

# AWAKENINGS



ADVENTURE BOOK



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**DIDN'T FIND WHAT YOU WERE  
LOOKING FOR? OUR TEAM IS  
HERE TO HELP. CONTACT OUR  
CUSTOMER SERVICE USING THIS  
QR CODE.**





# Awakenings | Game Components



4 Gorgon Hexer Miniatures



4 Gremlin Horde Miniatures



1 Soul Harvester Miniature



4 Gorgoness Witch Miniatures



4 Grim Doctor Miniatures



4 Fell Asteris Miniatures



4 Nagian Hunter Miniatures



4 Standees



4 Hellspawn Brute Miniatures



4 Night Stalker Miniatures



1 Awakenings Adventure Book



4 Hero Miniatures





8 Random Commander cards



32 Ranked Monster cards



2 Scenario Commander Monster cards



6 Scenario Monster cards



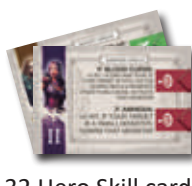
4 Minion Monster cards



6 Follower cards



10 Commander Attack cards



32 Hero Skill cards



15 Dungeon Role cards



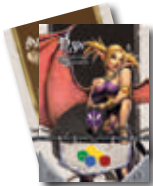
5 Rune cards



39 Special Mechanic and Event cards



10 Boss Attack cards



4 Hero Initiative cards



20 Chest cards



19 Adventure Item cards



14 Folding Doors



60 Spoil of the Hero Equipment cards



1 Epic Item card



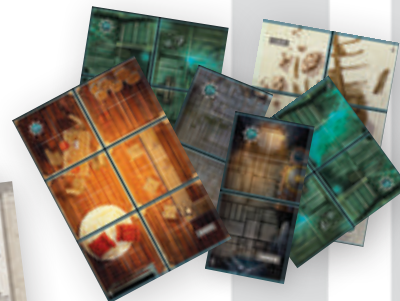
1 Adventure Skill card



4 Hero Boards



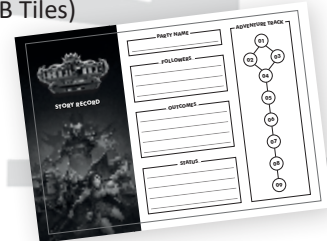
5 Dungeon Role Deluxe



23 Map tiles  
(7 E Tiles, 8 C Tiles and 8 B Tiles)



1 Boss Monster Status Board



1 Story Record



4 Deluxe Hero Boards



74 Small tokens



8 Big tokens

# What's 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 I USE FROM THE COREBOX?

First and foremost, the *Age of Darkness Corebox* is the basis of the *CoD* System, and therefore you will need it in order to play this new Campaign.

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

No matter which Chapter of the *Awakenings* 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*);
- Level 1 to Level 3 Camp Items;
- Undead King Attack cards;
- NPC tokens;

Now, 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;
- Age of Darkness Starter Equipment;



## 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 56x84cm 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 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.



### 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.

## 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*. 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 23.

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.



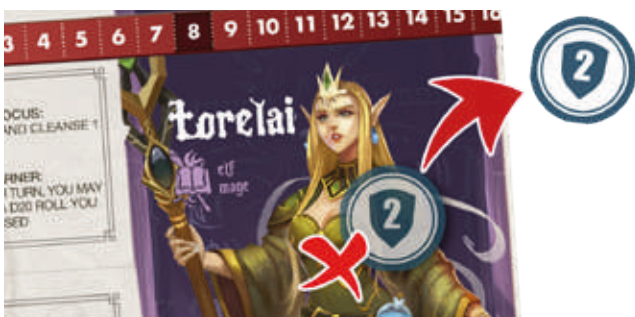
**Example:** A Skeleton Archer – Fighter attacks Lorelai for 4 damage with POISON 1. Heroes who have **Interrupts** may choose to intervene in this attack at this time.

**NOTE:** This is the moment when a Monster “attacks.”

**NOTE:** This is also the moment when Lorelai “takes” damage.

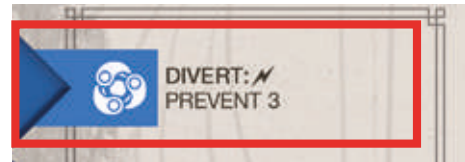
**NOTE:** Each attack generates only a single window of opportunity to be interrupted. Thus, each Character can Interrupt one attack, but, unlike Reactions, they can't Interrupt the same attack with two Skills, even if they intended to use them on different allies.

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 from 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 174) can cancel an attack after it has been declared on its targets.



## DEALING WITH BONUSES AND MULTIPLIERS (Rule Clarification)

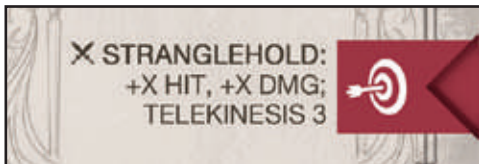
With the characters' progression and good teamwork, Heroes will be able to combine their abilities, achieving devastating results when attacking.

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 numerical form 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 Mechanics Update)

In gameplay terms, the Dreadful 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 flip 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.

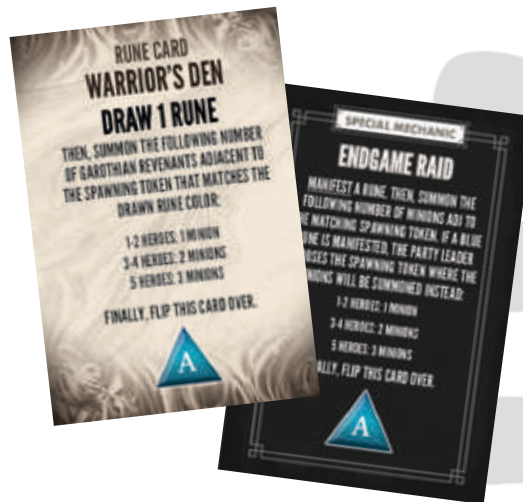
With this we conclude the step-by-step analysis of the procedures of a Dreadful Raid Special Mechanic.

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 *Awakenings* Campaign:

- **Adventure Items:** In *Awakenings*, 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.

### 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 Protection** 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 Beguile** 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 *Awakenings* 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 **Defender's Buckler** featured in the *Awakenings* 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*).

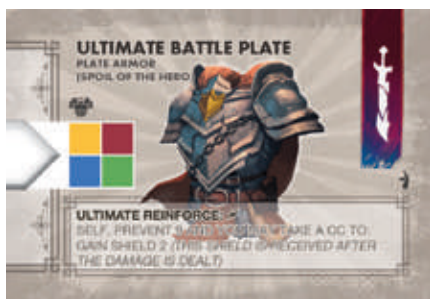
The strength of this Equipment is defined by its quality—whether it is “Standard,” “Improved,” or “Ultimate.” Heroes always receive this Equipment with the “Standard” version, the most basic one.



This is a Spoil of the Hero 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 Hero card in its Improved version.



And finally, this is the Spoil of the Hero 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 an 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
Vorn, the Warrior

In this example, the Heroes recruited the Follower Vorn, the Warrior 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 successfully 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.



Vorn 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 attributes 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?

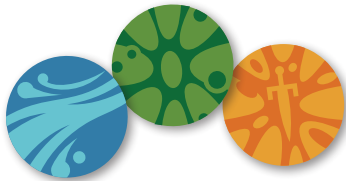


Example of a Stone Fountain token (front) and miniature (miniatures are sold separately and can be found in the Expansion: "Companions and Furnitures").

**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 with 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 perform 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 Clarification)

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*).

**NOTE:** Your *Awakenings* Campaign doesn't include Recurring Interactions. Therefore, only the details regarding Charged Interactions will be mentioned.



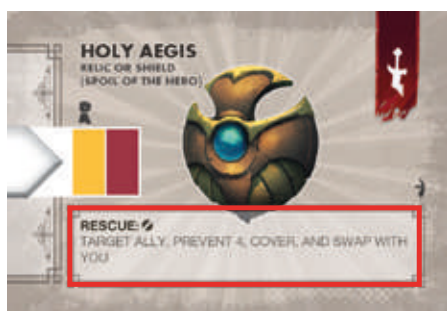
## INTERRUPTS (New Game Mechanics)

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 before 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 after 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 CoD System, creating new options for interaction between players and strategies in combat.

## MONSTERS (Updated Game Mechanics)

### 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.

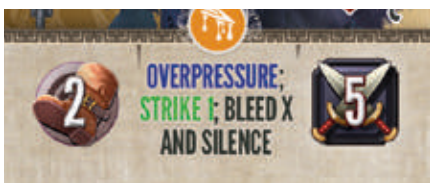


### PURPLE

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 COMMANDER ATTACK CARDS

Awakenings also features a new set of Commander Attack cards to increase the variety of options at your disposal whenever you face one of these powerful foes.

This set has the same consistency as the one found in Age of Darkness – 10 cards, 1 for each Rune position – but you don't have to put all the Commander Attack cards together in one deck. Instead, similarly to the instructions regarding the Chests cards, you should build a single deck using your favorite 10 cards between them, leaving the ones you don't intend to use in your game sessions.

As it happens with Consumable Items, this deckbuilding process is not completely free. You must make sure that your deck has exactly 10 cards and that no Rune positions (Rune color and orientation) are occupied by two cards.



**Haste** occupies the orange Rune bottom position, as does **Life Heat**. So you can't have both in the deck at the same time, but you can choose to alternate them between game sessions whenever you like.



You could choose to combine **Haste** with **Flame Swipe** (replacing **Inferno**) to occupy the two spaces belonging to the orange Rune cards, for example.

As much as this process may seem a bit more bureaucratic than it should be, following it to the letter is important to prevent a Commander from having two consecutive activations in the same Rune position. Something that can be particularly unpleasant to deal with if there is a Monster in that same position both in terms of occupying space and game balance.

## NEW HARMFUL TERRAIN

*Awakenings* brings one new harmful terrain type (and another version for one already known), and in this section you will find the details of their effects and the meaning of their symbols.

### 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 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 spaces for the purposes of JUMP, TELEKINESIS, PUSH, and RANGE calculation.
  - In the first three cases, the effect must be strong enough 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

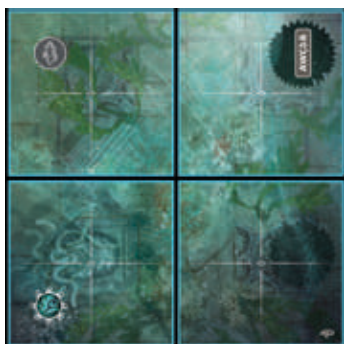
space with a Special Mechanic token indicating where effects of PUSH or TELEKINESIS need to START in order for a Character to be defeated in this way).

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 to 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.

### UNDERWATER RUIN

This Harmful Terrain isn't necessarily new, but a new version of the classic Water Terrain. Therefore, Underwater Ruins are difficult terrains, meaning that whenever a Character is affected by them, that Character immediately loses 1 movement point from its current movement effect.



**NOTE:** If a Character has only 1 remaining movement point, they could still enter a difficult terrain using it. The movement penalty will be applied, but since there are no movement points left, it won't have any effect. Neither will it be applied the next time that same Character receives another movement effect during this turn.

**NOTE:** The former clarification also applies to *Age of Darkness* Corebox Water Terrains, such as to any Harmful Terrain bearing the following symbol:



## 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 ✕. Therefore, 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 and POISON, CLEANSE will now be used to remove Curse Cubes or 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.



# CAMPAIGN STRUCTURE



In this section, you will find instructions regarding the structure of your Campaign.

If you need to add or remove a player, prepare to play a One-Shot Adventure, or make use of special rules to change the difficulty (in addition to the use of QR Doors), this is where you will find the information you need.

So, let's start at the beginning:

## HERO LIMITATIONS

*Awakenings* introduces four new Heroes who are the protagonists of this narrative, replacing those from the *Age of Darkness*. This means that in this Campaign you should not use Elros, Jaheen, Lorelai, Maya, or Vorn. This does not mean that you will not meet them in your journey though, as they can still be recruited into your party as Followers.

Because of the physical limit of four Heroes, there is a natural reduction of the player limit to four. You will still be able to play with five Heroes though, if you have purchased other materials that provide extra Heroes like the *Spoils of War* box or *Hero Pack #1*, for example.

Nevertheless, our recommendation is that players should not use the Heroes in their Corebox as their characters, since you may run into them during Interactions during your Adventures. This could cause an "immersion break" in your game, not to mention a conflict in component usage.

Take note that except for the Ranger, all Corebox Hero Classes are represented here: Andreas (Cleric), Catharina (Mage), Nyx (Assassin), and Vacrem (Warrior).

**NOTE – SPECIAL CLASSES:** As rewards unlocked during the Crowdfunding Campaign, each Hero in this box features a special version affiliated with one of the unreleased Classes found in *Hero Pack #1*. So, if you have this Expansion, you can choose which version of these Heroes you will use, because the components that make the mechanics of these Classes work can be found there.

## STORY RECORD

The Story Record is a sheet with the same purpose as your Campaign Log, but it is intended to record your party's choices and your Campaign's "world state", rather than those of a single player.

Nevertheless, your Story Record will register wider pieces of information, such as your party's Chapters (*completed or skipped*), thus keeping an updated record of your path forward.

Here are all the details about your Story Record. Reading it is important to starting your *Awakenings* Campaign:

- 1. Party Name:** An Epic Campaign requires an epic name. Here, we're Safeguard Corporation (*SGC for short*), by the way.
- 2. Followers:** Throughout your journey, your party may encounter some Characters who, like you, have their own reasons for actively participating in this fight, and who might want to join you. These Characters are called Followers. Whenever you find one, you must write down their name here, as they will follow your party until the game says they are dismissed or defeated in battle.
- 3. Adventure Track:** In these spaces, you'll record all the Chapters of your *Awakenings* Campaign. Every time you complete or skip one, fill in the appropriate slot. By doing so, you'll always know that the next Adventure you must play is the next unfilled slot on the Track.
- 4. Outcomes:** As has happened a few times in your *Age of Darkness* Campaign, the decisions made by your party may reverberate from one Adventure to the next. When this is the case, the game will instruct you to write down an Outcome and you must use this space to do so.

<b>CHRONICLES OF DRAUGASOR</b> STORY RECORD	<b>PARTY NAME</b> _____	<b>ADVENTURE TRACK</b> 01 02 03 04 05 06 07 08
	<b>FOLLOWERS</b> _____ _____ _____	
	<b>OUTCOMES</b> _____ _____ _____	
	<b>STATUS</b> _____ _____ _____	

## ADDING OR REMOVING PLAYERS

The information provided in this section will help you add (or remove) a party member without affecting the balance of the system or your gaming experience.

### REMOVING A HERO

Sometimes, bad things happen: a party member ends up caught in the traps of life and will no longer be able to be present at every game session. It's also possible you started a solo Campaign and, over time, you realized that controlling two or three Heroes was too much to handle, so you decide to remove a Hero. Immediately, a question arises: what will be done with their loot?

Perhaps contrary to how it appears, not all of that Hero's resources would be inherited by their party. Consumable Items can be stashed and redistributed among other Heroes. However, Equipment awarded as Spoils of the Hero (those that replace Camp Items) must be discarded.

Spoils Equipment is given according to the number of players rather than the number of actions or consequences that unfolded during an Adventure. Therefore, with the exception of Consumable Items, all of the removed player's resources must be returned to the box.

### ADDING A NEW HERO

At the beginning of your *Awakenings* Campaign, you will start with a standard Hero. If you want to introduce a new Hero (or maybe because you just want to play a One-Shot Adventure), here you can find a quick list of the starting components that players should take when starting an *Awakenings* Campaign.

From then on, in order to add a new Hero to any Chapter your party is about to face, all you have to do is check the table for the respective rewards that characters must first be granted. The list is based on the Rewards that Heroes

would receive if they had completed the Adventures without finding any special treasure along the way.

### RECRUITING A NEW HERO TO YOUR PARTY

A starting Hero begins the Campaign with the following, as normal:

- **Hero Board** (8 base Skills)
- **Hero Initiative** card (5 starting Action Cubes)
- **Dungeon Role** cards I and II
- **2 pieces of Starting Gear**

The details you need to know (or remember) about each of these features can be found in the *Age of Darkness* Rulebook, pages 7 to 9.

### MATCHING A NEW RECRUIT TO YOUR PARTY LEVEL

Once the new character has been created (as if they were going to start the Campaign), the next step is to match them to your party's experience. In order to do so, check in the table below the rewards this Hero should receive to be equal to the other Characters in your party.

### ONE-SHOT ADVENTURES

As much as *Awakenings* has given greater focus to the game as a Campaign, it is still possible to play it in a more casual way, in sessions of a single Adventure as presented on page 52 of the *Age of Darkness* Rulebook.

Naturally, before playing an advanced Adventure, your party will need to level their Heroes according to the intended difficulty for that Chapter, simulating the progression they would have if they were playing in Campaign mode.

Check the table Rewards Table below for the rewards that each Hero will need to have IN ADDITION to all those mentioned when creating a Character for this Campaign.

Table – Matching a New Recruit to Your Party Level	
Chapter	Rewards
Chapter 01	Only the rewards received for creating the Character
Chapter 02	1x Level 1 Hero or Role Skill
Chapter 03	1x Level 1 Hero or Role Skill
Chapter 04	1x Level 1 Hero or Role Skill, 1x Class Ability, 1x Spoil of the Hero (Standard) Equipment
Chapter 05	2x Level 1 Hero or Role Skill, 1x Class Ability, 1x Spoil of the Hero (Standard) Equipment
Chapter 06	2x Level 1 Hero or Role Skill, 2x Class Ability, 2x Spoil of the Hero (Standard) Equipment
Chapter 07	2x Level 1 Hero or Role Skill, 1x Level 2 Hero or Role Skill, 2x Class Ability, 2x Spoil of the Hero (Standard) Equipment
Chapter 08	2x Level 1 Hero or Role Skill, 1x Level 2 Hero or Role Skill, 2x Class Ability, 2x Spoil of the Hero (Standard) Equipment, 1x Spoil of the Hero Equipment Upgrade
Chapter 09	3x Level 1 Hero or Role Skill, 1x Level 2 Hero or Role Skill, 2x Class Ability, 2x Spoil of the Hero (Standard) Equipment, 1x Spoil of the Hero Equipment Upgrade

## TAKING IT EASY

If you're feeling like it's hard to get ahead in the game, don't worry. The perception of increased difficulty is natural, given the number of interactions that the *Chronicles of Drunagor* system has. We have made an effort to reduce the number of decisions at the beginning of the Campaign, and we have tried to simplify the processes as much as possible, but, even so, the amount of information can be overwhelming for a more casual party.

Whenever this is the case and you want to have an experience that is more focused on narrative outcomes and a little less on the tactical part of combat, you can use some strategies to reduce the difficulty for your party. We even recommend that you do so whenever you need to replay a Chapter: after all, playing the same Adventure for the third time can be more tiring than fun.

## INCREASING TRAUMA CUBE LIMITS

One of the simplest and most effective ways to reduce difficulty for the players is a minor change in the Trauma Cube limits that a Hero can hold before being defeated.

As a rule, each Hero can hold one Trauma Cube. When they receive a second, they are defeated and the Adventure ends in failure. Some Skills acquired by players during the game may allow them to hold more Trauma Cubes before being defeated, of course, but if you prefer, you can simply increase this amount by one to make the game less tense. Thus, each Hero could hold two Trauma Cubes. When they receive a third, they are defeated and the Adventure ends in failure. A simple and elegant solution.

Naturally, the abilities that allow a Hero to hold more Trauma Cubes continue to function normally. Note that when playing in a team of five players, you may find that you run out of Trauma Cubes.

**NOTE:** The opposite also applies. If you want to have an even more challenging experience, try reducing the number of Trauma Cubes each Hero can hold by one. Thus, as soon as they receive their first Trauma Cube, they would be defeated and the Adventure ends in failure.

## RELEARNING

Sometimes, some Skills or Class Abilities seem spectacular and attract the attention of players. However, when they try them in practice, they end up realizing that these effects are not so useful or do not fit their playing style. This can lead to a perception of increased difficulty, since the player will not be able to get the best out of their Hero.

Whenever a party feels that this process may be happening, one way to correct this problem may be to run a Relearning. That is, by re-choosing a reward received for completing an Adventure or even during the creation of the character.

Out of the two suggestions presented in this topic, Relearning is the simplest and perhaps the most stoic of the options, since it does not directly affect the balance of the system itself, but only personal perceptions and feelings.

Bearing all these instructions in mind, it is time to start your *Awakenings* Campaign!





# PROLOGUE

*Up to this point, we have assumed that you are acquainted with the CoD System, since this product is an Expansion to Age of Darkness and not stand-alone material. However, if this is not the case, we recommend that you check the "Start Here" in your Corebox before proceeding with this Campaign.*

*Awakenings is a Campaign developed for rookie Heroes with the addition of some slightly more complex and challenging elements. Having said that, what you need to start this Campaign is the same as what you would need if you were to start your Corebox Campaign (through Start Here or not). For each Hero, here is what you must do:*

- **Unpack your Hero:** Choose a Hero and get their model, Hero Board, Initiative card, Action Cubes, Pink cube, and Starting Gear.
- **Choose your Dungeon Role:** Choose a Dungeon Role and get cards I and II (only these two).
- **Take a Campaign Log:** Each Hero should also get a Campaign Log for themselves. This sheet is for recording your Character's personal progress throughout the story.

**Important:** If you have not yet read the "What is New" section of this book, we recommend that you do so before starting your Campaign. This section will be important to update you on the changes to some of the rules, as well as give you information on new features such as Furniture.

*Once this is done, your party is ready to start the Campaign. Choose one of the players (we suggest the Party Leader, but it is interesting to take turns between Adventures) to read the following entry and then proceed to "Chapter 1 – Untimely Holidays". Have a good game!*

*You open your eyes, surprised to notice you have dozed off. You examine the room, from the crackling fireplace to your partner sitting next to you. Their face looks intrigued as it seems they have been calling for you all this time.*

*"Where have you been?" they ask. You lean back in the comfortable armchair and look out the window. You see the falling snow of winter's end. A deep breath makes your chest rise. The answer is "many places and many more".*

*You've been everywhere in Daren for the past few months, in fact. Your partner knows it well, as both of you have just come back from a job. You and your group followed the usual rite: sit, split the booty, pay your respects to the fallen, eat, drink and tell tales.*

*Then, each one goes their way. And still you felt that something was amiss.*

*"You thinking back about the Doctrine's expedition?" your partner asks. You scratch your face and your head. You feel*

*your stiff neck. Yes, you are. "It's been bothering me too, since the Doctrine refused to tell us anything. What do you think happened?"*

*There is no need to think long.*

*When one lives as mercenary, selling their goods to anyone who is willing to pay, disappearing usually means they are not among the living anymore. You shake your head negatively.*

*Your partner sighs. "Aren't you glad you didn't accept it, though? I sure am."*

*You can't say.*

*"Haha! You're still too green for that!" – You hear someone in the tavern lecturing a youngster. The words take you back many years before, to a place just like this one, where your master, Minerva, uttered the same words to you.*

*You were eager to join her: the woman who saved, trained and raised you. You asked her, swore you were ready, but you weren't. Minerva knew, as she had always known you. She could read you like an open book.*

*It was just like the night she left to accept an expedition for the Doctrine of the Setting Sun. "You're still too green" she said on the occasion. You protested, saying you would be a reliable asset, but Minerva was unyielding. "The Doctrine's affairs are always ugly. I don't want you there. Stay here with the Crows, take care of 'em for me and, when I get back, with my pockets heavy, we're gonna have some well-deserved rest!" She said, laughing it out.*

*That very night, your master said her goodbyes, tapping twice on your forehead as she always did when leaving. That was her way of showing her love. There was no space for hugs in that tough world of yours.*

*You now understand that you have been waiting for her to get back since then, trying to protect yourself from the possibility that she might not have survived. Minerva was the strongest person you knew, but sometimes that's not enough. Fate strikes like an unstoppable force.*

*A log in the fire snaps and brings you back to the warm room. Looking at your partner, you see their eyes staring at yours. With a tired smile you tell them you need some time off. "And where are you going? Elan? Threshold?" You shake your head, turning to the window.*

*Winter's coming to an end, but not the gloomy atmosphere in Daren. There's been too much death lately. The days feel both darker and shorter, like the sun itself has become old and lazy. No, you need warmth after a long winter. Minerva has always said that life was too short for bitterness.*

*You are going to the Free Islands, as your master suggested before leaving for her last job. The sun and the sea breeze will do you good. Your partner smiles back at you.*

*"Then farewell, my friend. As our master used to say: live with no regrets!"*

# CHAPTER 01 – UNTIMELY HOLIDAYS

*Cold drinks, warm beds, revelry with common folks... Your first night in Eradren gave you everything you were looking for in such a remote and festive place. Anyone who saw you lively and energetic, the way you were on that occasion, could have sworn you had put your adventurer days behind you, settled down, and embraced the comforts of a fixed abode. But getting out of this life is never that easy, is it?*

*The moon moves across the sky while the chirping of crickets conducts the symphony of dawn. Your mind drunkenly travels along paths only it knows. This was the first time in a long time that you were sleeping in peace. You were definitely in need of a break from everything.*

*Suddenly, a scream and the sound of shattering glass brings you back from ale-doziness and the realm of dreams. Your scars hurt. Being superstitious as you are, you know this is not a good sign.*

*Suspicion proves you right as you lean out the window and notice a pack of silhouettes that have flooded the streets. Antlers, big hairy bodies, shadows. Masks, smoke and screams. A carnival that on the surface seems to be part of the celebrations; but the attacks on the transients and their screams tell a different story.*

*You reach for your gear in a hurry as you prepare to leave the place. You curse the racket that has disrupted your holidays.*

*But still, you don't expect that some strange figures had already made their way to your door. At first, you think those monstrous shapes are just guests in costumes playing tricks...*

*But their bodies are on fire and they are screaming at the top of their lungs, as if begging for help. The strangeness was thankfully short: Those things were not grunting because of the pain of burning flesh, but because they could no longer speak. Whatever they once were, today, twisted who knows how or why, they are no longer themselves and they certainly aren't in trouble any more.*

*They are the trouble...*

## **DARKNESS SPAWNING RULE – GROWING INFLUENCE:**

This Campaign chronicles the trajectory of the Darkness' awakening in Daren, but that moment has not yet happened, so the enemy does not manifest itself through its plasmoid and stalker forms. However, the enemy's threat is still real and its growing influence can be felt like a bad omen. Therefore, place the Growing Influence Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

## **DARKNESS BEHAVIOR – NO DARKNESS:**

As mentioned earlier, Darkness will not spawn at any point during this Adventure, therefore there is no need to track its behavior nor to set the rules for Crush damage.

