for example, if a Hero has SHIELD 4 and suffers this effect with force 3, they would remove 3 SHIELD tokens only)*— or as many as they have if they don't have enough.

For each Resource token discarded this way, the Horseman gains 2 Health. This can cause his Health to exceed his starting total.

BREAKING SWIPE

The Famine Horseman attacks the area where the MOST TIRED Hero within Range 1 can be found. He deals twice X DMG to each Character in that area. Then, he invokes the First Black Mark.

Using his powerful skeletal scythe, the Famine Horseman attacks with a devastating sweep, dealing damage equal to twice the number of green Runes on the Initiative Track to each Character in the area that the Most Tired Hero within Range 1 is in. If the Horseman can't attack any Hero, just skip this part of the attack this turn.

He then invokes the First Black Mark and places it in the central intersection of the area that the Most Tired Hero at any range is in *(remember, some Heroes may have taken Interrupts, Reactions, or Unwilling Recall Actions in response to the first part of this attack, which could change who the Most Tired Hero is)*.

SCAN TO SEE THE STANDEE ASSEMBLY GUIDE!

TORRENTIAL CHARGE

The Famine Horseman ASSAULTS the STRONGEST HERO'S area, dealing X+4 DMG to each of his enemies he hits. He ABSORBS any Piles of Runes caught in this way. Then, if there are two or more Heroes in your party, invoke the Second Black Mark.

When performing an Assault, the Famine Horseman moves into the area (blue square) his target is in, occupying it with his model. Shove any Characters hit to a square of their choice that is adjacent to the Horseman. They take damage equal to the number of blue Runes on the Initiative Track plus 4.

If the Famine Horseman steps on a Pile of Runes, he Absorbs that pile, removing it from the board and placing it on the Initiative Track. The Horseman regains an amount of Health equal to the number of Heroes times the number of Runes Absorbed in this way.

Furniture stepped on by the Horseman is destroyed.

Then, if there are two or more Heroes in your party, he invokes the Second Black Mark and places it in the central intersection of the area that the Most Corrupted Hero at any range is in *(remember, some Heroes may have taken Interrupts, Reactions, or Unwilling Recall Actions in response to the first part of this attack, which could change who the Most Tired Hero is).*

EVIL EYE

The Famine Horseman horrifically gazes into the soul of the WEAKEST HERO at any range, dealing half-X (round up) non-preventable DMG AND INTIMIDATE X to them. Then, if your party has three or more Heroes, invoke the Third Black Mark.

Attracted by a Hero's dying aura, the Famine Horseman casts a terrible evil eye upon them, dealing damage equal to half the number (round up) of red Runes on the Initiative Track and that same number of INTIMIDATE tokens as collateral damage.

Then, if there are three or more Heroes in your party, he invokes the Third Black Mark, placing it in the central intersection of the area that the Weakest Hero at any range is in *(remember, the Weakest Hero may not be the same anymore after the first part of this attack has been resolved).*

OVERPOWER

The Famine Horseman ASSAULTS the MOST CORRUPTED Hero's area, dealing X+4 DMG to each enemy he hits. Then, from the first to the third, he ASSAULTS each area with a Black Mark, one at time, dealing X DMG to each enemy he hits. He ABSORBS any Piles of Runes caught in this way.

When performing an Assault, the Famine Horseman moves into the area (blue square) his target is in, occupying it with his model. Shove any Characters hit to a square of their choice that is adjacent to the Horseman. They take damage equal to the number of gray Runes on the Initiative Track plus 4.

Then, the Famine Horseman also Assaults each area he has marked with a Black Mark, in order, one at time. Each time he does so, he deals damage equal to the number of gray Runes on the Initiative Track to each Character he hits (they are also Shoved). Then, the Mark is removed from the board. If an area has two or more Black Marks, the Famine Horseman will Assault the same area as many times as indicated.

In addition, if the Famine Horseman steps on a Pile of Runes during any of these Assaults, he Absorbs the pile, removing it from the board and placing it on the Initiative Track. The Horseman regains an amount of Health equal to the number of Heroes times the number of Runes Absorbed in this way.

Furniture stepped on by the Horseman is destroyed.

THE DEATH HORSEWOMAN

The battle against the Death Horsewoman has begun! Below you will find some clarifications to help you understand, in detail, the effects of each of her Attack cards. In order to illustrate a few of the examples, consider the Horsewoman's model Front Arc, as shown below:
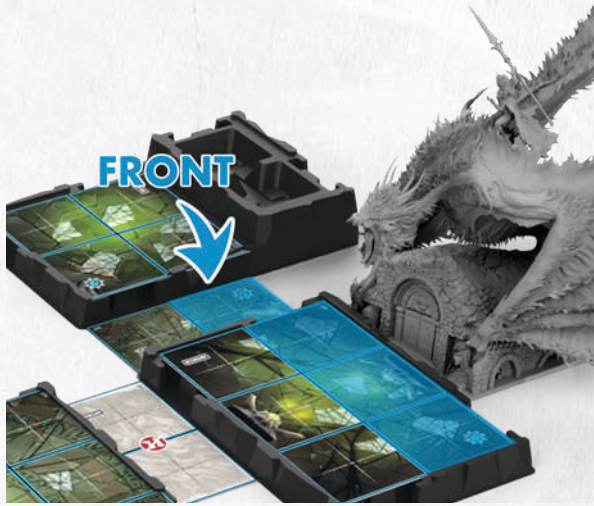
Two concepts that will be widely used in this encounter are PERIMETER and POSITIONING.

A Perimeter is a set of 4 areas around an imaginary central intersection. That is where you can find a colored Spawning token, as shown in the illustration below:
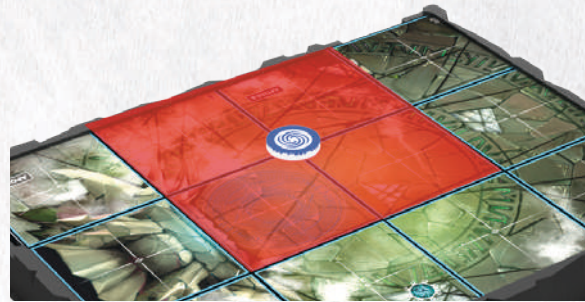
During this encounter, unlike in all other Adventures in Age of Darkness so far, each Pile of Runes will be formed at this intersection of areas instead of occupying a space. Characters are considered to be adjacent to it only if they are in one of the 4 spaces which are touched by the Runes. It is only from here that Scavenger can take the Tie-Breaker Special Action *(if your party has managed to recruit him.)*

The Death Horsewoman is mounted on a mighty High Dragon, and spends much of her time in the air above the battlefield. (Also, because her model is so enormous—especially if you added the Four Horsemen pack—you may find it difficult to manage on the Maps

and Trayz.) To represent this, use this Positioning system to determine her location on (above) the game board. You will create imaginary areas around the board using a set of Landing tokens. Each Landing token corresponds to the Perimeter on the board with the matching-colored Spawning token, as shown below. Each Landing token acts as a Placeholder C-Map that only the Death Horsewoman can occupy.
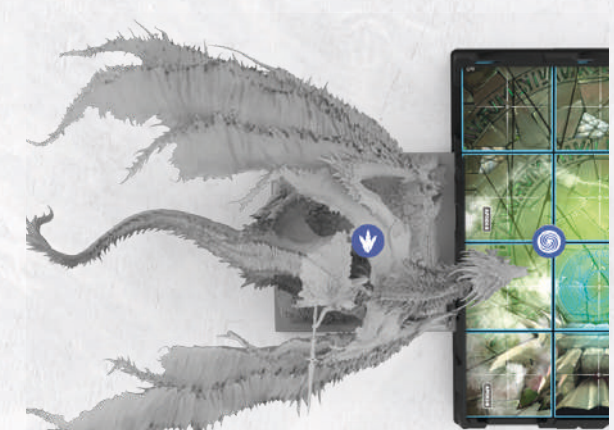
Here is an example of the Positioning of a colored Landing token in relation to a colored Spawning token and the Perimeter that it defines. We can see how the Death Horsewoman's model is positioned on the table above the Perimeter.

Thus, when the Death Horsewoman's Attack card states that she moves between one Perimeter and another, the Positioning of her model will be resolved using the Landing tokens, with her front facing the Perimeter defined by the matching token, which will also determine the area of effect for her Attack cards.

Taking the "Death From Above" card as an example, it says that Sahar'Azsharalon descends on the Perimeter matching the drawn Rune. This simply means that the Characters in that Perimeter will be targeted by the attacks after he moves to the matching Landing token: The Varatash Knight model is placed on that Landing token on the table, facing the affected Perimeter.

Targeting the Death Horsewoman

The Death Horsewoman's main advantages in battle are her incredible aerial maneuverability and her extraordinary size, two characteristics that make her extremely elusive and dangerous.

During this encounter, you'll find the Varatash Knight in two different situations: flying over the field *(after taking off due to "Frightful Display")* or landed on a Landing token *(representing her floating just above the Maps and Trayz)*.

When the first case is in effect, as explained in the clarifications for that attack itself, the Heroes can only target her with attacks or effects that have Unlimited Range *(such as Wisdom and Agility Skills or Consumable Items)*.

In the second case, consider the position of the base of the Death Horsewoman's model in relation to the Trayz: Squares adjacent to her base are considered adjacent to her *(as a reference for Melee attacks, for example)* and, respectively, other squares in that same area that are not adjacent to her model are considered to be at Range 1.

As a matter of fact, you can consider it as if the Death Horsewoman is on a Placeholder C-Map every time she lands on a Landing token.

With all of these concepts in mind, let's analyze the interaction between Perimeters and the Death Horsewoman's Attack cards:

FRIGHTFUL DISPLAY

Sahar'Azsharalon Roars and inflicts 2 non-preventable DMG AND INTIMIDATE X on each Hero at any Range, then takes off. Then, flip this card over.

When the corrupted High Dragon Roars, he inflicts 2 non-preventable damage and INTIMIDATE equal to the number of orange Runes on the Initiative Track as collateral damage to all Heroes at any range. Then, he flies up, going almost out of reach. Remove the Death Horsewoman model from the board. Then, you must flip this card over. While she is removed, Heroes can only target her with attacks or effects that have Unlimited Range (such as Wisdom and Agility Skills or Consumable Items). Sahar'Azsharalon will return to the board with his Death From Above action.

DEVASTATING CHARGE

Sahar'Azsharalon Charges to the opposite end of the hall. He Stomps or Unravels every Object within the Perimeters along the way, dealing X+6 DMG to them. Then, he turns his face to the Perimeter he Charged. If he is in the center (blue Perimeter), he Roars instead, inflicting 2 non-preventable DMG AND INTIMIDATE X on each Hero at any range. Then, flip this card over.

When the corrupted High Dragon Charges, he advances from one side of the hall to the other, running over everything in his path. Thus, draw an imaginary line between the Perimeter he currently occupies and the opposite one he is facing.

Depending on the Perimeter he is in, the High Dragon can race through the Perimeter in the middle or just go on a short run from the tip of a wing to the shoulder. Regardless of whether the race is short or long, remember that only Characters who are inside the Perimeters along the way are affected by this attack.

Each Character in the Perimeters he passes through takes damage equal to the number of orange Runes on the Initiative Track plus 6. Furniture Stomped in this way is crushed and any Piles of Runes are Unraveled: remove these Piles from the board and place them on the Initiative Track. The Horsewoman regains an amount of Health equal to the number of Heroes times the number of Runes removed.

Then, Sahar'Azsharalon turns his face to the Perimeter he Charged into.

If he happens to be in the center Perimeter (blue), there's no place he can Charge and in this case, Sahar'Azsharalon Roars instead, dealing 2 non-preventable damage and INTIMIDATE equal to the number of orange Runes on the Initiative Track as collateral damage to all Heroes at any Range.

Finally, no matter which action he took this turn, you must flip this card over.

REAP AND SOW (Status Card)

Each Condition affecting the Death Horsewoman is triggered. Then, draw a Rune and, according to the number of Runes under the matching Spawning token, WEAVE or UNRAVEL that Pile of Runes.

First, since this is the Death Horsewoman's Boss Monster Status card, you must activate the effects of all Conditions that are affecting her.

Then, draw a Rune *(remember: do not spawn any Darkness tiles during this Adventure)* and find the matching Spawning token. If the number of Runes under that Spawning token is 2 or less, the Death Horsewoman will Weave a Pile of Runes there by taking 1 Rune of each color from the Initiative Track *(as you would with the Special Mechanic — Darkness Nodes)* and placing them under that Spawning token. If there are any colors with no Runes on the Initiative Track to contribute to the pile, simply skip those colors. Likewise, for every Rune color that already has a Rune in that Pile, skip that color instead of adding a second Rune of the same color to that Pile.

Otherwise, if there are 3 Runes or more, she will Unravel it instead. Remove that Pile of Runes from the board and place it on the Initiative Track. She regains a number of Health points equal to the number of Heroes multiplied by the number of Runes in that pile.

If the Death Horsewoman is facing the Perimeter that matches the revealed Rune's color, she immediately Unravels the pile that would be formed, returning those Runes to the Initiative Track and recovering the appropriate amount of Health.

DEATH FROM ABOVE

Draw a Rune: Sahar'Azsharalon Assaults the matching Perimeter, dealing X+6 DMG to each enemy caught by it. UNRAVEL any Pile of Runes there. Also, the shockwave deals X DMG to each Character in all areas adjacent to that Perimeter. Then, flip this card over.

When the High Dragon returns from his flight, he descends in a mortal dive, trampling the region so as to enjoy the moment of descent. To determine which Perimeter that will be, draw a Rune *(remember: do not spawn any Darkness tiles during this Adventure)* and place the Death Horsewoman's model on the Landing token that matches that Rune's color.

Characters who are in that Perimeter take damage equal to the number of gray Runes on the Initiative Track plus 6. Furniture Stomped in this way is crushed and any Piles of Runes are Unraveled: remove these Piles from the board and place them on the Initiative Track. The Horsewoman regains an amount of Health equal to the number of Heroes times the number of Runes removed. Then, Sahar'Azsharalon turns his face to the Perimeter he assaulted.

