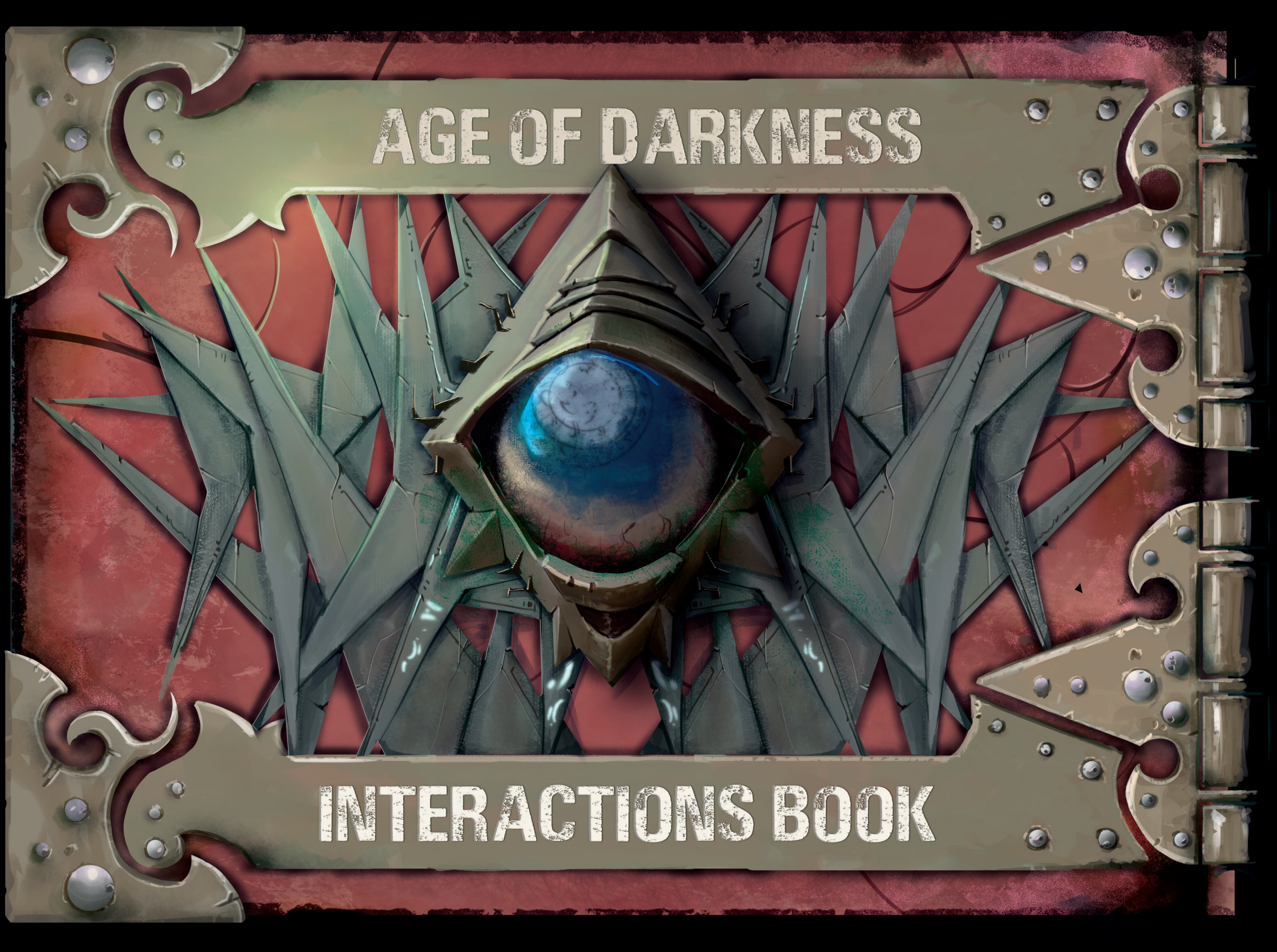


AGE OF DARKNESS

INTERACTIONS BOOK





CREATIVE
Games **S**tudio

CREDITS

Original Game design: Daniel Alves and Eurico Cunha

Graphic Design Direction: Daniel Alves

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

Gameplay Development Direction: Mauro Carvalho

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

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

Rulebook: Mauro Carvalho

Story Writing and Development: Mauro Carvalho

Revision and Translation (English): Luigi Gomes

Proof Reading: William Niebling

3D Sculpts: Pedro Tavares

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

www.wearecgs.com

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

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



CHRONICLES OF DRUNAGOR

AGE OF DARKNESS



INTERACTIONS BOOK

Interactions

Age of Darkness isn't just about exploring dungeons, defeating Monsters, collecting treasure, and progressing your character. A very important part of gameplay is related to the events that the Heroes witness and how they choose to react to them. These moments where the narrative mixes with the game mechanics are called "Interactions."

