AGE OF DARKNESS (REMAKE): ERRATA

VERSION 1.4, UPDATED UP TO APRIL, 12, 2024

This Errata Document will always seek to be updated as new clarifications become necessary. We thank all the support provided by the community, as well as regrets for the inconveniences, and humbly apologize.

AGE OF DARKNESS – START HERE

Pg.3, Skills wrong page forwarding.
In the Skills clarification, it is wrongly implied that you can find information on page 21. Should be page 24.

Pg.3, Skill Range wrong page forwarding.
In the Skill Range clarification, it is wrongly implied that you can find information on page 22. Should be page 25.

Pg.3, Attack rolls wrong page forwarding.
In the Attack rolls clarification, it is wrongly implied that you can find information on page 23. Should be page 27.

Pg.5, DOOR 01 example lacks clarification.
The "Special Rule – Cultist Summoner'' does not instruct the player that the Darkness considers the Shadow Cultist as its Spawning Point, which causes confusion. The text should go as following: "At the beginning of the WM: Shadow Cultist - Rookie's activation (right after it suffers the effects of any of its Conditions), you must draw a Rune: Place the Darkness tile shown on it following the Standard Behavior but treat the Shadow Cultist as Spawning Point (you can ignore the ones printed on the map). If the Shadow Cultist is already on Darkness, it must be placed adjacent to Darkness connected to the Shadow Cultist."

Pg.6, Inaccurate card image in example.

When describing the new round, the example card used, Shadow Cultist, is Veteran. It should be Rookie. This doesn't change anything else about the example.

Pg.10, Resolution #06 Lacks clarification

The Resolution calls for an unidentified character (implied as the reader) to make a Skill Challenge. It should instruct the Party Leader to do so. Therefore, the correct text would be: "The Party Leader makes a Skill Challenge of Difficulty 13. Each Wisdom cube they have gives them a bonus of +2 to their roll. If they follow the Path of Devotion or Path of Nature, this Challenge is successful without the need to roll."

AGE OF DARKNESS – RULEBOOK

Pg.3, Wrong page forwarding in Table of Contents.

The Table of Contents indicates that the Tridimensional Terrain subtopics are on page 46 while Bridges is on page 42. Both are wrong. The correct one is 48 and 49, respectively.

Pg.5, The component count lacks details.

Version 1.5's component count inherited a lot of information from 1.0 and didn't detail it well, causing confusion. We decided to completely redo this page. You can find the updated version here.

Pg.7, Focus Abilities wrong page forwarding.

In the Focus Abilities clarification, it is wrongly implied that you can find information on page 27. Should be page 31.

Pg.7, Hero Actions wrong page forwarding.

In the Available Action Cube Pool clarification, it is wrongly implied that you can find information on page 17. Should be page 13.

Page.9 Pets Clarification

It needs to be mentioned that a Pet, when Activated through an effect, also suffers the effects of whatever Conditions are affecting it. So, it is necessary to add the following sentence after the period in the 7th paragraph: "Also, when a Pet is Activated this way, at the beginning of their special turn, any Condition affecting them triggers as normal."

Pg.10, Component preparation incomplete.
In the "Setting Up an Adventure" session, it is not explained that you also should pick up the Initiative Marker token, the d20, and the Trap Die. Elements constantly used during Adventures.

Pg.15, Clarification regarding the STURDINESS of a Companion.
In Age of Darkness – Apocalypse (expansion), the Companion mechanic has been clarified and improved to that of Followers and Cohorts. There, a detail is clarified regarding the relationship between Condition damage and STURDINESS: all Condition damage is added together and caused at once to try to overcome it. Therefore, if a Companion has BLEED 4 and POISON 2, he will suffer 6 damage per Condition, instead of 4 and then 2. Thus, if he has STURDINESS 5, he will be defeated in any case.

Pg.20, Hero Skills and CLEANSE Keyword wrong page forwarding.
In the Hero Skill learning clarification, it is wrongly implied that you can find information on page 42. Should be page 50. The same goes in the next column regarding where the CLEANSE Keyword can be found in this book. Its says page 48, but it should be page 54.

Pg.21. Health Tokens were removed from the game.
The +1 Health tokens were removed from the game but still appear in the description of the Resource tokens.