Sahar'Azsharalon's body is so massive that the shockwave generated by his descent is dangerous by itself. It affects every Character who is in an area (blue square) adjacent to the assaulted Perimeter who was not already caught in the Dragon's descent, dealing damage equal to the number of gray Runes on the Initiative Track to them. Finally, flip this card over.

CHAOTIC PULL

Draw a Rune. Then, the Death Horsewoman warps the X STRONGEST HEROES to squares of their choice inside the matching Perimeter. Each character who was warped also suffers SLOW and takes X DMG. Then, flip this card over.

Tapping the eldritch energy abundant in this place, the Death Horsewoman warps her enemies and disorganizes them on the battlefield.

Draw a Rune (remember: do not spawn any Darkness tiles during this Adventure) and find the matching Spawning token. Chaotic Pull targets a number of Strongest Heroes equal to the number of gray Runes on the Initiative Track and forces them to reposition their models in a square of their choice that is inside that Perimeter. These Characters are not affected by any harmful terrain they cross, but they are affected by the one they choose to land on.

Each Character targeted by this attack suffers SLOW (this effect is applied regardless of whether your Character suffers damage or not) and takes damage equal to the number of gray Runes on the Initiative Track. Characters immune to TELEKINESIS are immune to all effects of this attack. Then, flip this card over.

DARKNESS BREATH

Remove the Maelstrom Field from the board. Then, if Sahar'Azsharalon is not in the center of the Hall, he breathes forward, causing X+2 DMG to each character that was hit. The end of the cone becomes a Maelstrom Field (Characters inside that area are caught by it). Otherwise, he Roars instead, inflicting 2 non-preventable DMG AND INTIMIDATE X on each Hero at any range. Then, flip this card over.

When she carries out this attack, the Death Horsewoman's model will be on a Landing token, facing a straight line at least 6 areas (blue squares) long; unless, of course, she occupies the center of the hall.

When Sahar'Azsharalon breathes, he affects all Characters within these 6 areas projecting from the

dragon's mouth with his eldritch force, but it's only on the last 3 areas (which may take an entire Dungeon Trayz 1 or part of a Dungeon Trayz 3) that you will place the Darkness Map tile APOE8-F on the board—which will be known as the "Maelstrom Field"—as shown in the examples below:
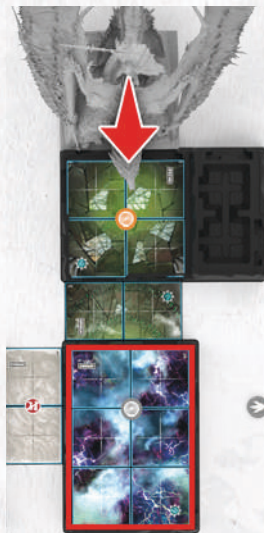
Each Character hit by the dragon's breath takes damage equal to the number of green Runes on the Initiative Track plus 2. Also, Characters caught by the Maelstrom Field suffer its effects in addition to the breath damage. This is not a collateral effect, and thus, even if these Characters manage to prevent this damage, they will still be affected by the terrain. This Map tile will stay on the board until the High Dragon breathes again.

If Sahar'Azsharalon cannot breathe because he is in the center of the hall, he will Roar instead, dealing 2 non-preventable damage and INTIMIDATE equal to the number of green Runes on the Initiative Track to all Heroes at any Range.

DEATH SPEAR

The Death Horsewoman throws her spear at the WEAKEST HERO in her Front Arc, dealing X+2 non-preventable DMG to them. If she does so, flip this card over. However, if there are no targets in Range, Sahar'Azsharalon Roars again, inflicting 2 non-preventable DMG AND INTIMIDATE X on each Hero at any range.

Using her most dangerous weapon, a deadly spear, the Death Horsewoman attacks the Hero closest to death in her sight. Seeking to hit the WEAKEST HERO in her Front Arc, she inflicts non-preventable damage equal to the number of red Runes on the Initiative Track plus 2 to them. The Varatash Knight can only summon one spear at a time, though. Each time she throws it, she needs time to cast another, so flip this card over after resolving her attack.

If the Death Horsewoman has a spear ready to launch, but there is no Hero within her reach, she won't throw her spear. Instead, she will command the corrupted High Dragon to Roar again, dealing 2 non-preventable damage and INTIMIDATE equal to the number of red Runes on the Initiative Track to all Heroes at any Range.

ELDRITCH INVOCATION

The Death Horsewoman draws upon this place's eldritch energy, dealing X+2 DMG to each Hero at any range. Then, flip this card over.

Having used her most dangerous weapon, the Death Horsewoman must now summon it again, draining eldritch energy from the cosmos. When she does so, much of this chaotic energy reverberates through the hall in the form of evil lightning. It deals damage equal to the number of red Runes on the Initiative Track plus 2 to each Hero at any range. Then, flip this card over.

THE LOOSE ANCHOR 🔄

The ship staggers. You see that the anchor is part-way up; but luckily, the mechanism that controls it is in perfect condition. The system is so well organized that you think even someone with thin arms could handle it. However, one detail is still a mystery: If the monsters did not interfere with the anchor, why is it loose? The ship has been in dock for at least a week!

002 LOCK THE ANCHOR PULLEY

003 UNLOCK THE ANCHOR PULLEY

005 LOOK THROUGH THE SHIP'S RAILING

001 LOWER THE ANCHOR COMPLETELY

004 RAISE THE ANCHOR COMPLETELY

44

THE UMBRALIAN GUARDSMAN

Cornered, a man wearing a ragged uniform of the Umbral City Guard is catching his breath. His weapons have dropped to the ground in the midst of battle: you can see that he's not having an easy night. Determination still hasn't left his eyes, but the marks all over his body make clear that he is no longer in a position to fight. Easy prey for the Creatures of Darkness... Or not?

"Thank you Jesse Kane for being part of our story and world."

008 INSPECT THE GUARDSMAN'S WOUNDS

009 TRY TO HEAL THE GUARDSMAN

013 INVITE THE GUARDSMAN TO ACCOMPANY YOU IN YOUR FIGHT

010 ASK WHAT HE KNOWS ABOUT THE EARTHQUAKE

012 ASK HOW YOU CAN HELP THE CITY GUARD

011 SEARCH THE GUARDSMAN'S BELONGINGS FOR SOMETHING USEFUL

45

FLOODGATE MANEUVERING 🔄

A wooden pulley covered with iron plates and screws controls the floodgates of the reservoir in front of you. The structure is at rest, but not abandoned. The piston at the center of the crank is pushed into the pulley, locking the chains in that position.

If this is the first time a Hero interacts with this scene during this Chapter, place the Flowing Rune card with face "A – Crank Locked" up at the end of the Initiative Track, below the Rune card. After you resolve the Darkness turn, you must also resolve the Flowing card.

Then, that Hero chooses one of the following Resolutions as normal.

018

MOVE THE CRANK TO RELEASE THE FLOODGATE

019

MOVE THE CRANK TO BLOCK THE FLOODGATE

46

ALTAR TO LUCCANOR

Much to your surprise, an image carved in quality wood portrays Admiral Luccanor with the same beauty as one of the Ascended in the Great Cathedral of Valarai. Seeing the offerings all over the place, you have no doubts: this is a shrine dedicated to him. Could Umbralians be worshipping their own scourge? How does this even make sense? Contemplating the image of your old enemy makes you shiver, but at least it helps you understand why you still find monsters around here...

021
READ THE PRAYER NOTES LEFT AT THE ALTAR

020
DESTROY THE STATUE AND THE SHRINE

022
REMOVE THE DAGGER FROM HIS CHEST

023
TASTE LUCCANOR'S OFFERINGS

024
SAY A PRAYER FOR LUCCANOR'S SOUL

47

THE BARRICADE

A makeshift barricade of rubble, ruined furniture, and old tools blocks your way. Looking more closely at the arrangement, you notice that it is precariously balanced, and just a little effort or carelessness will cause it to fall to one side. And maybe that will happen soon. Indistinguishable screams and the sounds of fighting echo through the crackling flames.

026 LOUDLY ASK WHO'S ON THE OTHER SIDE

027 SEEK AN ALTERNATIVE PATH AROUND

029 PULL THE BARRICADE DOWN TOWARD YOU

028 PUSH THE BARRICADE DOWN AWAY FROM YOU

030 SEARCH THE BARRICADE FOR ANYTHING YOU CAN USE

036

EXPLAIN THAT, THIS TIME, IT'S NOT ADMIRAL LUCCANOR'S FAULT

037

TRY TO DISSUADE THEM FROM PURSUING THIS DANGEROUS FIGHT

039

ASK THEM FOR ANYTHING USEFUL THEY CAN GIVE YOU

038

TEACH THEM HOW TO REBUILD THE BARRICADE: THERE ARE MORE MONSTERS AROUND

UMBRAL RESISTANCE

Tired of being harassed by the enemy, many Umbralians decided to fight back. As soon as the first Creatures of Darkness appeared in the city, militias were summoned and the people armed themselves as best they could to defend their beloved Jewel of the Free People. Grateful for your punctual rescue, a couple of these brave residents put themselves at your disposal, wanting to return the favor in any way they can.

49

THE INNKEEPER'S DAUGHTER

Crouched in a corner, a downcast old man holds a woman on his lap with his face pressed against her chest. Both are sweating profusely under the rags they wear. The hall is so filthy that it must have been in quarantine since before the attack. Maybe this oblivion was the salvation of this place. The man doesn't seem to mind your presence. The woman, on the other hand, doesn't seem to be in a position to care about anything at all...

042
ASK THE MAN WHAT'S HAPPENING HERE

041
COMMAND THE MAN TO RELEASE THE WOMAN AND GO AWAY

043
RUMMAGE THE PLACE IN SEARCH OF ANYTHING USEFUL

044
LEAVE IT BE, AND DON'T GET INVOLVED

040
ASK TO EXAMINE THE WOMAN

048

ASK HER ABOUT THE AIRSHIP

047

TRY TO CALM THE MASTER DOWN—YOU'RE A FRIEND

050

SEARCH THE SURROUNDINGS FOR SOMETHING USEFUL

049

INSTRUCT HER TO RUN TO WHERE YOU CAME FROM

051

TAKE THE CANDLESTICK FROM HER

THE CORNERED MASTER

Fearful, the Master Craftswoman threatens you with a candlestick, and she seems to know how to use it. With a hesitant but determined gaze, she measures your stance and the range of your weapon, waiting for you to slip up. Blueprints, tools, and curious objects lay scattered everywhere, but she pays them no heed. Not even the curious metallic rod that immediately stands out to your eyes...

THE AIRSHIP CONTROLS

A metallic sphere floats above a base installed in a wooden panel, with perfect balance. A hole with a beveled bronze outline and a lever that can be moved forwards or backwards are also there. Runic carvings descend in the language of the High Dragons: "The key must be placed in the mouthpiece and when turned it retracts the anchor and activates the ignition"; "The gyroscope controls the nose"; "The lever releases a forward thrust."

056

MANIPULATE THE METALLIC SPHERE

055

PLACE THE ROD IN THE EMPTY HOLE

054

HANDLE THE LEVER

THE PLAGUE HORSEMAN

After a long and hectic night, you are finally facing a decisive battle. Adrenaline runs through your veins and you crave the confrontation with every fiber of your being, but your enemy does not share the same sentiment. Solemnly, he makes a point of showing off his prisoner, the Grand Duke Ludovic Porteblau. Why would the Horseman want him as a prisoner? Actually, do you really care?

063
TAKE ADVANTAGE OF HIS BEING OFF GUARD AND CHARGE TOWARDS THE HORSEMAN

064
EXAMINE THE HORSEMAN LOOKING FOR A WEAKNESS

065
CONFRONT THE HORSEMAN AND DEMAND THAT HE RELEASE THE PRISONER

066
ASK THE GRAND DUKE WHAT THE HORSEMAN IS TALKING ABOUT

53

072

**CONDEMN THE CONDOTTIERI AND
ABSOLVE THE DUNEDANCER**

074

**SHOW AUSTERITY AND
CONDEMN BOTH OF
THEM**

071

**APPEASE THE SITUATION
BY CONSIDERING
THE OFFENSE AND
RETALIATION RESOLVED**

073

**CONDEMN THE DUNEDANCER
AND ABSOLVE THE CONDOTTIERI**

THE JUDGEMENT

With a shredded face and an ardent supporter at his side, a Condottieri demands that the Dunedancer be executed. She took the life of two of their men, and only blood can wash blood, one way or another. Defending her protégée, a Hellscarian Matriarch argues that invading one's tent is considered a capital crime amongst the people of the dunes and, therefore, the girl had the right to defend herself when ambushed in her sleeping quarters. This first standoff was all it took for you to miss Tharmagar's lessons in rhetoric and philosophy.

LAST WORDS

Beaten, you find yourself at the Horsewoman's mercy, waiting for the final blow that will take your life. The rain seems to be falling slowly, as a flood of memories take over your thoughts. There were many regrets, but there were also moments of resilience that remind you this is not the first time you were in a tight spot. Finding your willpower once again, you decide this is not the time to quit, and you dare to try a maneuver that could very well be your last.

If your party has the "Beautiful Lie" Outcome noted on the Story Record, go to Resolution #081 instead of choosing a Resolution for this Interaction. Otherwise, if your party does not have it, then the Hero chooses one of the Resolutions as normal.

078
THROW SOMETHING AT THE HORSEWOMAN

080
CRY FOR HELP

077
HIT THE LION'S PAW AND RUN AWAY

079
STRIKE THE GROUND BENEATH YOU SO IT WILL GIVE WAY

55

086 COMBINE THE AIR CUBE AND THE FIRE ORB

087 COMBINE THE EARTH CUBE AND THE WATER ORB

085 COMBINE THE AIR CUBE AND THE WATER ORB

088 COMBINE THE EARTH CUBE AND THE FIRE ORB

GUARDED DOOR

Around the outside of the door is writing in the Elven tongue, indicating that this is a way back to the surface. But the massive stone doors don't have any kind of handle. The doors are flanked by a pair of statues with outstretched hands, and you suspect there is something missing; as if they wish something to be handed to them. Urged by the never-ceasing tremors, you pore over the writing, trying to make sense of it all.