## **RECALL ACTION CURSE PENALTY – SINGLE:**

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

## **SPECIAL PREPARATION – STIRRING DARKNESS:**

Before starting to play this Adventure, take 4 Runes of each color from the bag and place them on the Initiative Track (do not place their Darkness tiles on the board).

**SPECIAL RULE – LOCKED DOORS:**

Door #01 is locked until the last enemy is defeated.

**CUTSCENE TRIGGER:**

The inn is on fire! With the roaring flames threatening your room, you must make your way through the Monsters as fast as you can. Place a Special Event token on top of the Rune card as a reminder. When the Initiative Marker reaches that card, after resolving its effects, remove that token and read “Cutscene – Redecorating” on page 34.

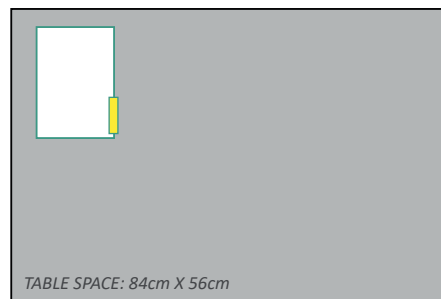
**WINNING AND LOSING THE ADVENTURE:**

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

**STARTGAME TRIGGER:**

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

**DUNGEON TRAY - 2**



- 1 Chest Token
- G1 1 GM - *Rookie*
- W2 2+: WM - *Rookie*
- G3 3+: GM - *Rookie*
- W4 4+: WM - *Rookie*
- G5 5+: GM - *Rookie*



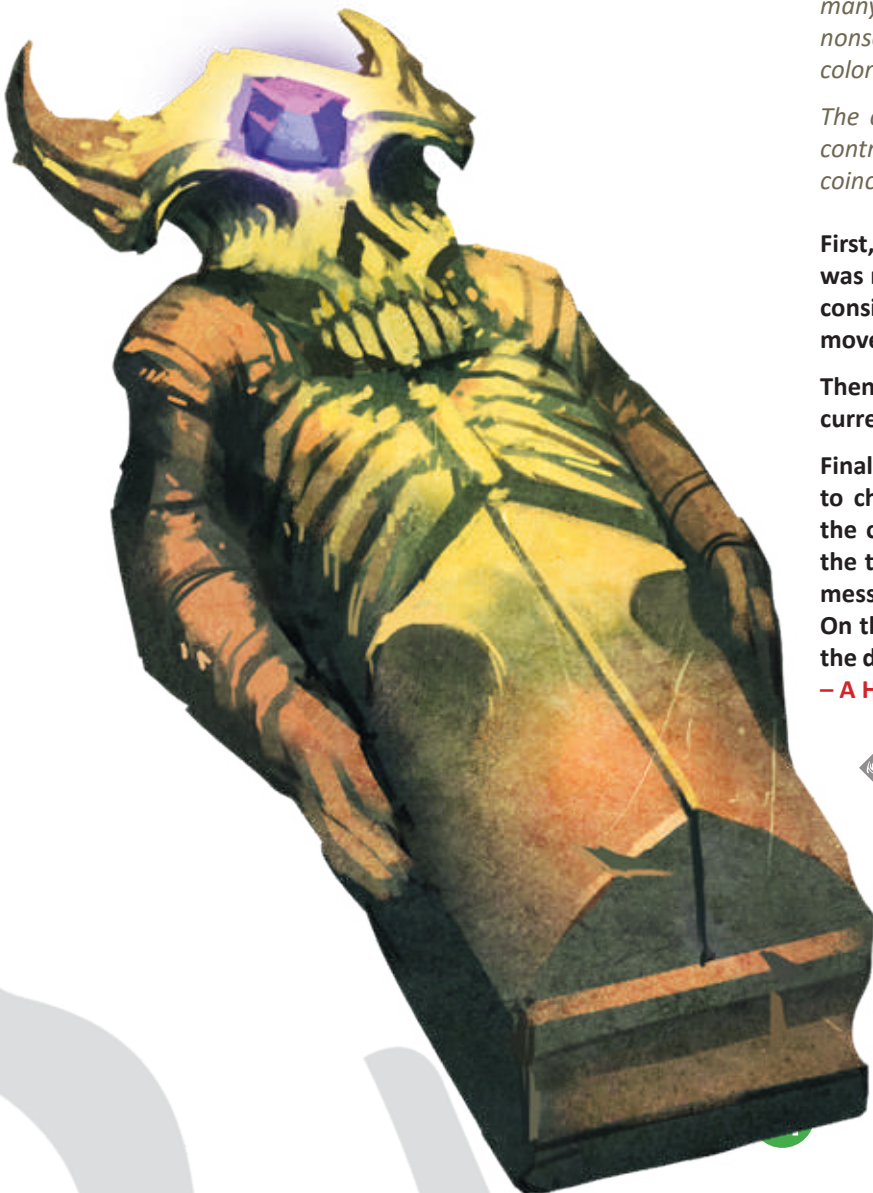
## CUTSCENE – REDECORATING

As you fight the uninvited monstrosities, you cannot help but notice the irony of it all: Trouble, confusion, and the weirdest things have always found you, even if you didn't look for them. So, just like that, your plans to spend some quiet time turn to ashes before your eyes. Literally. For, as you fight the intruders, you hear a loud roar and shattering glass at your back as the flames grow higher and reach the wooden ceiling. First the flames lick the poor reading corner, and it will not be long before you end up as a crispy roast.

First, flip Map tile **AWB1-B** over to **AWB1-F**. Each Character caught by the fire suffers **BURN 2** as they step on lava terrain.

Next, place another Special Event token on top of the Rune card as a reminder. When the Initiative Marker reaches it again, after resolving its effects, remove that token and do the same with Map tile **AWC1-B** to **AWC1-F**. Again, each Character caught by the fire immediately takes **BURN 2**.

Then, you may continue to play the Adventure.



## CUTSCENE – THE MESSENGER

"By the stars, you really know how to use that thing, huh?" the man gasps as he looks at your weapon and notices you two are finally alone. "Well, some might say our encounter was a fortunate coincidence, but given how you dispatched those things, I'm sure it was meant to be!" he concludes, approving of you now.

"I know what I'm about to tell you sounds strange, but believe me, I need the help of someone like you..."

In fact, he did not lie.

"Downstairs there is a warrior holding the perimeter so I can escape, but drunk as he is, soon those things will chop him up and I will have lost my much needed escort." He spits out the words in haste, but you don't fail to notice his intriguing choice of words.

"I carry something far too important. Something that might help us understand the madness that is taking place. I must reach Vincent's vessel in the harbor if we are to stand a chance against what is about to come!"

The man doesn't seem scared, but rather preoccupied. Nonetheless, his request for help is a serious one. Your heart races as the thought of leaving the warrior alone downstairs crosses your mind, but if this man can be trusted, then many more lives can be saved if you find the cause for this nonsense. Not to mention, of course, the clothes bearing the colors of the Church of the Setting Sun he wears...

The colors of the Doctrine. The same colors under whose contract Minerva disappeared. Could everything be just a coincidence?

First, if you are currently in a Hero's turn (if the last Monster was not defeated due to Condition damage, for example), consider that Hero's Move Action spent and any remaining movement points from any Move Effect lost.

Then, remove all elements from the board and undo all current Setups.

Finally, you now face a dilemma: as a group, you have to choose how you wish to proceed. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker. On the one hand, if you want to help the messenger, read "**Cutscene – The Backdoor**" on page 35. On the other hand, if you want to go downstairs and help the drunken warrior fight off the creatures, read "**Cutscene – A Hero's Stand**" on page 35 instead.



## CUTSCENE – A HERO’S STAND

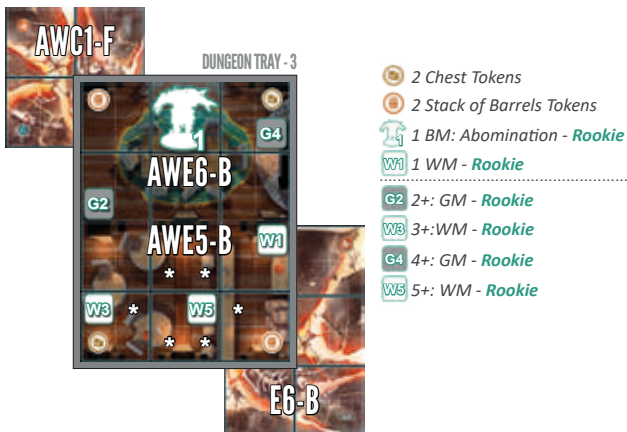
You reject the idea of carrying the weight of guilt from leaving a fellow warrior behind. You agree to help the man, but impose the condition that you rescue the warrior first. "What is one life compared to hundreds—thousands? Don't be petty!" says the man spitefully, trying to reason with you. His request had already sounded a bit strange to you before, but his reaction now makes it clear that you really shouldn't trust him.

"Go on then, risk all of our lives in exchange for one drunken warrior! I will find my way with or without your help!"

A part of you can't believe that those words were spoken by a Doctrine priest, but this is not the first time you have seen the atrocities that people are capable of when their hearts are filled with despair. As you avoid further judgments, you rush down the stairs as fast as you can. Thanks to your fortuitous haste, the drunken warrior is still there, fighting bravely, flanked by more of those creatures. But that is not all. Far from it.

The fire has now taken over the inn completely. A monstrosity you lack the words to describe has just entered the room, like a grotesque, giant corpse. The situation is so terribly tense that you need a moment to reflect on your course of action: where to start and how to face those things. To your surprise, however, your battle comrade only has eyes for something else...

First, prepare the following Setup:



Next, place all Heroes in the starting positions of their choice and their summoned Pets (if any) adjacent to their masters.

### INTERACTION TRIGGER

Then, go to page 38. As a group, you and your partners must choose how you wish to proceed with the "Drunken Dwarf" Interaction. Remember that in case of a lack of consensus, the Party Leader will be the tie-breaker.

Then, you may continue to play the Adventure.



## CUTSCENE – THE BACKDOOR

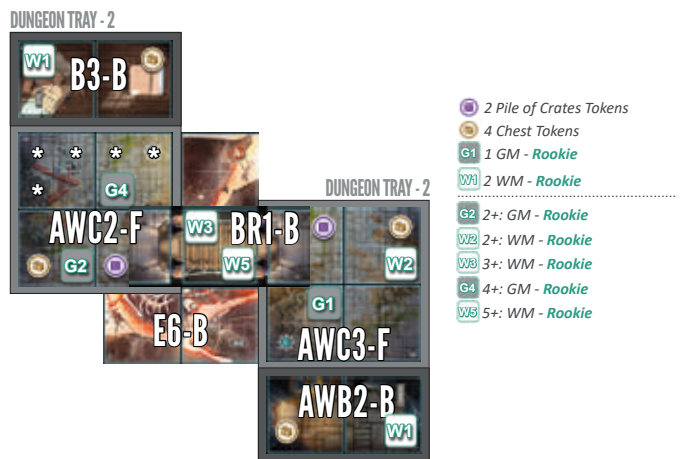
Although your heart is divided, you decide to help the man. "Very well, faithful one. This is the right choice. For now, you may call me Amos, but we will have plenty of time to get acquainted," the priest introduces himself with a smile on his face.

"The main roads are swarming with monsters, but I know a way through the alleys. Quickly, follow me!" says the man as he rushes towards one of the hallway windows. You are not given enough time to change your mind.

By the Stars, he was quite agile for a man of the cloth! As you try to follow your either endangered or dangerous protégé, you stumble and slip on the roof of the inn, roll down an entire marquee, and finally end up on the ground after a tremendous fall. This night has quickly proven to be a terrible one to have a hangover...

However, the priest's promise was not false: the path ahead stretches through the alleys and opens up at one end of the pier, neither too close nor too far away. All but one of the ships have already hoisted their sails and sought refuge in the tides. The one which remains was expecting a precious cargo. But first, as you are still recovering from your fall, more of those beings are coming your way, attracted by all the noise you caused.

First, prepare the following Setup:



Next, place all Heroes in the starting positions of their choice and their summoned Pets (if any) adjacent to their masters.

### INTERACTION TRIGGER

When the last enemy is defeated, go to page 36. As a group, you and your partners must choose how you wish to proceed with the "Sneaky Elf" Interaction. Remember that in case of a lack of consensus, the Party Leader will be the tie-breaker.

Then, you may continue to play the Adventure.







 **003**

**TELL THE ELF TO LEAVE WITHOUT ASKING FOR ANYTHING, YOU DON'T WANT TROUBLE EITHER**

 **004**

**REQUIRE HALF THE LOOT FOR SAFE CONDUCT**

 **005**

**REQUIRE ALL HIS LOOT FOR SAFE CONDUCT**





001

ASK HIM TO HELP YOU  
GET TO THE SHIP



002

REBUKE THE ELF FOR  
LOOTING A CITY IN  
DANGER



#### THE SNEAKY ELF

*Battle cries and groans of despair echo through the alleys of good old Eradren, as you and Priest Amos carve a path through waves of the mad. All of a sudden, when the last of the threats falls and you think the peril is over, a creature flies out of a window right beside you and crashes against a wall. Following it, a sneaky elf comes out of the building next door.*

*"Hey there, fellows... It is a lovely evening for a stroll, don't you think?"*

*Carrying a load of goods with him, he salutes you as soon as your eyes meet amidst the chaos. He can't help but notice you lay eyes for too long on the cargo he's carrying. "Ok. It always comes to this, I suppose... So, how much for safe passage?"*





006

GIVE HIM THE BOTTLE



007

DRINK FROM THE BOTTLE



009

TELL HIM THERE ARE NO  
MORE DRINKS







## END OF THE ADVENTURE – ASTRAY THROUGH THE ALLEYS

After the unpredictable encounter, Amos rushes you to keep going while he mumbles. Worried that the creatures might hear it, you ask the man what is the problem. "We need to go faster. Once these creatures surround us, you're doomed." he says like someone explains the most obvious of things.

You assure the scholar that you've had your share of battles and that not any creature will be the death of you. "So you still don't feel the urgency I'm in." he concludes "Don't you worry, then. Soon you will feel it."

Looking at the man's face, it seems almost as if he is threatening you, but to you, he seems terrified. A man of words and research wouldn't deal well with a dangerous situation like the one you're going through. You try to calm the man down and ask if he came to Eradren on his own.

"No." he answers, looking at the night sky briefly "I came with a crew of mercenaries hired by the Doctrine, but they either left in the night or died in the attack." Amos explains.

You tell the man you're sorry, but he simply shrugs his shoulders. "They've brought me here knowing the road would be dangerous and now I've found you. My quest is still not lost and I'm sure you will be able to assist me." the man says moving faster through the streets.

You hurry to keep up as the damned scholar doesn't seem to know what it means to be careful. You just hope you won't find the same end as his last crew.

**Congratulations, the Adventure ends here!**

You may now proceed to the Camp Phase. Also, you've reached a branching point. Instead of proceeding to "Chapter 02 – The Swarm", you should skip it and proceed directly to "Chapter 03 – Run!"

**NOTE:** Chapters you skip do not award rewards. In this case, you will only receive what is described below, referring to the completion of this first Chapter.

◆ ● | | ⚔ | | ● ◆

**REWARDS:**

Each Hero learns a Level 1 Hero Skill or Dungeon Role Skill. You can find clarifications on page 50 of the *Age of Darkness* Rulebook.

◆ ● | | ⚔ | | ● ◆

## END OF THE ADVENTURE – NOT A MOMENT OF PEACE

As you get rid of the monstrous thing that blocked the entrance, you find yourself cornered by a fire that will soon take over the whole place. The indistinct screams continue outside. As much as walking out the front door of Eradren's was not your initial plan, you now find yourself with no choice: The burst of shapeless creatures will certainly wait for you there. But to be honest, you are one of the few who could still choose to face them directly rather than being ambushed by them. Or almost.

The way this all took place, the cruelty and the destruction you witnessed... The poor citizens never had a chance. They would never have expected to be attacked in the heart of their city, during their holidays, and by an army made of warriors who came from nowhere.

What could fishermen, innkeepers, and stall-merchants do against a horde of mindless creatures that were willing even to hurt themselves in order to make a victim of someone else?

For an instant, a brief moment when uncertainty fills your heart and you contemplate that this could also be your end, you wish you had done things differently and had accompanied that priest to learn the truth.

But doubt, like despair, is fleeting, and you soon regain the awareness that you did the right thing. It was the compassionate thing to do.

Screw the festival! Screw the once-in-a-hundred-years-eclipse!

It's time to find a boat off this cursed island!

**First, congratulations, the Adventure ends here!**

Next, if any Hero has the **Dragon's Breath** Adventure card, they may choose to give it to Vorn. If they do, they discard it and flip Vorn's card to its **Fueled** side. Otherwise, if they choose not to, just carry on to the next instruction.

You may now proceed to the Camp Phase.

◆ ● | | ⚔ | | ● ◆

**REWARDS:**

Each Hero learns a Level 1 Hero Skill or Dungeon Role Skill. You can find clarifications on page 50 of the *Age of Darkness* Rulebook.

◆ ● | | ⚔ | | ● ◆





## CHAPTER 02 – THE SWARM

Leaving a tavern completely legless was not something atypical for you, but this was the first time you had escaped from one bewildered by smoke instead of drinks. The main square and the wharf outside Eradren's best are ablaze, but to blame only the heat for the sweat in your forehead would be an injustice.

Screams hit your ears from everywhere as the people flee towards the docks, followed closely by a swarm of the horrendous creatures you fought at the inn. The monstrosities seem to move like a flood, coming from all streets as if they were one big school. Moving with them, a thick and dreadful mist fills the air, driving the creatures to a bloodlust as if the fumes themselves were made of pure evil.

What was happening here was definitely not like anything you have ever faced so far.

When your gaze reaches past the mad turmoil, you see the figure of a strong man standing at the center of the square: well-armed, shouting and pointing to the docks as if he were

a soldier of the City Guard. Following his steady finger, you catch the sight of a small but defiant vessel approaching the harbor from where all the other boats seem to be leaving.

That is the chance you're looking for!

"By the Stars, Captain Vincent has done it! Blessed be he and his well-groomed beard that always saves us in the nick of time!" The soldier speaks to himself, unaware that you noticed his lips. "Women and children: to the docks! Those who can fight: to me! Arm yourselves! We must stop these things from advancing!" He rants, rekindling the flame of hope that had been lying dormant.

Having realized that there would be no other way out of this place, or perhaps because deep down you were moved by that man's brave stance, you prepare to help in the battle and earn your place among the crew of that ship.

Truth be told, when you were promised that this would be an unforgettable night, that's not quite what you had in mind...

### **DARKNESS SPAWNING RULE – GROWING INFLUENCE:**

This Campaign chronicles the trajectory of the Darkness' awakening in Daren, but that moment has not yet happened, so the enemy does not manifest itself through its plasmoid and stalker forms. However, the enemy's threat is still real and its growing influence can be felt like a bad omen. Therefore, place the Growing Influence Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

### **DARKNESS BEHAVIOR – NO DARKNESS:**

As mentioned earlier, Darkness will not spawn at any point during this Adventure, therefore there is no need to track its behavior nor to set the rules for Crush damage.

### **RECALL ACTION CURSE PENALTY – SINGLE:**

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

### **SPECIAL PREPARATION – STIRRING DARKNESS:**

Before starting to play this Adventure, take 6 Runes of each color from the bag and place them on the Initiative Track (do not place their Darkness tiles on the board).

### **SPECIAL PREPARATION – DARKNESS NODES:**

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup (including during the First Setup, if any), you must place it there by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.



**SPECIAL MECHANIC – TIE BREAKER:**

By using improvised barricades, the Heroes can block the Monsters’ entry points. To do so, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can’t be taken if there is an enemy adjacent to that Pile of Runes.

**SPECIAL MECHANIC – NIGHTMARE RAID:**

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Night Stalker** miniatures, the **Nightmare** scenario Monster card (*do not use the Night Stalker as a random Monster*) and place the **Dreadful Raid** scenario card above the top end of the Initiative Track with face A up. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over (see page 10 for details).

**SPECIAL MECHANIC – ERADREN SURPRISES:**

Unexpected surprises awaits on every corner of this raided town. Take the **Eradren Surprise** Special Mechanic deck, shuffle it, and place it face down near the play area. Whenever a Hero interacts with one of these Special Mechanic tokens (*this costs an Interact Minor Action*), they must remove that token from the board, draw the top card of this deck, and resolve its effects.

**CUTSCENE TRIGGER – DOOM CLOCK:**

Whenever you completely remove a Pile of Runes from the board, at the end of the current Hero’s turn, read the Cutscenes below as indicated:

- When you remove the first Pile of Runes, read “**Cutscene – Sound the Bells**” on page 44.
- When you remove the second Pile of Runes, read “**Cutscene – There’s No End to Them**” on page 44.
- When you remove the third Pile of Runes, read “**Cutscene – “Time for the Harvest**” on page 44.

**WINNING AND LOSING THE ADVENTURE:**

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

**STARTGAME TRIGGER:**

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



- 4 Piles of Runes (A stack of one of each color)
- 6 Special Mechanic Tokens
- 1 Stack of Barrels Token
- 1 Pile of Crates Token
- 1 Stone Fountain Token
- 1 Bookshelf Token
- 3 Chest Tokens
- 1 Interaction Token 2: Page 46
- G1 1 GM - Rookie
- W1 1 WM - Fighter
- G2 2+: GM - Rookie
- W2 2+: WM - Fighter
- B3 3+: BM - Rookie
- G4 4+: GM - Rookie
- W3 4+: WM - Fighter
- B5 5+: BM - Rookie

## CUTSCENE – SOUND THE BELLS

The battle for the wharf has begun! Having crafted a plan to deal with the first assault, you advance on one of the necks through which the creatures flooded the square and make sure to dominate it. However, your efforts proved to be almost as fruitless as covering the sun with a sieve. You had not even have time to celebrate the victory before a racket echoes from just ahead as a new wave of enemies invades the square. These things were hellbent to ruin the Festival...

Summon the following Monster Battalion NEAR a Pile of Runes (a Pile of Runes is still a Pile of Runes as long as it has at least one Rune in it) on the board of the Party Leader's choice:

- 1 Player: 1 White Monster – Fighter
- 2 Players: +1 Grey Monster – Rookie
- 3 Players: +1 White Monster – Fighter
- 4 Players: +1 Grey Monster – Rookie
- 5 Players: +1 White Monster – Fighter

**HINT:** NEAR means within Range 1 of that point, with each summoned Character occupying an empty area if possible. You can find clarifications about this on page 45.

After you have resolved this summoning, continue the Adventure.



## CUTSCENE – THERE'S NO END TO THEM

The battle for the wharf remains unsolved. No matter how much your efforts have held the perimeter up until now, the sea of enemies is endless and the final victory seems ever more distant. As victory becomes impossible, it also becomes likely that none of this has been by chance. Eradren is too quiet and remote a town for anything to happen here unintentionally. Especially a supernatural phenomenon like this. Reflecting on this in the middle of the battlefield, you begin to believe that maybe even Minerva's disappearance may not have been a coincidence after all...

Summon the following Monster Battalion NEAR a Pile of Runes (a Pile of Runes is still a Pile of Runes as long as it has at least one Rune in it) on the board of the Party Leader's choice:

- 1 Player: 1 Grey Monster – Rookie
- 2 Players: +1 White Monster – Fighter
- 3 Players: +1 Grey Monster – Rookie
- 4 Players: +1 White Monster – Fighter
- 5 Players: +1 Grey Monster – Rookie

After you have resolved this summoning, continue the Adventure.



## CUTSCENE – TIME FOR THE HARVEST

Finally, the battle for the wharf square is coming to an end!

The last wave of refugees were now moving across to the harbor, bouncing among the shapeless carcasses that you have dispatched. You could never imagine that such a boring night would result in such an ugly battle.

Much less that it was not yet over when you claimed victory.

There, from far away and in the dark, a monster watched you, patiently measuring your stature as a hunter does.

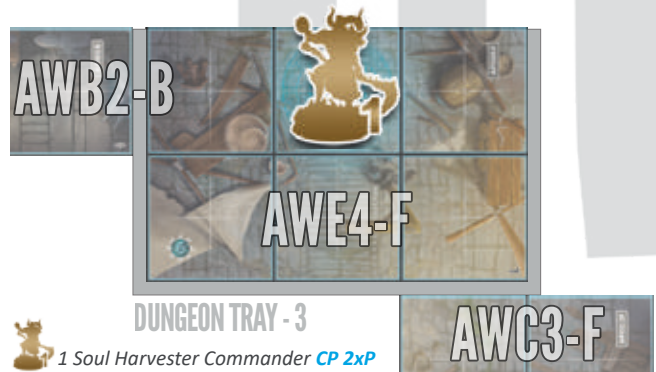
Just as in nature, it was at the moment when you let down your guard and took the night for granted that the enemy advanced, a figure that crosses the fire, smoke, and darkness with the pomp and grace of a born predator. The terrifying lurker waited until the last of the refugees cleared the room so that he could then reveal himself, for he had the largest of prey in mind and he didn't want anyone in his path.

The creature's appearance, reminiscent of the image and likeness of the ancient gods, was not unknown to you. You had run into it earlier: a statue of leaves and bark where people left offerings as their ancestors did long ago, at a time when humans had not yet known the Doctrine.

The smell of rot and vile magic, however, you didn't recognize. It was something new. A charming touch to the most dangerous night of the year...

First, summon the **Soul Harvester** Scenario Commander with CP 2xP in the indicated position by the Setup below, on Map tile **AWE4-F**.

Next, if there is still an Interaction Token on the board (and only if there still is one), go to Resolution #019. Otherwise, just carry on to the Endgame Trigger instructions below.



### ENDGAME TRIGGER

This Adventure can end in two different ways, depending on your party's performance against the **Soul Harvester**. From now on, if your party is defeated for any reason, read "End of the Adventure – A Hero Undone" on page 50. This is not considered an Adventure failure. Otherwise, if the Scenario Commander is defeated, read "End of the Adventure – Baptism of Fire" on page 50 instead.

Finally, after you have made all these preparations and read all these instructions, you may continue to play the Adventure.