Pg.25. Inaccurate card name.
When describing the Range for passive Skills, one example quoted the Staff of Healing, but this card was renamed Staff of the Moon. This doesn't change anything else about the example.

Pg.27. Outdated card image in example.

When describing Accuracy checks, the example card used, Elvish Bow, does not have Accuracy 8 anymore. It was lowered to 7. This doesn't change anything else about the example, since all text regards the 8 as the target number.

Pg.29. Outdated Skill used in example.

Although the example is correct, the Skill "SHIELD OF LIGHT" was removed from the game (It was abandoned during the development). The same ability description can be found in the "WHIRLWIND OF STEEL" for Dwarf Warrior Vorn. Therefore, the description now is: "Vorn uses his Whirlwind of Steel and, after giving SHIELD 2 to himself, he automatically inflicts 1 damage to up to two characters that are adjacent to him".

Page.31 Focus Abilities also end Movement Effects.

It needs to be mentioned that as Focus Abilities, like Cube Actions, if taken, expend all remaining movement points you possess. Thus, it is necessary to add the following instruction as a 3rd item in the reminders category: "Important: Just like Cube Actions, whenever you take this Minor Action, you lose all remaining movement points. This is an exception to the general rule."

Pag.33 Switching Dungeon Roles during a Campaign.

There was no mention of the rules for switching DungeonRoles during a Campaign. Thus, you need to add the following sentence after the period at the end of the 6th paragraph: "Following these guidelines, Heroes may switch Dungeon Roles whenever they visit the Camp Phase."

Pg.34. Outdated card image in example.

When describing Weapon Subtypes, the example card used, Bloodrust Blade, has been renamed Blooded Sword. This doesn't change anything else about the example.

Pg.39. A bullet clarifying part of the Monster Behavior is missing.

In the right column, in the space dedicated to explain the Monster priority on its turn, the item about the Monster behavior if it can't reach its primary target is missing. Add the following observation before the other two bullets:

Important: If a Monster cannot reach its Primary Target, it will swap to the next Target it could reach following its behavior.

Pg.43. Outdated card image in example.
When describing Boss Monster Attack cards, the example card used, Power of Souls, was updated to Darkness Nodes. This doesn't change anything else about the example.

Pg.45, Dungeon levels wrong page forwarding.
In the Dungeon levels clarification it is wrongly implied that you can find information on page 48. Should be page 49.

Pg.49. Bridgeheads covering property
It should be noted that the Bridgehead squares (the ones that are placed in Dungeon Trays) also have the covering property. That is, if a Bridgehead covers a Darkness Spawning point, no Darkness can spawn from that point. Any Darkness tile that was in a place where a Bridgehead should be placed (because you opened a Door and were instructed to do so by the Setup) must be removed to make room for the Bridge.

Pg.56. Keyword KI, the explanation that this is a Minor Action is missing.
In the book is written: "KI: you may discard a Ki to make a Weapon Attack (^{2}) with +0 HIT… The text should inform you that using KI is considered a Minor Action and the correct text is: "KI: as a minor action, you may discard a KI to make a Weapon Attack (^{2}) with +0 HIT…"

Pg.59. Health Tokens were removed from the game.
The +1 Health tokens were removed from the game but still appear in the description.

Pg. 77, the caption of Map tile E5-B points to E5-F wrongly.
The caption for Map tile E5-F is wrong in the Setup illustration. It should indicate Map tile E5-B. The Map tile that this caption is attached to, however, is correct (E5-B).

KEYWORD – COMMAND

As written, COMMAND allows an infinite Loop if there are two Monsters with Command in a SETUP. So, add the following excerpt after the last catchphrase. "A Monster that has COMMAND is not a valid target to receive COMMAND from another Monster."

AGE OF DARKNESS – FOLDING DOORS

CP.01, DOOR 01, the Special Rule lacks clarification.

The "Special Rule – Cultist Summoner'' does not instruct the player that the Darkness considers the Shadow Cultist as its Spawning Point, which causes confusion. The text should go as following: "At the beginning of the WM: Shadow Cultist - Rookie's activation (right after it suffers the effects of any of its Conditions), you must draw a Rune: Place the Darkness tile shown on it following the Standard Behavior but treat the Shadow Cultist as Spawning Point (you can ignore the ones printed on the map). If the Shadow Cultist is already on Darkness, it must be placed adjacent to Darkness connected to the Shadow Cultist."