If this is the first time a Hero interacts with this scene during this Chapter, go to Resolution #089 instead of choosing a Resolution for this Interaction. Otherwise, if your party has already read it, then that Hero chooses one of the Resolutions as normal.

098 LEARN ABOUT THE SHADOW WAR

099 LEARN ABOUT THE FANGS RIOT

100 LEARN ABOUT THE EXODUS OF THE PROMISED

PATINA OF HISTORY ⟳

Up ahead, a carved mural shows three images of important moments in the past. "Greetings, fellow. Which story do you wish for me to tell you today?" the translucent image of a ghost appears through the wall, almost scaring you to death. "As soon as you have made your choice, put one Soul Shard in the appropriate setting so that the memory spell—just like me—can be activated with its energy," it finishes the presentation it was created to deliver.

If this is the first time a Hero interacts with this scene during this Chapter, unlock Door #03. Then, that Hero chooses one of the Resolutions, as normal.

THE ELVEN CACHE

Stored in the corner of this abandoned hall, you find a booth with armor, a rack of assorted weapons, and chests of all sizes. The pieces, you can see, were too elegantly finished to have been made by any people other than Elves. They are displayed in a way that is almost an invitation to take them, but the glowing runes make you wary.

If this is the first time a Hero interacts with this scene during this Chapter, go to Resolution #111 instead of choosing a Resolution for this Interaction. Otherwise, if your party has already read it, then that Hero chooses one of the Resolutions as normal.

106
TRY TO DECIPHER THE GLOWING RUNES

105
TAKE THE ELVISH DOUBLET

102
SEARCH THE LARGE CHEST

101
TAKE THE STAFF

108
TAKE THE BOW AND QUIVER

104
LEAVE THE OBJECTS AS THEY ARE

107
LOOK FOR A BLADE

103
SEARCH THE LOCKBOX

115
EXAMINE THE PRISONERS

114
ASK HOW THEY ENDED UP THERE

116
TRY TO TAKE THE SWORD FROM THE WALL

117
TRY TO DIG OUT THE STONEWORK

118
PUT AN END TO THEIR MISERY

ANOTHER BRICK IN THE WALL

One of the most repugnant scenes you have encountered during your journey is now before you. A couple of Helian warriors, far from their homeland, are stuck to the wall in such a way that their bodies have become part of the brickwork. The War Horsewoman doesn't claim only land and ruins as her spoils of battle in Gil Garoth! "Please, get us out of here!" Karsten Hölscher, a true fighter, asks for your help. The hell they are trying to fight off is one of the cruelest methods of slowly killing someone you've ever seen.

THE SCAVENGER

An intriguing figure is before you. It was a man, but its skin is grayish, with a dead aspect, and its presence is somber, like that of a Creature of Darkness. But that is not enough for it to be considered one of them. At least not by those Creatures, otherwise, you wouldn't have had to save it in the first place. Uncertain whether or not you should trust that it is not an enemy, you choose to interrogate it before deciding what you should do.

121

ASK IT WHY IT KEEPS SCAVENGING

122

ASK WHAT IT CAN OFFER YOU FOR LETTING IT GO

123

ASK IT WHY THE MONSTERS WERE ATTACKING IT

124

ASK IF THE NAME IT MENTIONED IS THE HORSEWOMAN'S

126

SEARCH FOR THE PHYLACTERY DIRECTLY

127

BEG THE TWO PEOPLES NOT TO FALL INTO TEMPTATION

REMATCH

You and the War Horsewoman meet again to fight the final battle for the fate of Gil Garoth. When you found Hellscarians and Umbralians both subjected to your enemy's whims, you assumed you would have their help to face her. However, she had an ace up her sleeve: She promised peace and the lands that were the center of this dispute to the faction that would turn against you. A twist that could be sniffed out in the air, and convincing the survivors may be harder than you thought.

129

REAFFIRM YOUR LOYALTY TO THE HELLSCARIANS

130

CHALLENGE HER TO SINGLE COMBAT

128

REAFFIRM YOUR LOYALTY TO THE UMBRALIANS

142 PUT YOUR HANDS UP AND ASK FOR CALM

141 HIT THE FATHER TO STUN HIM

139 ASK WHAT IS GOING ON HERE

140 HIT THE BLADE TO DISARM THE FATHER

143 SHARE YOUR PROVISIONS

THE BLACKRIVER SURVIVORS

A frightened family tries to block your view of something that is on the table. Could it be the remains of some game, as the strong smell suggests? In a moment of distraction, however, your eyes take in the bloodied cut for what it really is and your stomach lurches when faced with reality: It is the remains of a human arm! Noticing your understanding, the father despairs and threatens to stab you if you come any closer.

62

149

REPRIMAND THE MAN
FOR HIS SELFISH
BEHAVIOR AND LEAVE
HIM ALONE

150

ASK FOR HIS
PROVISIONS AND
INSTRUCT HIM TO GO
BACK TO VALARAI

151

ASK FOR HIS PROVISIONS
AND CONVINCE HIM TO FIGHT
ALONGSIDE YOU
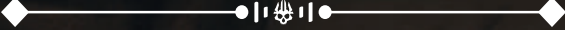
THE SCARED MERCHANT

Huddled in a mess of his own, there is a man, a little thin, but still noticeably healthier than the members of that family you met earlier. He was trying to hide from you. He backs away, scared, as you come closer. But the light in his eyes shows how happy he is to see you. The messy shelves full of crumbs, a strong smell of who knows what, and the tattered rags you see in the corners betray that he has been inhabiting this place for some time.

When a Hero interacts with this scene for the first time during this Chapter, go to Resolution #160 instead of choosing a Resolution for this Interaction. Otherwise, if your party has already read it, choose one of the Resolutions as normal.

155

ASK HIM ABOUT THESE ALLIES

157

TAKE THE INITIATIVE AND ATTACK HIM IMMEDIATELY

156

EXAMINE THE HORSEMAN LOOKING FOR A WEAKNESS

158

TRY TO OUTRUN HIM STRAIGHT TO HIS PHYLACTERY

THE UNDYING HORSEMAN

Unaware of the plans the Small Council had for him, the Famine Horseman has awakened sooner than "expected". His figure is impressive, even more than the War Horsewoman herself. You hope this is a coincidence, and does not mean that they are getting stronger. His and his mount's exposed bones are robust and sharp, they are like an impenetrable armor that would make even the most experienced blacksmith envious. Armed with a ghoulish scythe made of the same bones, this Varatash Knight seems to be the most dangerous of all, up to now.

161 EVALUATE THE HEALTH OF THE PRISONER

163 ASK THE PRISONER WHY HE IS HERE

165 ASK FOR A REWARD TO HELP HIM

162 FORCE AN OPENING BETWEEN THE BARS

164 BREAK THE CELL LOCK

THE PRISONER

The emaciated figure of a man lies in the corner of a cell. Despite his haggard countenance and unshaven face, he is wearing clothes that were once elegant and he moves like someone who used to attend court. If it was as a guest or a host, you couldn't say. "A friendly face? Is that so or am I delirious?" the prisoner throws himself at the bars with an awkward smile on his face. The suffering of captivity seems to have afflicted not only his body, but his mind as well.

65

170
REMOVE THE HELMET

172
REMOVE THE NECKLACE THAT RESTS ON THE ARMOR

171
REMOVE THE BREASTPLATE

173
REMOVE THE SHIELD

174
GET AWAY FROM THE ARMOR

OTHERWORDLY TREASURE

A suit of refined plate armor resting here catches your attention. Crafted with exquisite materials and with an impressive finish, you know this piece is too elaborate to have been made by human hands. Upon closer inspection, however, you notice a supernatural mist surrounding the pieces, and you quickly assume it is a Varatash trap. Nevertheless, if you are cautious, would you be able to take a piece without activating it?

178

**CHALLENGE HIM TO
SINGLE COMBAT**

176

**CHARGE THE HORSEMAN,
EXPLOITING HIS
VULNERABILITY**

177

**CURSE THE HORSEMAN
FOR MOVING HIS
PHYLACTERY**

THE REUNION

The final moment has arrived. Adrenaline raises the hairs on the back of your neck, but your enemy doesn't seem to share your anxiety. Still seated on his throne, seeming confident and bored, he proclaims his promises of pain and blood, but never moves a muscle. Was all this pomp and pageantry part of a deception, or did he really underestimate you so much that he doesn't even bother to raise his guard against you?

If the Cohort Robin Rising is in your party, instead of choosing a Resolution for this Interaction, go to Resolution #180. Otherwise, if he is not, choose one of the Resolutions as normal.

67

187

TAKE THE NECKLACE HE IS WEARING

186

STAB THE DRACONIAN TO MAKE SURE HE IS DEAD

188

TRY TO FREE THE DRACONIAN

GHOSTS OF DEATH'S CRADLE

As if Mil'Moot, the Death Horsewoman, shares the disturbing trait of Mil'Khemet, the War Horsewoman, and enjoys torturing her victims in the brickwork of her abode, you find a Draconian stuck in what seems to be a crystal made out of Darkness. He doesn't have a very friendly face, but his figure is impressive: plate armor, a robust body, and battle scars. Still, here he is, a menacing colossus, although unconscious, broken, and defeated. Or is he?

194

TRY TO TALK TO HER

195

STAB HER TO MAKE SURE
SHE IS DEAD

196

TRY TO FREE HER FROM
HER PRISON

GHOSTS OF DEATH'S CRADLE

Here, a woman is kept prisoner by dark and slimy shackles, as if a reproduction of the old mythological tale of the princess who was offered to the sea beast. Just like that maiden, this one doesn't seem dangerous enough to justify such restraints, but the simple fact that she is human makes you wary: these people weren't part of Drunagor's past, right? You notice the lost look in the girl's face, and realize that there are still remnants of sanity or madness in that imprisoned body, but who knows for how long. Can you trust her?

201
TELL THE VOICE TO SHUT UP

202
HIT THE CRYSTAL SPHERE TO DESTROY IT

199
LOOK INSIDE THE CRYSTAL SPHERE

200
ASK THE VOICE WHAT IT WANTS
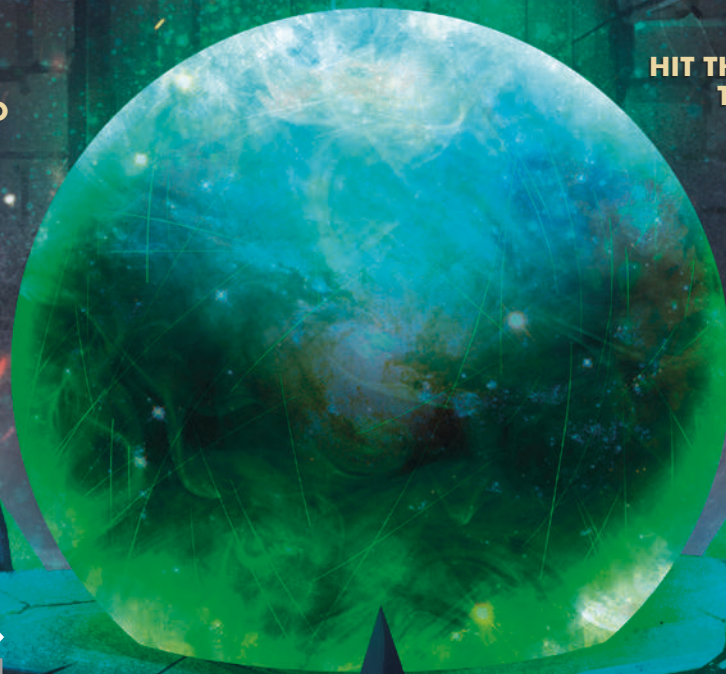
THE FAITHFUL SERVANT

Moving forward, you discover an ominous stone pedestal holding a crystal orb with the glow of a galaxy trapped in its glass dome. As if they can feel your presence, the clouds of cosmic dust become agitated inside the bauble, even exchanging small bolts of lightning between them. Admiring the spectacle, you barely hear the twisted voice that seems to come from the sphere, calling your name in a whisper. Should you listen to it?

208

ASK WHY SHE WANTS SCAVENGER

207

YOU TURN AGAINST SCAVENGER, ACCEPTING THE PROPOSAL

210

STALL SO YOU CAN RECOVER BEFORE MAKING ANY DECISION

209

IGNORE THE OFFER AND ATTACK THE ALL MIND WHILE HER GUARD IS DOWN

211

DEMAND THAT THE ALL MIND ASK FOR SOMETHING ELSE

A DEAL WITH DEATH

You are used to the pauses for a bit of chit-chat that always happen in a battle against these Knights, but you were not expecting this twist: The All Mind, the conscience that controls all the Varatash, has made you an offer that no other Drunagorian has ever received. However, an important and dangerous doubt still remains... What would be the price you must pay for that? "The cheapest any mortal can pay: The life of a Varatash," she answers the question that escapes your thoughts. Then, after a dramatic pause: "Scavenger's life."

71

"Thank you Radoslaw Bilski for being part of our story and world."

215

TRY TO TAKE DOWN THE BARRIER BY FORCE

THE FALLEN CHAMBERLAIN

Tired of fighting the Darkness, Chamberlain Radek has given in to despair for the Apocalypse and has joined forces with the enemy. His betrayal was not just a blow against the trust of the High Priest, but also against the efforts of all Darenians, for aside from all the privileged knowledge he had access to, he was also a very skillful priest. Using the influence of the enemy to fortify his protective spells makes him more dangerous than ever. A formidable opponent.

216

TRY TO BREAK THROUGH THE BARRIER

218

TRY TO INSTILL SOME SENSE BACK INTO RADEK

217

TRY TO DISPEL THE BARRIER WITH YOUR ARCANE POWERS

219

DEFY RADEK INTO DISMISSING THE BARRIER

"Thank you Rhandy Ribeiro for being part of our story and world."