Interactions can be found on the board represented by Interaction tokens, or they can be stipulated by a Setup (as stated above). Interaction tokens often have two "charges," meaning that up to two Interactions can be made for the scene they represent while stipulated Interactions are usually one-shots.

This is an example of an Interaction scene.



Regardless of its origin, whenever an Interaction is presented, a page number referring to an illustration that can be found in the Interactions Book will be shown next to it. Analyzing the scene presented, the player can choose one of the options and proceed to the respective resolution, which is listed in numerical order at the end of the Adventure Book, in appropriate section.

This is an example of an Interaction scene.



When represented on the board by an Interaction token, a Hero can interact with a scene only when adjacent to the token by using the Interact Minor Action. As usual, the Hero cannot do so if there are any Monsters adjacent to them (whether or not a Monster is adjacent to the Interaction token).

You can find details about the Interact Minor Action and its consequences on page 30.

Finally, Interaction tokens are considered Solid Objects and, therefore, no character can occupy spaces they are in. So, a Hero or a Monster cannot move on top of an Interaction, for example, but a Darkness tile can be placed under one if necessary.



 **02**

TRY TO CALM THE
LADY DOWN

 **01**


TALK TO THE GIRL

 **03**

STEP AWAY AND LEAVE
THEM ALONE


5

 **10**
PRY THE
GEMS OUT

 **11**
EXAMINE
THE PARCHMENT

 **08**
PULL THE BLUE
FLAME TORCH

 **09**
PULL THE YELLOW
FLAME TORCH

 **07**
EXAMINE THE
RUNNING WATER

 **12**
PULL
THE HANDLE

6



PICK UP THE AX



PICK UP THE SHIELD



PICK UP THE CROSSBOW



PICK UP THE LIGHT BLADE



SEARCH THE LOCKED DRAWER



SEARCH THE OPEN DRAWER



 **23**

EXAMINE
THE RUNNING WATER

 **20**

EXAMINE
THE PRIEST

 **21**

OFFER A
FUNERAL PRAYER

 **22**

LOOT THE
TREASURE BAG

 **19**

LOOT THE
SMALL CHEST

8



"Thank you Alesio Fasoli for being part of our story and world."



ASK FOR ANYTHING HE CAN GIVE YOU IN GOOD FAITH



SCOLD ALESIO, HE SHOULD BE FIGHTING



ASK FOR AN EQUIPMENT TRADE



TELL ALESIO TO GET AWAY, HE'S NOT SAFE HERE



TRY TO FORCE ALESIO TO GIVE YOU EQUIPMENT



TRY TO STEAL SOMETHING FROM THE TABLE



"Thank you Neil Mesick for being part of our story and world."

 **33**

ASK IF HE KNOWS THARMAGAR,
THE SAGE

 **37**

ASK IF HE KNOWS
ADMIRAL LUCCANOR

 **32**

ASK HIM WHAT'S
IN THE WAREHOUSE

 **34**

TELL HIM TO GET AWAY,
FOR YOU GOT THIS

 **36**

REQUEST THAT HE HELP YOU
IN THE FIGHT

 **35**

REQUEST THAT HE GIVE
YOU SUPPLIES

10





**DESTROY THE ARK
AND WHATEVER IS INSIDE**



**OPEN THE ARK
AND INSPECT ITS CONTENTS**

1.7.20



44

PUT YOURSELF BETWEEN HIM AND THE STALKING CREATURE



45

ASK IF HE CAN GIVE YOU ANYTHING



46

ASK HIM WHAT'S HAPPENING HERE



43

ASK HIM FOR HELP TO CONTAIN THE INVASION



42

OFFER HELP TO THE WOUNDED WARRIOR

"Thank you Sylvain Milossi for being part of our story and world."

"Thank you Bobby James Stone for being part of our story and world."