CP.04, DOOR 03, the caption of Map tile C6-F points to C4-F wrongly.

The caption for Map tile C4-F is wrong in the Setup illustration. It should indicate Map tile C6-F. The Map tile that this caption is attached to, however, is correct (C6-F).

CP.05, DOOR 01, the illustration of Map tile C3-F is mirrored.

If we adjust it (invert horizontally) the armor has a new position, naturally, the Interaction Token: Page 14 should be placed on it.

CP. 09, DOOR 01. The number of charges in the Interaction Token is wrong.

The illustration and the listing of this Setup point to an Interaction Token with 2 charges. Should be just 1.

CP. 14, DOOR 02 – The yellow dash between the Setups is missing.

This Door is missing the yellow dash that indicates where this new Setup connects to the previous one. In this case, it should be in the second Area of Map tile E8-B (Darkness).

CP.15, DOOR 01, the image associated with Map tile E4-B is wrong.
The image for Map tile E4-B is wrong in the Setup illustration. It is showing Map tile E1-B. It should be Map tile E4-B (Noxious Cloud).

CP.15, DOOR 01, the caption of Map tile E12-B points to E9-F wrongly.
The caption for Map tile E9-F is wrong in the Setup illustration. It should indicate Map tile E12-B. The Map tile that this caption is attached to, however, is correct (E12-B).

CP.16, DOOR 04, the caption of Map tile E5-B points to E5-F wrongly.
The caption for Map tile E5-F is wrong in the Setup illustration. It should indicate Map tile E5-B. The Map tile that this caption is attached to, however, is correct (E5-B).

AGE OF DARKNESS – ADVENTURE BOOK

CP.06, pg 29. The Interaction Token points to a wrong illustration.
The text attached to the Interaction Token in this setup points to page 13 in the Interactions Book. It should be 16.

CP.07, pg 33. The Interaction Token points to a wrong illustration.
The text attached to the Interaction Token in this setup points to page 15 in the Interactions Book. It should be 18.

CP.08, pg. 37. The illustration of Map tile C4-F is mirrored.
If we adjust it (invert horizontally) the Darkness Spawning Point has a new position (under a Hero Starting Position). On page 34 you can find an illustration showing the correct position for this Map tile.

CP.11, pg.49. The information about the Health of the Undead King is missing.

The Special Mechanic "The Haunting" describes the rules about the appearance of the Undead King, but doesn't mention his Health for the first haunting. The Undead King has 12 Health at this time.

CP.12, pg.55 – Lack of instructions on what to do with Runes

At the end of Chapter 12, the Hero of Daren can continue in the Spirit Realm and embark on a new Sequential Adventure, however, there is one instruction missing. Right after the narrative text "After the Adventure – The Atonement", before any instructional text, add the following paragraph: "Remove all Runes on the board, placing them on the Initiative Track." This should resolve any hickups if the Hero decides to play Chapter 13.

Pg.68. Special Event, "The Reckoning", lacks instructions.

The first sentence of the instructions "Remove Conner's components from the board. He is..." should be replaced to: "Store Conner's Companion card and replace his NPC token with a BM: Abomination model (shove characters and crush chests that are in the same area that Connor was in). He is considered..."

CP.17, pg.74. Special Rule – "Locked Doors" is missing.

In the second gray box, the information that the Door 01 is locked is missing. Thus, it is necessary to add the following paragraph: "Special Rule – Locked Doors: The Door 01 is locked until the Adventure states otherwise."

CP.17, pg.77. Inconsistent instructions on the Special Event.

In the description of the effects of "Special Event – Triumph of Darkness", there is a bullet that tells the players to implement an incoherent action. Therefore, the last bullet: "Then, unlike the previous Setups, take one Rune…" must be disregarded. It mentions a Pile of Runes that was removed during the development process of this Adventure.

CP.17, Pg.78. Inconsistent instructions for the entry "End of the Adventure".

In the description of both entries for the End of the Adventure in this chapter, there is an instruction that tells the players to implement an incoherent action.

The phrase "Remove any Pile of Runes that is on the board and place them on the Initiative Track '' must be disregarded on both entries. It mentions a Pile of Runes that was removed during the development process of this Adventure.