221

ASK HIM TO HELP YOU FIGHT RADEK

222

ASK HIM TO HELP YOU FIGHT THE MONSTERS IN THE MAIN HALL

223

ASK HIM TO SAVE HIMSELF, FOR THIS IS YOUR LAST STAND

220

ASK IF HE CAN DISPOSE OF SOME EQUIPMENT

THE VALARANIAN SPYMASTER

Radek has fallen, but his corruption did not spread through the court. Randy Ribeiro, the Spymaster for the Cathedral of the Sun, was already suspicious of the Chamberlain, but he could never start a high treason inquiry in such delicate times. However, he didn't stay idle either. Knowing that Lochtiss' departure would create the right opportunity for the saboteur to set his schemes in motion, the spy did his job: he stayed behind to watch Radek. As soon as the traitor fulfilled his plans, the Spymaster was there, ready to catch him!

226
DOUBT THAT SHE WILL KEEP HER WORD

227
IGNORE WHAT SHE SAYS AND ATTACK HER BY SURPRISE

229
SUSPECT THAT ANOTHER GENERAL MIGHT VIOLATE THE AGREEMENT

228
REJECT THE DEATH HORSEWOMAN'S PROPOSAL

COMPROMISING

You are used to the pauses for a bit of chit -chat that always happen in a battle against these Knights, but you were not expecting this twist: the Death Horsewoman made you an offer that no other Drunagorian has ever received. However, an important and dangerous doubt still remains: What would be the price? "The same you were willing to pay at least a dozen times before: your life," she answers with the tranquility of someone who bargains for a trifling. "I shall bestow upon you eternal life and make you one of me, one of my Generals, and together we will continue the work in the rest of the Cosmos. Drunagor, just as Narang'Erel wished, will be isolated forever."

New Conditions, Keywords, and Terms Dictionary

In this new generation of Campaigns for the *Chronicles of Drunagor Game System*, the Glossary of Terms and Keywords has been expanded and updated.

To save you from falling back on your *Age of Darkness* Rulebook when searching for a game effect, in this section you will find clarifications of all Keywords in all printed materials up to the second generation.

The list is huge but, again, you have no need to memorize them: This material is meant to be used as a dictionary whenever an unfamiliar Keyword appears in your game *(do not worry though, many of them are specific to a single Monster or Adventure Mechanic)*.

GAME ICONS

(⚡) INTERRUPT: This Skill can only be used in response to a Character being targeted by an Attack, but before the targeted Character spends SHIELD tokens and a threat is generated. Thus, Interrupts are "faster" than Reactions. When using an Interrupt, a Character will not be able to use a Reaction against any threats generated by the attack they have interrupted, as if they had already "reacted" to that attack. Interrupts, also, cannot target attacks that deal non-preventable damage, and they are not considered Reactions for triggering abilities such as **Caltrops**, for example. A Hero can take only one Interruption per attack, regardless of how many Characters were targeted by it.

(↗) REACTION: This Skill can only be used in response to a threat, which happens only when a Hero takes preventable damage. Thus, non-preventable damage cannot be responded to, but you can respond even if your SHIELD tokens reduced the incoming damage to zero. Also, each Hero can use only one Reaction per threat, but two Heroes can use their combined Reactions to help a single Hero (if their effects allow it).

(✳) SPELL ATTACK: This Skill is a magic spell or ability that inflicts damage. This type of damage is always a success, so no attack roll is needed—the target simply suffers the effect.

(✖) WEAPON ATTACK: This Skill is an attack using your Weapon. You must roll the D20 to see if the attack is successful or a failure. Weapon Attacks can score Critical Hits and Critical Failures.

KEYWORDS AND TERMS

+X HP: The Hero's Maximum Health increases by +X points. As explained on page 7 of the *Age of Darkness* Rulebook, a Hero's Maximum Health, however, can never exceed 16. If a Hero has two or more effects that increase their Health Points, you should always add them up, but never exceed the value of 16 shown on the Hero board. All Maximum Health that exceeds 16 is considered wasted.

NOTE: When an effect that increases the Maximum Health of a Hero is removed (or blocked by a Curse Cube, for example), you should reduce Current Health accordingly. *Example: Drasek has 12 Starting Health +4 HP from his **Draconian Vigor** Passive Skill. Thus, he has 16 Maximum Health at the beginning of an Adventure. Considering that throughout the adventure he has dropped to 11 Health and then decided to dock a Curse Cube in his Passive Skill, he should immediately lose this Health, going to 7 HP only.*

NOTE: Likewise, when a Hero receives an effect that increases their Maximum Health, they regain Health accordingly (this effect is not a Heal effect). Example: A few rounds later, Drasek had 1 Health and received a CLEANSE effect on his Draconian Vigor, recovering his +4 HP. Consequently, he regains 4 Health and returns to 5.

NOTE: Although Maximum Health that exceeds 16 is considered wasted, you should still keep it in mind for effects that reduce or recover Maximum Health, as described in the example below.

*Example: Consider that Drasek is playing the Defender Role. Thanks to **Toughness**, he also has +3 HP reaching the virtual total of 19 Maximum Health. As this exceeds the maximum allowed by 3 Health, if he blocks or cleanses the **Toughness**, he will not lose or recover Health, as his maximum will remain at least 16. If he comes to block the **Draconian Vigor**, instead, it will reduce him to 15 Maximum Health. So, he will lose 1 Current Health (compared to the 16 he already had). By the time he cleanses **Draconian Vigor**, he will recover only 1 Health, because it is the difference between the 15 he already had and the 16 Maximum Health that a Hero can have.*

The interaction between the layers of these +X HP effects can be tricky if your Hero exceeds 16 Maximum Health. However, the key to understanding it is to always first compute the "virtual" total of Maximum Health, then limit it to 16, and consider whether the resulting value has changed. There will be times when losing a +X HP effect *(as shown in the example)* will not affect your Current Health, while in other cases, blocking the same effect may cause you to lose this Health. If Drasek, for example, blocks Toughness after you have blocked Draconian Vigor.

Each case is specific, but there is a quick way out: SIMPLE +X HP.

SIMPLE +X HP: If you prefer not to deal with the granularity of this rule, you can choose the simple version and disregard the second and third NOTEs. So, if you lose an effect that confers +X HP, you lose Health accordingly. However, if you regain these effects later, you won't recover any Health, even if the sum of the +X HP effects you have exceeds 16 Health.

+ or -X DMG: The X value is added to the damage your attack inflicts. Critical Hits and DOUBLE DAMAGE also double this damage.

+ or -X HIT: When this instruction is written into the effects of a Skill with the ✕ icon, it means that your Hero can make a Weapon Attack by adding (or subtracting) the X value to the die roll during that Skill's resolution. Keep in mind that this bonus only affects the result of a Weapon's Accuracy, and does not improve the chances of a Critical Hit: If you have +6 HIT and roll a 14 on the D20, that doesn't mean it's a "natural 20"—it's a 20 Accuracy and a natural 14. Also, be careful not to confuse this instruction with any passive bonuses to ✕, described as "+X TO HIT".

NOTE: All +X TO HIT bonuses stack with the natural +X HIT bonus a Skill might have.

+X TO HIT: Any Weapon Attacks you make gain a +X bonus on the Accuracy Check to hit your targets. Keep in mind that this bonus affects only the outcome of a Weapon's Accuracy, not whether you get a Critical Hit: If you have +6 TO HIT and roll a 14 on the D20, it doesn't mean that it is a "natural 20"—it is an Accuracy 20 and a natural 14.

+X MOVEMENT: You receive X additional movement points every time you receive a Move effect.

AC (ACTION CUBES): Action Cubes are the colored cubes spent by Heroes to use their Skills.

ACTIVATE: Activate is a complicated term that appears in many effects over the three generations of the AoD System. At its design root, Activate is the instruction to take a turn. So, when you Activate a Monster, for example, you take a turn with that Monster; Whenever a Monster takes a turn, we say it is being "activated." When a Character is activated, it takes a turn as normal: its Conditions trigger at the beginning of the turn, then its Triggered Abilities fire, and finally it takes a Movement Action and/or an Attack Action. Pets, however, have an optional effect: when you Activate one of them, instead of making them take a turn, you can Summon them. It's worth remembering: a Summoned Pet appears in an adjacent unoccupied space next to its Master.

ADJ OR ADJACENT: Squares are adjacent if they share a line or corner between them. If this Term is tied to an effect, this means that it can only affect a Target in an adjacent square to the casting Character, regardless of the Skill's Range.

"ALL": When an effect states that it PREVENTS ALL DMG, or ALL BUT 1 DMG, it means that your effect is equivalent to the damage the target is receiving. Therefore, if a Monster attacked a character for 6 damage, and that character received a PREVENT ALL DMG effect, the effect would prevent 6 damage. Likewise, ALL BUT 1 DMG would be equivalent to 5 damage. This word, however, does not change any other aspect of the attack resolution: your SHIELD tokens will be used before you have the chance to PREVENT ALL DMG or ALL BUT 1 DMG with a Reaction (↗), and your PREVENT effect affects the attacked character, not the attacking Monster. Therefore, a PREVENT ALL DMG won't prevent both hits of a MULTISHOT, CLEAVE, or STRIKE attack, but only all DMG that would be dealt to the target of this effect.

AMBUSH: A Monster with Ambush slides through reality, flickering from one point to another instead of walking. When a Monster Ambushes, remove it from the board. Then, the Character that is its Primary Target (or its controller if it is a Companion or Pet) chooses an unoccupied square that is adjacent to them where the Monster will be placed. If that square is a harmful terrain, the Monster suffers its effects as if it had landed on it from JUMP.

ATTACK TWICE: A Monster with this ability, when activated, will make its move and then attack two times *(it won't move twice or move between attacks)*. Each attack must be resolved separately and may be interrupted or reacted to individually. If a character becomes out of range between attacks, the Monster may choose another target for its last attack as long as it doesn't have to move.

AURA (TOKEN): As a Resolution effect, a Hero is often instructed to write down an Aura on their Campaign Log. You can keep this token on your board as a tactile and visual reminder that you have a special effect noted there. Aura tokens are Reminder tokens.

AVAILABLE: Available refers more to a game term than necessarily a Keyword. An Available Skill, for example, is a Skill learned by a Hero that does not have its slot currently occupied (either by an Action Cube, Curse Cube, or Trauma Cube). An Available Resolution, in turn, is a Resolution that has not yet been chosen in a Charged Interaction or has not been declared "unavailable" by some effect. *(Remember, in Recurring Interactions, choosing a Resolution does not make it unavailable).*

AVOID: Avoid is not properly a Keyword, however, it is a new term in relation to the Corebox, so it is worth clarifying. "Avoid" is used to indicate that you do not suffer some effect, much as PREVENT would, but since PREVENT is a Keyword, the adoption of a different term is necessary.

BASH: Bash is a trait characteristic of the Hero Andreas. Whenever a Skill has Bash, at the moment you are about to resolve the effect containing the Bash Keyword, you may discard 2 Shield tokens. If you do, add the effect described between the "[]" to your Skill resolution. Otherwise, you must resolve that Skill without considering it a part of the effect.

BLEED X: The Target takes X Bleed tokens. At the beginning of that Character's next turn, it takes 1 non-preventable damage for each Bleed token it has and then removes all of them from its board. Bleed is a stackable Condition.

BLINDNESS: This is a special ability that a few Monsters possess and that turns them into very dangerous enemies. When a Character suffers BLINDNESS, they must take a BLIND token and keep it on their board. While holding a BLIND Token, the Character automatically misses any ✕ if their natural d20 roll is 10 or lower, even if they have succeeded on their Weapon's Accuracy check. BLINDNESS is a Redundant Condition that lasts until the Character takes a Recall Action or it is removed by a CLEANSE effect.

BLOODSEEKER: A Monster with Bloodseeker targets the Weakest Hero (The one with the lowest Health at the moment) as its Primary Target.

'BOT': BOT is an abbreviation used to describe the "Beginning of Turn" moment of time, when some Characters' special abilities are triggered, right after they suffer the effects of the Conditions they possess that also trigger at the beginning of their turn.

BOUNTY: Bounty replaces and updates the "LOOT" Keyword that Companions had in *Age of Darkness*. Therefore, when a Monster is defeated by an attack that has BOUNTY, that Monster drops a LOOT token when removed from the board (LOOT tokens are Ground Movable Objects that can be collected with a Minor Action; when collecting Loot, a Hero draws a Chest card, but does not roll the Trap Die).

BRITTLE: Some attacks are capable of leaving their opponents vulnerable. When a Character suffers Brittle, they must take a Brittle token and keep it on their board. If they are a Hero, Pet, or Companion of any sort, the next time they suffer damage from any source, they will suffer double that damage and remove their Brittle token (remember, suffered damage is the damage taken that was not prevented, as clarified on page 10). If they are a Monster, the next ✕ or ✳ that hits them turns into a Critical Hit and removes their Brittle token. Brittle lingers until it is removed or is triggered as described. It is a Redundant Condition.

BURN X: The Target takes X Burn tokens. At the beginning of that Character's next turn, it takes 1 non-preventable damage for each Burn token it has and then removes one of those tokens from its board. Burn is a stackable Condition.

CANCEL: Cancel is a term that has come to be associated with Interruptions (⊘) due to their ability to respond to an attack while it is being delivered, rather than after it has already hit its target. When an attack is Canceled, this means that it no longer exists and doesn't cause damage to any of its targets anymore. Characters who have already used Interrupts for a Canceled attack are still considered to have used those abilities, but after the attack is Canceled, no other Characters can use an Interrupt (⊘) (and of course, no Reactions) against that attack.

CAST: This term is used to define the moment when an effect is applied in the game, often related to the Character responsible for causing it. So, when your Hero spends one of their Action Cubes to use a Battle Focus Skill, for example, that Hero is casting a FOCUS 1 AND CLEANSE 1 effect.

An elegant way to put all this together is to keep this sentence in mind whenever in doubt about the usage of "Use", "Cast", "Spend", and so on: *"Heroes Spend or Expend Action Cubes in order to use their Skills or take additional basic Actions, which, in turn, Cast Effects which allow them to interact with the board and play the game."*

NOTE: Casting is not only related to the moment when you spend an Action Cube. When a game situation triggers a Passive effect of a Skill or Equipment, for example, you are also Casting that effect.