 **49**

SCOLD THE PRIEST FOR BEING DISRESPECTFUL TO YOUR EFFORTS FOR IGNISPYRA

 **50**

EXPLAIN THAT YOU CAME TO STUDY ANY MEANS OF DEFEATING THE DARKNESS

 **51**

EXPLAIN THAT YOU WERE ONLY TRYING TO HELP, ENDING UP HERE

 **52**

ASK HIM WHY HE'S WAITING TO CLOSE THE SANCTUM'S GATES



53

REMOVE THE HELMET

54

REMOVE THE
INLAID GEM

57

REMOVE THE SHIELD

55

READ THE EPIGRAPH

56

REMOVE THE SWORD

58

REMOVE THE CLOAK

14

"Thank you Lasse Laaninen for being part of our story and world."



59

TRY TO TALK SOME SENSE INTO HIM



62

TRY TO KILL HIM



63

ASK THARMAGAR TO HELP YOU



61

PUT YOUR CUBE AWAY



60

TRY TO TAKE THE CUBE FROM HIM

15



68

PULL THE BONE LEVER



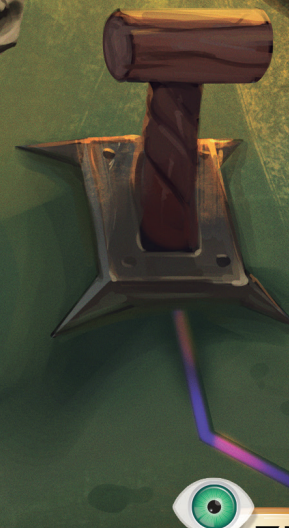
69

PULL THE GEM-ENCRUSTED LEVER



70

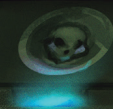
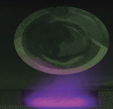
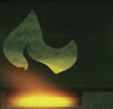
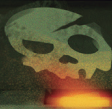
PULL THE SKULL LEVER



71

PULL THE WOODEN LEVER

In honor of Devin Hamilton. USA





72

INTRODUCE YOURSELF
AS A FRIEND



74

QUESTION HIM
ABOUT THIS PLACE



73

DEMAND HE INTRODUCE
HIMSELF FIRST



75

QUESTION WHAT AN
"ENTREPRENEUR" COULD
BE DOING HERE

*"Thank you Simon Klibisch for
being part of our story and world."*



82

INSPECT THE
IRON DOOR

18

83

ASK THE MAN IF HE CAN GIVE YOU ANYTHING TO HELP YOU

84

ASK THE MAN WHAT THE HELL HE'S DOING HERE

85

EXAMINE THE MAN'S WOUNDS

86

TELL THE MAN TO STAND UP AND DEFEND HIMSELF

"Thank you Johan Ente for being part of our story and world."



93

ASK HIM FOR HELP AGAINST
THE NEXT WAVE OF MONSTERS



94

ASK TO GO THROUGH THE
DOOR WITH HIS FAMILY NAME



95

ASK HIM ABOUT THE MOST PRECIOUS
TREASURE WHICH HE MENTIONED



96

ASK FOR ANY EQUIPMENT
THAT HE CAN SHARE

*"Thank you James Lakin for being
part of our story and world."*



101

**INTRODUCE YOURSELVES AS
VOLUNTEERS FOR THE DOCTRINE**



100

**THREATEN THE MAN BACK,
DEMANDING HE INTRODUCES HIMSELF**



102

**INTRODUCE YOURSELVES AS UNDER
THE PROTECTION OF THE DWARVEN KING**



"Thank you Hassari Yousefi for being part of our story and world."

 **106**

ASK HIM TO HELP RESCUE THE VILLAGERS

 **108**

ASK IF HE CAN GIVE YOU SOMETHING TO HELP

 **107**

ASK FOR HELP FIGHTING THE MONSTERS

 **109**

TELL HIM TO RUN AND SAVE HIMSELF, FOR YOU GOT THIS



113

CONTEMPLATE THE TAPESTRY



112

SEARCH THE SHELVES



111

CHECK THE ARMORY



114

LOOK BEHIND THE TAPESTRY

23

124

ASK WHAT THOSE THINGS WERE THAT ATTACKED YOU

125

JUST THANK HER FOR HER HELP

"Thank you Adalberto Junior and Tania Sanches for being part of our story and world."

118

ASK WHO SHE IS

117

ASK HER WHAT PLACE THIS IS



"Thank you Mike Paschal for being part of our story and world."