## CLARIFICATIONS – BATTALIONS

A large-scale invasion is taking place on the peaceful archipelago and Monsters organized into small battalions can show up anywhere, anytime, to disrupt the Heroes' plans. Throughout your Adventures in the Awakenings Campaign, many effects will instruct you to summon a Monster Battalion NEAR a reference point. Whenever this is the case, consider the following rules:

- A reference point may be a Pile of Runes, a Spawning token, a Special Event token, or even other Objects. Each summoning effect will specify what its reference point is.
- NEAR means within Range 1 of that point, where each summoned Character will try to occupy an empty area (blue square), if possible.
  - If it is impossible to place every Character in a separate area, the minimum number of Characters occupying the same area as possible must be respected.



*In this example, we can see a Battalion composed of 5 Monsters being summoned near a Pile of Runes.*

- By following the restrictions mentioned above, the Party Leader can position the Summoned Characters however they wish.
- For each Monster that you can't summon because the limit of 12 Monsters on the board has been reached, after summoning those that you can, you must issue two "Activate a Monster" commands.

- For example, if two Monsters could not be summoned, your party must Activate a Monster four times.
- When a Monster is activated by a general command like this, your party can choose which Monster will be activated, even if the chosen Monster wouldn't be able to reach the Heroes.
- However, no Monster can be activated twice in a row using the same command trigger.

**NOTE:** The summoning rule for a Monster Battalion is slightly different from that of a Minion Raid Party. Minions are summoned adjacent to their reference point, instead of near it.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.







018

ASK HIM WHO IS THIS  
CAPTAIN VINCENT



017

ASK HIM TO GIVE YOU  
SOME SPARE EQUIPMENT





**ASK HOW YOU CAN HELP WITH THE EVACUATION**



**OFFER TO FIGHT IN EXCHANGE FOR A REWARD**



**ASK HIM TO GO; YOU CAN TAKE CARE OF THE PEOPLE**



**THE SOLEMN QUARTERMASTER**

*You run to the soldier in the square as he directs the fleeing survivors to the docks. He is having a hard time, but the air of authority about him is undeniable. "Finally! A brave soul!" he sighs with a smile. "I'm a veteran of the City Guard and Quartermaster of the Pristine Swan. I have seen too many fights in this life to know that if we stand idle we'll be doomed." As soon as he makes his introduction, the ground shakes under your feet again and the soldier becomes somber. "Something is coming and I don't want to be here to see it. Hurry up, help me save these people!"*







**021**

**TELL HER YOU`LL HELP HER  
LOOK FOR HER KITTENS**



**023**

**ASK HER TO GIVE YOU  
SOME SPARE EQUIPMENT**

*“Thank you Christi Hensen for being part  
of our story and world.”*





**020**

**ASK HER TO JOIN  
YOU IN THE FIGHT**



**022**

**TELL HER SHE CAN GO LOOK  
FOR HER CATS, YOU CAN TAKE  
CARE OF THE MONSTERS**

**A BATTALION OF A SINGLE LADY**

*The warrior's bravery is impressive. Combining some good blows with an improvised barricade, she turns an open alleyway—which many Monsters could use to get to the square—into a bottleneck, and takes care of a combat zone all by herself. "Oh bother, there goes my barricade," she complains, noticing you arriving from behind her. Her countenance does not hide her disappointment. "Well, since you are here and you can see I'm a little busy, could you help me find my kittens? I can't leave this post. The name is Christi, by the way," she introduces herself, still concentrating on the fight.*



## END OF THE ADVENTURE – BAPTISM OF FIRE

*That effigy that smelled of magic and death just like a failed alchemist's laboratory was by far the most powerful opponent you have ever faced.*

*Perhaps this was the kind of challenge Minerva hoped you would overcome to prove you are the adventurer you thought you were, but she was not here to witness your achievement. Yet against all probabilities, you stayed, you faced it, and you survived. If this was not your baptism of fire, nothing else could be.*

*The vile creature gave you no chance of escape. With its terrible scythe it reaped and reaped as if taking your soul was its only desire, but you dodged when you could, blocked when you had to, and counterattacked when opportunities allowed. Just as a true Champion would do. A veteran who fears nothing and no one except a hole in their pocket and the lack of a story to tell around the campfire.*

*Joyous shouts silenced the crackling of a hundred flames as the onlookers aboard the Pristine Swan exulted in your triumph. Ropes were thrown in your direction, sailors lowered their boats to meet you, and some even jumped overboard to swim you away.*

*As you leave the battlefield that had consecrated you and the remains of straw, bones, and blood melted away back there, you feel something you have never felt before. It was glory, not the glory that gold can buy, but the glory of heroes. The one that is accompanied by love and admiration.*

*You thought it was peace and vacation that your heart needed, but the outcome of this night taught you something else. The world was ablaze around you, but you never felt so good...*

**First, if the Follower **Vorn, the Warrior** was recruited into your party and survived until the end of the Adventure, dismiss him. Otherwise, if he was not recruited at all, or was defeated along the way, just carry on to the next instruction.**

**Congratulations, the Adventure ends here!**

**Then, you can proceed to the Camp Phase and read “**After the Adventure – Safe at Last**” on page 51.**



## END OF THE ADVENTURE – A HERO UNDONE

*That effigy that smelled of magic and death just like a failed alchemist's experiment was by far the most powerful opponent you have ever faced.*

*Perhaps this was the kind of challenge Minerva hoped you would overcome to prove you are the adventurer you thought you were, but she was not here to witness your achievement. And maybe it was better that way, because the only things she would say to you would break your heart. Your mentor would have no eyes for your bravery, only for your failure. It's memories like this that make you question what is in her venom that even though it hurts you, you can't stop thinking about her all the time.*

*The vile creature gave you no chance of escape. With its terrible scythe it reaped and reaped as if taking your soul was its only desire, but you dodged when you could, blocked when you had to, and counterattacked when opportunities allowed. Just as a true Champion would do. A veteran who fears nothing and no one except a hole in their pocket and the lack of a story to tell around the campfire.*

*But it was not enough.*

*You fought a battle that would make any weapons master proud, but in the end you fell to your knees, your vision blurred and the strength in your arms faded. Not even the crackling sound of a hundred flames reached your ears, and for an instant it was as if the end had come. But before the last light went out you saw salvation.*

*Warriors from Pristine Swan came to your rescue.*

*They did not hesitate to come back for you, for you were one of them now. You became one of the people after you had almost given your life so the last of the villagers could try to escape. And they saw that. So the moment your body crumbled for good, it was in the arms of a warrior instead of the wet ground that it rested. The arms of a brother in arms.*

*You thought it was peace and vacation that your heart needed, but the outcome of this night taught you something else. The world was ablaze around you, but you never felt so good...*

**First, if the Follower **Vorn, the Warrior** was recruited into your party and survived until the end of the Adventure, dismiss him. Otherwise, if he was not recruited at all, or was defeated along the way, just carry on to the next instruction.**

**Congratulations, the Adventure ends here!**

**Then, you can proceed to the Camp Phase and read “**After the Adventure – Safe at Last**” on page 51.**





## AFTER THE ADVENTURE – SAFE AT LAST

A cool breeze rushes through the room, kissing your forehead, sweaty from heat and exertion as if it were a gentle guardian. A feeling that brings back memories of rare occasions in your life under Minerva's protection.

You were resting in one of the beds aboard the exquisite ship, granted to you in gratitude for your efforts tonight. You were alive, even well as far as possible, but the horrors of Eradren were still fresh in your mind. In fact, no one exaggerated when they said that Centena's Festival would become history.

Only maybe you didn't expect it to be that way.

"You've built quite a reputation for yourself eh, soldier..." The armored veteran who fought with you in that square speaks from your side, almost scaring you to death. He was standing there the whole time with a bowl of stew in his hand, but he waited patiently for you to wake up calmly. "You tourists who come here to get away from the world for a bit like to brag that you owe no allegiance to anyone but gold, yet that's all pomp. I've seen it before. In that square you showed me who you really are and that is why I and the people of Eradren are grateful that you are around." He thanks you as he hands you the food and takes his leave.

"Eat, drink, rest. Captain Vincent wants to see you. Tonight's tragedy was not a coincidence, but it was only the beginning. It looks like we'll have work to do..." the man summons you before leaving the premises.

Now, if your party has the **"Counting Kittens"** Outcome noted on the Story Record, erase it and read **"Cutscene – Christi's Goodbye"** aside. Otherwise, if your party does not have it, just carry on to the next Adventure.

**NOTE:** Each Hero receives the reward for completing this Adventure regardless if your party has the **"Counting Kittens"** Outcome or not.

Also, you've reached a branching point. Instead of proceeding to **"Chapter 03 – Run!"**, you should skip it and proceed straight to **"Interlude 01 – The Good Old Days"** on page 62.

**NOTE:** Chapters you skip do not award rewards. In this case, you will only receive what is described below, referring to the completion of this first Chapter.

### REWARDS:

Reveal all cards in the Spoils of the Hero Equipment deck. Each Hero chooses one Equipment card. You can find clarifications about this Equipment on page 14.

Also, each Hero learns a Class Ability. You can find clarifications on page 51 of the *Age of Darkness* Rulebook.

## CUTSCENE – CHRISTI'S GOODBYE

Later that day, when the first lamps were extinguished, the broken survivors sought to find some peace and rest in the midst of this senseless chaos.

You notice the familiar face of a young green-haired girl, who had been waiting for the opportunity to speak with you. It was Christi, the valiant warrior who single-handedly nursed that bottleneck you almost unwittingly compromised.

Naturally, she wasn't alone.

A storm of meows and purrs accompanied her, bringing momentary joy to everyone who contemplated the cute scene: the prancing tails intertwining between the tutor's legs wherever she went.

"So you have survived after all..." the girl greets you, "...and thanks to your help, so have my kittens. That's why I came here: to thank you in person. And to give you this," She concludes as she removes a necklace from her neck to hand it to you. "This jewel is a very precious treasure, but it does not even compare to my kittens' lives. May it protect you in your future battles, because I won't need it anymore. After this ordeal in Eradren, what I want most is to retire my sword and return to the 'dull' merchant life I left behind in Umbral," Christi finishes with a smile.

It seems unnecessary to say that the jewel is shaped like the warrior's favorite animal. But if the piece could seem a little tacky as a whole, on the other hand, the amethyst eyes that decorate the friendly kitten leave no doubt that this is a piece worthy of a noble.

First, if any Hero has any **Christi's Kitten** Adventure Items, they must discard all of them. Now, according to the number of cards discarded at this moment, or according to the Outcomes owned by your party, check out what you should do next:

- If only 1 card was discarded, take the Felix Felis card from the Adventure deck and use it front side up. Until the end of the Adventure, you must use this card with this face up and you can never flip it.
- If 2 cards were discarded or if your party has the **"Full House"** Outcome noted on the Story Record, take the Felix Felis card from the Adventure deck and use it back side up. Until the end of the Adventure, you must use this card with this face up and you can never flip it.

Finally, you can continue your Camp Phase (if you haven't already completed it).



## CHAPTER 03 – RUN!

As you try to move through the back alleys of Eradren as quietly and quickly as possible without being seen by the monstrous creatures, you feel an uneasiness growing inside you. Amos looks disturbed and is often careless, trying to move faster than it's safe to. When asked, he doesn't say much: "We must hurry. We need to get on that ship."

Something tells you, however, that this is not the entire reason. When you stop before turning a dark corner, just long enough for a few creatures to leave, you can feel your body pulsing differently from your heartbeat. An ominous and abominable roar startles you, but oddly, Amos doesn't seem affected. Whatever that was, it was big.

You look at a nearby puddle and you see a round wave forming. Amos looks into your eyes, starting to show worry. You can now hear the thumps and yet another loud roar reaches your ears, making your teeth rattle. Amos' semblance turns to desperation.

"It's here! We need to—" At the moment he speaks these words, you hear the sound of a wooden house crumbling into

the alley behind you. Looking back, against the moonlight, you see the silhouette of an enormous creature crowned with a pair of horns, standing on top of the rubble. You can't see its eyes, but you feel their presence on your skin, staring at your soul.

You are hit with a third roar that awakens all of your survival instincts immediately. "It's unbelievable!" you hear Amos say in awe. You are sure that the priest has gone mad. Just your luck. The creature is coming for you and you have no way to fight it and protect the messenger at the same time.

It is time to run. You race through the alleys, trying to ignore and dodge the creatures coming your way, until you find yourself cornered. You are in a dead end and the monsters are surrounding you. One of the larger creatures advances, pushing you towards the abominable giant thing as it comes closer.

Better fight the lesser evil and move on before whatever is coming arrives...

### **DARKNESS SPAWNING RULE – GROWING INFLUENCE:**

This Campaign chronicles the trajectory of the Darkness' awakening in Daren, but that moment has not yet happened, so the enemy does not manifest itself through its plasmoid and stalker forms. However, the enemy's threat is still real and its growing influence can be felt like a bad omen. Therefore, place the Growing Influence Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time), place the drawn Rune(s) on the Initiative Track, and then flip the Rune card over.

### **DARKNESS BEHAVIOR – NO DARKNESS:**

As mentioned earlier, Darkness will not spawn at any point during this Adventure, therefore there is no need to track its behavior nor to set the rules for Crush damage.

### **RECALL ACTION CURSE PENALTY – SINGLE:**

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

### **SPECIAL PREPARATION – STIRRING DARKNESS:**

Before starting to play this Adventure, take 6 Runes of each color from the bag and place them on the Initiative Track (do not place their Darkness tiles on the board).

### **SPECIAL PREPARATION – DARKNESS NODES:**

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup (including during the First Setup, if any), you must place it there by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.



**SPECIAL MECHANICS – TIE BREAKER:**

To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

**SPECIAL MECHANICS – GENTLE PUSH:**

When you're in a hurry, there's no time to wait for someone else's good will... Therefore, by Expending 1 AC, a Hero can inflict PUSH 1 AND KNOCK DOWN on another Small Character that is adjacent to them. This counts as a Cube Action.

**CUTSCENE TRIGGER:**

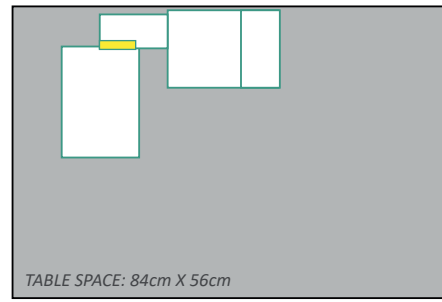
Something huge is coming after you and you know it is dangerous. You'd better hurry and get out of this place. Place 3 Time Tokens on top of the Rune card as a reminder. When the Initiative Marker reaches that card, after resolving its effects, remove one of these tokens. When the last one is removed, read "Cutscene – Nightmare Come True" on page 54.

**WINNING AND LOSING THE ADVENTURE:**

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

**STARTGAME TRIGGER:**

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



- 1 Pile of Runes (A stack of one of each color)
- 1 Chest Token
- 1 Pile of Crates Token
- 1 Shadow Knight - *Rookie*
- .....
- G2 2+: GM - *Rookie*
- WB 3+: WM - *Fighter*
- G4 4+: GM - *Rookie*
- WB 5+: WM - *Fighter*

## CUTSCENE – NIGHTMARE COME TRUE

As you push your way through the alleys in your eagerness to get as far away as possible from the monster stalking you, you hear another house crumble.

“Found you!” a cracked, deep voice rumbles in your ears. You can’t help but look back—It’s like seeing the legend of giant walking trees as imagined by a disturbed mind.

The monster following you speaks slowly, and it sounds like the breaking branches of a haunted woods: “Your soul is mine!” it says, stepping forward in your direction, brandishing an enormous scythe.

The Soul Harvester is coming for you, destroying everything in its way!

Empowered by forces beyond your comprehension, facing it is not an option and you find yourself with no choice except to run away and fight another day.

Place the Soul Harvester model as shown in the Setup below. If necessary, Shove any Characters occupying its area.



Now, replace the Growing Influence Rune card with the Harvester’s Hunt Rune card with side A up. Also, if there is a Dreadful Raid Special Mechanic in effect, flip the Dreadful Raid Special Mechanic card to its A side. Otherwise, just skip this step. From now on, whenever the Initiative Marker reaches the Rune card at the end of the Initiative Track, you must resolve the following effects: Draw a Rune; advance the Soul Harvester one area (blue square) towards the Closest Hero; remove any collapsed Map tile; and then STRIKE the area occupied by the Weakest Hero within Range 1 of the Soul Harvester (if any).

If you activate the B side of the Harvester’s Hunt Rune card, you must do this twice. You can find clarifications about each of these instructions on page 55.

Then, you may continue to play the Adventure.



## CUTSCENE – A TRUE WARRIOR

You remember the constable’s request.

As soon as you step into his house, you find his trunk and open the rusty old lock. Inside, you find a noble-quality buckler that doesn’t seem to belong in that worn-out trunk. Next to it, there is an old letter on yellowed paper that reads: “Congratulations on becoming the new constable. You have always been one to protect everyone, so here is my gift to you, a true warrior. May it serve you well until your last day.” It is signed by a man named “Jaheen”.

First, take the **Defender’s Buckler** card from the Adventure deck. You must use its **Front** side until the end of the Campaign unless an effect states otherwise.

Next, write down the “**Defender’s Fate**” Outcome on the Story Record.

Then, you may continue to play the Adventure.





## CLARIFICATIONS – SOUL HUNT

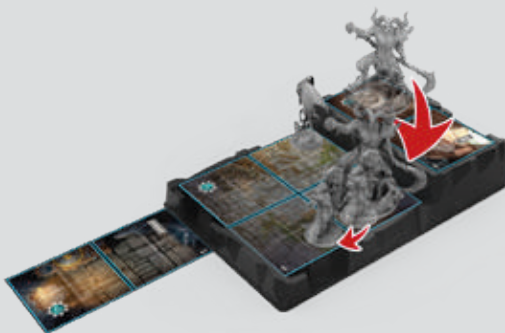
The Soul Harvester has arrived, destroying everything in its way, and now you must run for your life. The Harvester's Hunt card has three procedures that you need to perform until the end of this Adventure. Whenever there are doubts about them, consider the following instructions:

- As with the Growing Influence Rune card, no Darkness tile is spawned when you draw a Rune through the Harvester's Hunt Rune card.
- The Closest Hero is the Hero that is the fewest areas away from the Soul Harvester model.
- If two Heroes are tied for the same distance, it will choose to move towards the Weakest Hero among them (less Current Health, counting from the slowest slot on the Initiative Track in case of another tie).
- Shove any Characters, Crush any Furniture, and remove any Piles of Runes in the Harvester's way. These Runes are placed on the Initiative Track.



In this case, although Nyx is adjacent to the Soul Harvester, Andreas is also just one area away and therefore they are considered to be at the same distance (since the Soul Harvester is a large model).

Thus, it will move towards the Weakest Hero who, in this example, is Andreas.



The Soul Harvester advances on Andreas. As the villain occupies his area, the Cleric will be Shoved and, in this case, chooses to move to the indicated position.

- Whenever the Soul Harvester advances towards a Hero and completely leaves a Map tile, that Map tile collapses; meaning that you must remove it from the board. Then, any Map tiles that were left behind and are no longer adjacent to another Map tile, as well as any empty Trayz, must be removed.
- Characters removed due to a Map tile collapsing are defeated and Piles of Runes are placed on the Initiative Track



As soon as it has advanced on Andreas, the Soul Harvester also leaves Map tile B3-B, which causes it to collapse.

- If a Bridge collapses, place any Character on it in the matching position on the Map tile below that Bridge. This repositioning will cause those Characters to take falling damage (2 non-preventable DMG) and suffer BURN 2 (since they will land on top of Lava terrain).
- After advancing, the Soul Harvester swings its scythe at each of its enemies inside the area with the Weakest Hero within Range 1 (if any).
- This attack deals damage to each of those Characters equal to the number of Runes on the Initiative Track that match the color of the Rune you just drew (this Rune also counts, as well as any Runes you removed from the board due to this advance).
- The Soul Harvester does not have a Monster card or board in this Adventure. Therefore, it is immune to damage, Conditions (including STEALTH), and does not count as a Monster for any rules purposes.
- The Soul Harvester is not considered a Monster for purposes of Engagement in Combat either.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.



*"Thank you Guillaume Sabalza for being part of our story and world."*



**ASK FOR HELP  
BARRICADING THE ALLEYS**



**TELL HIM TO LEAVE**

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### **THE CONSTABLE**

*As you leave the house and reach the streets again, you encounter an armed man, breathless and covered in blood.*

*"Quickly, the houses have collapsed, blocking the street! Find a way out of here; the creatures are coming!!" he shouts.*

*When asked about his identity, the man tells you that he is the constable of Eradren and that he is trying to evacuate the city, fighting the creatures to give the people more time to escape.*

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**025**

SAY YOU WANT TO HELP



**024**

HEAL HIM





**030**

**TRY TO SAVE THE  
CHAMBERLAIN**



**029**

**DRAW THE MONSTERS'  
ATTENTION**





HIDE AND WATCH



TRY TO ATTACK THE  
CREATURES

### CORNERED CHAMBERLAIN

*As you run through the alleys of the crumbling city, something catches your eye:*

*Two snake-like creatures corner a man dressed in the noble robes of the Church of the Setting Sun. The monsters approach him slowly, almost with caution, like nothing you have seen before. You see their eyes glowing a sickly green tone. The man, ready to fight, looks at you: "Don't come any closer, you foul creatures!" he shouts at the creatures drawing their attention to him.*

*"...The High Priest's Chamberlain..." Amos whispers. "Let us go forward. He will be safe."*

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



## END OF THE ADVENTURE – FINALLY ON BOARD

*You make your way to the end of the pier, leaving the bodies of countless creatures behind you. You jump into the boat that's bobbing there, almost as if it was waiting for you, then start rowing towards the ship. Thanks to the moonlight, you can see the enormous creature chasing you to the pier—gladly too late to catch you.*

*"It's unbelievable," you hear Amos say in awe again.*

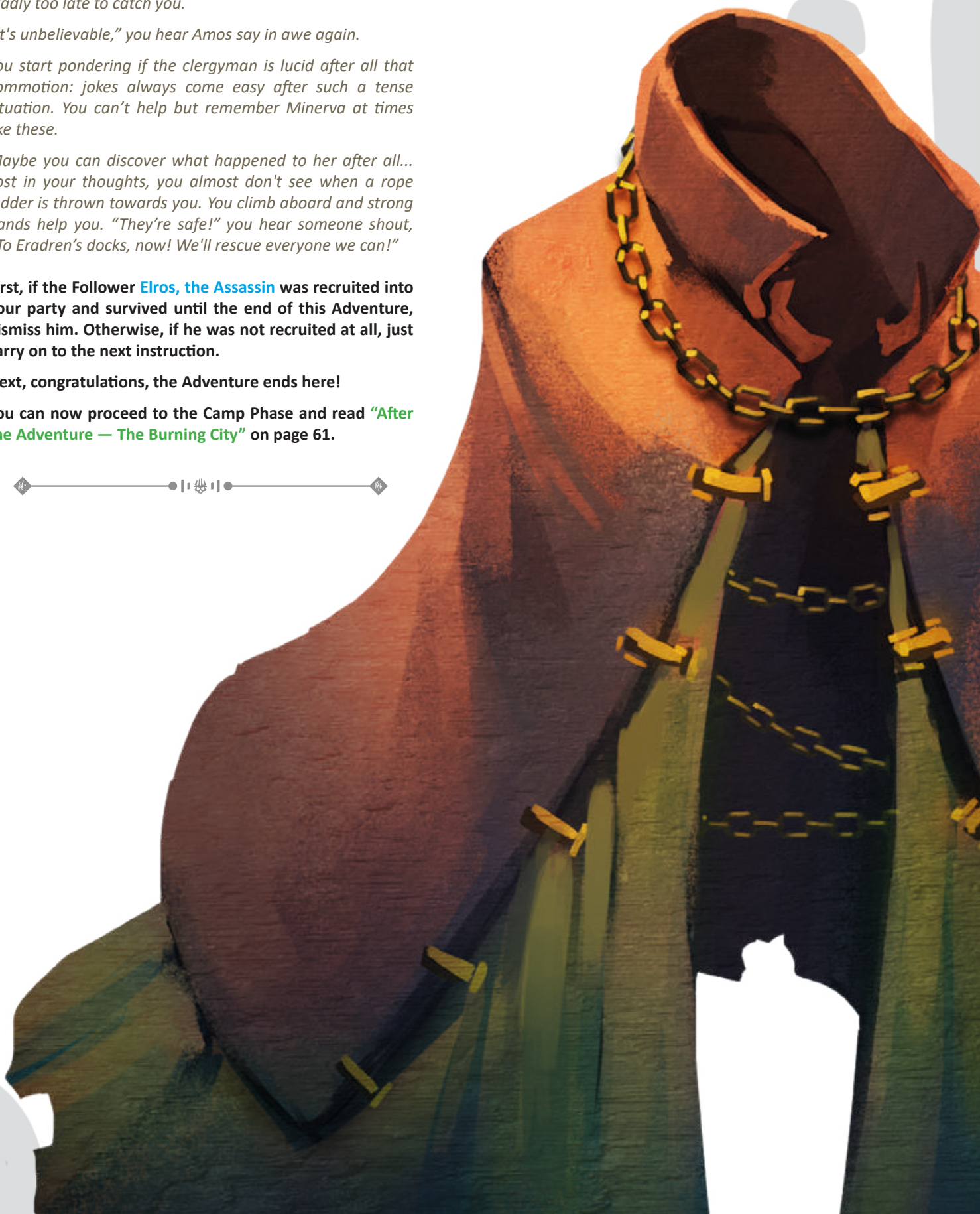
*You start pondering if the clergyman is lucid after all that commotion: jokes always come easy after such a tense situation. You can't help but remember Minerva at times like these.*

*Maybe you can discover what happened to her after all... Lost in your thoughts, you almost don't see when a rope ladder is thrown towards you. You climb aboard and strong hands help you. "They're safe!" you hear someone shout, "To Eradren's docks, now! We'll rescue everyone we can!"*

**First, if the Follower [Elros, the Assassin](#) was recruited into your party and survived until the end of this Adventure, dismiss him. Otherwise, if he was not recruited at all, just carry on to the next instruction.**

**Next, congratulations, the Adventure ends here!**

**You can now proceed to the Camp Phase and read ["After the Adventure — The Burning City"](#) on page 61.**





## AFTER THE ADVENTURE – THE BURNING CITY

As soon as you step on deck, you see Amos hurry to the captain's cabin without looking back. At the same time, all crew members get busy with the sails, turning the ship towards Eradren's wharf.