Resolution #41, Pg. 90 – The instruction has two Typos.

In the very first line of the game instructions, you are asked to replace Map B6-F, when in fact you just replaced Map B6-B. Then, right in the SUCCESS instruction, the text mentions Map C6-F, when in fact the correct one is C4-B.

Resolution #79, Pg. 97 - Resolution instruction is out of balance.

The number of Runes drawn needs to be reduced by half. So where it says: "Draw 30 Runes but don't..." it should say: "Draw 15 Runes but don't..." instead.

Resolution #100, pg. 101 - The Interaction token does not exist.

This Interaction instructs you to summon a Skeleton Archer by replacing the Interaction token, however, this Interaction is a scene and does not have an Interaction token. Therefore, the Skeleton must be summoned adjacent to the Party Leader. Thus, where it is written: "...normal"). Replace the Interaction toke with a miniature of the Skeleton Archer to represent him." should be:"....normal). Take a miniature of the Skeleton Archer to represent him and place it in a square adjacent to the Party Leader of your choice."

Resolution #169, pg. 112 – Janina is wrongly recruited.

There is an inconsistency in this game instruction: Janina gives her Staff to the Hero of Daren, but remains armed. Therefore, in the second paragraph, add the following sentence to the end of it: "Flip Janina card over. She is Unarmed."

Resolution #189, pg.116. End of the Adventure is missing.

In the second paragraph about the effects of Resolution #189 – Break the Phylactery – the description that this is the End of the Adventure is missing. Therefore, consider the last sentence as if it were written like this: "Then, the Adventure ends here. You may now proceed to the Camp Phase and read "After the Adventure – Breaking the Deal" on page 72."

Resolution #190, pg.117. End of the Adventure is missing.

In both the Success and Failure instructions, the description that this is the End of the Adventure is missing. Therefore, consider the last sentence as if it were written like this: "Then, the Adventure ends here. You may now proceed to the Camp Phase and read "After the Adventure..."

Resolution #190, pg.117. The Phylactery – Inaccurate card name.

When you are instructed to take this card from the Adventure deck you should take the "Broken Phylactery" instead. Thus, where it is written: "Take the Phylactery card from the Adventure deck." should be: "Take the Broken Phylactery card from the Adventure deck."

AGE OF DARKNESS – DUNGEON ROLES

LEADER DUNGEON ROLE

Thanks to the Keyword ALLY, the Leader Dungeon Role Skills have an ambiguous interpretation and can be associated with Pets. Therefore, the term "ALLY" must be adjusted to "ANOTHER HERO" so as to avoid doubts. So, the Skills and their respective texts become:

LEADER AURA – Other Heroes that are Adjacent to you gain ² + 2 to Hit.

LEADER ORDER – Another Hero makes a ² of +0 Hit/ +0 Hit.

ASSAULT – Another Hero may Move 3 and may make a ² of +0 to Hit, +1 DMG.

TACTICAL PLANNING – Whenever you Roll 16+: Another Hero may Move 3 and may make a ² of +0 to hit, +1 DMG.

LEAD BY EXAMPLE – Another Hero may immediately take a Cube Action and consider the Cube they spend on it as a Wild Cube.

AGE OF DARKNESS – CARDS

UNDEAD KING ATTACK CARDS (FINAL ENCOUNTER)

There is no clarification on what the term ASSAULT means. When the Undead King ASSAULTs an Area, he advances his model towards it. Characters that were in that Area are SHOVED, that is, they must be repositioned to a Square of their choice that is Adjacent to the Area which they occupied. Also, whenever the Undead King ASSAULTS an Area with a Pile of Runes, he ABSORBS it. That means: take those Runes from the board and place them on the Initiative Track. He gains Health equal to the number of Runes removed times the number of Heroes participating in this Adventure. Health gained this way can exceed its Starting Total.

SPOILS OF WAR – HEROES

DEVRON – Bloodmancy is quite gentle...

There is a typo in Bloodmancy Skill (Wisdom): as part of its second effect, it writes X DMG AND HEAL X as if DMG and HEAL were tied effects and therefore inferred against the same target. So where it reads: "SELF, CURSE 1; X DMG AND HEAL X" it should read: "SELF, CURSE 1; HEAL X; X DMG".