CATALYZE: This is a Keyword designed to condense an effect into a single word, saving text space. When a Hero Catalyzes, it means that the next Action Cube they use this turn (current turn only) is treated as a Wild Cube (if it is used to use a Hero Skill, treat all numbers written in their numerical form as if they were doubled). Wild Cubes can be used as if they were any color, but it is important to remember that the Range for the effects of a Skill activated using a Wild Cube is based on its Type (i.e., a Melee Skill activated through a Wild Cube still has Melee Range).

CHAIN-UP: Monsters with this skill specialize in capturing Heroes. At the beginning of their turn, immediately after suffering the effects of any Condition that might be affecting them, a Monster with Chain-Up targets the Strongest Hero who is not adjacent and within Range 1 (if there is such a Hero). That Hero suffers 2 non-preventable damage and is dragged to an empty square of their choice that is adjacent to the Monster with Chain-Up. If there is no space for them, the Hero suffers 4 non-preventable damage instead of 2, but they are not dragged.

CHANNEL: As long as a Skill with Channel has an Action Cube occupying its slot (not when it is blocked by a Curse Cube or Trauma Cube), the passive bonus described in "Channel - Effect" takes effect as if it were a Passive Skill. This benefit is also applied to the very Skill that generated it. It lasts until this Action Cube is recalled.

CHARACTERS: Character is a type of Game Element. Characters can be Allies (Companions, Pets, NPCs, and so on), Heroes, or Enemies (Monsters of all kinds). Characters are Movable Solid Objects for rules purposes.

CHARGE: Some Monsters have the ability to charge their enemies to maximize their attacks. Whenever a Monster with this ability moves 3 or more squares in order to reach their target, consider the base damage value of this attack as if it were double. Remember: Monsters will always move the least amount of squares they can in order to reach their targets or seek a position on top of Darkness. Despite this ability, Monsters are not smart enough to take the longest way to reach their target and receive this bonus. Their behavior remains the same: they move as few squares as possible to the target unless they can finish the movement upon Darkness or can avoid harmful terrain while doing so. Darkness damage boost, as well as damage reducers like Intimidate, are counted after this base value has been determined. *Example: Fell Asteris – Rookie charges Vorn, finishing its movement on top of Darkness. Since its attack base damage is 4, the total value Vorn will be hit for will be 10 (4x2) + 2 instead of 12 (4+2) x2. If this Fell Asteris had INTIMIDATE 4, the final attack would have been 6 (4x2) +2 -4.*

CHARM: By enchanting the simple-mindedness of a Creature of Darkness, a Hero can force it to attack its own allies. When a Monster is Charmed, the player who bewitched it immediately activates that Monster and controls its turn. In this way, you can force it to attack its own allies, move through harmful terrain, or position them in a disadvantageous or inefficient way. However, while fighting to keep control of its own mind, a Monster is weaker: its attack deals only half (round up) of the damage it would normally (collateral damage is applied as normal). Darkness damage boost, as well as damage reducers like Intimidate, are counted after this base value has been determined. *Example: Fell Asteris – Rookie is charmed by Catharina and finishes its movement on top of Darkness. Since its base damage is 4, the total value of its attack will be 4 (4/2) + 2 instead of 6 (4+2) /2. If this Fell Asteris had INTIMIDATE 2, the final attack would have been 4 (4/2) +2 -2.*

CLAIM: Claim is a typical Warlord effect, representing their ability to coordinate the assaults of their allies. When a Hero uses Claim, they place (or replace) the Banner on an empty square that is adjacent to them. While under the influence of a Banner, as a Minor Action, a Hero may discard an INSPIRATION token to make a ✖ of +0 HIT. For rules purposes, all squares that are adjacent to a Banner are considered "Under the Banner". Finally, Banners are Movable Solid Objects considered Furniture and, therefore, can be crushed by Large Monsters (see page 23 of the Corebox Rulebook) and cause 2 DMG AND BLEED 2 if they are thrown at a Character (see page 20).

CLEANSE X: The target removes up to X Curse Cubes or Condition Stacks from its board. A Stack is: all tokens of the same kind the Character has. For each CLEANSE point received, that Character may choose to remove a Curse Cube or a Condition Stack. He doesn't have to spend all the points the same way.

CLEAVE X: This Attack can Target up to X enemies who are adjacent to the attacker *(they do not also have to be adjacent to each other)*. Heroes make only a single Attack Roll and apply its results to all Characters they are attacking.

COMMAND: This Monster goads another Monster to fight. When a Monster commands, the Strongest Non-Boss Monster that is not the commanding Monster itself immediately activates (as if it were its own turn, suffering the effects from any Conditions on it.) Then, the commanding Monster continues its turn. If there is no other Monster on the board, this ability has no effect.

COMMAND A DRAUGR: To Command a Draugr means to activate a Draugr of your choice that is already on the board. Unlike other Pets, Draugrs cannot be "Raised" through a "Command" effect or vice-versa. For them, these effects act independently. Other than this detail, Draugrs follow the same rules as a Pet when it comes to their turns and for other rules purposes.

NOTE: If an effect allows you to Command a Draugr more than once, you can choose the same Draugr for each activation, if you wish.

COMMAND A PET: Command a Pet is an effect similar to Activate a Pet, with the restriction that it can never be used to invoke a Pet on the board. So, when you Command a Pet you have summoned, you must choose a Pet that is already on the board and that is affiliated with you to Activate. An activation through this effect consists of a Move Action followed by a normal Attack Action. Similarly, any Conditions that this Pet has at the time it is activated are triggered. If another effect that allows you to summon a Pet on the board is triggered at the same time you would Command a Pet, you can choose to resolve it first *(as it would happen to Ranger Maya if she rolls 16+, for example.)*

COMPANIONS: In addition to Pets, the Heroes may also encounter valuable allies during their journey, called Companions. Companions do not have Health. Instead, they have a value called "Sturdiness." In short, they are only defeated if they take damage that exceeds this value all at once. Companions are seen as Pets in the eyes of the Monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place). Companions can hold SHIELD tokens and receive PREVENT effects like any Character. Companions are activated after the turn of the Hero they are following and their turn consists of a Move Action and an Attack Action, in that order, in the same way as a Monster. Companions are discharged during the Camp Phase.

COPY EFFECT: Some Skills copy the effects of another Hero Skill. A copy of a Skill has all effects exactly as described in the copied Skill, including their base Range regardless of the color of the cube you used to copy it *(If you used a Wisdom Skill to copy a Ranged Skill, the Range for your copied Skill will be 1, not Unlimited).* **Dungeon Role Skills, Equipment Skills, Interrupts, and Reactions, unless stated otherwise, cannot be copied. Skill Upgrades, however, can be copied as normal.**

COUNTER X: Some Monsters are versed in the art of fencing and know how to take advantage of a Hero's slip-ups when fighting them. Whenever a Hero misses a ✖ against a Monster that has this ability *(an attack is only considered a miss after using their reroll abilities)*, the Monster swings their weapon around, causing the described amount of non-preventable damage to all enemies of the Monster that are adjacent to it.

COVER: Some protective abilities that Heroes possess go beyond just mitigating damage; they can also change the target of an attack. When a Character Covers the target of an attack, they redirect that attack to themselves, becoming the new target of that attack. Any Prevent effect that comes with a Cover effect is also redirected to the new target of that attack. If an attack is targeting you and another target at the same time, you can still Cover that other Character, but you will suffer both attacks as if you had been targeted by it twice.

NOTE: When a Character Covers another Character and becomes the target of an attack, any abilities they have that are triggered when they are attacked are also triggered.

COVETOUS: A Monster with Covetous targets the Hero that is holding the most Resource tokens (Focus, Shield, and Ki are examples) as its Primary Target. If two Heroes are tied with the same number of Resource tokens, a Monster with Covetous targets the one among them who occupies the fastest Initiative Slot.

CR (CUBE RANGE): This term refers to the Range of an effect, which is defined by the color of the cube spent to use the Skill or Reaction that cast it.

CRIT X+: If you roll X or more on your D20 during an attack roll, you inflict a Critical Hit! A Critical Hit does double the normal damage, but does not inflict double the Conditions. From the second-generation onwards, CRIT 16+ was renamed KEEN.

CUBE ACTION: This is the name given to actions that a Hero takes by spending an Action Cube. During their turn, a Hero can perform up to two Cube Actions. Some special actions can be considered as one of these Cube Actions, such as, for example, the purchase of an additional Move Action by Expending an AC. **Reactions are not considered Cube Actions.**

CURSE CUBES (CC): Curse Cubes are the black cubes that represent the influence of Darkness on a Hero's willpower. When received, a Curse Cube must be allocated to a Hero or Dungeon Role Skill and as long as it remains there, that Skill is blocked and cannot be used. When a Hero receives their sixth CC, they are considered corrupted and the Adventure ends in failure.

CURSE X: The target gains X Curse Cubes. Unlike the Curse Cubes you receive upon taking a Recall Action, CURSE is an effect and as such there are some abilities that can give you immunity to it, but they wouldn't have any effect against receiving Curse Cubes in any other way.

DEFIANT: A Monster with Defiant Targets the Most Vigorous Hero (the one with most available Action Cubes at the moment) as its Primary Target.

DEVOURER: Monsters with this ability show atypical behavior. They prioritize looking for prey rather than victims. Therefore, such Monsters have Injured NPC tokens as their Primary Target instead of the Heroes. When they attack one of these tokens, they immediately slay them, satiating their bloodthirst. This, however, is not a good thing: After doing so, these Monsters complete their purpose and their bodies undergo a hideous mutation. Replace the Rotten Flesh model with an Abomination model and flip over the Unstable Devourer card. It gains 12 Health (this Health can exceed its maximum total) and becomes a Ravenous Abomination. If there are no Injured NPCs on the board *(if your party has rescued them all, for example)* this Monster's behavior shifts to the standard: the Strongest Hero in range.

DIFFICULT TERRAIN: A character that is affected by Difficult Terrain (like Water) loses 1 movement point from its current move effect. As with any harmful terrain, a character can only be affected by Difficult Terrain once per turn.

DISARM: A Hero that suffers from Disarm must immediately Expend all of their available Melee and Ranged Action Cubes. This effect is considered to be Fatigue *(characters that are immune to Fatigue are also immune to Disarm.)*

DISCARD: Discard is a type of resource loss. When you must discard something, remove it from your board.

DRAIN: Draining is a stealing effect. When a Character drains something from a target, it means that the drained Character loses whatever is being drained, which is then given to the Character who is casting the draining effect. If a Character suffers a DRAIN HEALTH effect that is stronger than their current Health, the Draining Character will only receive the amount of Health they were able to drain. This is what would happen if the DRAIN HEALTH 2 of a *GM: Shadow Vampire – Champion* hit a Hero with only 1 Health point, for example. Health drained this way can't exceed the Characters maximum total.

EMPOWER: Concentrating your energy, you prepare to deliver a powerful blow. When you Empower, the next single ✕ or ✦ you make this turn gains +4 DMG. Note that this effect lasts only until the end of this turn or when you make your next ✕ or ✦ (even if you miss), whichever comes first. If an effect allows you to make two or more separate ✕ as part of the same Action, the Empower effect is only applied to the first of them *(Cleave is a single hit that affects two or more targets, so this bonus applies to all of them).*

ENEMY: Any Character that is not in your party and is not an NPC Token is considered an enemy. Monsters are the Heroes' enemies and vice-versa.

ENRAGE: Some Monsters have a taste for battle that grows as they inflict wounds on their enemies. Whenever a Monster possessing this ability as Collateral Damage can reduce a Character's Health or remove a Special Character (Pet, Companion, or any other kind of ally) from play with an attack, it gains a +1 DMG token.

NOTE: If the Monster has Attack Twice, the second attack made on its activation may do more damage, since this Monster may receive a +1 DMG token as a result of the first attack.

ENTROPY: Specialists in spellcasting can bring about miraculous transformations in their spells by releasing large amounts of energy. Whenever they do, the energy oscillation resulting from this process generates what we call Arcane Entropy, or just Entropy. When a Hero has 4 of these tokens, they can discard them to provoke an Entropy Burst and do one of two things: As a Minor Action, to gain an additional Cube Action this turn; Or to gain an additional Reaction (↗) against the current Threat. Entropy is a stackable Resource token.

'EOT': EOT is an abbreviation used to describe the "End of Turn" moment of time, when some effects are triggered, such as those that last until the end of the Character's turn. The End of Turn is exactly the last thing that happens in a turn, before the Initiative

Marker is moved forward: it triggers right after a Hero has completed all their Actions and chooses whether or not to take a Willing Recall Action. If some effect triggers because of this Recall Action, the End of Turn occurs immediately after the resolution of that effect.

EVOLVE: This Monster gets stronger during the battle. When a Monster EVOLVES, give it a +2 DMG and a +1 MOVE token (keep these tokens on its matching color on the Monster Status Board). These benefits are cumulative and they are not Conditions.

EXPEND: Expend is a type of resource loss. When you must Expend Action Cubes, move an available Action Cube to your Expended Action Cubes box on your Hero board. An Expended AC can be recalled as normal but it cannot be spent to use Skills while it is there.

FATIGUE X: A Hero that suffers from Fatigue must immediately Expend X of their available Action Cubes. If they do not have enough AC's, they must Expend all of their current available Action Cubes and consider the effect resolved.

FINE: Fine is a term created to condense a larger game state into a single word: a Fine character is one who currently has half or more of their maximum Health (rounded up). Fine is the opposite of Wounded. For example, As long as a Hero with 15 maximum Health has 8 or more HP, they are Fine. If they have 7 or less HP, they are Wounded. A Character may be considered both Wounded and Fine when it has exactly half its maximum Health.

FLYBY: A Pet with this ability freely returns to a square adjacent to its master (of its choice) after attacking. That Pet won't be affected by any square it flies by, but it will be affected by the one adjacent to its master since it has to land on it.

FOCUS X: The Target gains X Focus tokens, which they can later spend to use Focus Abilities. Focus is a stackable resource.