The second mate comes to you and asks for assistance with their needs, as their quartermaster is not here. The crewman teaches you a few knots and, after a couple minutes, you move with all speed towards Eradren's wharf.

The scene that awaits you is terrible: The city is burning and there are people everywhere, screaming. The giant tree-like creature that went after you just minutes before is in the middle of the square, mowing down lives like ripe oats in the field. You jump to assist the crew and bring on deck as many survivors as you can, including the ship's quartermaster, who immediately shouts: "All hands on deck! Full wind ahead!"

As the last survivors climb aboard, you leave the burning city behind. Slowly, calmness returns to the vessel. With no desire to sleep, you stare at Eradren as the fire dies down on the horizon.

Amos, who comes to you quietly, draws you away from your thoughts. "It was definitely a sight to behold," he says in awe. You ask if he's talking about the rescue or the massacre. "All of it!" he answers. "I have never imagined it would be so... much..." The messenger seems to snap out of it when he notices you look at him, intrigued. "Anyway, here is your reward for helping me. Our contract is now finished and I appreciate your help. It would've been much harder without you." Amos hands you a stone.

First, the Party Leader takes the **Mind Gem** card from the Adventure Deck.

Next, you may read "**Interlude 01 – The Good Old Days**" on page 62.



### REWARDS:

Reveal all cards in the Spoils of the Hero Equipment deck. Each Hero chooses one Equipment card. You can find clarifications about this Equipment on page 14.

Also, each Hero learns a Class Ability. You can find clarifications on page 51 of the *Age of Darkness* Rulebook.





## INTERLUDE 01 – THE GOOD OLD DAYS

*You wake up covered in sweat in the middle of the night, from a dream where you were sparring with Minerva, just like the good old days. Minerva would follow every blow with a quick lecture: "Faster, stand your ground. Take the upper hand." Few words made for quick lessons, easier to remember. In your dream, however, Minerva was stronger. But she screamed with every hit, like she was suffering. Feeling nauseated, you climb to the deck, hoping the night wind will help you clear your head.*

*The cold breeze against your sweaty skin sends a relaxing chill along your arms as soon as you step on deck. One deep breath later you hear steps behind you. In the flickering light of the lamps, you see a tall man approach you sternly, with a shabby but ornate jacket. He has a distinctive brown hat with golden filigree, which makes it resemble a sort of a crown. "So, you are the one my crew has been talking about," he says. His voice sounds deep, but tired.*

*You introduce yourself to the man. "It's an honor to make your acquaintance, my friend. I have the privilege and the burden of being Captain Vincent of Everedge, in command of the Pristine Swan, the exquisite vessel you now find yourself on," the Captain follows with a quick bow. He raises his hand, so you extend yours, thinking he will shake it. To your surprise, there is a bottle of rum there, from which he takes a long sip. "Sorry. Long day, even longer night." The Captain's eyes meet your extended hand and he passes you the bottle. "Oh, I imagine your night has also been terrible. How are you feeling?"*

*You take the bottle, but you realize you don't know how to answer his question. Every moment since you went to your room in Eradren's Best has been absolute chaos. You drink the rum and almost instantly you feel the alcohol warming your chest, lightening your thoughts. The next minute, you tell him everything that happened: how you intended to take time off from selling your sword, the monster you've never seen before, the flooding of Eradren's streets. You remember the slaughter, the screams, the fire. The odd man from the Doctrine who reopened the wound of your unanswered questions about your missing master, not to mention the giant tree-like creature. You suddenly pause at the mention of it, feeling an itch at the back of your head. What was so curious about that creature? You realize your hand is trembling, so you drink more.*

*Captain Vincent, who had been listening to you in silence, gently takes the bottle from your hand and rests against the gunwale, gazing at the starry sky. "I had never seen those creatures either, and I've been traveling these islands for*

*many years now," he says, slowly, as if he were hearing each word for the first time. "I have also conferred with the odd clergyman you mentioned and heard his request. Honestly, I can't tell which worries me more." The Captain drinks the rest of the bottle in one gulp. "I can see that you believe this is not the reason why you came here, but I recognize one who looks for answers. I hope that if you find any, they bring you peace. Make your choices carefully. As a wise warrior once told me: 'live with no regrets,'" he concludes, throwing the bottle into the ocean and walking back to his quarters.*

*Just like that, with a simple sentence that anyone could have said, you feel that wound inside of you reopen irreparably. You walk back to your hammock, feeling numb from the rum, planning to find your answers.*

*The next morning, you decide to climb on deck, in order to occupy your mind. In the thick, cold mist of the morning, you can't see much, though. A few crewmen work in a melancholic way, singing sad songs to the sound of the water crashing against the ship's hull. Could Minerva have sailed with them? Was she the one who said those words to Captain Vincent? And if so, what would that mean to you? Should you go seek her whereabouts? Deep in your thoughts, you fail to notice one of the crewmen approaching you from behind. "Hey, traveler. You've been summoned to the Captain's cabin," he says. When you ask the man why, he simply shrugs. "The Captain doesn't need to share his reasons with us," he answers, leaving you and going back to his chores.*

*You are curious and there is not much else to do, so you walk to the cabin and knock on the door. "Come in!" You step inside the cabin and close the door behind you. The warmth provided by the numerous lamps is suffocating, after being exposed to the cold air of the morning outside. "Take a seat, if you will," the Captain says from behind a large wooden table. He is alone with dozens of books, and his eyes tell you that the man didn't sleep at all.*

*Refusing the invitation with a wave of your hand, you take a look around the cabin. The place is piled with books, weapons, and artifacts. Many of them really look like lordly possessions. "I don't have a drink to offer you today, as it seems someone drank all my rum during the night," he says with a tired smile. "But also because this is not a social occasion. As I told you yesterday, I spent the night thinking about a problem. I received a request from my old acquaintance, Amos, the clergyman you met in Eradren. Thankfully, he survived the attack and is here on the Doctrine's orders." Vincent stops for a moment and looks at*



you to make sure you are following. "The news he brought me is sad, and his request seems grave. The Doctrine wants me to assist Amos in gathering three relics located here, in the Free Islands, and deliver them to the ruins of a temple on one of those islands. It seems, somehow, that the attack on Eradren is connected to this." The Captain pauses again, takes a quill, and scribbles something in what seems to be a journal. Looking back at you, he seems to remember what he was talking about.

"My business with you is that, although I have the best ship and crew in the Free Islands, I have no seasoned adventurers in my ranks and I can't spare my fighters. And you, my friend, from what I've heard, did pretty well against that giant creature in Eradren." Vincent clears his throat. "What I mean by all that praise is to convince you to come with me on this quest." Here, the Captain's expression turns grave: "If what Amos told me is true, the Free Folk are in great danger. Will you help us once more?" You take the Captain's word with a gulp. Images of the attack are still clear in your memory. They remind you of when you were a defenseless child, before Minerva rescued you and gave you a family. Taken by these emotions, you accept Vincent's request before you even realize what you've done.

**Next, if your party does not have the "Promised Reward" Outcome noted on the Story Record, you just get ready for the next Adventure. Proceed to "Chapter 04 – Battle on the High Sea" on page 64. Otherwise, if your party has this Outcome there, erase it and read the following instead:**

"Oh, I almost forgot!" Vincent realizes something before leaving your presence. "Quartermaster Bach Carter told me about the deal you made in the Battle for Wharf Square. A promise made by someone in my crew is as valuable as a promise of mine. So, before you leave, tell him that you have my permission to rummage through the arsenal for something that suits you." He concludes with a tap on your shoulder.

**The Party Leader searches the Spoils of the Hero (Standard) Equipment deck for a card, picks it up and gives it to a Hero of their choice. If your party has three or more Heroes, the Party Leader can pick 1 additional card and assign it the same way.**

**Then, you may proceed to "Chapter 04 – Battle on the High Sea" on page 64.**



## CHAPTER 04 – BATTLE ON THE HIGH SEA

This Adventure is special and it includes many instructions that can be understood better if executed in a specific order. Thus, we recommend you start preparing your Adventure by organizing the first Setup, followed by reading this opening narrative text, and finish by resolving the **"Oh Captain, my Captain!"** Interaction. Only then you should read the gray boxes containing the Special Mechanics that will create the experience of a naval battle in your game.

*Opening your eyes after a quick, restless nap, you decide to climb on deck to occupy your mind. In the thick, cold mist of the morning, you can't see much though. A few crewmen work in a melancholic way, singing sad music in time to the sound of the water crashing against the ship's hull.*

*Would Minerva have sailed with them? Was it she who said those words to Captain Vincent? And if so, what would that mean to you? Should you go seek her whereabouts? Deep in*

*thought, you fail to notice one of the crewmen approaching you from behind.*

*"Hey, traveler. You've been summoned to the Captain's cabin," he says. When you ask the man why, he simply shrugs. "The Captain doesn't need to share his reasons with us," he answers, leaving you and going back to his chores. Curious and with not much else to do, you walk to the cabin and knock on the door. "Come in!"*

**Go to page 72. As a group, you and your partners must choose how you wish to proceed with the "Oh Captain, my Captain!" Interaction. Remember that in the case of a lack of consensus, the Party Leader will be the tie-breaker.**

### **DARKNESS SPAWNING RULE – NAVAL BATTLE:**

This Campaign chronicles the unfolding of the Darkness' awakening in Daren, but that moment has not yet happened, so the enemy does not manifest itself through its plasmoid and stalker forms. However, the enemy's threat is still real and its growing influence can be felt like a bad omen. Thus, its minions even dare to attack the survivors on the high seas. In order to control the flow of the upcoming battle, place the **Naval Battle** Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: advance the vessels; draw the indicated number of Runes (one at a time); execute their respective effects; place the drawn Rune(s) on the Initiative Track and then flip the Rune card over. You can find clarifications about this mechanics on page 68.

### **DARKNESS BEHAVIOR – NO DARKNESS:**

As mentioned earlier, Darkness (*as shaped tiles*) will not spawn at any point during this Adventure, therefore there is no need to track its behavior nor set the rules for Crush damage.

### **RECALL ACTION CURSE PENALTY – SINGLE:**

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

### **SPECIAL PREPARATION – STIRRING DARKNESS**

Before starting to play this adventure, take 5 Runes of each color from the bag and place them on the Initiative Track (do not place their Darkness tiles on the map).

### **SPECIAL MECHANIC – NAVAL RAID:**

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Nagian Hunter** and the **Executioner** miniatures, the **Tidehunter** and the **Boatswain** Minion cards (*do not use the Nagian Hunter or the Executioner as random Monsters*), and place the **Naval Raid** Scenario card above the top end of the Initiative Track with face A up. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over.



**SPECIAL MECHANIC – BOARDING THE SHIPS:**

When the vessels have joined side by side in a sea battle, there is no way to escape a direct boarding. Crossing such a chasm of raging waters can be hard, so Characters who cannot cross the Placeholder Space using their normal movement may take the special action "Rope Swing" to go from one ship to the other. For Heroes, taking this action counts as a Cube Action and they must Expend 1 AC. For Followers, Monsters, and Pets, this counts as an Attack Action. To board the other ship, the swinging Character must be adjacent to Map tile **AWC4-F** (the Placeholder space) and must end their swing on an unoccupied space on the opposing vessel that is also adjacent to this Map tile. If they cannot fulfill these requirements, the action cannot be taken. If these instructions are not enough, you can find further details about all Special Mechanic for this Adventure on page 70.

**SPECIAL RULE – HINDERED SIGHT:**

In the early hours of the morning, a dense fog covers the sea and hinders the Heroes' sight. Consider the Range of all Agility Skills, Wisdom Skills, Focus Abilities that aren't Weapon Attacks, and Consumable Items reduced to 1 area away, maximum (1 blue square). The same applies to Multicolored Skills activated with Agility cubes or Wisdom cubes.

**WINNING AND LOSING THE ADVENTURE:**

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

**ENDGAME TRIGGER:**

When the last **Corrupted Vessel's HP** card is draw, the enemy vessel is destroyed. Read "**End of the Adventure – A Day For the Prey**" on page 76.

**STARTGAME TRIGGER:**

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

**DUNGEON TRAY - 2**

**DUNGEON TRAY - 1**

**Legend:**

- 2 Unbroken Dread Cannon Token
- 1 Orange Unloaded Magic Cannon Token
- 1 Green Unloaded Magic Cannon Token
- 1 Red Unloaded Magic Cannon Token
- 1 Gray Unloaded Magic Cannon Token
- 1 Gray Spawning Token
- 1 Green Spawning Token
- 1 Red Spawning Token
- 1 Orange Spawning Token
- 1 Interaction Token 2: Page 74
- 6 Chest Tokens
- 2 GM: Shadow Vampires - Fighter
- 1 WM - Fighter

**Starting Conditions:**

- B2:** 2+ BM - Fighter
- WB:** 3+ 2 WM - Fighter
- B4:** 4+ BM - Fighter
- 5+:** GM: Shadow Vampire - Fighter

## CUTSCENE – MAN YOUR BATTLE STATIONS

As you leave the cabin, the Captain is already halfway to the helm, shouting orders to the crew. “All hands, man your battle stations! We’re gonna pass right by ‘em! Sink ‘em or sweep ‘em, I don’t care, but do it fast!” He smiles sardonically to you. “It’s those creatures again!”

As you look to the front of the ship, you see a dark vessel approaching like a shadow. The water around her is dark, as if the presence of the strange ship alone was enough to blacken it. You watch as the vessel approaches, and you see a commotion among the creatures on deck. You wonder what is going on, but as you look, your eyes capture movement in the water around the ship. You see a number of monsters swimming stealthily towards the *Pristine Swan*.

“They’re in the water!” you hear a harsh shout accompanied by a dwarf climbing on deck, followed by the sly figure of an elf. “I’ll stab them before they even know what hit ‘em!”

It’s time to fight again.

Now, before returning to the Main Instructions for this Adventure, make the following Special Preparations to ready the crew and the ships for the upcoming fight:

### SPECIAL PREPARATION – BROTHERS IN ARMS

Crewed with the finest of Daren, the *Pristine Swan* has many adventurers ready to defend her. Although these seasoned men are helpful in a fight, some of them might not be so excited to be at your side in this battle...

First, recruit the Follower **Vorn, the Warrior** into your party. If your party has the “**Drinking Pal**” Outcome noted on the Story Record, he is **Fueled** right now. Otherwise, if your party does not have it, he is **Dry** instead.

Then, recruit the Follower **Elros, the Assassin** into your party. If your party has the “**Threats or Treats**” Outcome noted on the Story Record, he is **Spiritless** right now. Otherwise, if your party does not have it, he is **Feisty** instead.

### SPECIAL PREPARATION – NAVAL BATTLE

A Naval Battle is about to start and now you have to make some special preparations to track each ship’s Health.

First, take the **Pristine Swan’s HP** Special Mechanic deck, shuffle it, and place it next to the board. Whenever the *Pristine Swan* takes damage from enemy cannons, draw the top card from this deck and resolve its effects immediately.

Then, take the **Corrupted Vessel’s HP** Special Mechanic deck, shuffle it, and place it next to the board. Whenever the *Corrupted Vessel* takes damage from your cannons, draw the top card from this deck and resolve its effects immediately.

Finally, take the **Fell Asteris** miniatures and put them next to the board, and place the **Foul Shooter** Scenario Monster card on the Initiative Track. Do not use the **Fell Asteris** as a random Monster.

You can find clarifications about how each vessel’s cannons work below. Now that you have prepared the board, the ships, set your terms with Captain Vincent, and recruited your crew to face this battle, it is time to learn about the Special Mechanics and Rules for this Adventure. Therefore, go back to page 64 and read all the instructions in both gray boxes.



## CLARIFICATIONS – DREAD CANNONS

The *Corrupted Vessel* is the enemy. Dreadful and manned by Monsters, defeating her can prove to be a real challenge. Especially if her gunners get their hands on her powerful cannons. This is how they work:

- **Dread Cannons:** The *Corrupted Vessel’s* cannons are represented by the 2 Dread Cannon tokens on Map tiles **AWC7-F** and **AWC8-F**.
  - Dread Cannons are always loaded with foul magic (unlike the *Pristine Swan’s* cannons). What they lack, however, are able gunners. Only the **Foul Shooter** Scenario Monster knows how to fire them.
  - Over the course of the battle, an Event card may cause the Dread Cannon to be damaged. Whenever this is the case, FLIP the Cannon token over. The damaged face is on its back. As long as the Cannon is damaged, no Foul Shooter can fire it. When that Dread Cannon is finally repaired, FLIP it back. Foul Shooters are able to fire it again.
- **Foul Shooters:** Operating the Dread Cannons is the only thing these Scenario Monsters are used for and that is the only thing they will try to do during their activation.
  - A **Foul Shooter** needs to be adjacent to a Dread Cannon to be able to use it.
  - Therefore, whenever a **Foul Shooter** is activated (*whether on their turn or by using a special activation*), they will try to move towards the closest available Dread Cannon and use their Attack Action to fire that cannon.
  - If they manage to fire, the *Pristine Swan* will take damage, which will



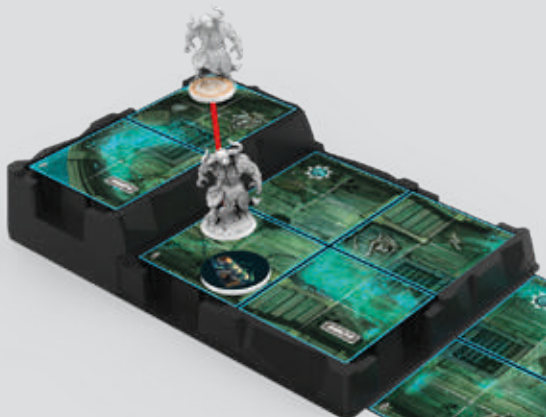
lead to drawing the top card from her Health deck.

**NOTE:** A Foul Shooter who has lost their Attack action due to STUN, for example, cannot fire a Dread Cannon that round, even if they are adjacent to one. Likewise, a Foul Shooter who has suffered SLOW or KNOCK DOWN may not be able to get to a Dread Cannon during its activation.

- Dread Cannons are **Solid Immovable Objects** for rules purposes.
- Spawning Tokens are **Ground Immovable Objects** for rules purposes.



*In this example, the Initiative Marker has reached the Naval Battle Rune card with face A up. After advancing the vessels, the players are instructed to spawn one Foul Shooter at the drawn Rune, a orange one in this example.*

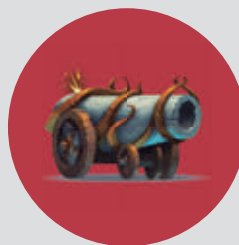


*When it is activated, the Foul Shooter moves to the nearest Dread Cannon to fire it. The Pristine Swan will suffer damage because of that.*

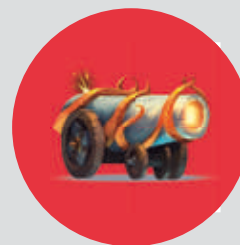
## CLARIFICATIONS – MAGIC CANNONS

The *Pristine Swan* is your vessel and she is not defenseless. With the aid of her cannons and a few tricks, her crew is more than ready to face this battle. This is how her mighty cannons work:

- **Magic Cannons:** The *Pristine Swan's* magic cannons are identified by the 4 Magic Cannon tokens on Map tiles **AWE5-F** and **AWE6-F**.
  - Magic Cannons begin the battle empty; whenever you activate the B face of the Naval Battle Rune card, up to two cannons will be loaded with arcane charges (flipped over).
- **Firing a Loaded Cannon:** A Cannon loaded with an arcane charge can be fired by Heroes or Followers who are adjacent to that cannon.
  - For a Follower, the cost is one Attack Action.
  - For a Hero, the cost is to Expend 1 AC and it also counts as a Cube Action. This action can be taken while Engaged.
  - This action will inflict damage on the Corrupted Vessel and, therefore, result in drawing one of her Health cards.
  - After a loaded Cannon is fired, flip its token over. That cannon cannot be fired again until it is reloaded.
- Magic cannons are **Solid Immovable Objects** for rules purposes.



**EMPTY**



**LOADED**

*In this example, we can see an empty magic cannon on the left and a loaded magic cannon on the right.*

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.





## 2 – SPAWNING FOUL SHOOTERS

Besides the vessels' movement, there is another mechanic similar to Dreadful Raid at work: the spawning of Foul Shooters. In most cases, this process will be simple, however, whenever you need to check how this mechanic interacts with other objects, just follow these instructions:

- A Foul Shooter's Health is equal to 4 plus the number of Heroes.
- Foul Shooters spawn on the matching Spawning tokens on the *Corrupted Vessel*. Please note that those Spawning tokens (*orange, green, red, and gray*) are Immovable Ground Objects. Therefore, Characters may move over or stand on them.
- If there is already another Solid Object (*Character or Chest*) on the Spawning token at the moment a Foul Shooter would spawn, the Party Leader must choose which space adjacent to the Spawning token this Solid Object will be Shoved aside into in order to clear the space.
- If there are no empty spaces adjacent to the Spawning token for the Solid Object to be Shoved into, the Party Leader clears a space by Shoving a second Solid Object one space away. This process must be repeated until the Party Leader clears the necessary space.

Finally, if a Monster fails to be summoned, as described in the Dreadful Raid Special Mechanic Rules on page 10, you must Activate the Non-Boss Monster occupying the highest hierarchical position on the board. If two or more Monsters occupy the same position, Activate the one occupying the higher slot on the Monster Status board.

These instructions are meant to cover all doubts about this mechanic. However, if they persist, the Party Leader has the power to decide how the rules should be interpreted.

## 3 – LOADING MAGIC CANNONS

Finally, the Naval Battle Rune card will also instruct you to load the matching magic cannon with arcane charges. It is by using these cannons that you'll be able to destroy the *Corrupted Vessel* and finish this Adventure. Regarding this process, implement the following instructions:

- The arcane charges are represented by the Magic Cannon loaded face of the Magic Cannon token.
- If you would reload a Magic Cannon that is already loaded with an arcane charge, load the Cannon that is closest to the one that matches the color of the drawn Rune.
  - If two Cannons are tied as the closest, the Party Leader chooses which one among them will be loaded.
  - If the alternate Cannon is also loaded, then that charge is wasted (be careful not to forget to fire a loaded Cannon).
- Whenever you draw a blue Rune as a result of resolving this effect, you can choose which cannon will be loaded.

These instructions are meant to cover all doubts about this mechanic. However, if they persist, the Party Leader has the power to decide how the rules should be interpreted.

## CLARIFICATIONS – BOARDING SHIPS

In a naval battle, there is no worse fate than falling in the water and being left adrift. However, sometimes there is no choice but to engage in a melee fight, risking a jump across the raging sea. In the *CoD System*, this untouchable terrain is represented by the Placeholder Map tile. Although you can find further details on this terrain on page 25, we would like to stress a few points regarding it to help you understand this mechanism:

- The spaces of a Placeholder Map tile are considered to be “off the board”, so no Object can be on them (Trays are not Objects for rules purposes).
- Although they are considered “off the board”, the spaces on the Placeholder Maps are still valid spaces for the purposes of JUMP, TELEKINESIS, PUSH, and RANGE calculation.
- A Character that is dragged, thrown, or pushed into a Placeholder Map is automatically defeated.
- When a Character takes the Special Action Rope Swing to move from one ship to the other, they must be adjacent to the Placeholder Map and they must finish their movement on another square that is also adjacent to that Map.
- When a Monster uses a Rope Swing, they try to land as close as possible to whomever would be their target for this activation.
- Monsters will only take a Rope Swing action if there aren't any Heroes or Followers they can pursue on the vessel they are already on.



In this example, a Shadow Vampire intends to board the *Pristine Swan*. After finishing their Move adjacent to Map tile AWC4-F, they use their Attack Action to Swing to the other side, landing on any of the highlighted squares. They will choose the square that is closest to their target, according to their behavior.

These instructions are meant to cover all doubts about this mechanic. However, if they persist, the Party Leader has the power to decide how the rules should be interpreted.

## CLARIFICATIONS – NAVAL RAID

The minions serving the enemy are many and they are restless. Whenever there is a decisive battle, a general is there to command the legions. Sea Raid is a Special Mechanic, similar to the Monster Raid Mechanic introduced in the *Age of Darkness* Campaign. But do not worry, you will not need to look in your old Book of Adventures or Rulebook. At any rate, this card brings new features that will be detailed next:

- The Naval Raid Special Mechanic card has two faces: one that will summon Tidehunters invading the *Pristine Swan*, and the other that will summon Boatswains to protect the *Corrupted Vessel*. This card is flipped after its resolution, alternating its effects.
- Whenever you summon a Tidehunter through the Naval Raid card, they spawn on a square adjacent to the Magic Cannon token on the *Pristine Swan* that matches the color of the revealed Rune (or as close as possible). Boatswains, in turn, spawn on a square adjacent to the matching Spawning token on the *Corrupted Vessel*.
- Whenever you Manifest a blue Rune, it is a stroke of luck for the players, and the Party Leader chooses which of the respective Magic Cannon or Spawning tokens will be considered the matching one for that summoning.
- The number of Monsters summoned on each successful activation of the Naval Raid card (therefore, a “Raid Party”) is always the same: 1 Minion if you are playing Solo or with two Heroes; 2 Minions if your party has three or four Heroes; or 3 Minions if your party is complete with five Heroes.

Finally, if a Monster fails to be summoned, as described on the Dreadful Raid Rules on page 10, you must Activate the Non-Boss Monster occupying the Highest Rank on the board. If two or more Monsters occupy the same Rank, Activate the one occupying the Higher Slot on the Monster Status board.

These instructions are meant to cover all doubts about this mechanic. However, if they persist, the Party Leader has the power to decide how the rules should be interpreted.



## CUTSCENE – A PERSONAL TOUCH

You grab on to anything close to you that seems solid enough to prevent you from being sent airborne when the vessels collide. Under the sound of Lorelai’s laughter, the creatures look confused, though they don’t seem to realize what is about to happen to them. The same can’t be said of the Swan’s crew, whose shouts against that action carry a clear despair in their voices.

As the *Pristine Swan* approaches frighteningly fast, you wonder, a few moments too late, whether Captain Vincent’s ship can take the hit; or whether he would like to know the idea was yours, in case the ship survives.