THE RUIN OF LUCCANOR – ADVENTURE BOOK

CP.01, pg8. Unnecessary endgame instruction.

Since this Adventure follows an in-sequence Adventure, it uses a standardized text, so an instruction is unnecessary. Since this Adventure did not follow the Darkness Hunting Darkness Rule, you do not need to flip the Rune card, since no Rune card was placed there at first.

CP.02, pg12. The caption of Map tile APL-E2-B points to APL-E2-F wrongly.

The caption for Map tile APL-E2-B is wrong in the Setup illustration. It should indicate Map tile APL-E2-F. The Map tile that this caption is attached to, however, is correct (APL-E2-F).

#APL 22, pg. Inconsistent Resolution

The Darkness Spawning Rule from Chapter 2 – "The Ruin of Luccanor" has been updated, but the effects of one of its Interactions have not. Therefore, to reestablish consistency, the Resolution of this interaction (#APL22) should instruct players to draw 1 Rune for each WM – Shadow Cultist that is on the board, making Darkness tiles spawn from them, as if they were Darkness Spawning Points for this effect.

APOCALYPSE – BOOK OF RULES AND INTERACTIONS

Missing Keyword – SPREAD

SPREAD: Some attacks scatter around the victim. Whenever a Hero is hit by SPREAD, they reflect the same amount of damage they have suffered (damage suffered is the damage that has been taken and has not been mitigated or PREVENTED) on each other Hero that is Adjacent to them. This reflected damage is dealt as non-preventable damage. For example, Vorn has taken 6 damage with SPREAD. After mitigating 2 damage with his 2 SHIELD tokens and PREVENTing 2 damage with a Skill, in the end, he suffered 2 damage. Then, each other Hero that is Adjacent to him takes 2 non-preventable damage.

AWAKENINGS – ADVENTURE BOOK

Page 91, Resolution of Interlude 03 has a Typo

The first instruction of Interlude 03 directs to the Outcome "Entangled" when it should ask for "Untangled". So, consider the text as: "Next, if your party does not have the "Untangled" Outcome noted on the Story Record,..."

Page 104, Monster's incorrect name

In the description of Coiled Harridan, there is a mention of "Hateful Shredder". This was once one of the names of Vile Spawns during development. Therefore, consider that it mentions "Vile Spawn".

Page 104, problem with font conversion for symbols

In the description of the "Siege Armor" skill, the symbols referring to Spell Attack and Weapon Attack were not converted and were represented as [1] and [2] respectively. Consider it as if the symbols were there.

Page 156, Resolution #078 – Missing instruction

The way it is conducted, this instruction can lead to ludonarrative dissonance. Consider that there is an additional instruction before the first one: "If your party has the "Pirate's Gift" Outcome noted on the Story Record, erase it."

Missing Keyword – SPREAD

SPREAD: Some attacks scatter around the victim. Whenever a Hero is hit by SPREAD, they reflect the same amount of damage they have suffered (damage suffered is the damage that has been taken and has not been mitigated or PREVENTED) on each other Hero that is Adjacent to them. This reflected damage is dealt as non-preventable damage. For example, Vorn has taken 6 damage with SPREAD. After mitigating 2 damage with his 2 SHIELD tokens and PREVENTing 2 damage with a Skill, in the end, he suffered 2 damage. Then, each other Hero that is Adjacent to him takes 2 non-preventable damage.

AWAKENINGS – CARDS

AWAKENED KING ATTACK CARDS

Darkness Spread - effect applied to incorrect Boss Monster

The first effect states that "Each Condition affecting the Soul Harvester is triggered". The correct Boss is the Awakened King. Consider then, that it says "...affecting the Awakening King is triggered."

CAMP ITEMS

A Grimoire face has the wrong icon

One face has an Off-Hand Tool subtype icon when it should be a Trinket. Consider, then, that both sides should show the Trinket icon.

FREQUENTLY ASKED QUESTIONS

+1 PREVENT x PREVENT ALL BUT 1 DMG

My Hero has a Class Ability (or any effect) that grants PREVENT +1 to PREVENT effects cast by them. When they cast a Skill that PREVENTs ALL BUT 1 DMG like Evasion, will the effect PREVENT all damage?

Yes. Our design intent is for this to be enough. First, find out the base value of the Skill (All -1), and then add +1, totaling "ALL".