FREE RECALL ACTION: A Free Recall Action is a Recall Action that can be taken without generating the Curse Cube penalty to the Hero who took it.

FRUIT OF LIFE: With a Use Consumable Item Minor Action, a Character holding a Fruit of Life may discard it to: SELF, REGAIN 2 HEALTH. Additionally, these fruits are considered items and may be exchanged with other Heroes like any other item would normally be, but they do not occupy any bag space. Fruit of Life is a stackable resource.

FURY: When you hit with a ⚔ or ✹, you may discard 1 Fury to add +1 DMG to your attack (no action required). You may discard 1 Fury token for each individual ⚔ or ✹ attack you make, which can be more than once per turn. Fury is a stackable resource.

NOTE: Whenever you discard 1 Fury in order to boost an attack that targets more than one Character at once (CLEAVE and STRIKE, for instance) the bonus damage is dealt to each target. You don't need to discard 1 Fury token for each Character targeted this way.

HEAL X: The target regains X Health. A character can never gain more Health than their maximum value. Any excess Healing is lost.

HEAVY WIELD: Weapons that have the Heavy Wield property are harder to handle, but usually do more damage when they hit. While you are equipped with a Weapon that has Heavy Wield, you can make only a single ⚔ from each ⚔ action you take or receive. So, you can't make two ⚔ from a single Cube Action (as you would with the Twin Strike Skill, for example), Focus Ability, Class Ability, or Command you take or receive while using these weapons. But you can, for example, make a ⚔ through each of your two Cube Actions and a third through your Focus Ability or by spending a KI token.

IDOL: Idols are figures that possess magical properties which Heroes are able to summon to aid them in battle. When an Idol is Invoked, the Hero places or repositions (if that Idol is already on the board) its matching token on the center intersection of the area (blue square) they are in or in an area adjacent to it. Take note that just Invoking an Idol does not activate its effects immediately *(Shamans* have a class ability that allows them to do this as a special power)*. Once placed, the Idol is considered an Immovable Ground Object, meaning that it can't be moved by any means, including Telekinesis.

Each Idol has a power that can be Evoked by any Hero (not only the casting one) within Range 1 of that Idol using a Minor Action and spending any combination of 2 Resource tokens *(2x Shield tokens, or 1x Shield token and 1x Fury token, for example)*.

See below for a list of the Idols and their effects:

Idol of Endurance: SELF, HEAL 2

Idol of Fury: SELF, THE NEXT SINGLE ⚔ OR ✹ YOU MAKE THIS TURN GAINS A +2 DMG BONUS

Idol of Storm: RANGE 1, 2 (✹) DMG

Idol of Tranquility: SELF, CLEANSE 1

*Shamans, as a playable Class, can be found in the Expansion Hero Pack #01, which is sold separately.

IMMUNITY TO "CONDITION/EFFECT": The character cannot be affected by the named Condition or Effect. Not being affected by a Condition means that you don't even get their tokens when exposed to it. In particular, immunity to Stealth has additional meanings: The character can target hidden characters as normal, and they can't be Surprised by hidden characters.

INFLICT: This is the term used to designate an effect *(usually Conditions)* applied by a casting Character against a target Character without giving them a chance to defend themselves, similar to what non-preventable damage would do. Thus, an Inflicted effect does not generate any Attack or Threat *(even if it comes from an Attack card, for example)*, not allowing Characters to use their Interrupts (⊘) and Reactions (↗) to defend themselves. Remember, if a Character is immune to a Condition, naturally, such Condition does not affect it when it is Inflicted on it.

INSPIRE: Representing a morale boost, when a Hero becomes Inspired, they receive an Inspiration token. By discarding one of these tokens (no action required) a Hero can reroll any d20 roll they have just made, taking the second result even if it is lower than the first. Inspiration is a redundant Resource.

INTIMIDATE X: A Character has -1 DMG for each Intimidate token they are holding. Unlike other Conditions, Intimidate does not take effect at the beginning of their next turn, it lingers until removed instead. The next time the affected character makes an Attack (either a Weapon Attack or a Spell Attack), whether it hits or misses, it removes all Intimidate tokens they are holding. Intimidate is a stackable Condition.

JUMP X: Jump is a special type of movement that has some benefits. A jumping character is not affected by terrain or Darkness tiles they jump over (but they are by the one they land on); they can jump over enemies; and they are not affected by Falling Damage, but they are still required to spend two movement points when jumping from dungeon level 0 straight to level 2.

KI: As a Minor Action, you may discard a KI to make a ✗ of +0 HIT. Regardless if you have spent a KI to make a Weapon Attack or to use any other ability you have learned, you may only discard one KI per turn or Reaction *(If you have an ability that is also a Reaction, for example)*. KI is a stackable resource.

KILLING BLOW: Killing Blow is not necessarily a Keyword, but it is a term worth clarifying. The Killing Blow is the attack *(and in this case it is necessarily an attack, Condition damage doesn't count, for example)* that is responsible for defeating the Monster. If an effect Slays a Character, naturally, it also delivers the Killing Blow, since the term Slay specifies that it defeats the Character even though it doesn't reduce its Health to 0. NOTE: For a Monster to be defeated, it must be removed from the board. If an effect reduces a Monster's Health to zero, but does not cause it to be removed from the board (as happens if Special Mechanic - Shared Lifeline is in progress, for example), the attack is not considered a Killing Blow.

KEEN: In this second generation, we have replaced the Keyword CRIT 16+ with "Keen". The effect remains the same: If you roll a natural 16 or more on the d20, you score a Critical Hit. With the introduction of Upgrade Skills and the Warlock Trait update, interactions with Wild Cubes will be more common, and doubling the numeric value "16+" (supposedly to "CRIT 32+") is aesthetically displeasing as well as representing a detriment to the Skill rather than a benefit. Thus, we deemed it appropriate to turn this benefit into a Keyword to avoid this problem.

KNOCK DOWN: The Target receives a Knock Down token. Unlike other Conditions, Knock Down does not take effect at the beginning of the Character's next turn, it lingers until removed instead. The next time the affected character receives a Move effect, it cancels that effect and removes their Knock Down token from their board. Knock Down is a redundant Condition.

KNOCK OUT: Some Skills will risk everything in exchange for victory. When a Hero receives a Knock Out effect, they are immediately knocked out as if they had their Health reduced to zero *(they must lay their model down, take a Trauma Cube, and everything else as described in the Rulebook on page 15)*. An effect with Knock Out is final. That is, no effect can prevent you from being Knocked Out in this way.

LARGE MONSTER: This Monster is considered Large (even if its base is small-sized). A Large Monster is immune to Knock Down, Polymorph, Push, Stun, and Telekinesis.

LEARN: During the Age of Darkness Campaign, the terms used to represent your Hero's progression by acquiring a new Skill or Class Ability was "Learns and Unlocks". From now on, this term has been simplified to just "Learn", but its purpose is the same. So, when your Hero learns a Hero or Role Skill Level 1, they must choose a Level 1 Skill from their Hero or Role, take its respective card and Action Cube, and add them to their Hero Board.

NOTE: It is important to remember that a Hero cannot Learn a Hero or Role Skill of Level 2 if they have not learned a Level 1 Skill belonging to that same Skill Tree or Dungeon Role, as already mentioned in the Corebox Rulebook. When a Hero learns a Class Ability, they take the matching card—if it is the Level 1 Ability for that Class Tree—and a White Cube. They place the card beside their board and the cube on the appropriate space to mark the Class Ability they have learned.

NOTE: Likewise, it is important to remember that a Hero cannot Learn a Class Ability of Level 2 or 3 if they have not learned a Class Ability of Level 1 or 2 (respectively) belonging to that same Class Tree.

LOOT (TOKENS): Loot tokens are Movable Ground Objects that can be picked up by Heroes who are adjacent to or on top of them with a Minor Action. When they do, they draw the top card of the Chest deck, but do not have to roll the Trap Die: Loot is always safe. Like a Chest, the moment a Hero draws a Consumable Item, they can choose to use it immediately as a free action. Otherwise, they keep that card in their bag.

LOOT: Whenever a Companion with this collateral damage hits an enemy, if this was the killing blow, replace the defeated enemy's miniature with a Chest token. Consider it safe (a Hero looting it does not need to roll the Trap Die).

MAELSTROM: This is an ability given to Overlords. At the beginning of its Monster activation, an Overlord must shuffle their Attack cards back into the deck and draw a new "hand" (one per Hero playing the Adventure) of cards. Thus, the Overlord combination of Attacks might change from round to round.

MANIFEST: Manifest is an effect that evokes the chaos power of Darkness. To manifest, a player must randomly take one Rune from the bag and reveal it to the other players. This is not considered "drawing" the Rune and thus it won't spawn a Darkness tile or trigger any abilities associated with Rune drawing. Once the Rune is revealed, the Manifester will trigger a special effect based on that Rune color. Afterwards, return the manifested Rune to the bag, it is not placed on the Initiative Track.

MENDING X: Monsters with this ability are field doctors in the enemy's service, keeping their allies ready for another round. When this ability is triggered, another weaker Monster (the Monster with the lowest Health at the time) within range 1 of the casting Monster regains X Health (this Health cannot exceed its maximum). If two or more Monsters are tied, the one that occupies the highest color slot on the Monster Status board between them will be the chosen target (yellow is higher than dark blue, for example). If there is no other Monster within Range 1 of the caster, a Monster cannot use Mending on itself.

MINDLOCK: Monsters with this ability are able to interfere with the Heroes' thoughts just by being in their presence. While a Monster with this ability is on the board, no Hero can spend (blue) Wisdom Action Cubes to use Skills. They can still Expend these cubes to take Tie-Breaker Actions, additional Minor Actions, additional Move Actions, and so on.

MOST CORRUPTED HERO: The Hero with the most Curse Cubes is the Most Corrupted Hero. If two Heroes are tied with the same number of Curse Cubes, the Most Corrupted one among them will be the one who occupies the fastest Initiative Slot.

MOST TIRED HERO: The Hero with the fewest available Action Cubes is the Most Tired Hero. If two Heroes are tied with the same number of available Action Cubes, the Most Tired one among them will be the one who occupies the slowest Initiative Slot.

MOST VIGOROUS HERO: The Hero with the most available Action Cubes is the Most Vigorous Hero. If two Heroes are tied with the same number of available Action Cubes, the Most Vigorous one among them will be the one who occupies the fastest Initiative Slot.

MOVE X: The target may move **up to X** squares respecting the normal rules for movement.

MULTISHOT X: A Character with this ability fires a single ranged attack at X different targets within range. It inflicts damage normally to all targets it hits. You must make only a single attack roll (if the attacker is a Hero).

NON-PREVENTABLE: This damage cannot be prevented by any kind of effect, including Shield tokens and/or Prevent. Non-Preventable damage is not considered a Threat and thus can't be responded to with Interrupts or Reactions.

NPC (TOKEN): NPC (Non-Player Characters) are the bystanders of a Campaign. Some NPC Tokens are used to represent your Companions on the board, while others just embody generic NPCs as "Villagers" or "Children." Regardless, an NPC Token is a Movable Solid Object and every time they are used, they follow a set of special rules of their own. Each Adventure will describe exactly how these tokens interact with the players and the current Adventure.

OBJECT: "Object" is not properly a Keyword, however, it is a term that is worth clarifying. Objects are the components that can move around the board during your Adventure (not necessarily just the inanimate objects themselves). The most common Objects are Characters (Heroes, Pets, Monsters...), Furniture, Piles of Runes, and Special Mechanic tokens, for example. They can be divided into Movable or Immovable (according to how manageable they are on the board) and Ground or Solid (according to whether other Objects can be on top of them). This summary is very general and can only serve to clarify that a Character is an Object as much as Furniture is. You can find more comprehensive details about Objects on page 7.

OVERPRESSURE: Some Monsters possess eldritch energy so powerful that they distort space-time and often emanate disrupting vibes. Therefore, while a Monster with this ability is on the board, no Hero can take Minor Actions except for "Use a Consumable Item" if they are taking this action to drink a potion.

PASSIVE: This ability is always active, unless its cube Slot is blocked by a Curse Cube or Trauma Cube.

PAY X LIFE: Some abilities require a little bit more of a Hero's stamina to perform. When a Skill requires a Hero to Pay Life, they must first lose that amount of Health (this is non-preventable damage) before applying any of its other effects. A Hero may not use a Skill with a Pay X Life cost if the loss of Health would result in them being knocked out.

PENITENCE: The Target takes 1 non-preventable damage per Curse Cube it is holding. Penitence is usually collateral damage.

PET: Some Heroes have companions and each one of them has its own token and a card with its attributes. You can find the details about Pets on page 9 of the Rulebook.

POISON: The target takes X Poison tokens. At the beginning of that Character's next turn, it takes 1 non-preventable damage for each Poison token it has. Unlike Bleed or Burn, Poison is not removed after dealing its damage. Poison is a stackable Condition.

POLYMORPH: There is nothing more satisfying than ridiculing a threat, turning a once-powerful enemy into a defenseless capybara! In order to emulate this effect with its proper glamour in the *AoD System*, you will need to follow some more preparation steps. However, do not worry: once one understands the concept of this effect, such steps become intuitive!

When a Character suffers Polymorph, you must replace their model with a capybara, facing the direction of your choice, and give them a Polymorph Condition token. Take note that the direction these Characters face is important: When manipulating these Characters again, do not change their facing (unless it's specified to do so).

Next, shuffle all the Errant Behavior cards (see below) to form the Errant Behavior deck. As long as they hold the Condition token (which is removed when the Polymorph is broken), at the beginning of their turn, the Character will draw the top card from the Errant Behavior deck to determine their actions for the turn.

Polymorphed Characters will take a random action set by the card they draw.

Such actions typically consist of a turn and an attempt to move (always 1 square, unless the Polymorphed Character has Slow or Knock Down as well). If they fail to perform these moves (because there is an obstacle in the way), the card itself defines an alternative move.

Four of the eight Errant Behavior cards perform moves without doing anything else, then that Character's turn ends.

Two of them, however, have a wandering behavior and, at the end of the turn, breaks the Polymorphism. In this case, the Character still loses their turn.