127

ASK IF HE WAS SPEAKING OF THARMAGAR

130

ASK HIM WHY YOUR PRESENCE HAS SOMEONE'S TOUCH

126

ASK WHAT HE'S DOING HERE

128

ASK HIM FOR ANYTHING THAT CAN HELP YOU

129

ASK WHO HE IS

25

"Thank you Roger Klee for being part of our story and world."



133

ATTACK THE COUNSELOR



131

ASK HIM WHY HE DIDN'T HELP YOU



132

CONFIRM THE COUNSELOR'S IDENTITY

26



*"Thank you Tim Lee for being part
of our story and world."*



**ASK HIM TO SHOW
YOU SOME ARMOR**



**ASK HIM TO SHOW
YOU A BUCKLER**



**ASK HIM TO SHOW
YOU A BLADE**



**ASK THE BLACKSMITH
ABOUT HIMSELF**



**ASK FOR HELP FINDING
YOUR DEAREST ONE**

"Thank you Ronald Keinz for being part of our story and world."

 **140**

TRY TO EXORCISE THE APPARITION ASSAULTING HIM

 **141**

STRIKE A MERCY BLOW UPON HIM

 **142**

ASK WHAT IN THE HELLS IS HAPPENING HERE

 **143**

ASK FOR ANYTHING HE CAN GIVE YOU

 **144**

ASK FOR HELP FINDING YOUR DEAREST ONE

 **139**

ASK HIM TO HELP YOU FIGHT THE APPARITIONS

"Thank you Jason and Zephyr for being part of our story and world."

 **146**

**REQUEST OF THE PRIEST
A BLESSING FOR YOURSELF**

 **150**

**ASK FOR HELP FINDING
YOUR DEAREST ONE**

 **149**

**ASK THEM TO HELP YOU
FACE THE APPARITIONS**

 **147**

**ASK IF EITHER OF THE TWO OF THEM
CAN GIVE YOU ANYTHING**

 **148**

**ASK WHAT'S
HAPPENING HERE**

29





"Thank you Claude Provost for being part of our story and world."

153

QUESTION HIM ABOUT WHAT'S HAPPENING HERE

152

ASK HIM FOR ANYTHING HE CAN GIVE YOU

154

INTERROGATE HIM ABOUT WHAT ELSE HE SAW IN YOUR FUTURE

151

HELP THE MAN LOOK FOR WHAT HE LOST

155

ASK FOR HELP FINDING YOUR DEAREST ONE



PICK UP THE SWORD



SEARCH THE PILE OF BONES



RUMMAGE THROUGH THE LOOSE MASONRY



SEARCH THE THE BOX



CHECK THE SKULLS



PICK UP THE SCROLL

*"Thank you Peter Kreisel and Janina
for being part of our story and world."*

 **169**

ASK FOR HER
STAFF

 **168**

QUESTION HER ABOUT
WHAT SHE'S DOING HERE

 **166**

ASK HER TO HELP
WITH HER MAGIC

 **165**

INVITE HER TO HELP
IN THE FIGHT

 **167**

ASK FOR HER
BROOCH

"Thank you Oliver Thronicker for being part of our story and world."

174

PROTECT HIM FROM THE TENDRILS

172

SHIELD HIM FROM THE PREDATOR

171

ASK IF HE CAN GIVE YOU ANYTHING

175

HELP HIM SECURE THE GRATE

173

TAKE HIS PLACE IN SAFEKEEPING THE BARS

"Thank you Kevin Conner for being part of our story and world."



180

TRY TO FREE HIM



182

INSPECT HIS WOUNDS



181

STRIKE A MERCY BLOW



179

ASK WHY HE IS IMPRISONED HERE



183

ASK IF HE CAN GIVE YOU ANYTHING TO HELP

"Thank you Marcin Nowacki for being part of our story and world."

187

JUST THANK HIM AND INSIST THAT HE GOES AS FAST AS POSSIBLE

185

ASK ABOUT THE QUEEN-MOTHER'S TOMB

186

ASK IF HE CAN DISPOSE HIMSELF OF ANYTHING FOR YOU

35



BE IN THE STORY

HOW IT WORKS

1. THE BACKER SENT US A COUPLE OF PHOTOS



2. SKETCHES WERE SENT FOR APPROVAL

3. AFTER APPROVAL OUR ARTIST FINISHED IT!



**DON'T MISS OUT OUR NEXT CAMPAIGN,
AND BE A PART OF OUR WORLD!**

AGE OF DARKNESS

INTERACTIONS BOOK