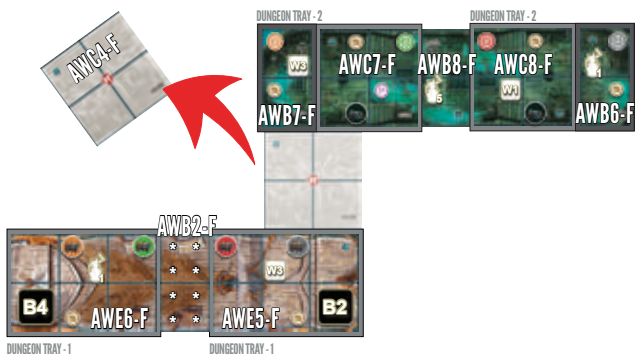
When the ships collide, you realize you were not prepared. As solid and strong as your grip was, your fingers can’t keep you in place and you feel like your body is light as a feather as you are thrown into the air. For a moment, it is as if time has stopped and all of you, creatures and Swan’s crew alike, are airborne, while Lorelai keeps laughing—as though the sheer thought of causing such mayhem amuses her to her heart’s content. Then the moment passes, and the thunder-like sound of the collision and splinters fill the misty air. As you fall on the deck, trying to regain your balance, you realize that was the same fate of all aboard both vessels.

First, remove Map tile **AWC4-F** from the board (*the Placeholder*) and bring both vessels together as shown in the example below.

Then, each Character aboard both of these ships suffers **KNOCK DOWN**.

In addition, each vessel takes one point of damage, but this will not trigger any special effects: Just draw the top card from both decks and only carry out any Special Instructions if the cards would cause the Adventure to end in failure or success. If you draw the last card from both decks, consider the Adventure to have ended in success.

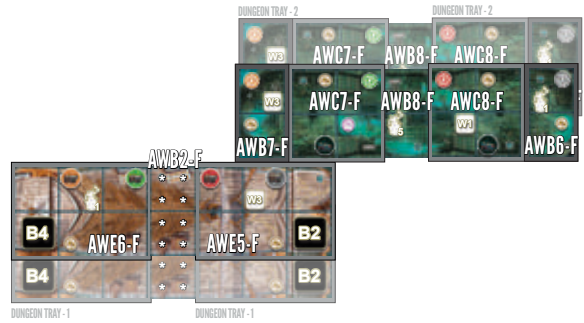
Finally, if the Adventure did not end, from now on the vessels are considered to be adjacent to one another (*their adjacent spaces are considered to be adjacent even if two Dungeon Trays are touching each other*). This does not change any other rules: the vessels are still moving away and they must destroy one another.



The vessels collide against each other and because of that there is no longer a gap between them (and, therefore, no need for Rope Swings).



Now, more than ever, the fight has become personal and the Characters can invade the rival ship easily.



The vessels are still moving apart from each other, even though they are adjacent.





*"Thank you Vincent Bathurst for being part of our story and world."*



**ASK ABOUT MINERVA**



**ASK ABOUT AMOS**




**STEAL THE CAPTAIN'S MAP**





**OH CAPTAIN, MY CAPTAIN!**

*Captain Vincent King, the savior of the people of Eradren—and a man who strangely reminds you of Minerva—has recruited you for the job of collecting three relics and delivering them to a temple in the Free Islands. Right after you close the deal, you hear the voice of the Quartermaster announcing the approach of a suspicious vessel. Eager to see who the visitor is, the Captain asks you if there are any pressing matters before you both leave the cabin to meet your unexpected guests.*



**033**

**ASK ABOUT THE RELICS**



**034**

**ASK FOR PAYMENT  
UP FRONT**



**035**

**PRY INTO THE  
CAPTAIN'S NOTES**





**TELL HER TO LEAVE THAT PLACE AND PROTECT HERSELF**



**ASK HER IF THERE IS ANYTHING SHE CAN GIVE YOU**



**THE PRINCESS OF LORELAN**

*As soon as you board the enemy ship, you discover the reason for the commotion you saw before: An elf is fighting alone against the whole monster crew! There is fire, blood, and smoke everywhere, but she doesn't give an inch to the creatures. With her staff firmly in her hand and her golden hair dancing in the wind, she looks like an image from a book.*



**ASK HER TO HELP YOU SEIZE THE CORRUPTED VESSEL**





**043**

**ASK WHAT SHE IS DOING  
ON THE ENEMY VESSEL**



**046**

**ASK HER TO MAKE THE  
SHIPS COLLIDE**



**045**

**ASK HER TO HELP YOU  
PROTECT THE PRISTINE SWAN**



## END OF THE ADVENTURE – A DAY FOR THE PREY

As the last of the cannonfire opens a hole in the dark vessel, you see the ship slinking away from the Pristine Swan. The crew aboard the enemy ship make their way back to Captain Vincent's ship quickly while the creatures try to follow them. The few monsters still on the Pristine Swan are quickly put down by Elros and Vorn.

"It seems we are still undefeated, men!" you hear King shout from the helm. "That'll show 'em not to mess with the Free Folk!" A clamor of victory rises from the crew, their arms raised into the air.

You climb to the helm to congratulate the Captain on his victory, but you are greeted with a somber expression. "We are not unscathed though," King says in a low voice. "We will need repairs before we set out for the relics. My ship won't be able to sail much longer. Do what you can to keep the morale of the men high, but keep an eye out. If what Amos said is right, we can expect more dangers before this is all over.

"Quartermaster, set course to Tempest Island! Full wind!"

First, if the Follower **Elros, the Assassin, Lorelai, the Mage,** and **Vorn, the Warrior** were recruited and survived until the end of this Adventure, dismiss them.

Now, congratulations, the Adventure ends here!

Finally, you may now proceed to the Camp Phase and read "**After the Adventure – Uneasy Talk**" aside.



## AFTER THE ADVENTURE – UNEASY TALK

After what feels like unending hours of work on the Pristine Swan, you climb to the helm for a quick rest. You sit on the deck and allow yourself a deep breath. In front of you, King looks like a marble statue: unwavering and stern.

"Catch your breath, my friend. We will soon be at Tempest Island and we will need all the help for repairing the Swan," he says without looking at you. Impressed, you ask him how he manages to keep that stance even after a sleepless night.

"I heard the exact same question almost a year ago from a mercenary called Minerva," he answers with a smile. Minerva had really sailed with them, aboard the Pristine Swan. What were the odds? You tell King she has always been the curious type.

"Hahah! I know! She couldn't keep silent for a whole minute! Still, she was the most formidable woman I've ever met." Here the Captain's voice goes lower, like a whisper, "I would like to see her again." As would you, undoubtedly. But before you can sulk on that thought, the Quartermaster's voice brings you back.

"Tempest Island ahead! Lower the sails!" King finally moves away from the helm and offers his hand to help you stand. "Now it's time for hard work again, my friend. Let us reminisce some more when this is over."

Now, you may read "**Interlude 02 – Last Year**" on page 78.




### REWARDS:

Each Hero learns a Level 1 Hero Skill or Dungeon Role Skill. You can find clarifications on page 50 of the *Age of Darkness* Rulebook.









## INTERLUDE 02 – LAST YEAR

You climb to the helm for a quick rest and hopefully some conversation with Vincent. You sit on the deck and allow yourself a deep breath. Before you, Vincent looks like a marble statue: unwavering, with a stern semblance. “Catch your breath, my friend. We will soon be at Tempest Island, and we will need your help for repairing the Swan,” he says, without even looking at you. Impressed, you ask him how he manages to keep his stance after a sleepless night. “I heard the exact same question almost a year ago, from a mercenary called Minerva,” he answers with a smile.

Minerva really had sailed with them, aboard the Pristine Swan, then! What are the odds? You tell Vincent that Minerva is your master and that she has always been the curious type. “Ha-ha! indeed?! What a pleasure to meet you then, my friend! It’s great to meet her pupil. She couldn’t keep silent for a whole minute when talking about you! Still, she was the most formidable woman I’ve ever met.” Here, the Captain lowers his voice to a whisper: “I would like to see her again.”

As would you, undoubtedly, but before you can sulk over that thought, you ask the Captain if he took Minerva to Tempest Island when they sailed together. A sad smile quickly spreads across Vincent’s face. “No. The commission we got was a very direct one. Minerva’s group boarded my ship in Eradren, sent by some Tharmagar fellow. A scholar is what they told me at the time. He was Minerva’s contractor. No Doctrine business, he said, but your master disagreed. She told me she could smell Doctrine business. Hahaha! I’m sorry. Can you believe that woman’s nose?” You laugh, reminded of numerous moments when she smelt the most abstract things, being right most of the time.

“From there,” Vincent continues, “we went straight to the ruins of a temple on Rhelohr, the same temple I had been to with my friend Luccanor years before, though I didn’t enter the place on either occasion. The first time because my friend didn’t allow me to. The second, because Minerva didn’t allow me to... Anyway, that is the only place, besides Eradren, that she visited in the Free Islands.” He then falls into silence and sad reminiscence.

You quickly change the subject and ask the Captain why he is taking Vorn and Elros with him. He raises an eyebrow at your question and smiles. “Because they are just like you, my friend: both of them are searching for someone dear to them. Vorn is looking for his daughter, and Elros, it seems, is also looking for his master, though their relationship doesn’t seem to be as happy as yours and Minerva’s,” Vincent sighs.

“Also, we have a stowaway. Some lady named Lorelai made her way onto my ship after the battle. It appears she helped us in the fight because she was looking for her sister on board the enemy vessel, though she couldn’t find her. It seems that we all have dear ones missing. We must find them so as to be able to move on, don’t you agree?”

You think back on your first reason to come to the Free Islands: take some time for rest—or was it? The more you hear about Minerva, and the more you want to know about her time with the Free Folk, the less you are certain that resting was the real reason for your travel.

You ask the Captain about Minerva’s group and how it was composed. The man hesitates a little before he replies. “It was an experienced group. All mercenaries with long years of training. That much was clear. A good number of them knew Minerva from previous jobs.”

This information tells you much. If Minerva was with people she knew, then these were strong fighters. You notice a wrinkle between the Captain’s eyes, so you ask the man what worries him. Vincent shakes his head. “It didn’t sound strange to me at the time, but your master told me that the scholar Tharmagar was a silent man, but strangely quite eager to speak of the expedition to Rhelohr. Even hopeful, she would say.” The Captain sighs as a sad expression covers his face. “No one came back from that incursion. Your master and the whole group went into the temple, but no one returned. I warned Minerva so many times. I told her of the previous incursion 20 years ago, from which no one came back, but she insisted. Said she was tough.” It was something she would’ve said, you reckon.

“Anyway, we were shocked at the time. Of course, I sent men to search for her, but they found no sign of life. All of them had simply disappeared. We had no clue and no time left, for a storm was brewing. We had to turn back...” You reassure Vincent that he did what he could. Minerva would’ve done what she wanted anyway. Just like she did when she left you for being too green. As you listen to the story now, it seems like she was right after all. Not a soul was prepared for that expedition, not even her.

“The strangest thing yet,” the Captain speaks again, as he tries to avoid the guilt and memories, “is Amos. It could be the grief playing tricks on me or just my guilt if I’m not going insane, but I’m quite sure he was with the first expedition to Rhelohr 20 years ago. How could he have returned from a place where so many seasoned warriors perished, and no sign of life was found at the time? Luccanor swore to me no



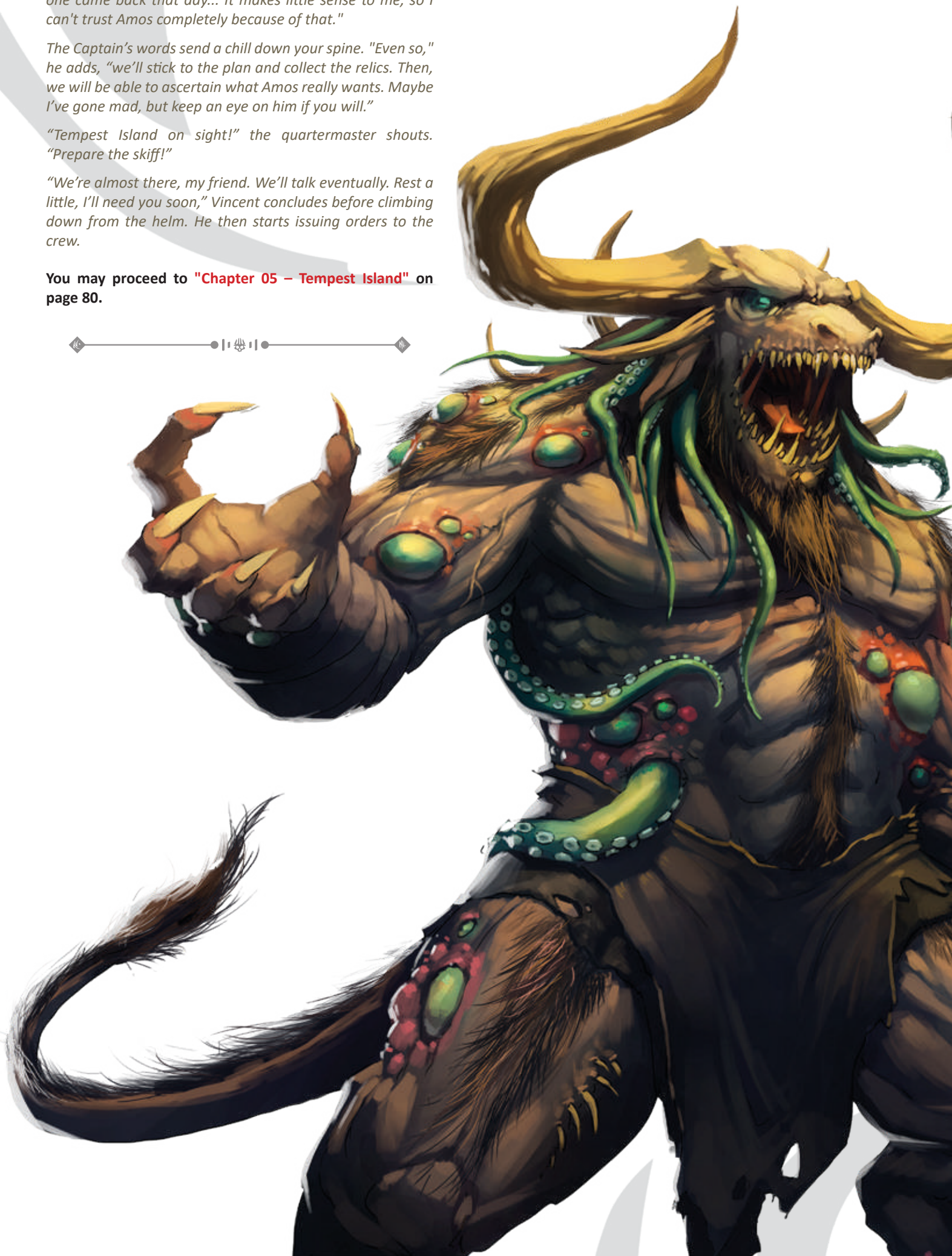
one came back that day... It makes little sense to me, so I can't trust Amos completely because of that."

The Captain's words send a chill down your spine. "Even so," he adds, "we'll stick to the plan and collect the relics. Then, we will be able to ascertain what Amos really wants. Maybe I've gone mad, but keep an eye on him if you will."

"Tempest Island on sight!" the quartermaster shouts. "Prepare the skiff!"

"We're almost there, my friend. We'll talk eventually. Rest a little, I'll need you soon," Vincent concludes before climbing down from the helm. He then starts issuing orders to the crew.

You may proceed to **"Chapter 05 – Tempest Island"** on page 80.



## CHAPTER 05 – TEMPEST ISLAND

Dense fog. Dark, stormy clouds. Raging sea. As you notice the weather, you understand the name Captain Vincent gave this place: “Welcome to Tempest Island, my friend,” the Captain says as the ship approaches the shore.

“We can’t get too close, or the storm will prevent us from leaving. Look.” Following Vincent’s finger, you see a shipwreck, and another one as he points in a different direction, and a third... “This is a treacherous place. Hopefully, we will have just enough time to repair the Swan and be on our way,” he says.

As you observe the place and the shipwrecks, you feel an ominous sensation, though you can’t quite understand the reason for it.

“Captain!” the Quartermaster calls from behind you both. Vincent, abruptly pulled back to reality, turns to face him as

he puts himself together. “This is the inventory of what we need,” the Quartermaster adds, handing the Captain a piece of paper.

“Food, boards, and rope. Is that all?” Vincent asks, completely back into the role of Captain. The Quartermaster nods. “Very well, my friend, now I leave this in your capable hands,” the Captain says, turning to you. “I believe that you will have more luck finding the boards and the ropes in those shipwrecks. The food, well, I suppose you have hunted before,” he adds with a wink.

“Be careful about the weather here, and plan your movements ahead of you, but most of all, keep your head straight.” The Captain’s tone turns somber: “This is an odd place that has already detained many lives and treasures aplenty. It’s an ominous island. Keep your head straight.”

### **DARKNESS SPAWNING RULE – GROWING INFLUENCE:**

This Campaign chronicles the trajectory of the Darkness' awakening in Daren, but that moment has not yet happened, so the enemy does not manifest itself through its plasmoid and stalker forms. However, the enemy's threat is still real and its growing influence can be felt like a bad omen. Therefore, place the Growing Influence Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time), place the drawn Rune(s) on the Initiative Track and then flip the Rune card over.

### **DARKNESS BEHAVIOR – NO DARKNESS:**

As mentioned earlier, Darkness will not spawn at any point during this Adventure, therefore, there is no need to track its behavior nor to set the rules for Crush damage.

### **RECALL ACTION CURSE PENALTY – DOUBLE:**

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

### **SPECIAL PREPARATION – STIRRING DARKNESS**

Before starting to play this adventure, take 6 Runes of each color from the bag and place those on the Initiative Track (do not place their Darkness tiles on the map).

### **SPECIAL PREPARATION – DARKNESS NODES:**

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup (*including during the First Setup, if any*), you must place it there by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

### **SPECIAL MECHANICS – TIE BREAKER:**

To untie a Darkness Node, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6 minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.



**SPECIAL MECHANICS – MONSTER RAID:**

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Nagian Hunter** miniatures, the **Tidehunter** Minion card (*do not use the Nagian Hunter as a random Monster*), and place the **Dreadful Raid** Special Mechanic card above the top end of the Initiative Track with face A up. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over (see page 10 for details.)

**SPECIAL MECHANICS – A HARD ROAST:**

To acquire Plenty of Provisions, your party will need to hunt the **Flickering Boar** that roams the island. When it is defeated, replace its standee with the Plenty of Provisions token. This task is easier said than done, since the **Flickering Boar** will react when it takes damage. In order to emulate the Flickering Boar’s behavior, take the **Errant Behavior** deck, shuffle it and place it near the play area. The Boar moves as if it were under a POLYMORPH effect, except that it will try to move 3 squares in the indicated direction instead of just 1 as described on the card. You can find further clarifications in the Keyword section if necessary. If the Boar gets stuck while moving, it will execute the 180° turn instruction (if there is one on that card) and keep moving until it completes the 3 squares of that Activation. When the Flickering Boar takes damage that is not from Conditions, if it is not defeated, it flickers: remove it from the board. Flip its Scenario Monster card over. At the beginning of its next turn, **BEFORE** it suffers any Condition damage, you must resolve the Flicker Special Mechanics’ effects. Thus, it reappears on the board. Otherwise, if the Boar is defeated with that damage, just replace its model with the Plenty of Provisions token. To collect a resource, a Hero needs to be adjacent to it and Expend 1 AC. This counts as a Cube Action and cannot be taken if the Hero is Engaged in Combat. Also, the collecting Hero gains either FOCUS 2 or CLEANSE 2.

**WINNING AND LOSING THE ADVENTURE:**


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

**ENDGAME TRIGGER:**

After your party has collected 1 Mending Rope, 1 Plenty of Provisions, and 1 Spare Wood, as soon as the last enemy is defeated, read “End of the Adventure – Mending Broken Wings” on page 88.

**START THE ADVENTURE:**

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

**3 Piles of Runes** (A stack of one of each color)  
**2 Stacks of Barrels Tokens**  
**2 Piles of Crates Tokens**  
**4 Chest Tokens**  
**1 Flickering Boar (Standee)** →   
**1 Pink Interaction Token 1: Page 82**  
**1 Blue Interaction Token 2: Page 84**  
**W1** 2 WM - **Veteran**  
**G1** GM - **Fighter**  
**W2** 2+: WM - **Veteran**  
**G2** 2+: GM - **Fighter**  
**W3** 3+: WM - **Veteran**  
**G4** 4+: GM - **Fighter**  
**G5** 5+: GM - **Fighter**

◆ | | | ◆  
**HUNTER AND PREY**

*Walking through the woods on the island, you halt right after going around a tree. Under your feet, right where you were going, you see a bear trap hidden among the leaves—Someone was hunting. "Don't move a muscle!" a woman's voice comes from nowhere. "You'll answer my question slowly, or I'll put a hole in you." You hear a ranger emerge from the bushes. She has her crossbow aimed straight at you. "Irony how I put that trap there for boars, but only catch monsters and crazy sea people. What are you doing here? If you stutter, you're dead."*



**TELL HER YOU'RE THERE TO  
FIGHT THE MONSTERS ON  
BEHALF OF THE FREE FOLK**



**TELL HER YOUR AFFAIRS ARE  
YOURS ALONE**



**REPLY THAT YOU HAVE COME  
TO COLLECT RESOURCES TO  
REPAIR THE SWAN**





ASK FOR A RESOURCE  
YOU NEED



INVITE HER TO JOIN  
THE CREW



ASK HER FOR ANY EQUIPMENT  
SHE CAN SPARE





ENTANGLED

As you climb aboard the shipwreck, you are surprised by the chaotic scene: A man is hanging by the neck from the mast of a sail, counterweighted by a chest tied to the other end of the rope. One of his hands is preventing the noose from strangling his throat while the other arm is entangled by a different rope behind his back. Below him, you see a woman, seriously hurt, holding a sword. It seems she has been fighting the creatures to protect the man, but it is clear to you that the situation is not stable.

065

CUT THE ROPE

067

TRY TO PULL THE  
MAN TO THE SHIP

066

RELEASE THE MAN'S ARM

*"Thank you Karsten and Lena Hölscher  
for being part of our story and world."*





068

TRY TO GET THE CHEST

064

ASK FOR A RESOURCE YOU NEED

063

TRY TO HEAL THE WOMAN'S WOUNDS





### THE GHOST OF MARK BROWN

*Going through the humid, dark, and narrow ways of a cave, you find a tight passage through some rocks. As you get closer, a timid glow emerges from the stones. A ghost wearing ragged pirate clothes stares at you: "Halt! What business do you have here in my hide-out? It's not every day that new adventurers come here, at least not live ones. What do you seek?"*



**074**

**PRETEND YOU DON'T SEE THE GHOST AND IGNORE HIM**

*"Thank you Mark Brown for being part of our story and world."*





**072**

**TELL HIM YOU DON'T  
WANT ANY TROUBLE, JUST  
TO FETCH RESOURCES**



**073**

**ASK POLITELY FOR A  
SHARE OF HIS TREASURE**

## END OF THE ADVENTURE – MENDING BROKEN WINGS

Your incursion to Tempest Island finally reaches its end as you rendezvous with the crew, back at a camp set on the shore. The Quartermaster quickly alleviates you of your charge, taking it away.

*“The men need the rest, and we can’t roast a boar on the ship. It’s all wood, you know?!” the Captain says, coming to meet you. You notice the weather is not as bad as it was before. There is also no sign of monsters around, so you accept the proposition. Some rest will do you well after all.*

**First, if the Follower [Maya](#), the [Ranger](#) was recruited into your party and survived until the end of this Adventure, dismiss her. Otherwise, if she was not recruited at all, just carry on to the next instruction.**

**Next, congratulations! The Adventure ends here.**

**Finally, you may now proceed to the Camp Phase and read [“After the Adventure – A Feast and a Gathering”](#) aside.**



## AFTER THE ADVENTURE – A FEAST AND A GATHERING

*There is a commotion all around you. The air is filled with voices and laughter. A welcome change since the whole series of events started. You see a few people talking around the fire in high spirits.*

*“Curious lot, aren’t they?” Vincent asks, coming up behind you. “They seem close, even though they have just met.” Squinting your eyes, you can see who the Captain is talking about. “That ranger, Maya, despite the impressive feat of surviving here alone, has also found her way into the new group. What an incredible woman. Look how even the stern Elros has accepted her instantly.”*

*Indeed, the elf is sitting casually; but instead of looking at the horizon, or a wall, as he usually does, he observes the ranger. Is it the emptiness left by the loss of a dear one that draws Maya, Lorelai, Vorn, and Elros to each other like this? You can’t help but wonder.*

*“I don’t know what kind of coincidence brought these four together, but when you look at them, doesn’t it seem like they are capable of taking the world head on?” Vincent asks, as if he could listen to your thoughts.*

*Not only that, somehow, you feel that they were destined to gather here.*

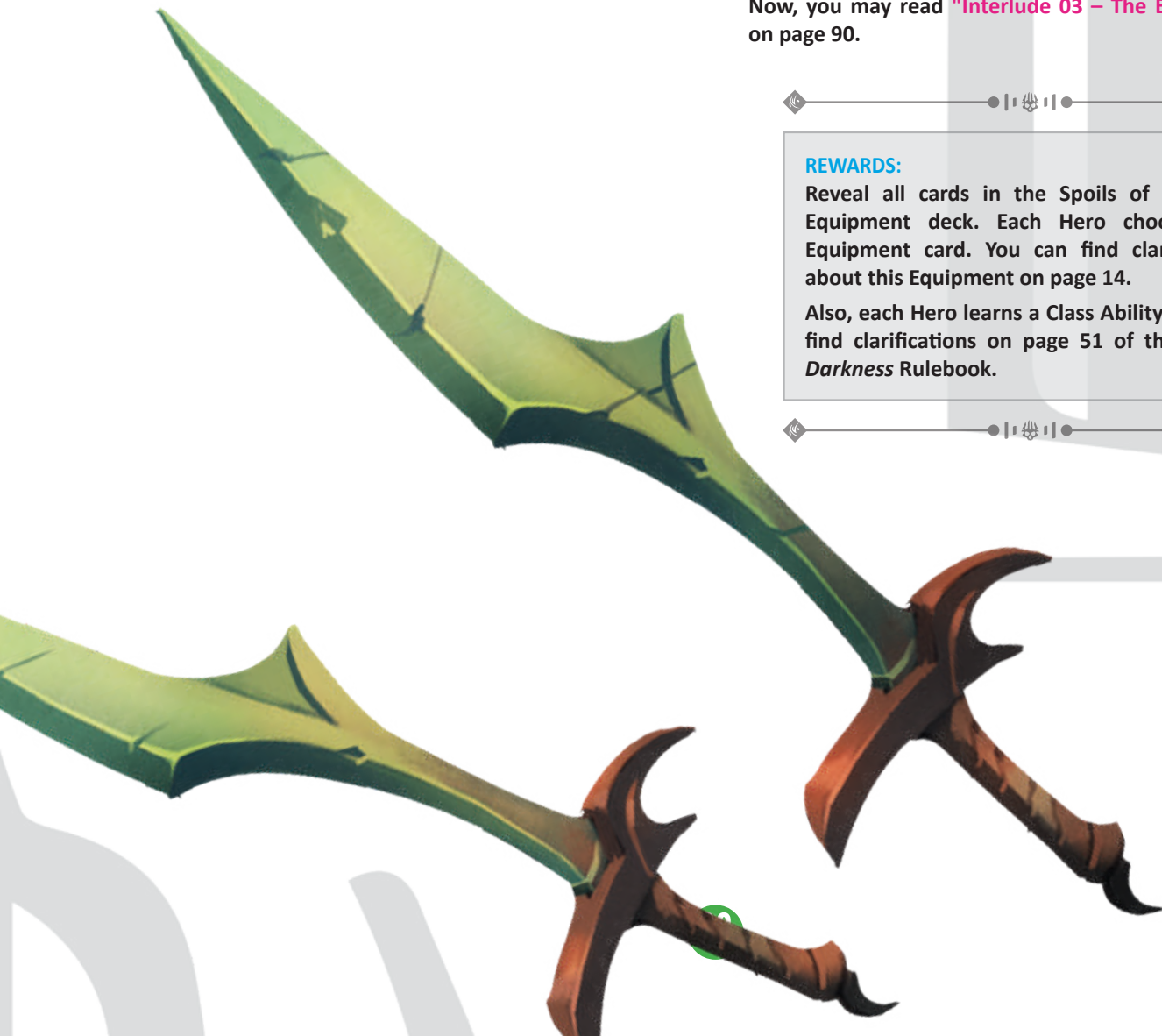
**Now, you may read [“Interlude 03 – The Brewing Storm”](#) on page 90.**



### REWARDS:

Reveal all cards in the Spoils of the Hero Equipment deck. Each Hero chooses one Equipment card. You can find clarifications about this Equipment on page 14.