The last two cards, however, do more than that: In addition to breaking the Polymorph effect, the character Evolves (gaining +2 DMG and +1 MOVE) if they are a monster. They can act now and not waste their turn. The odds are in your favor, but you should expect the unexpected!

In addition to its removal through the Errant Behavior card, under the following situations, a Polymorph effect will end earlier than expected:

- Being a Redundant Condition, Polymorph can also be ended by a Cleanse effect.

- If a Monster is targeted by any effect or attack from a Hero, Companion, Pet, Cohort, Follower, or any other Character that is an enemy of that Monster.

- Polymorph is a unique and powerful Condition, so only one Character can be Polymorphed at a time. If an effect were to apply Polymorph on a Character when there is a capybara on

the board, the first Character immediately breaks free from the Polymorph.

On the other hand, effects cast by a Monster on another Polymorphed Monster do not break the Polymorph. In this case, if this effect causes an additional activation, the Polymorphed Character plays an Errant Behavior card as usual. Take note that simply suffering Condition damage or Darkness damage will not release a Character from Polymorph.

Finally, consider Large Characters (or Small Characters with Large Immunities) immune to Polymorph.

SIMPLE POLYMORPH: If you have tried the mechanics of Polymorph and still consider them to be too complicated, you can, as a house rule, ignore the use of the Errant Behavior deck and the capybara model. You can then establish that the Polymorphed Character simply can't take actions during their turn. Instead, at the beginning of each of their activations, they must roll the d20 to see what happens that turn:

- If they roll 11+, they break free from the Polymorph, but do not act this turn.

- Otherwise, if they roll 10-, they remain Polymorphed.

Regardless of your choice to proceed either with Standard Polymorph or with Simple Polymorph, the other rules to end this Condition early or to become immune to it remain the same.

PREVENT X: Immediately ignore up to X damage that would be dealt to the Target. Take note that since the Prevent effect is directed at the Character receiving the damage instead of the source of the damage, it is the protected Character who needs to be within this effect's Range.

PRIMARY TARGET: A Monster's Primary Target is the character it seeks to attack during its turn. All Monsters that follow the Standard behavior have the Strongest Hero as their Primary Target, for example. You can find the details about Monster behavior, Monster turns, or anything else about Monsters on page 38 of the *Age of Darkness* Rulebook.

PROTECT: This Character interposes themselves in front of any harm to protect their allies. Whenever a Character is the target of an attack, another Character with Protect that is adjacent to them may invoke this effect. The Protecting Character becomes the target of the attack instead of the original target. This effect works against Cleave, Multishot, and Strike, but only if the Protecting Character is not already a target of the attack.

PUSH X: Push the target X squares away from you. You can only Push a target that has the same base size as you or smaller (unless the ability you are using says otherwise). The target must be pushed in a straight line of your choice and each square it moves must place it farther from you. Characters are pushed until they fulfill the Push length or find an obstacle in the way. An obstacle can be another Solid Object, the side of a Dungeon Tray to a higher level (it can fall to a lower), or the end of a Map placed at level 0.

PUSHBACK: This effect is similar to Push, but it is a version adapted to be used by Monsters. When a Character undergoes Pushback, they must push their model 1 square back, that is, further away from the source that pushed them. Effectively, they will have three squares to which they can be pushed. A Character who has suffered Pushback must always choose an unoccupied space where they can be pushed, even if it is a harmful terrain or if they have to suffer fall damage because they were pushed from a dungeon tray level 2 to 0. If all possible squares are occupied by Solid Objects, the Character cannot be pushed.

RAISE A DRAUGR: Reusing the evil energy used by the Darkness to make its Creatures, Necromancers can create an army of their own. Raising a Draugr means placing one of them in an empty square of your choice that is adjacent to you, loyal to the Necromancer who summoned it. Unlike other Pets, Draugrs cannot be "Raised" through a "Command" effect or vice-versa. Likewise, the generic effect of "Activate a Pet of your choice" doesn't work to Raise or Command them. Only the specific effects of Raise a Draugr and Command a

Draugr affect these creatures. Other than this detail, Draugrs follow the same rules as Pets when it comes to their turns and other rules purposes. If all four Draugrs are already on the board, a Necromancer can no longer Raise them, only Command them (note that unlike other Pets, an effect that allows you to Raise a Draugr does not allow you to Command a Draugr—these are separate effects for the Necromancer).

NOTE: Draugrs that are raised during the Draugrs' turn (the one the Pets have after their masters' turn) do not act during that activation.

NOTE: A Necromancer can Raise all four Draugrs, even though they can only sustain two of them during their turn.

RANGE X: Range is always counted using areas (blue squares). Range 1 can target any square inside a blue area up to 1 area away, while Range 2 can target a square inside an area up to 2 areas away, and so on.

RANGER'S MARK: When a Character is Marked, it receives a Ranger's Mark token. All ✕ and ✳ made by the Ranger against a character they marked deals +1 DMG. As mentioned earlier, this damage is doubled if the Character scores a Critical Hit as normal.

RECALL X: You recover to your Available Action Cubes box up to X Spent or Expended Action Cubes from your board.

REDIRECT: When an effect instructs you to Redirect an attack to you or another Character, that Character becomes the target of that attack instead. If the Character in question is already being targeted by that attack (as it could be in Multishot, Cleave, or Strike, for example), they suffer it two times, resolving one attack at a time. Redirecting an attack does not generate an additional threat, and thus does not allow an extra Reaction.

RECKONER: A Monster with Reckoner Targets the Most Corrupted Hero (The one with the most Curse Cubes at the moment) as its Primary Target.

REGAIN X HEALTH: The target recovers X Health. A Character can never gain more Health than their maximum value. Any excess Health is lost. Since this effect is not bound to the Keyword HEAL, your Hero does not receive any bonus from "HEAL +X" abilities.

REDUNDANT: A redundant effect means that a Character can only hold one token of that specific effect. If a Character would gain a second token for a redundant effect, just ignore it.

REGENERATION X: At the beginning of its turn, a Character with Regeneration regains X Health. This regained Health cannot exceed its maximum HP.

RELEARN: Relearn is a term associated with character progression. It can refer to a Hero or Dungeon Role Skill Level 1 or 2, a Skill Upgrade, or the choice of a Dungeon Role, for example. Relearning something means to replace a choice you made regarding that element. So, Relearn a Dungeon Role is a simple process of "swapping" the cards in your Dungeon Role *(keeping your chosen progressions the same as normal)* while Relearn a Skill would be to forget *(remove the progression from)* a Skill you have and choose another in its place *(remember, when Relearning a Hero or Dungeon Role Skill, you will need to adjust your Action Cubes accordingly and may be forced to Relearn the Level 2 Skill associated with that Skill Tree as well)*.

RELENTLESS: A Monster with Relentless targets the Most Tired Hero (The one with fewest available Action Cubes at the moment) as its Primary Target.

REROLL: When a Skill has Reroll, it means that you get one free reroll of the d20 for one Weapon Attack performed by that Skill that you may choose to use only when you miss.

RESOLVED: "Resolved" is the term used to denote the end of some game situation. So, when it is mentioned with an effect, it means right after that effect is applied. For example, analyze the following statement about a basic rule regarding Collateral damage:

"Collateral effects are applied after the damage is resolved." So, if a character Reacts with a Tumble Skill against a Shadow Knight's attack, they will move <u>before</u> being Knocked Down, since the Tumble Skill (and its Jump 2) must be fully resolved before any Collateral damage applies (if it is applied at all).

This term can also be found referring to an Interaction or Resolution. When this is the case, you should know which of these two elements it is connected to. This is the key to understanding its meaning.

"Until Interaction... is resolved" means that the Interaction must be done in full; that is, until the Interaction token is removed from the board. This might be because it has run out of charges or an effect has stipulated that it should be removed before that.

The sentence *"...this Resolution is resolved"* only applies to the Resolution you are reading at that moment. Even if a Resolution is abruptly resolved by its own command, it will still remove 1 charge from the Interaction token (unless it is a Recurring Interaction or the effect itself specifies otherwise, of course).

RESTRAIN: Characters with the Restrain ability are armed with natural or artificial restraints and can use this ability to always keep their opponents within range. When a Character is Restrained by an enemy, they receive a Restrain token and cannot leave the space they occupy as long as they hold it. A Character may discard their Restrain token when there are no more enemies with the ability to Restrain them within Range 1. Restrain is a redundant Condition.

NOTE: Characters who are Restrained are able to leave their space through a Swap effect. When this is the case, the Object swapping with the Restrained Character takes its Restrain token. If this target is not a Character, the Restrain effect ends.

RETALIATE X: Immediately cause X damage to the attacker. A Character can't retaliate against an attack that does not include them as one of its targets. Retaliation effects that are used with cubes can only affect attackers within Range, while Retaliation effects made through Focus or other sources can affect attackers at any range. Unlike Prevent, whose target is the Character you wish to defend, Retaliate targets the attacker against whom you wish to retaliate.

ROLL X+: If you roll X or more on your D20 during an attack roll, (usually 16+) this benefit is triggered. Roll X+ abilities usually give a boost to the current attack, or, in some cases, it might trigger special effects. When that is the case, the range of these effects is limitless unless it says otherwise. You do not count your HIT bonus to check if a Roll X+ ability will trigger. For example, if you Roll 13 on the d20 and have a +3 HIT bonus, you didn't roll 16+, you rolled 13+.

ROUND: Round is a term used to denote the window of time from the first card to receive a turn on the Initiative Track to the last. Thus, we can say that the Hero playing the Defender Dungeon Role will always be the first Character to act in a Round while the Rune card will always be the last. All effects that are measured through a round (i.e., "...during this round") end as soon as the Rune card's turn in that round is resolved.

SELF: Abilities with the SELF Keyword can only target the casting character. For example: "SELF, PREVENT 3" means that the character can prevent 3 damage from themselves only.

SHADOW AURA: Shadow Aura is an effect that manifests Darkness from the victm's wound. Whenever a Character suffers Shadow Aura, if they are not on top of Darkness, they spawn a Small Darkness tile in their square (place it below their model—it takes effect immediately). If that Character is Large, the Party Leader chooses an available square where that Character is in order to do the spawning.

SHIELD X: The target gains X Shield tokens. Each Shield token can be used to absorb 1 point of incoming damage against the Character. You must use all of your Shield tokens before losing any Health or taking Reactions (✗)—you cannot choose to take the damage and keep your Shield tokens or to Prevent the damage using a Reaction in order to save them. Shield tokens are a stackable resource.

SHOVE: When two Characters would occupy the same space and one of them has priority over the other, we say that the first will shove the second. When a Character is shoved, it is moved to a square that is adjacent to the area (blue square) that it previously occupied. The Party Leader chooses where a Monster would be shoved to, while a shoved Hero can choose their new position for themselves. Characters suffer the effects of stepping on harmful terrain when they are shoved into them *(if they have not suffered them already this turn.)*

SILENCE: A Hero that suffers from Silence must immediately Expend all of their available Agility and Wisdom Action Cubes. This effect is considered to be Fatigue *(characters that are immune to Fatigue are also immune to Silence.)*

SKULL-CRACKER: Monsters with this ability are terribly dangerous. Attacks made by creatures with this ability will pierce any Sturdiness value automatically. So be careful: the attack of such creatures is lethal against Allies such as Companions, Followers, Pets, and so on (you can still use Prevents from your Reactions or Interrupts to try to reduce the damage to 0 and prevent an allied Follower from being defeated).

SLAUGHTER: A Monster with Slaughter targets NPC Tokens (non-Companions and non-Pets) as its Primary Target.

SLAYER: A Monster with this ability will chase Injured NPC tokens, Cohorts, and Followers as their Primary Target, in that order of preference. If there are two or more of those within reach, the Party Leader chooses which of them will be the target of this Monster this turn. If none of these NPCs are on the board or in reach, these Monsters switch their Primary Target to the Strongest Hero.

SLOW: The target receives a Slow token. Unlike other Conditions, Slow does not take effect at the beginning of that Character's next turn, it lingers until removed instead. The next time the affected Character receives a Move effect, it loses 2 movement points from that effect and removes their Slow token from their board. Slow is a redundant Condition.

SOLID OBJECTS: A Solid Object is a piece such as a token or a miniature that occupies its space on the board. Therefore, Characters can't end their movement on top of Solid Objects, nor pass through them if they are considered enemies (if these Solid Objects are Characters). Thus, Characters, Furniture, Interaction tokens, Piles of Runes, NPC tokens, and any other element you placed on the board that was specified to be a Solid Object is considered as such.

SOUL SHARD: By confining a fragment of life energy from a creature's spirit within them, these crystals can be used to strengthen the Heroes. As a Minor Action, A Hero may discard a Soul Shard to give Double Damage to the next ✖ or ✳ they make this turn. Note that this effect lasts only until the end of this turn or when you make your next ✖ or ✳ (even if you miss), whichever comes first. If an effect allows you to make two or more separate ✖ as part of the same Action, this effect is only applied to the first of them *(Cleave is a single hit that affects two or more targets, so this bonus applies to all of them)*. Soul Shards are redundant Resource tokens that can be exchanged between Heroes as if they were Consumable Items.

SPECIAL MECHANIC TOKENS: These board elements are used as visual milestones for the function of any Special Mechanic established for an Adventure. Special Mechanic tokens are Immovable Ground Objects.

SPENT: Spent is not properly a Keyword, however, it is a term that is worth clarifying. An Action Cube is considered spent when it is allocated to a Skill slot. Curse Cubes and Trauma Cubes are not considered Action Cubes even when they are spent as Action Cubes. They are treated as normal wounds once they become allocated to a slot.

SPLIT: The casting Character can choose to split the described effect among any number of targets (within Range) they choose. To be considered a target, a Character must receive a share of at least 1 point. Any empowering bonus that character has is applied to the total amount, not to each target they choose.

Example: A Bonus of +1 HEAL applied to a SPLIT, HEAL 4 effect would result in a SPLIT, HEAL 5 instead of four individual effects of HEAL 2.

STACKABLE: The Stackable property means that a Character can hold up to four copies of a same token on their boards/cards. A two-sided token that displays the faces 1 and 2 must always be considered as if it was the number of individual tokens indicated. If a Character would receive a fifth token of a Stackable effect, just ignore it.

Example: 2 tokens of Focus 2 and 4 tokens of Focus 1 are considered Focus 4 either way.

STALKER (TRAIT): Some killers specialize in using stealth to their advantage. As long as the Stalker Skill is not blocked, whenever the Slayer's Stealth fades away *(that is, it is removed on its own at the beginning of its Hero's turn)*, the Slayer remains Hidden until the end of the current Hero's turn or until they try to surprise another Character.

*Example: Nyx received Stealth through the **Sucker Punch** Skill in the previous round. At the beginning of her turn, in this new round, her Stealth faded away, but she will still remain hidden until she tries to surprise another Character (which could lead her to cause Double Damage) or finishes her current turn (so, she would need to cast another Stealth effect if she wanted to continue in Stealth to escape the Monsters' attacks).*

STEALTH: The target receives a Stealth token and is considered hidden while they are holding it.

- Characters without Immunity to Stealth do not count a hidden Character either as their target nor an enemy for engagement purposes (they still can't pass through them if they are enemies).

- Hidden Characters still take damage from area attacks such as Strike and from Darkness.

- At the beginning of its next turn, the Character is no longer hidden and must discard its Stealth token.

Alternatively, as many seasoned assassins do, a Character can end their Stealth sooner by trying to surprise a target.

- Thus, if a Character with a Stealth token makes a Weapon Attack (✖), whether it hits or not, it immediately loses Stealth. On the other hand, if the attack hits, it gains Double Damage if the attacking Character was considered hidden from its target. This is called "Surprise."

- Characters immune to Stealth cannot be surprised.

STRIKE X: Strike is a type of area effect that targets a whole area (blue square) instead of a single target (regular square). Strike X means that you must choose X areas within Range and affect any Characters of your choice in those areas. A Strike X made at melee means that the Character must choose areas which have one of their squares adjacent to them. Likewise, a Strike X at Range 1 (RANGE 1, STRIKE X) means that the Character must choose X areas within Range 1, while a Strike with limitless Range means that the Character can choose areas anywhere on the board.

STRONGEST HERO: The Hero with the most Health at the moment. Monsters often target the Strongest Hero. If two Heroes are tied with the most Health, the Strongest one among then will be the one who occupies the fastest Initiative slot.

STUN: Stun works differently between Heroes and Monsters. When the Stun effect is resolved at the beginning of a Monster's turn, that Monster loses its Attack Action for that turn and then removes the Stun token *(it will still take its Move Action)*. At the beginning of an affected Hero's turn, on the other hand, they lose one of their two allowed Cube Actions for that turn and then remove the token from their board. Stun is a redundant Condition.

STURDINESS: Sturdiness is the capability to withstand blows that Companions have. Any damage dealt from a single blow to this Character up to this value is ignored as if they had absorbed it (even non-preventable damage). However, if the damage manages to overcome this value by at least 1 point, the Character is defeated. Heroes can use their Prevent Skills to mitigate damage that would overcome a Companion's Sturdiness, and they might give Companions Shield tokens to hold (remembering that they are consumed the first time the Companion would take damage, not only when this damage would overcome their Sturdiness).

SUFFER: Suffer is not properly a Keyword, however, it is a term that is worth clarifying. Suffer is used to define something that "hits" a Character after they have tried to protect themselves against it. So, "suffer damage" means to lose Health due to damage after you tried (if you could, naturally) to mitigate it through Prevent, Shield tokens, and so on.

SWAP: Swap consists of two Movable Objects trading positions on the board. The first Object immediately assumes the position the second Object occupied and vice versa. Characters entering harmful terrain or stepping on Darkness for the first time this turn are affected by them. Each Swap effect states what kind of Objects can be swapped.

SWARM: Swarm Monsters are tiny creatures that, joined together, form a single being, and thus they have no vital points in their body. Such creatures suffer only half damage (rounded up, after Prevent reductions have been applied) of all ✖ that hit them. *Example: If Lorelai has 2 Intimidate tokens when she*

attacks a Monster that has Swarm and 1 Shield token using a 6-damage attack, that Monster would suffer only 2 points of damage in the end (6 - 2 - 1 = 3; 3 ÷ 2 = 1.5, which is then rounded up to 2).

TAKE: Take is not properly a Keyword, however, it is a term that is worth clarifying. Take is used to describe something that is given to a Character. Whenever that is damage, they have the opportunity to mitigate it through Shield tokens or Prevent effects (unless, of course, the damage is non-preventable). If it is a Condition (such as Bleed) or an Effect (such as Telekinesis), that Character can't use Reactions (✔) or Interrupts (⚡) to avoid it, but if they are Immune to the said effects, they simply won't take them. Taking a Curse Cube, on the other hand, is different from suffering Curse and thus, this effect can't be avoided even if the Character is Immune to Curse.

TC (TRAUMA CUBE): Trauma Cubes represent a deep wound suffered by the Hero. When received, a Trauma Cube must be allocated to a Hero Skill or Dungeon Role Skill and for as long as it remains there, that Skill is blocked and cannot be used. When a Hero receives their second TC, they are considered killed and the Adventure ends in failure.

TELEKINESIS X: Move any small-sized Movable Object *(Traps, Furniture, Characters with the small base size, or small Darkness tiles)* up to X squares. They are not affected by the terrain they float by, but they are affected by the one they land on. Characters moved from the 2nd dungeon level straight to the base suffer Falling Damage (2 non-preventable damage). You can find details about using TELEKINESIS to throw Furniture at Characters on page 20.

THREAT: Threat is the term used to define the moment when a Hero can have their Health points reduced by some attack or effect, but is able to defend themselves and try to prevent this from happening.

Thus, Threat essentially defines when a Hero can use a Reaction (✔) in-game. As a rule, Heroes can use such

Skills or Abilities whenever a Hero (either themselves or an ally) is threatened, that is, when they take preventable damage (non-preventable damage never generates a Threat).

Take note that Threat is just a term, it doesn't change any rules. Therefore, Reactions with "SELF" can only be used if the casting Character is also being threatened and so on, as described on page 14 of the Corebox Rulebook.

TRAMPLE X: Trample is a movement improvement. A Trampling Character is allowed to pass through but not end their movement on squares occupied by enemies. In addition, when they pass through enemy Characters this way, they inflict X non-preventable damage to them. A Character can't trample the same Character more than once per move effect.

TRAP: Place a Trap token in the center of an area (blue square) that is adjacent to the area your Hero is in. The first time an enemy activates within that area or moves into that area, the Trap is triggered. All enemies inside that area are affected by the Trap, then remove the Trap token. There can only be 1 Trap token in an area at a time.
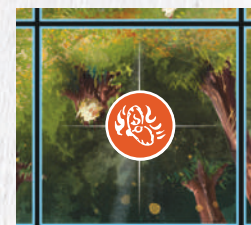
This is an example of a Trap placement. The Trap remains there until it triggers or you use the same Skill that instructed you to place this Trap to place it elsewhere. A Trap will apply its effects only when triggered.

- **BEAR TRAP:** When triggered, it deals 2 non-preventable damage and Bleed 2 to each enemy affected by it.
- **FIRE TRAP:** When triggered, it deals 2 non-preventable damage and Burn 4 to each enemy affected by it.
- **POISON TRAP:** When triggered, it deals 2 non-preventable damage and Poison 2 to each enemy affected by it.

TRICK OR TREAT: When Tharmagar activates, his controller chooses: Either a Hero within Range 1 of Tharmagar gains Heal 2; or a Monster within Range 1 of Tharmagar suffers Bleed 2, Burn 2, or Poison 2.

TURN: Turn is the term used to designate the time window in which a Character or a card on the Initiative Track may act. Even though a Monster type has only one card in the Initiative Track to represent all units of that type, each Monster's turn is taken individually. Therefore, the turn of a Shadow Knight with a pink snap-on base is different from the turn of a Shadow Knight with the green snap-on base. This distinction is important, because effects that can be used once per turn can be used once during the turn of each of these Shadow Knights, for example.

UNAVAILABLE: This is a game term usually associated with Interactions. When an effect states that a Resolution becomes unavailable, it means that Heroes cannot choose that Resolution anymore. Whenever a Hero chooses a Resolution from a Charged Interaction, for example, it becomes unavailable and cannot be chosen again during this Adventure.

UNIQUE: This Pet is somewhat tied to the story and thus can't be summoned to the board by any means other than the Skill that specifically allows you to activate them. While they are summoned on the board, any other generic pet-activation Skill your Hero has works normally on them.

UNLIFE: Pets with this trait have a lying life, needing necrotic power to stay upright. At the beginning of their master's turn, they will be dismissed. At this point, the Necromancer may choose to take a Curse Cube to extend the Unlife of such a Pet for one turn—This is called "Taint". They may choose for each Pet with this trait whether or not to do so, paying the Taint cost for each one individually.

VERSATILE: Equipment that is Versatile can be handled in two different ways by its user. When you first receive this double-sided Equipment card, you can choose which face you want to use. From then on, as a Minor Action, you can flip the card over if there are no Action Cubes occupying any of its slots. You can even flip a card that is in your bag.

NOTE: If you flip a Versatile Equipment to a face with an Equipment type that you are not proficient in, you must immediately Unequip that card.

VICIOUS: The damage dealt by this Monster's attack is non-preventable.

VOODOO: When a Monster has this ability, it is able to remove its Stackable Conditions by inflicting them back against the Heroes. Thus, at the beginning of these Monsters' turn, when they are to be affected by Stackable Conditions *(Burn, Bleed, and Intimidate are examples of Stackable Conditions)*, if any of its enemies *(Hero, Pet, Companion etc.)* are within Range 1 of that Monster, instead of it undergoing such effects, move them to the strongest enemy among them. If the Monster cannot redirect such tokens, only then does it suffers such effects.

WAR CRY: War Cry is a triggered ability that some Monsters possess. When activated, each other Monster within Range 1 of this Monster enrages and gains +1 DMG permanently (place this token on their Monster Status board).

WARDEN (TRAIT): Characters who have the Warden trait can use Interrupts and Reactions with the Keyword "SELF" on other Characters as long as they are adjacent to them. Also, Wardens can use such Skills when Characters adjacent to them are attacked or threatened (if the Skill you are using is either an Interrupt or a Reaction, respectively) instead of using them only when they are attacked or threatened themselves.

WARLOCK (TRAIT): Bargaining with the Darkness, Warlocks flirt with corruption in exchange for power. As long as the Otherwordly Pact Skill is not blocked, they receive their Curse Cubes as if they were Action Cubes, and when they spend them, these are treated as Wild Cubes. Once spent, these cubes become conventional Curse Cubes again, and are removed only through Cleanse effects. You can find more details on page 33.

WEAKEST HERO: The Hero with the least Health at the moment is the Weakest Hero. If two Heroes are tied with the lowest Health, the weakest one among them will be the one who occupies the slowest Initiative slot.

WILD COPY: To copy an ally's effect is one of the most rewarding *AoD* experiences. And, you'll be able to do it with preeminence from now on! An effect that Wild Copies a Skill applies the same effects as a Copy (see page 79), but it doubles all the numbers written in its numerical form, as would have happened if those effects had been cast by spending a Wild Cube.

WILD CUBE: A Wild Cube is an Action Cube that can be used as if it were any color you choose. When a Wild Cube is spent to use one of your Hero Skills (not Dungeon Roles or Equipment), any number written in its numerical form is doubled. ***Example:*** *A Wild Cube was used to activate a: "SELF, HEAL 2 AND SHIELD 4" Skill. Doubling these numbers we would get "SELF, HEAL 4 AND SHIELD 8". Since Shield tokens are stackable, receiving SHIELD 8 would be a waste, but the HEAL 4 would not.*

WOUNDED: Wounded is a rare term that was created to condense a bigger effect into a single word: A Wounded Character is one who currently has half or less of their maximum Health (round down). A Character may be considered both Wounded and Fine when it has exactly half its maximum Health.

TOKENS SORTED BY TYPE

Redundant Conditions *(a Character can have only one of each of these at a time):*

KNOCK DOWN **RANGER'S MARK** **SLOW** **STEALTH**

STUN **BRITTLE** **POLYMORPH** **RESTRAIN**

BLIND

Stackable Conditions *(a Character can have up to 4 of each of these at a time):*

BLEED **BURN** **INTIMIDATE** **POISON**

Stackable Resource Tokens *(a Character can have up to 4 of each of these at a time):*

FOCUS **FRUIT OF LIFE** **FURY** **KI**

SHIELD **ENTROPY**

Additional Resource Tokens *(A Character can hold as many of these as they want to help them track additional resources they received):*

+1 DAMAGE **+1 MOVEMENT** **+30 HEALTH**

Redundant Resource Tokens *(a Character can have only one of each of these at a time):*

SOUL SHARD **INSPIRATION**

Game Objects *(These are usually placed on a Map tile, Monster card, Monster board, or Initiative Track):*

BEAR TRAP   CHEST   EVENT   FIRE TRAP

INITIATIVE   CHARGED INTERACTION   NPC (6 colors)   POISON TRAP

TIME   RECURRING INTERACTION   STACK OF BARRELS   PILE OF CRATES

BOOKSHELF   STONE PILAR   STONE FOUNTAIN   LOOT

IDOL OF FURY   IDOL OF ENDURANCE   IDOL OF TRANQUILITY   IDOL OF STORM

BANNER (Standee)   HELLSCARIAN INJURED NPC   UMBRALIAN INJURED NPC

Reminder Tokens *(These are usually placed on a Map tile, Monster card, Monster board, or Initiative Track):*

COLLAPSING   BLACK MARK (1 to 3)   SPECIAL MECHANIC   AWARENESS

SPAWNING (5 colors)   AURA REMINDER

Game Symbols *(These symbols are found on Monster cards or Map tiles and represent effects that are not tied to any Condition):*

DIFFICULT TERRAIN   DIFFICULT TERRAIN AND DARKNESS   LARGE MONSTER

APOCALYPSE

RULES AND INTERACTIONS