Also, each Hero learns a Class Ability. You can find clarifications on page 51 of the *Age of Darkness* Rulebook.









## INTERLUDE 03 – THE BREWING STORM

Having rested for the remainder of the day—and having slept through the whole night—while the crew worked on the ship's repairs, you rise from your tent. You join Lorelai, Elros, Vorn, and Maya for breakfast in silence.

The roast from the night before makes you hungry in an instant. "I heard you also have someone dear to you that is missing, is that right?" Maya asks you abruptly. With your mouth full of roast, you silently nod. "Then why don't you join us? We are indeed all looking for someone dear to us—" the ranger starts, but Elros cuts in: "Speak for yourself." Maya rolls her eyes. "He is grumpy 'cause he had a fight with that woman before she disappeared, but it's all the same. He wants to find her, and if you are on the same quest, we can do it together!" she says with enthusiasm.

For a minute it sounds like a great idea: having a family again would be marvelous, however... You apologize and inform the group that there would not be much of a point in searching for your master, since she is probably gone, for all you know.

As soon as you finish, the captain of the *Pristine Swan* greets you all. "Morning comrades! Finish your meals and get back to the ship! The repairs are done, you are surely full, and we are ready to go," he shouts, eager to sail once more. "And you, my friend," he adds, pointing in your direction, "come to my cabin. We've much to discuss."

As you walk beside the Captain, you think back on your choice of words. Why did you say *Minerva* is probably gone? And why did it awaken that strange feeling in your gut?

"So, you really believe she is dead, then?" Vincent asks you. Surprised that the Captain had been secretly listening to your conversation, you shrug. Maybe it is easier to believe she is, but somehow, it doesn't feel right. You explain the strange sensation you had to Vincent and the man scratches his beard. "I think I know what you mean," he finally says. "I also wish she was alive, and for some time I even expected her to show one day, laughing at my surprised expression." You can't help but smile at the memory of the time when you thought *Minerva* had drowned in some rapids, just to see her come up behind you with her unique smile. "Lost somethin' kiddo?!" she said at the time, pretending not to notice your relief in finding her to be alive. You were still just a kid then.

Both you and Vincent laugh and share stories until you reach the *Pristine Swan*. Once he reaches the door to his cabin, though, his semblance turns into a serious one as he looks at you. "Now we'll talk business," he says, while opening the door to you.

Inside the cabin, you find Amos sitting in a dark corner and, at first, you believe he has his eyes rolled back, but looking again, you see his eyes opening—Probably just an illusion caused by the shadows. The man was just trying to get some sleep. "You really took your time, Captain," the scholar says with a tired voice.

Vincent goes around the table and sits in his chair. "I believe they also need to hear it, as they are the one risking their necks here," the Captain says, looking at you and pointing at the chair. You sit down while the scholar shrugs. "If you wish," he says.

"So we are going to *Shallowgrave* first. Is that correct?" Amos asks Vincent, who acquiesces. "If I remember correctly, the part, I mean, the relic guarded there is the front piece," the scholar says. He looks down as if he were talking to his feet. "Not even you could miss it. The golden metal is unmistakable and there is no such thing like it in the mortal world."

"Amos," Vincent cuts in. "Where is it? What does it look like? You are not going inside, so they need to know exactly what to look for and where."

The scholar doesn't seem happy to be interrupted and looks at you almost in disdain. "If I knew where it was, I most definitely wouldn't need you to go inside for me," he answers with impatience. "The appearance, however, hmmm..." The man looks around the room, pondering. "It would look to you like the edge of a spear. Yes, that is a familiar form to you I believe."

You agree. You inform Amos that a golden spear edge is something that you believe you can look for.

"*Shallowgrave* on sight!" the quartermaster shouts on deck. Inside Vincent's cabin, both you and Amos remain silent.

"Here we are. One of the places in all of the Free Islands I try to avoid," the Captain says, sighing deeply.

"There is nothing to fear," Amos cuts in. "The magic here is old, but you men are too small. It wouldn't be worth the effort. What good is a target like the poor Free Islands and its people, with nothing to offer compared to *Daren* and all its *Mortal Kingdoms*?" he concludes, out of spite. The bags under Amos' eyes tell you that he has had no rest.

"I'll simply take your rudeness as a sign of your tiredness, Amos, but remember that you are on my ship," Vincent says uncomfortably. "After all, we are the ones making your task possible," he declares with a wink, as if trying to lighten the mood of the conversation.



Amos takes a deep breath. "Yes. Yes, you are, but do not be fooled. This involves all of Daren." The priest stands and you see how bent over he is, like the sole effort of being alive was an unbearable burden. "However, you are right. You have been fulfilling your purpose to the letter," he concludes. Then, he walks towards the door to leave the cabin.

You break the silence by asking Vincent about Amos' state of mind, to which he shrugs. "His task seems to be taking its toll on him. That appears to be a thing for scholars and priests. That fella who hired Minerva, Tharmagar, or whatever his name was, she described him just the same. Or it could have something to do with the first expedition, 20 years ago. Just focus on the task ahead. I'll keep an eye on him," he answers as he walks you out of the cabin.

**Next, if your party does not have the "Entangled" Outcome noted on the Story Record, you just get ready for the next Adventure. Proceed to "Chapter 06 – The Sunken Temple" on page 92. Otherwise, if your party has this Outcome there, erase it and read the following instead:**

Back in your cabin, you hear two subtle knocks on your door while you put together your gear in order to prepare for the next task. They were Karsten and Lena, the adventurers you helped when in Tempest Island.

"I've met dozens of warriors in my Raider life, but to be honest, none of them has ever matched brains, courage, and skills like you," the bearded, strong man, now relieved, greets you as he enters the room. His faithful companion, who had been by his side the entire time, accompanies him afterwards. "Words are not enough to express a warrior's gratitude to a fellow combatant, nor that of a Raider to a leader who summons him to join his crew, so I will not take the risk of extending my speech..."

Karsten then places his hand on your shoulder. "... instead, let Lena and I repay you with two gifts: first, the invitation for you to join the Hel Raiders crew, our gang which roams the Helian Northlands whenever you're around; second, allow us to take a look at the steel you have there. We are renowned craftsmen and I'm sure we can give it a good deal..." the man concludes.

The warriors seemed to handle the tools with the same primacy that they brandished their swords and axes, but it was not the technique they possessed and what they did for their gear that made you so pleased. Seeing them safe and sound made you realize that there are rewards greater than gold and silver in this land surrounded with seas and sorrows.

**The Party Leader chooses a Spoils of the Hero Equipment that is being held by one of the Heroes and improves it in one step.**

**You may proceed to "Chapter 06 – The Sunken Temple" on page 92.**



## CHAPTER 06 – THE SUNKEN TEMPLE

You stand on the *Pristine Swan's* deck, looking at the island called *Shallowgrave*.

As the ship approaches its shore, you feel as if you are moving towards a graveyard. An ominous feeling makes you shiver as you observe the stormy clouds swirling around the island.

"According to Amos, there is a temple there, right inside that cove, see?" Captain Vincent appears behind you, as usual. He points at a small, secluded cove with a narrow passage. You nod and ask Vincent if that is the place where *Minerva* got lost.

"No," he answers with a somber look. "This is the place the *Free Folk* call *Shallowgrave Island*. Legend says a whole ancient civilization that lived on the island completely vanished in one night. Since then, it has been avoided by all mortal races. Only the *Nagians* and *Gorgons* wander here. *Minerva* never came here."

While you hear the Captain's words, you find your cautiousness to be reasonable. It does seem to be a cursed

place, but you hope it is just legends, gibberish of the feeble-minded, just like everything you explored with *Minerva* in the past.

"The relic we are looking for should be inside, if Amos' information is correct," Vincent says. "It is supposed to be or at least look like a golden spearhead, though how he knows about this is beyond me. You just need to go inside, find the relic and leave—What the hell is she doing?!"

Vincent suddenly stops.

Following his eyes, you see *Lorelai* going ashore in a boat by herself, while the Captain curses beside you. "Go there now and tell that foolish elf to get back here or I'll drown her myself if she has a death wish!" he spits, livid.

### **DARKNESS SPAWNING RULE – GROWING INFLUENCE:**

This Campaign chronicles the trajectory of the Darkness' awakening in Daren, but that moment has not yet happened, so the enemy does not manifest itself through its plasmoid and stalker forms. However, the enemy's threat is still real and its growing influence can be felt like a bad omen. Therefore, place the *Growing Influence Rune* card with face A up at the end of the *Initiative Track*. Whenever the *Initiative Marker* reaches it, you must: draw the indicated number of *Runes* (one at a time), place the drawn *Rune(s)* on the *Initiative Track* and then flip the *Rune* card over.

### **DARKNESS BEHAVIOR – NO DARKNESS:**

As mentioned earlier, *Darkness* will not spawn at any point during this Adventure, therefore there is no need to track its behavior nor to set the rules for *Crush* damage.

### **RECALL ACTION CURSE PENALTY – DOUBLE:**

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

### **SPECIAL PREPARATION – STIRRING DARKNESS**

Before starting to play this adventure, take 5 *Runes* of each color from the bag and place those on the *Initiative Track* (do not place their *Darkness* tiles on the board).

### **SPECIAL PREPARATION – DARKNESS NODES:**

As the *Darkness* expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a *Pile of Runes* is shown in a *Setup* (*including during the First Setup, if any*), you must place it there by taking 1 *Rune* of each color from the *Initiative Track*. By untying these knots, the *Heroes* can extend their stay in this place.



**SPECIAL RULE – CRUMBLING CEILING:**

The ruins of the Sunken Temple are unstable and loud noises can make the fragile ceiling collapse on your head. Whenever a Monster is hit by a ✕ or ✨, place a Special Mechanic token in the center intersection of the area they are in (an area cannot receive more than one of these tokens at a time). These areas are now marked. When the Initiative Marker reaches the Rune card at the end of the round, after resolving its effects, all Characters inside marked areas take 3 DMG. Then, remove all Special Mechanic tokens from the board.

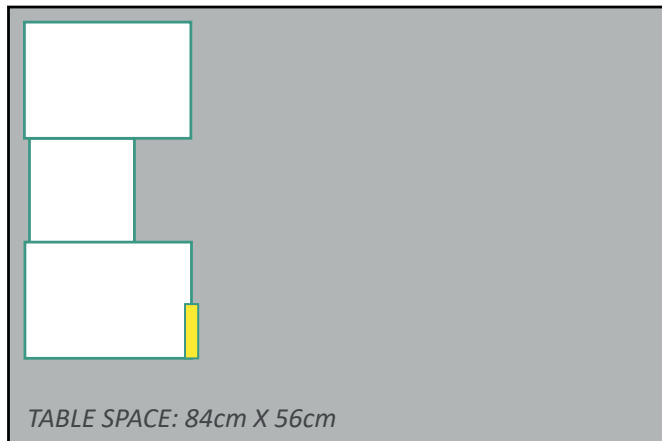
**WINNING AND LOSING THE ADVENTURE:**

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

**INTERACTION TRIGGER:**

After you have completed the First Setup and read all the previous instructions, go to page 96. As a group, you must resolve the Interaction presented. Remember that in case of a lack of consensus, the Party Leader will be the tie-breaker.

**DUNGEON TRAY - 1**



- 2 Chest Tokens
- 1 WM - **Veteran**
- 1 GM - **Veteran**
- .....
- 2+: WM - **Veteran**
- 3+: WM - **Veteran**
- 3+: GM - **Veteran**
- 4+: WM - **Veteran**
- 5+: BM - **Veteran**

**DUNGEON TRAY - 1**

## CUTSCENE – THE RELIC'S PRICE

*As you touch the relic, you hear an echoing shriek. You quickly remove it from the altar, and you see the stone it was resting on move.*

*A trap trigger.*

*You hear monsters gathering around you. Apparently they are after the relic like you are. They do not intend to let you leave with it.*

*You slowly step back, making your way to the entrance, when you feel the ground shake followed by a loud rumbling noise.*

*Shocked, you turn back and you realize the bridge you used to go into the temple has crumbled, leaving you with no other choice but to find a different exit through these monsters. They then stand aside as another creature advances with its eyes fixed on you.*

*It seems different, stronger.*

*You steel yourself and hope that the price for that relic is not your very life.*

**First, take the **Ominous Spearhead** card from the Adventure deck. You must use its **Front** side until the end of the Campaign unless an effect states otherwise.**

**Next, remove from the board any Heroes that are on Map tiles from the First Setup or Bridge BR2-B.**

**Then, remove all Maps and Trays from the First Setup, Map tile E1-B, and the Bridge BR2-B from the board, along with any elements on them. Monsters removed this way are considered defeated, while Runes must be placed on the Initiative Track.**

**Now, place any Heroes removed this way in a square of Map tile E12-B of their choice that is adjacent to the place Map tile E1-B previously occupied.**

**Also, summon a **Random Commander** with **CP 3+P** in the area where the Special Event token previously was. Shove any characters in the way.**

### **SPECIAL RULE – LOCKED DOORS**

**Door #02 remains locked until the last enemy is defeated.**

**Finally, you may continue to play the Adventure.**



## END OF THE ADVENTURE – UNDER THE SUN

*You leave the crumbling temple and exit the cove just in time to see the interior collapse. The air outside is filled with dust as the last rocks crumble.*

*Coughing, you make your way to the shore and you get to see the sunlight once more—A warm welcome to a brighter world. You quickly jump in your skiff, making sure the relic is safe while rowing back to the Pristine Swan.*

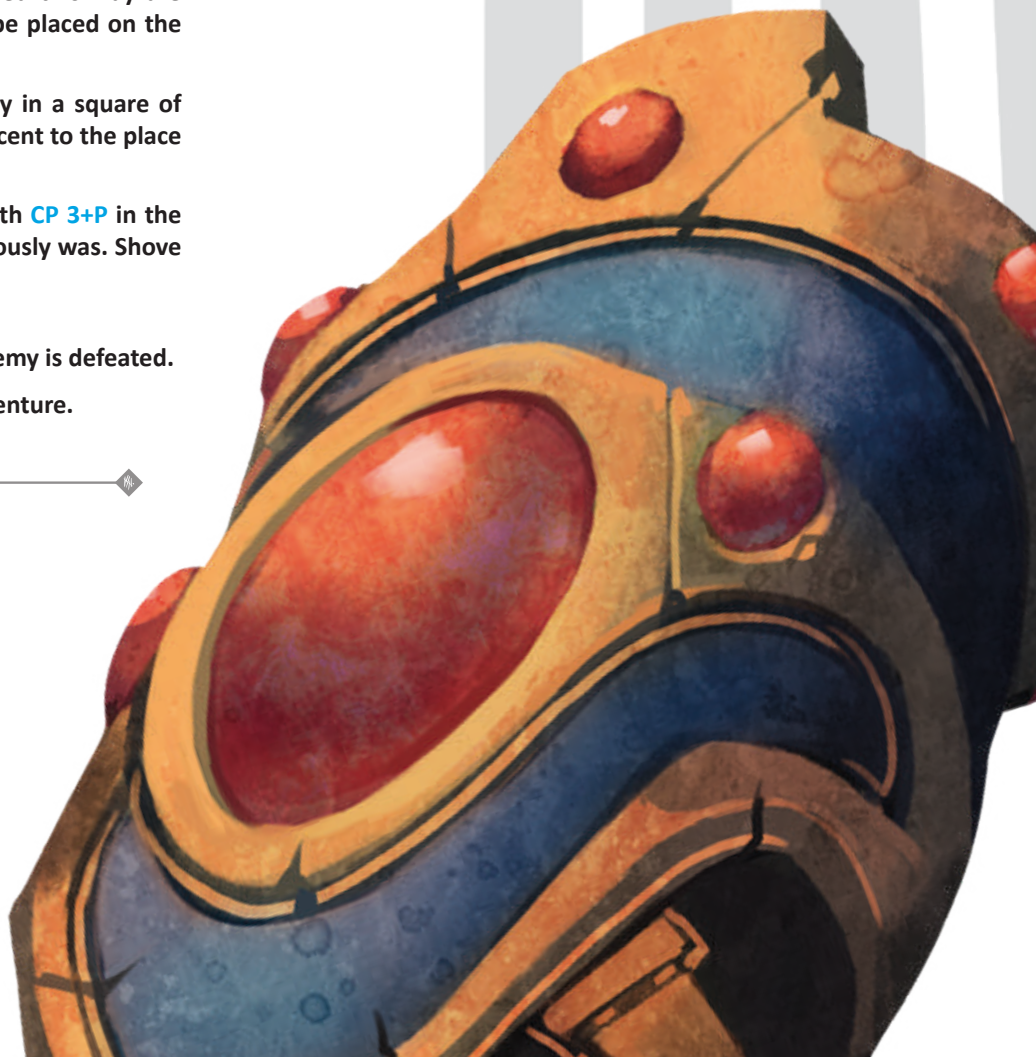
*On your way, you look at the sight of the collapsed cove and you think about the people of Anthellehf, now buried forever with their wisdom and memories in that place.*

*What kind of people would risk their lives for knowledge and power? Did they regret their choice in the end? Was it worth forsaking the sunlight and their safety for their wisdom? You look at the relic in your hands as you ask yourself these questions. How much power did that single spearhead contain? What did it have to do with the creatures that followed you? Could they be after the same wisdom the people of Anthellehf were seeking?*

*Could the relic be the key to achieving it?*

**Congratulations! The Adventure ends here.**

**You may now proceed to the Camp Phase and read “**After the Adventure – To the Last Relic**” aside.**





## AFTER THE ADVENTURE – TO THE LAST RELIC

Back on the ship, you relay the events to the Captain. He examines the relic you've brought back with a stern look.

*"The Anthellehf were an ancient people, though I wouldn't know if this artifact is of their making," he finally says. "Amos is sleeping again. He wasn't feeling all that well after you left. Every day he just sleeps longer and longer," - he adds, concerned. "I hope Everedge will do him some good. There I can find a proper healer for him."*

You ask the Captain about that destination as you still have one more relic to seek. The man looks at you for a minute and smiles confidently.

*"From the three relics: I have one in my power, you have brought a second one, and a friend of mine has secured the last piece yesterday." He notices your expression of confusion and explains: "Amos came to me with an extremely serious request. I wouldn't let my people be at risk, so I sent a few letters to reliable friends, telling of the relics. Yesterday, I received a reply from a man they call the King of Everedge, telling me he had secured the last piece. It's with him in Everedge and that's where we're going right now. Now our only concern is to grab the last piece and bring it to the temple in Rhelohr to be destroyed. Your part in this job is almost done. You'll soon be rewarded with some well-deserved rest, what do you say?" he concludes with a big smile.*

If your party does not have the **"Ancient Book"** Outcome noted on the Story Record, you just get ready for the next Adventure. Proceed to **"Interlude 04 – Live With no Regrets?"** on page 100. Otherwise, if your party has this Outcome there, erase it read the following instead:

*As you take a stroll through the Swan's deck, Lorelai, the elf mage, approaches you. "This book you've brought back," she says, showing you the book you retrieved from the water spirit and handed to her in hopes she could read. "It contains ancient magic. It took me some time to ascertain it was not potentially harmful, but now I'm quite sure it is just a mass protection spell. Since I know not whether we'll face dangers on the way to Everedge, I thought we should open it now. What do you say?" You see no reason to doubt the mage's capabilities or her sincerity, thus you agree. The elf smiles in eagerness.*

*She opens the ancient book and recites words you've never heard before.*

*As she continues, the wind around you intensifies and the book begins to glow.*

*Your chest feels warm and you notice a faint glow on the whole crew's bodies, which most of them can't see.*

*As soon as Lorelai completes the spell, however, the book in her hand immediately turns to ash. You look at her with astonishment in the eyes. In a few moments, the mage then shrugs with indifference. "Well, it didn't cause any harm, but I don't feel any real change. It has been fun, at least,"*

*she says. She then turns back and leaves you to the pile of ashes.*

Each Hero writes down the **"Ancient Spell"** Aura on their Campaign Log. As long as they have it (**Auras are removed when you receive a Trauma Cube or another Aura**), at the beginning of their turn, they gain SHIELD 1.

Now, you may read **"Interlude 04 – Live With no Regrets?"** on page 100.

◆ ———— ● || ☞ || ● ———— ◆

**REWARDS:**

Each Hero learns a Level 2 Hero Skill or Dungeon Role Skill. You can find clarifications on page 50 of the *Age of Darkness* Rulebook.

◆ ———— ● || ☞ || ● ———— ◆





## LORELAI

*You enter the secluded cove surrounded by the poignant smell of salt water. Lorelai has her eyes fixed on what is left of a mural, covered with runes and barnacles. You cough to make your presence known. When the elf looks at you teary eyed, you hesitate before saying what you came to say. She slowly dries her eyes and smiles. "I came here on my own following a trace of magic," she answers the question you didn't ask. "The rest of the group is still asleep. I believe they've been exhausted... Then there's the drinking... I found nothing, though." Lorelai seems to be talking just to come back to reality. You feel bad staring and move your eyes to the mural behind her. "It tells a story," she continues, "Of an ancient people cursed by their own greed and the search for knowledge at all costs. It reminded me of my sister. Growing in the shadow of my talents, she strived for recognition. If I hadn't been so self-absorbed, I would have noticed what she needed and I could have protected her... and everyone else..." Lorelai stops and averts her eyes from the mural. "She's not inside, I can feel it. And I don't wish to see what happened to these people. I don't wish to see what might have become of my dearest..."*



**ASK WHAT THE RUNES SAY**



**TAKE THE YELLOW GEM FROM THE WALL**



**ASK IF SHE WANTS TO GO INSIDE WITH YOU**





**083**

**TELL HER TO GO BACK  
IMMEDIATELY**



**080**

**ASK FOR A DIVINATION  
READING**



*"Thank you Justinas Kasiulis for being part of our story and world."*



**ASK HIM TO GET RID OF THE MONSTERS CHASING YOU**



**ASK HIM ABOUT THE RELIC**



**MAKE AN OFFERING**





**ASK HIM TO SHARE WITH  
YOU WHAT HE KNOWS**

#### **WATER SPIRIT**

*As you swim your way through the flooded section of the temple, you are attracted to a glowing light that, up close, reveals itself to be an ethereal humanoid. "I don't recognize your face, nor your garments, so you are not a memory for sure. No. Rather a living creature, yes, I see," the ghost says. Unable to utter any words, you simply wonder what kind of apparition it is. "What kind of apparition am I, you ask," he says, swaying with the water. "I used to be a guide for my people. A glowing light in the darkness of ignorance. The wisest of us all. Cursed to roam the ever-flooded and haunted halls of this crypt we once called our home. Bound here by my vicious search and my findings on forbidden knowledge. The price I paid was the loss of my family and friends. By seeking only what I desired, I've lost that which was most precious and forsaken myself to a hollow eternity. Let me share my knowledge with you and be free. Let me relieve myself from my burden," he asks in a sad voice.*



**DESTROY THE GHOST'S  
TEMPLE**



**GRAB THE BOOK  
BEHIND HIM**



## INTERLUDE 04 – LIVE WITH NO REGRETS?

For the remainder of the day, while the Swan sails to Everedge, you and Vincent debate on the relics and Amos' mission.

"He wouldn't tell me much, so I didn't tell him everything either," Vincent answers to your inquiry. "What he told me is that these three relics were to be found, collected and then destroyed, at the time of the eclipse tomorrow. Apparently, that would prevent more creatures from attacking the Free Islands, and later, Daren. What I didn't tell him though, was that one of these relics has already been in my possession since I worked with Minerva. It was my payment from the scholar who hired us then: a green gem. The second relic, I had an idea where it could be found and I recruited a few friends to go there, this is the one Lord King found. When it comes to the third one, the one you just found, that was the only one Amos knew where to find." Vincent concludes.

Being reminded of the temple you investigated a few hours before, the memory of the people of Anthehlef is brought back to mind. You share your doubts about those people with the Captain. He then stops at his cabin's door and stares at you with a brooding semblance.

"Do you feel that too?" He asks. "Do you also feel you've forsaken the sun of your life? Do you feel you've lost what is truly important to you while seeking something else entirely?" The words cut you like sharp blades. Minerva had been your family for all your life, but she was also the one who taught you to live for yourself with no regrets. For the first time, you think you may have misunderstood what she meant.

"I don't know the answer myself," Vincent says in a low voice. "I could be chasing after Fool's Gold in this quest or I could be working for the most important thing in my life, but then, if it were the latter, I would then be sure, wouldn't I? Let's sleep on that, shall we?" Minerva used to repeat that; you say it before the Captain does. He laughs and closes the cabin's door wishing you good night, thus leaving you under the stars of the open sea to ponder.

If your party has the **"Minerva's Diary"** Outcome noted on the Story Record, read **"Cutsценe – Written Memories"** on page 101. Otherwise, keep reading below:

You finally arrive at the city of Everedge, covered by the morning fog. You all enter a tavern, still dark in the early hours of the day, with no fire burning in the hearth. Through the backdoor, you are taken by a suspicious-looking innkeeper to a secluded room. You enter what you judge to

be a campaign headquarters. A stern bearded man looks at you from the other side of the table, judging every inch of you.

Behind him, you can see an old metal halo. The man's judging gaze gives room to a warm welcome when the Captain approaches the table and shakes hands with him. "Milord! It's great to see you again!" - Vincent says in a warm voice - "Priest Amos, my traveler friend, this is the King of Everedge." "It's always good to see you return home every now and then, Captain Vincent." - the man replies, then he turns to you and Amos

- "And I am no king, for Everedge doesn't have one, but still the people here call me that. Part as a joke and part by my ancestors' fault, for my family name is, in fact, King. However, I'm just a minor lord, hell-bent on bringing the Free Islands back to the bosom of Daren!"

King then sees you smile and seems to take you as a friend. "Welcome to Everedge, the city at the edge of Drunagor. This is The Seabreeze, my humble home and the greatest inn on the island! It's nice to meet you in person after reading about you in countless letters from my friend here." - "There is no time for idle talk" - Amos cuts in - "We need the relics. Time is of the essence. We must take the relics to the temple in Rhelohr and destroy them! The eclipse is coming and if we miss it, all will have been for nothing!"

King sits back on his chair looking at Amos suspiciously. "I'm not too fond of the Doctrine, nor do I trust their priests so easily. You can see that we've been fighting for a long time, both for the independence of the Free Islands and for their recognition before the mortal kingdoms while the Doctrine did nothing!" - he says - "I helped my friend Vincent, but if this relic is to go to your hands is still to be decided, so I suggest you sit back and choose your words carefully."

The burning hatred in King's words makes you sweat. Amos probably felt the same, as he sits down facing his feet with no more than a sigh of impatience. The discomfort is palpable, but being a good host, King does his best to soften the mood once more. The man stands up and pours himself a drink, then for the three of you. He takes a sip and breathes deeply, trying to clear his mind.

You may proceed to **"Chapter 07 – Siege of Everedge"** on page 102.





## CUTSCENE – WRITTEN MEMORIES

The mention of Minerva this time brings back the memory of the pages from her diary, which Captain Vincent handed you on your first day at the Swan. Curious and not sleepy at all, you go to your hammock and grab the pages to read.

The first one is a letter from Tharmagar to Captain Vincent, which contained a map of a treasure, stating that it was his payment for the job. You reckon that was the green gem relic he had mentioned.

The other pages contained Minerva's handwriting, which made your heart beat faster.

"These few words I write for my pupil if anything ever happens to me. Each day this job smells fishier and fishier. I'm very glad I left you behind this time and I'll not apologize when I return.

I don't want you to believe that you are not a good fighter. I trained you. You are almost the best, but your mind sometimes is not always in the right place. You always follow what I say with no second thoughts. You never judge anything by yourself, and you need to do that. You need to defy me sometimes if that's what you feel is right. I want you to live for yourself. I didn't take you out of the streets so you would dedicate your life to me. You are my family and I'm proud of you. Be your own person, kiddo, always."

Your throat tightens and your eyes burn as you read your master's last words to you. There is really no point in pondering whether ancient and extinct people were right or not. They are long gone, and you are still there. What matters is what you feel. Just like Minerva could smell which way to go, maybe you can find a way to discover which way you should go. You fold the pages of Minerva's diary and close your eyes hoping to fall asleep.

**The Party Leader writes down the "Bastion" Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), they can't be TRAMPLED by Vicious Maulers.**

**Then, keep reading below:**

You finally arrive at the city of Everedge, covered by the morning fog. You all enter a tavern, still dark in the early hours of the day, with no fire burning in the hearth. Through the backdoor, you are taken by a suspicious-looking innkeeper to a secluded room. You enter what you judge to be a campaign headquarters. A stern bearded man looks at you from the other side of the table, judging every inch of you.

Behind him, you can see an old metal halo. The man's judging gaze gives room to a warm welcome when the Captain approaches the table and shakes hands with him. "Milord! It's great to see you again!" - Vincent says in a warm voice - "Priest Amos, my traveler friend, this is the King of Everedge." "It's always good to see you return home every now and then, Captain Vincent." The man replies, then he turns to you and Amos

"And I am no king, for Everedge doesn't have one, but still the people here call me that. Part as a joke and part by my ancestors' fault, for my family name is, in fact, King. However, I'm just a minor lord, hell-bent on bringing the Free Islands back to the bosom of Daren!"

King then sees you smile and seems to take you as a friend. "Welcome to Everedge, the city at the edge of Drunagor. This is The Seabreeze, my humble home and the greatest inn on the island! It's nice to meet you in person after reading about you in countless letters from my friend here.-" "There is no time for idle talk" - Amos cuts in - "We need the relics. Time is of the essence. We must take the relics to the temple in Rhelohr and destroy them! The eclipse is coming and if we miss it, all will have been for nothing!"

King sits back on his chair looking at Amos suspiciously. "I'm not too fond of the Doctrine, nor do I trust their priests so easily. You can see that we've been fighting for a long time, both for the independence of the Free Islands and for their recognition before the mortal kingdoms while the Doctrine did nothing!" - he says - "I helped my friend Vincent, but if this relic is to go to your hands is still to be decided, so I suggest you sit back and choose your words carefully."

The burning hatred in King's words makes you sweat. Amos probably felt the same, as he sits down facing his feet with no more than a sigh of impatience. The discomfort is palpable, but being a good host, King does his best to soften the mood once more. The man stands up and pours himself a drink, then for the three of you. He takes a sip and breathes deeply, trying to clear his mind.

**Finally, you may proceed to "Chapter 07 – Siege of Everedge" on page 102.**



## CHAPTER 07 – SIEGE OF EVEREDGE

As you seat in Lord King's chamber, having a drink in silence, you gaze around the room. The weapons, you notice, are quite new and there is a pile of paper on his table, meaning that conversations with Daren are still ongoing.

Looking at the clearly rich lord, you can't imagine why he would be so selfless as to risk his position to integrate the Free Islands into the Mortal Kingdoms again, but you respect his attitude.

King finally puts his own glass down and sits at the table in front of you.

"Since the Doctrine's priest brought the subject of the relics back on the table," King continues, looking at the Captain "I don't feel this is safe, Vincent. There is an odd aura on this relic I got and the place where I found it will haunt my dreams for weeks. Please, leave them with me and let me have a paladin investigate first, for curses and whatnot, and then, in a few days, you can proceed with your task. If push comes to shove, and we can't really destroy them during the eclipse, we can very well take them to Daren for protection.

I can assure you they will be safe." He finishes with his eyes, full of suspicion, planted on Amos.

The room falls silent, and for a moment you feel like the whole island is holding its breath, for not even a cricket can be heard.

King suddenly stands up with a stern look on his face.

"We're being attacked!" He says, even before the city bells begin to toll. "Quickly! Leave the relics and the priest here. This tavern is full of my loyal warriors and we have fortified it to be our headquarters in case conversations with Daren run short. We will be safe here." Vincent moves to the door and stops with it half-way open. "I'll get my crew and the others to help. You will not be alone!" The Captain says to you before leaving through the door.

"Well, if you have any last words, now is the time to say them." King adds, looking straight at you.

### SPECIAL SCENARIO RULE – TOWER DEFENSE:

Monsters are invading Everedge. They seem to be targeting the Seabreeze tavern, which has been barricaded. Some of the creatures will try to destroy the tavern, while others will kill all resistance in their way. You must protect the tavern while surviving the horde of enemies. Take the [Siege of Everedge](#) Special Mechanic cards, arrange them in order from 1 to 10, and place the deck at the end of the Initiative Track, in the Rune card slot. Whenever the Initiative Marker reaches this deck at the end of the round, draw the top card and resolve its effects.

**NOTE:** If you cannot Spawn a Monster either because all the slots on the Monster Status board are occupied or because all of that Monster's models are on the board, you do not Activate the Strongest Monster as you would in a Dreadful Raid. Instead, for each Monster you cannot summon, activate the First Monster of that same kind, following the order on the Monster Status board.

### DARKNESS BEHAVIOR – NO DARKNESS:

As mentioned earlier, Darkness will not spawn at any point during this Adventure, therefore there is no need to track its behavior nor to set the rules for Crush damage.

### RECALL ACTION CURSE PENALTY – DOUBLE:

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

### SPECIAL PREPARATION – BARRICADE:

Place 3 Barricade tokens on Map tile AWB4-B as shown in the First Setup to mark the Seabreeze Tavern Barricade's HP. Whenever a Vicious Mauler attacks it, remove 1 of these tokens. If the last Barricade token is removed, the barricade is destroyed and the Adventure fails immediately.



**SPECIAL PREPARATION – SIEGE MONSTERS:**

The monsters attacking Everedge were specially chosen for this task, so you will use only Scenario Monsters during this Adventure. Thus, take the **Abomination**, the **Hellspawn Brute**, and the **Gorgoneess Witch** models. Then, take the **Vicious Mauler**, the **Vile Spawn**, and the **Coiled Harridan** Scenario Monster Cards. Each of these Monsters plays a special role in this battle. You can check out their strategy details on page 104.

**SPECIAL PREPARATION – CAMARADERIE:**

In order to deal with this difficult situation, the Hero will have the assistance of friends and the best warriors they met along this journey. Recruit a number of Followers equal to 5 minus the number of Heroes from among Elros, Lorelai, Maya, and Vorn. Place them, at your choice, in the spaces designated for Follower Spawning in the First Setup. These Followers are all motivated in this battle, so you will use their strongest features. Like the Siege Monsters, these Followers have a special behavior in this Adventure. You can find the details on page 105.

**SPECIAL MECHANIC – SECRET UNDERPASS:**

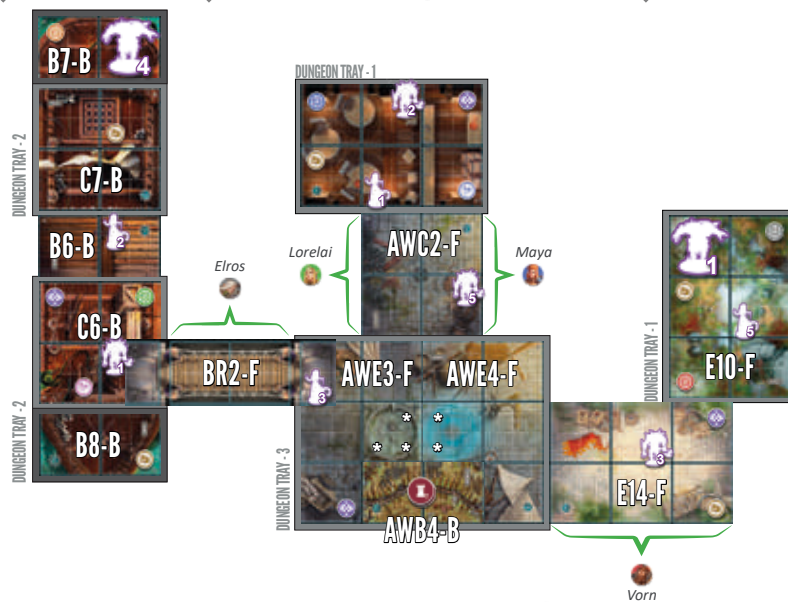
Everedge is filled with secret tunnels, built by the Free Folk to help them protect themselves or flee in case of attack. These tunnels are marked on the board by the Special Mechanic tokens. Whenever a Hero steps on them (only Heroes can take this Action), they may expend 1 movement point to place themselves on top of another Special Mechanic token on the board, traveling quickly across the board.

**WINNING AND LOSING THE ADVENTURE:**

The Adventure fails immediately when one of the following occurs: a Hero is defeated by receiving more Curse Cubes (CC) or Trauma Cubes (TC) than they can hold or the Seabreeze Tavern barricade is destroyed. The Adventure ends successfully when a player reads an entry that says: "The Adventure ends here."

**INTERACTION TRIGGER:**

Go to page 106. As a group, you and your partners must choose how you wish to proceed with the "The King of Everedge" Interaction. Remember that in the case of lack of consensus, the Party Leader will be the tie-breaker.



- 1 Gray Spawning Token
- 1 Green Spawning Token
- 1 Blue Spawning Token
- 1 Red Spawning Token
- 1 Orange Spawning Token
- 1 Elros
- 1 Lorelai
- 1 Maya
- 1 Vorn
- 3 Barricade Tokens
- 4 Special Mechanic Tokens
- 1 Interaction Token 2: Page 108
- 1 Interaction Token 1: Page 110
- 5 Chest Tokens
- 1 Coiled Harridan
- 1 Vile Spawn
- 1 Vicious Mauler
- 2+: Coiled Harridan
- 2+: Vile Spawn
- 3+: Coiled Harridan
- 3+: Vile Spawn
- 4+: Vicious Mauler
- 5+: Coiled Harridan
- 5+: Vile Spawn

## CLARIFICATION – SIEGE MONSTERS

As mentioned in the Special Preparation instructions, this Adventure will be different and the Darkness forces will have a mission that goes beyond knocking out the Heroes. Check out the description of each Scenario Monster below so you can understand how they will behave in this Adventure:

- **Vile Spawn** – These Monsters are experts in defeating your allies, but they are easily distracted if a more valiant enemy is in range, so they follow the Standard Monster behavior: they chase the Strongest Hero. If they can't reach a Hero, but they can reach a Follower, switch to the Follower.
- **Coiled Harridan** – These Monsters make up the invading army's artillery. Like the Vile Spawn, they follow Standard Monster Behavior. However, unlike the Hateful Shredders, their attack will not be able to hurt your allies. That doesn't mean they won't be painful, though. Be careful, these monsters are efficient in hurting Heroes.
- **Vicious Maulers** – These Monsters are real siege weapons and are determined to destroy the Seabreeze Tavern. Therefore, they will never attack another Character: their only goal is to step on the closest area of Map tile AWB4-B to hit the barricades with their Attack Action.

Note that the **Juggernaut** ability causes these Monsters to pass through spaces occupied by any Small Characters. They even inflict 2 non-preventable damage to them (*similarly to a Trample ability, for example*). Check below for the positions where a Vicious Mauler can attack the barricade:



As shown, when a Vicious Mauler steps into one of the areas of the AWB4-B Map tile, it is then able to attack the barricade.

- A Vicious Mauler deals damage to a barricade in the same turn that it steps on the AWB4-B Map tile. Once it reaches its

goal, a Vicious Mauler will never leave, not even to make room for another Mauler. You must only remove this Monster when it is defeated.

- Being a "B" Map tile, up to two Vicious Maulers can stand there in order to strike the barricade.
- Whenever a Vicious Mauler that has already reached the barricade is activated, it just repeats its attack, and does not move. A Vicious Mauler attack cannot be stopped in any way and does not generate threats of any kind to Heroes.
- As mentioned before, when the barricade suffers its third point of damage, it is destroyed and the Adventure fails immediately.
- If by any chance there is a Solid Object on top of the Spawning tokens when a Scenario Monster is summoned, shove that Object aside towards the Seabreeze barricade, in order to clear the space.

**SIEGE ARMOR:** Vicious maulers bodies are made of miscellaneous foul, cadaveric remains. This makes them resistant to impacts. Thus, whenever a Vicious Mauler takes 9 or more damage on a single <sup>1</sup> or <sup>2</sup> attack, it prevents any damage that exceeds this value. This way, the maximum damage a Vicious Mauler can take in each attack is 9, but this can still happen more than once per turn.

*Example:* Vacrem decides to use his two cube actions to attack a Vicious Mauler. By using his Jagged Bladed Axe Starting Gear and the Heavy Bash Bruiser's Skill, the warrior can cause 7 damage, but he scored a Critical Hit! Thus, the value is doubled and he would end up dealing powerful 14 damage to the Vicious Mauler, but the monster's SIEGE ARMOR caused him to suffer only 9. In his second attack, a Bravado Bruiser's Skill, Vacrem could still deal the usual 3 damage if he hits, as this will be another attack.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.



## CLARIFICATION – EVEREDGE'S DEFENSES

### 1 – FOLLOWERS

As mentioned in the Special Preparation, Followers will follow a special behavior in this Adventure. Check the details below for how to handle them throughout this battle:

- No Follower can leave the Map tile (or Bridge) to which they are assigned. They can move to the limits of these Maps (such as a bridgehead) and can attack Monsters in range, even if they are on other Map tiles, but they can never leave the Map tile they were assigned to.
- When they are Knocked Out, Followers are not removed from the board. Instead, lay their model down on the board. They remain unconscious until rescued by a Hero.
- In order to rescue a Knocked Out Follower, a Hero needs to be adjacent to its model and Expend 1 AC. When they are rescued, stand their model back up. They can now act normally. Also, that Hero receives their choice of FOCUS 2 or CLEANSE 2. This action counts as a Cube Action and can't be taken if the Hero is engaged in combat.

### 2 – DEFENSIVE TRAPS

The Heroes can take care of Everedge's defense, but its inhabitants will not stand idle. From time to time, the population will manufacture some makeshift traps to get in the way of the invaders. When a Siege of Everedge Special Mechanic card instructs the Heroes to place Defensive Traps on the board, observe the following rules:

- Defensive Traps must be placed in the center intersection of an area (*just like a Ranger Trap would be placed*) that has no Character in it. You can place a Defensive Trap on the AWB4-B Map tile, but take note that this will not stop a Vicious Mauler from attacking unless it is defeated, because it will have already reached its goal.
- When any Monster steps in the area of a Defensive Trap, it triggers and deals 4 DMG to every Character in that area (including Heroes). Also, they lose any remaining movement points, so they stop their movement immediately.
- Defensive Traps are Immovable Ground Objects for rules purposes.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

## END OF THE ADVENTURE – AS THE SMOKE CLEARS

*As the smoke clears, the sun rises high in the sky, painting a dreadful sight of what Everedge once was.*

*"These people's lives will never be the same," Lorelai speaks the words that have been on your mind. "We came here to look for our dearest ones, but today, so many innocent people lost theirs." You see those people desperately looking for their loved ones among the rubble.*

*You finally begin to understand why Minerva did what she did. She never said that you should be selfish. How could she, after caring for you so much? If she went to her bitter end, knowingly, it was for the people she was trying to protect.*

*"What is your next move, my friend?" Lorelai asks as you remain silent. "We've met a cleric named Jaheen. He also came here in search of someone. We are forming a search party to find them. Will you come?"*

*No. Searching for Minerva would only make you a prisoner to the past and that would be regrettable. All the people you've met on your journey to the Free Islands are people raised in hardships. They are the ones that you need to fight for, just like Minerva once did for you.*

*Back at the Seabreeze, you look for Amos and King only to find the latter one wounded on the floor—Amos is missing. You help King up by sitting him on his chair. He opens his eyes with some effort. "...betrayed...s," He says. "Relics... gon..." He adds, falling silent, his chest barely moving. You shout for help while you run for the King's trunk, which lies open there. The relics are nowhere to be found!*

*While the healers arrive to help King, you leave to find the innkeeper and ask for Amos' whereabouts. "You mean the weird little man that came with you yesterday?" He says "He left in a hurry a while ago." Your stomach hurts. Amos was gone and he had surely taken the relics with him. "Betrayed." King's words come to mind. You run through the streets of Everedge towards the docks.*

*When you reach the port, you find a large ship made of dark wood, filled with those abominable creatures. You spot Amos, who disappears below the deck as you watch. You run to the docks and jump onto the ship, grabbing one of its ropes and climbing on deck as it leaves the shores for good...*

**Congratulations! The Adventure ends here.**

**You may now proceed to the Camp Phase.**

### REWARDS:

Each Hero can upgrade one Spoils Equipment they own one step for free.

Also, each Hero learns a Class Ability. You can find clarifications on page 51 of the *Age of Darkness* Rulebook.

### THE KING OF EVEREDGE

*King takes the relics delivered by Captain Vincent and locks them inside a trunk while the commotion outside gets louder. "They're coming for the Seabreeze!" you hear the men outside shout. "They're either soldiers from the mortal kingdoms or the creatures chasing after you," King says "Either way, we will need to face them in battle and protect this place above all. I'll care for the priest and the relics while you do the 'talking'. If you need anything, let me know."*

**Before your party chooses a Resolution for this Interaction, the Hero holding the [Ominous Spearhead](#) Adventure Item must discard it (if this card is Stashed, discard it from there.)**



**ASK HIM ABOUT HIS FIGHT TO UNITE THE FREE ISLANDS**



**ASK KING ABOUT THE PLACE WHERE HE FOUND THE RELICS**



**ASK HIM ABOUT THE DOCTRINE'S "EFFORTS"**

*"Thank you Michael King for being part of our story and world."*





093

ASK KING FOR ANYTHING  
USEFUL TO DO THE "TALKING"



097

ASK KING ABOUT HIS  
RELATIONSHIP WITH  
VINCENT





 **103**

ASK HIM ABOUT HIS MENTOR

 **104**

ASK FOR HIS HELP TO FIGHT THE MONSTERS ATTACKING THE TAVERN

 **107**

ASK HIM TO HELP BARRICADE THE TAVERN

 **106**

OFFER TO HELP FIGHT THE MONSTERS SO HE CAN FIND HIS MENTOR





105

ASK HIM ABOUT HIS  
DIVINE QUEST

#### THE AMIRAN CLERIC

*Amidst the battle, between the stranded boat, you find someone fighting off the fiends while constantly looking in every direction. You get closer and ask him to go take cover somewhere. As soon as you speak these words, he brandishes his mace and takes down an enemy with a swift move. Then, he looks at you. "I am not running from this battle. The name is Jaheen, a cleric from Daren, and I'm looking for my mentor. I heard his voice asking me to come to Everedge, for here I should find my divine quest, which would then define the fate of Drunagor! He was supposed to meet me here, but I can't seem to find him anywhere." He continues to fight fiercely while searching for his master.*

Now, according to the results of some previous Interactions, you may be directed to a specific Resolution. If your party has the **"Farewell"** Outcome noted on the Story Record, go to resolution #108. Otherwise, if your party has the **"Defender's Fate"** Outcome there, go to resolution #109 instead. Finally, if your party doesn't have any of these Outcomes noted on the Story Record, choose a Resolution for this interaction as you normally would.


109





**THE PROTECTOR**

*After he realizes that you are not one of the creatures attacking the city, the man relaxes. "I'm Killian. One of the men in service of lord King. I have my two kids with me here. I brought them to this hiding place together with all the others in the city who can't fight, so I can protect them. I managed to grab a few pieces of equipment from the armory before the fiends destroyed it all. Now that you are here, I beg you, please stay with them and let me fight to protect my family!" The bravery of the man is outstanding and you know the fight to be a dangerous one.*



**116**

ASK FOR EQUIPMENT FROM  
THE ARMORY



**114**

URGE HIM TO FIGHT

*"Thank you Kilian Keller for being part of  
our story and world."*





**117**

TELL HIM TO LEAVE THE CITY



**115**

TELL HIM TO STAY AND  
PROTECT THE CITIZENS



**118**

ASK WHY HE HASN'T  
RUN TO THE SEABREEZE

111



## CHAPTER 08 – NO REGRETS

*You climb the anchor's rope to the first hatch you can find and make your way inside the barge. As soon as your feet hit the deck below, your eyes take in a terrible scene.*

*The dark warped wood that composes the ship you now find yourself in is like a tainted grove, removed directly from the cursed lands of Dead Iral. The floor is crooked and damp with thick mud. The foul stench of decomposition makes you nauseous.*

*You look around, trying to find any trace of Amos. Instead, you find that the creatures on board are prepared for you. Numerous pairs of hungry eyes in the dark move towards you, snarling and growling.*

*Steeling yourself, you put your back against the wall and prepare to fight your way through the creatures. You need to find Amos and then get off of that cursed ship right after you get the relics. Your eyes tear up as you take a deep breath. The foul stench... something in the air doesn't feel right.*

*The nausea makes you waver and then it becomes clear.*

*You need to get out of that place as soon as possible, before the vile air kills you. The door out of that cabin lies just behind the monsters that now surround you with sharp teeth, claws, and blades.*

*Your way is indeed through them.*

*As you charge at the monsters, you hope that the barge is not as large as it seems from the outside. Otherwise, you will have a tough time trying to find Amos. You never wished so much for the support of your comrades.*

### **DARKNESS SPAWNING RULE – GROWING INFLUENCE:**

This Campaign chronicles the trajectory of the Darkness' awakening in Daren, but that moment has not yet happened, so the enemy does not manifest itself through its plasmoid and stalker forms. However, the enemy's threat is still real and its growing influence can be felt like a bad omen. Therefore, place the Growing Influence Rune card with face A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time), place the drawn Rune(s) on the Initiative Track and then flip the Rune card over.

### **DARKNESS BEHAVIOR – NO DARKNESS:**

As mentioned earlier, Darkness will not spawn at any point during this Adventure, so there is no need to track its behavior nor to set the rules for Crush damage.

### **RECALL ACTION CURSE PENALTY – DOUBLE:**

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

### **SPECIAL PREPARATION – STIRRING DARKNESS:**

Before starting this Adventure, you must take 5 runes of each color from the bag (a total of 25 Runes). Place all of them on the Initiative Track (do not place their Darkness tiles on the board).

### **SPECIAL PREPARATION – DARKNESS NODES:**

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup (including during the First Setup, if any), you must place it there by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.



**SPECIAL MECHANICS – TIE BREAKER:**

In order to remove a Pile of Runes and gain time, a Hero must be adjacent to a Pile of Runes and Expend 1 AC. If they do, take a number of Runes of their choice from that pile equal to 6, minus the number of Heroes and return them to the bag. In addition, that Hero gains either FOCUS 1 or CLEANSE 1. This counts as a Cube Action and can't be taken if there is an enemy adjacent to that Pile of Runes.

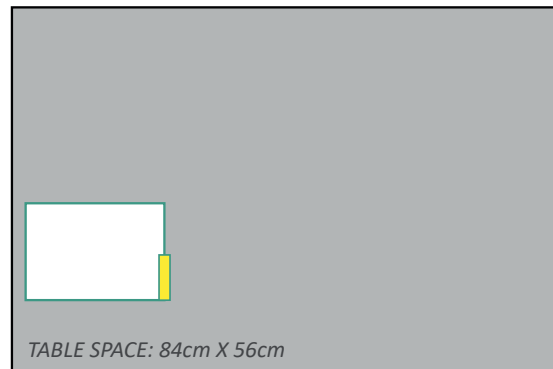
**WINNING AND LOSING THE ADVENTURE:**

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

**STARTGAME TRIGGER:**

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

**DUNGEON TRAY - 2**



-  2 Chest Tokens
-  1 GM - **Champion**
- .....
-  2+: WM - **Champion**
-  3+: GM - **Champion**
-  4+: WM - **Champion**
-  5+: GM - **Champion**

## CUTSCENE – FINAL SHOWDOWN

You climb the stairs to the upper deck. You are blinded by sunlight as you kick the door open. The sea breeze seems to refresh and clear your thoughts.

You step outside slowly, letting your eyes get used to the sudden light. There is no sign of Amos on the upper deck, but a huge shadow stands up to face you. Suddenly, the barge shakes and you hear a familiar scream that takes you back to that fateful night in Eradren.

The creature rises in front of you, as huge as you've seen it... the tainted monster with the monstrous scythe made of cursed wood and foul magic. It seems you have no other choice but to fight it.

"Show me," It says in a warped voice, like the sound of creaking trees and burning wood. "What you've learned!" The words make your chest tighten—familiar words you've heard so many times in your life as a sellsword. You prepare your weapons as you make a huge effort not to be taken back by your memories.

Your mind needs to be as clear as your objective. Destroy the creature and take the relics.

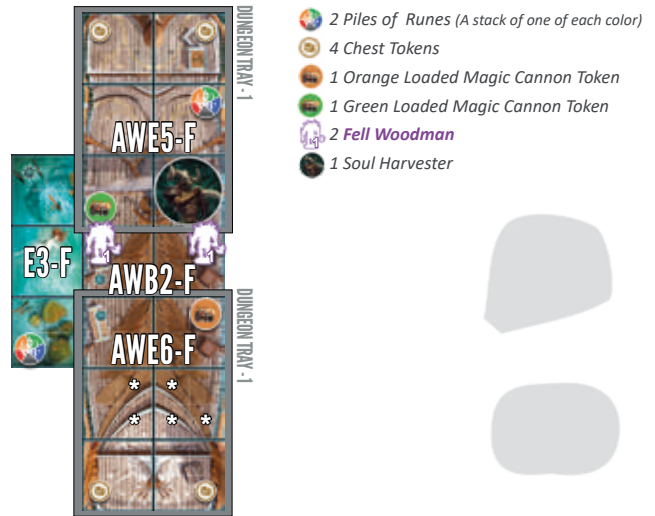
The lives of the Free Folk depend on it and the night of the eclipse draws near. There will be time to think about how to get the traitor Amos and the relics off of that corrupted barge. You shall destroy them after you slay that creature.

In the few moments it takes you to gather your resolve, however, the creature makes its move. You simply watch, helpless, as the mass of warped wood advances against you, its scythe gleaming under the daylight. The blow, however, doesn't come. The sound of cannonfire brings you back to reality.

To starboard, you see the *Pristine Swan* firing its cannons against the wooden monster, though it seems unaffected by the heavy iron balls as they bounce off its body. "Mr. Brian Ross!" You hear Captain Vincent shout from the *Swan's* helm. "Bring us your magic cannon and put that thing down! And you, traveler, come back here and help us fight! Without Mr. Ross' cannon, we'll not be able to kill that monster!" He urges you back to his ship.

Next, you will move to a new phase of this Adventure, which will consist of a Special Encounter against the Soul Harvester. Thus, some special preparations need to be made:

- First, remove all elements from the board. Runes removed this way are placed on the Initiative Track, whereas Pets are placed aside for now. The next time the Heroes reposition their models on the board, summon those Pets back, adjacent to their respective masters.
- Then, prepare the following Setup: the Soul Harvester is a Special Boss and has its own Boss Monster Status Board. You should take it and place it near the playing area, as soon as it's summoned.



With the board ready, you can now prepare the details of this encounter:

- First, set the Soul Harvester's starting Health and Armor Status. It has 40 Health per player. Also, place a White Status Cube in the Gray slot on its Monster Status board. Next, take all 5 Soul Harvester Boss cards and place them on the Initiative Track. For the double-sided card, place it with face A up. You can find clarifications about the new effects presented on these Attack cards on page 115.
- Then, replace the **Growing Influence** Rune Card with the **Harvester's Rage** Rune card, with face A up.

Now, check out the Special Mechanics that accompany this fight below. You will then find the necessary instructions to continue the Adventure, as well as the Endgame Trigger.

### SPECIAL MECHANICS – FELL WOODMEN RAID:

During this Adventure, there are creatures everywhere and they might attack at any time. Take the **Hellspawn** models, the **Fell Woodman** Scenario Monster card, and place the **Dreadful Raid** card at the end of the Initiative Track with face A up. Don't use Hellspawn as a random Monster. When the Initiative Marker reaches it, you must resolve its effects and then flip the card over (see page 10 for details).

### SPECIAL MECHANICS – MAGIC CANNONS:

Mr. Brian Ross' Magic Cannons, located on the *Pristine Swan*, can shoot cannonballs imbued with arcane power that might have different effects. They seem to be the only thing capable of dealing real damage to the Soul Harvester's Armor.

In order to shoot a Magic Cannon, a Hero must be adjacent to it and Expend 1 AC. Regardless of which Cannon is fired this way, you must flip both of them.

- Both the Magic Cannon Reload time and the Soul Harvester's armor regeneration period vary



according to the number of Heroes. Check on the table below the number of Time tokens that must be placed respectively on the Rune card and on the Soul Harvester Boss Monster Status board when a Magic Cannon is fired.

NUMBER OF HEROES	RUNE CARD	SOUL HARVESTER
1-2	4 Time Tokens	3 Time Tokens
3	3 Time Tokens	2 Time Tokens
4-5	2 Time Tokens	1 Time Tokens

- After the last one is removed from the Soul Harvester Boss Monster Status board, move the Status Cube back to the Gray slot and remove any Conditions the Soul Harvester has. It takes 1 non-preventable DMG per token removed this way.
- Likewise, when the last Time token is removed from the Rune card, reload the Magic Cannons.

Now, check out the Special effects from each kind of shot Mr Brian Ross' Cannons can fire:

**Ranged Cube (red):** Move the Status Cube from the Gray slot to the Red slot on the Soul Harvester Monster Status Board. As long as it stays there, the Soul Harvester loses its Armor and its Immunity to BLEED. Then, the Soul Harvester takes 5 DMG and BLEED 2.

**Melee Cube (yellow):** Move the Status Cube from the Gray slot to the Yellow slot on the Soul Harvester Monster Status Board. As long as it stays there, the Soul Harvester loses its Armor and its Immunity to BURN. Then, the Soul Harvester takes 5 DMG and BURN 2.

**Agility Cube (green):** Move the Status Cube from the Gray slot to the Green slot on the Soul Harvester Monster Status Board. As long as it stays there, the Soul Harvester loses its Armor and its Immunity to POISON. Then, the Soul Harvester takes 5 DMG and POISON 2.

**Wisdom Cube (blue):** Move the Status Cube from the Gray slot to the Blue slot on the Soul Harvester Monster Status Board. As long as it stays there, the Soul Harvester loses its Armor and its Immunity to STUN. Then, the Soul Harvester takes 5 DMG and STUN.

Then, end the current round and return the Initiative Marker to the first card on the Initiative Track. Start a new round from there. Don't take any turns from cards you skipped this way.

**CUTSCENE TRIGGER:**

Finally, when the Soul Harvester is defeated, read **"Cutscene – The Hardest Choice"** on page 116.



**CLARIFICATIONS – SOUL HARVESTER**

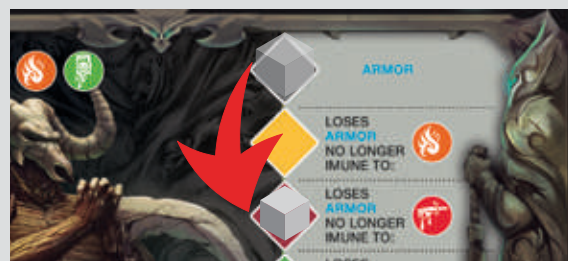
**1 – FOUL ARMOR**

The Soul Harvester is in its state of full power, which means that it is almost impervious to damage.

As long as the Status Cube is on the Gray slot, the Soul Harvester is Immune to all Conditions and Effects (on top of being a Large Monster, Immune to INTIMIDATE, and Immune to STEALTH). Also, PREVENT half the DMG (round up) from any DMG it would take.

Whenever the Soul Harvester takes a shot from the Magic Cannons, its Armor suffers heavy damage and loses some of its special properties.

- First, move the Status Cube to the appropriate vulnerability. As long as this cube remains there, the Soul Harvester may be affected by that Condition and its Armor loses its PREVENT ability.



**2 – CHAOS SEEDS**

At the highest of its power, the Soul Harvester and its minions are able to sow small seeds of chaotic energy on their enemies. Chaos Seeds don't do anything at all while they are stacking, but they become extremely dangerous when a Character holds 4 of them. When this is the case, the moment the fourth seed is received, that Character discards all four Chaos Seeds they have and suffer 4 non-preventable DMG. Chaos Seeds is a stackable Condition which, aside being burst as described above, cannot be Cleansed at all.

**3 – SOUL BOND**

The Soul Harvester has the ability to connect its own soul to the Heroes', damaging them whenever it is harmed. Each Hero who is Soul Bound suffers 2 non-preventable DMG whenever the Soul Harvester takes preventable damage for the first time in a turn.

- To represent the Soul Bond, give a Special Mechanics token to the bonded Hero. Soul Bond is a Redundant Condition.
- Soul Bound can be removed through CLEANSE effects as normal.
- Since Condition damage is non-preventable, it does not trigger the Soul Bound.

This instructions are meant to cover all doubts about these mechanics. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.

## CUTSCENE – THE HARDEST CHOICE

You take a few steps back to look at the result of your fight. The creature lies on its knees in front of you, tired, weakened, its eyes focused on yours with a glow that you somehow seem to recognize.

As the dark wood on its face breaks apart and falls, you shiver. The face of Minerva looks at you from inside the creature; deformed, tainted, but still her face. “Well... done...” You hear her say, her voice distorted by the foul magic... the monstrosity that is now her.

You step forward, throwing your weapons to the ground as you run towards your master. “No!” She shouts to you as her wooden flesh starts regenerating. “This is not over yet. Please... free me...” She says in a sad tone.

Astonished and devastated after hearing Minerva's wish to be slain by your hands, you can't seem to make your body move. “I have it on sight!” You hear Mr. Ross shout from the Pristine Swan. You look at him and see the cannon is loaded and targeted at Minerva. Vincent, right next to it, seems to be in shock. “It's your call!” Is the only thing he can manage to say.

You look back at Minerva as your heart sinks. It's still the face of your master. The woman who took you in when you had nothing. The person who turned you into one strong enough to survive that journey, which took you back exactly to that point.

**Go to page 120 and, as a group, you must resolve the “The Bitter Truth” Interaction. Remember: in case of a lack of consensus, the Party Leader will be the tie breaker.**



## END OF THE ADVENTURE – BITTER GOODBYES

With a lacerating pain in your chest, you slide your blade into Minerva's body, as slowly and kindly as possible. Immediately, you hear the corrupted barge creak loudly as the hull begins to break under its own weight.

You look down again, just to see Minerva's friendly face looking at you from beneath the broken, tainted wooden mask.

“It seems I taught you well enough,” She says with a painful smile. “You have chosen your fight, I can see... so do it, until the end... the man you're looking for left... to the temple in Rhelohr... Find him and destroy those relics before... it's too late...”

Your eyes feel as if they burn. You feel as if your stomach is about to jump into your throat. You can't fight. Not without her. You are no hero. What can you do?

“My child...” Minerva whispers with her last strength. “The choice is only yours... You can stand, or you can fall, but... know this... a hero is just a man who is free...”

Minerva closes her eyes and you shake her desperately, urging your master to stay awake. To stay with you. “Go...” She whispers. “Burn me to ashes and destroy those relics...” She concludes with her last breath. You scream in agony, holding her limp body in your arms. Unable to move, you are carried by Captain Vincent back to his cabin while the barge crumbles into the sea, and the Swan's crew approaches Minerva's body.

“Set sail to Rhelohr and sink that cursed thing!” The Captain shouts as he carries you. The cannonfire and the screams... it feels as if the world starts spinning around, and then... it's all dark.

**Congratulations! The Adventure ends here.**

**You may now proceed to the Camp Phase and read “After the Adventure – “A Parting at the Clearing” on page 119.**





## END OF THE ADVENTURE – SOMEDAY

*With a loud thump and a violent shake of the dark ship, you see the Soul Harvester land back on its vessel. You look for a rope to go after it, to free your master, but the crew prevents you from doing so. Your scream of protest falls on deaf ears. They can't understand how desperately you need to save Minerva, but, perhaps, she does.*

*The creature on the ship looks at you over its shoulder after shouting orders to the other creatures. The ship makes some distance from the Pristine Swan and sails away, faster than any other vessel you've ever seen. It is clear that you couldn't escape them even if you wanted to. It is also clear that you wouldn't survive a fight against it, and yet, there it was, sailing away from you.*

*"She is there," Vincent says, holding your arms. "She saved us all because she knows you would do anything to save her, even sacrifice your life: the one thing she would never accept from you."*

*You curse him for not letting you go after your master, as you are sure you could've saved her, but the Captain only shakes his head. "She will be waiting for you, wandering as the Soul Harvester. She will patiently wait for the day you can free her from that curse," He says with a sad tone. "So, until then, grow stronger, so you can grant her wish."*

**Congratulations! The Adventure ends here.**

**You may now proceed to the Camp Phase and read "After the Adventure – Promises" on page 118.**



## END OF THE ADVENTURE – TOGETHER AT LAST

*As the crew runs to throw the cursed pieces of wood into the sea, you embrace Minerva's limp body, placing your ear on her chest to be sure she is alive. You welcome her heartbeats with a sigh of relief. Looking at her weakened, tired, but familiar face, you feel as if your eyes are burning. It's unbelievable that you are together at last.*

*Captain Vincent approaches you slowly and kneels down. "Let's take her inside. She needs rest and probably some care." He says, lifting her. You try to stand up to accompany them, but your legs fail and you fall to the ground. You feel your body heavy and your muscles start to tremble. A few of the crewmen help you up.*

*"Take it easy," The Quartermaster says as he helps you walk with difficulty after the Captain. "We can't even imagine how strenuous that fight was. I didn't believe any mortal would be able to fight so fiercely and for so long..." As the man speaks, you feel your vision cloud and your mind wavers. As heavy and unavoidable as a cannonball, sleep takes you to the world of dreams.*

**Congratulations! The Adventure ends here.**

**You may now proceed to the Camp Phase and read "After the Adventure – First Things First" on page 119.**



## END OF THE ADVENTURE – THE LAST LESSON

The battle between you is fierce. You can't relax for a moment and, even though Minerva is greatly weakened by her curse, you are also exhausted after fighting that monster.

You stand apart, facing each other for a moment, calculating your opponent. Minerva smiles, and you realize the same kind of smile is also on your lips: the joy of sparring with your master once again, for the last time, with all your remaining strength. You both know the end of the battle is close.

Minerva charges at you and you close your eyes. It's too painful to see, but your muscles already know what to do. Your body moves and you feel the blow—the sound of her body and her sword falling on the deck.

When you open your eyes, you realize you have kneeled beside your master, holding her head caringly.

"You're not green anymore... you still have so much to do..." Minerva says with a smile, tainted with blood. She seems finally at peace. "Thank you... my child..." She whispers her final words looking at you with teary eyes.

You smile back and tell her it was a good fight. Only now, in the end, can you realize that you were indeed too green when she left. Your adventure changed you, as Minerva's changed her. She has now reached the end of her adventure, but yours is still not finished. You still have one last task, but you feel you won't be able to fulfill it immediately. This is the last thing you think about before you black out.

**Congratulations! The Adventure ends here.**

You may now proceed to the Camp Phase and read **"After the Adventure – Promises"** aside.

## AFTER THE ADVENTURE – PROMISES

In the Captain's cabin of the *Pristine Swan*, you look outside the window, facing the direction your former master took, now transformed into a monster. A sting on your arm brings you back. The man tending to your wounds looks at you, concerned. "The wounds are not that bad, but I can't say the same about your mind." He says before being dispatched by Vincent.

"There is no use dwelling on it too much," The Captain says, sitting in front of you. "Somehow I feel relieved not having to end her. Still, while she roams the waters of the Free Islands, there is still hope to find a cure. Or at least, the promise that we will meet again before too long." He adds with a somber tone, then he sighs.

You agree. It's not the end for that story. Silently, you promise yourself that as long as Minerva roams the Free Islands as the Soul Harvester, you will look for her until you can find a cure. The duty of a pupil, after all, is to look after their master when they can't go on. Until then, you try to empty your mind of distractions, for there is still an important task to do.

Now, you may read **"Interlude 05 – Revelations"** on page 122.

### REWARDS:

Each Hero learns a Level 1 Hero Skill or Dungeon Role Skill. You can find clarifications on page 50 of the *Age of Darkness* Rulebook.





## AFTER THE ADVENTURE – FIRST THINGS FIRST

You wake up in a hammock and you recognize the ceiling as part of Vincent's cabin. As the memory of the last hours comes back to you, your heart starts to race and you jump up suddenly, only to find Minerva sitting next to you with a tired but peaceful look in her eyes.

"Finally, you woke up, slowpoke," She smiles at you. Her body is covered in bandages and there's a meal in front of her. "You gave me quite a beating, you know?" You deny it. It wasn't her. It was a monster that was nowhere near as strong as she was back in the day. Now, being so old, you can't say for sure.

Minerva laughs at your joke and the sound fills you with joy, like your heart is about to burst. How you longed for that laughter. "Erhm, I hate to interrupt your moment," Vincent says after a while. "But we have the relics problem to solve."

Minerva's face turns somber. It seems the Captain has already told her the whole story while you were asleep. "He's right," She says, as she looks from Vincent to you. "But first things first," She adds, standing up with some difficulty. "Come 'ere!" She says, opening her arms to offer you a hug like you used to share back in the day.

Now, you may read **"Interlude 05 – Revelations"** on page 122.

◆ —●||☛||●— ◆

**REWARDS:**  
Each Hero learns a Level 1 Hero Skill or Dungeon Role Skill. You can find clarifications on page 50 of the *Age of Darkness* Rulebook.

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## AFTER THE ADVENTURE – A PARTING AT THE CLEARING

You wake up in your tent, at the camp you set at the foot of the Omekka Mountains. Minerva's face looks at you from the opening while the sun is high behind her.

"Tsc. Did I raise a slowpoke?" She asks with a cunning smile. "C'mon! Or I'll have to pay your share to a more fit fighter."

You exit the tent and sit around the fire for breakfast with Minerva. You tell her about the strange dream you had, her death, and corruption. She listens to most of it with an interested smile that turns sour at the end.

"It was a true nightmare until you found me, you know?" She says, gazing at the mountain peak. "But now, besides the scars, it's not so bad. We took care of our lives; we cared for others; now it's time for us to go on a new adventure." She extends her hand to you. A hand that you know so well... but something is wrong.

Her final words on that cursed ship hit you like a rock. No. You can't go with her. You're happy that she is well now, but you still have people to care for. Minerva smiles at the sound of your words.

"That's my child, finally. You know, the choice is always yours, but I could smell what you were going to choose," You both laugh at her ability to smell the strangest things. "I'll be waiting."

Now, you may read **"Interlude 05 – Revelations"** on page 122.

◆ —●||☛||●— ◆

**REWARDS:**  
Each Hero learns a Level 1 Hero Skill or Dungeon Role Skill. You can find clarifications on page 50 of the *Age of Darkness* Rulebook.

◆ —●||☛||●— ◆







128

TRY TO SAVE HER



127

END HER SUFFERING



129

ASK HER WHAT HAPPENED

120





◆ | | | ◆

### THE BITTER TRUTH

*Minerva looks from Vincent to you one more time. You can see on her face that she is struggling with the effort to keep her consciousness. And yet, she tries to speak. "It's okay, kiddo," She says, with a smile of gritted teeth. "I understand if you can't do it. I'll also be glad to go by Vincent's hand if you feel it's too much for you. I just... can't take this... anymore." She concludes with teary eyes. You can see the pain in them. Minerva would never ask to be taken down before fighting with her all. You clench your fists as you try to make a decision.*

◆ | | | ◆




130

HAVE ONE LAST FIGHT  
WITH MINERVA

121





## INTERLUDE 05 – REVELATIONS

Gazing out the window of Captain Vincent's cabin, while you watch the sun go down on the horizon, you are only partially aware that a discussion has been going on for quite a while. Lost in your thoughts, you are brought back to reality by the Captain: "Hey, you alright, my friend?" he asks, concerned.

**If your party has the "Reunited" Outcome noted on the Story Record, read "Cutsцене – Comrades in Arms" on page 123. Otherwise, keep reading below:**

You look at the man, but you can't seem to answer his question. As if he can read the look in your eyes, he sighs. "Don't worry," he says. "What is done, is done," he concludes with a sad tone. The Captain knows that the creature you fought against just a few hours ago was Minerva indeed. You can see that you both share the same suffering.

"On another matter," Vincent continues, as if trying to change the subject, "Unfortunately, we could not find Amos anywhere. Nor the relics for that matter. Our situation is a serious one: The eclipse is tonight," he says. He looks at you with a grave expression. "The sun is almost gone and the hour is late. We must find and destroy the relics before the eclipse ends."

The urgency of that matter hits you like a ton of bricks. In your sadness and grief, the safety of the Free Islands and the destruction of the relics had completely escaped your mind. You ask the Captain where you are sailing to and if he has any idea of where to look for the relics. "Yes," he answers, "I do have one last idea of where to look for Amos and the relics he has stolen. I just hope that my intuition guides me to the right place."

After some time sailing, you arrive at Rhelohr Island. "Fortunately, it seems that my guts were right indeed," he says, pointing to a set of footprints in the sand that he suspects to be Amos'. "However," Vincent continues while gazing at the dark skies, "the eclipse is already here. I don't care what King thinks, if this is our last chance, we need to do it. I won't have those creatures wandering through the Free Islands and sowing death as they please. And if Amos has really betrayed us, we need to stop him. One thing is for sure: the eclipse is important to him. My men, however, won't go inside, so we are alone in this."

Vincent is right. You need to destroy the relics before the eclipse ends, if anything Amos said is to be believed. It's a shame that he never mentioned how to destroy them before he turned on you and disappeared. And if he lied, you need

to stop him and bring him to justice. It matters not what you need to do, you will find a way.

The silver moon in the sky, almost completely covered by a dark shadow, crowns this place with an ominous aura. You stand up, feeling your blood run fast through your veins. The quest for which you were hired is still unfinished, and the hatred you feel for whatever turned Minerva into that creature is unquenchable. The Captain smiles at you as he readies his weapons. "Now that is a stance, my friend. Onward!"

No. You shake your head slowly. It's your fight. Vincent is the loyal protector of the Free Folk, the very personification of everything they have fought so hard to accomplish. You believe this is the reason why he has managed to avoid death so many times by not going into that temple. You urge the Captain to go back to Everedge, to help the people rebuild and strengthen their defenses. You know not what you will find inside, but you do know that those creatures may still be out there, sowing death wherever they go.

A sudden chill runs down your spine. There is a force that has corrupted Minerva, and a Doctrine priest is involved. It is definitely not a force to trifle with. "I can't leave you, my friend," he refuses sternly. "I have avoided this fateful moment for too long." You place your hand on his chest. His fate is with the Free Folk. His moment will come, but it is not now. You tell him to take the Pristine Swan and his crew, go back to Everedge, and prepare.

Finally, the Captain looks at you as if it is the last time. "Thank you, my friend, for being by my side on this journey," he says with a tap on your back. "I will see you someday," he concludes, before turning his back and shouting orders to his men. You doubt it, but there is no time to dwell on this.

You steel yourself and walk towards the temple's doors, which are sunk beneath the waves. You will have to swim your way into that ominous darkness. You take one last breath of the Free Islands' fresh air before diving into the cold darkness.

**You may proceed to "Chapter 09 – The Stand" on page 124.**





## CUTSCENE – COMRADES IN ARMS

You look back at the man and from him to Minerva. A smile spreads across your face. It's so good to see her again, even in such terrible shape. "There's no need to worry 'bout me, kiddo. I feel much better now just being with you here," she says with a smile. "Besides, it seems we have more urgent problems to deal with. Isn't that right, Vincent?"

"Unfortunately, we could not find Amos anywhere. Nor the relics for that matter. Our situation is a serious one: The eclipse is tonight," Vincent says. He looks at you with a grave expression. "The sun is almost gone and the hour is late. We must find and destroy the relics before the eclipse ends."

You ask the Captain if any of what Amos said can be trusted. Minerva looks at you and answers: "A part of it, yes. The eclipse is important, but for him. The relics could've been destroyed at any time." You look at your master, confused, and ask how she knows all of this. "When I was that... thing," she answers with a disgusted inflection, "I could hear his thoughts somehow. I know that the eclipse is important, and so are the relics. That monster is hellbent on getting them to the temple for the eclipse."

Captain Vincent cuts in: "And if it is good for him, it's bad for us." Minerva nods. "So, we are going to the right place," Vincent adds. "We are currently on our way to Rhelohr. Prepare yourselves." Minerva clenches her fists. "Oh how I am prepared."

After some time sailing, you arrive at Rhelohr Island. "Fortunately, it seems we were right," Vincent says, pointing to a set of footprints in the sand that he suspects to be Amos'. "And I'm back here for the third time in my life. They do say that the third time's a charm, so this time we are going in and teaching Amos a lesson. However," he continues while gazing at the dark skies, "the eclipse is already here."

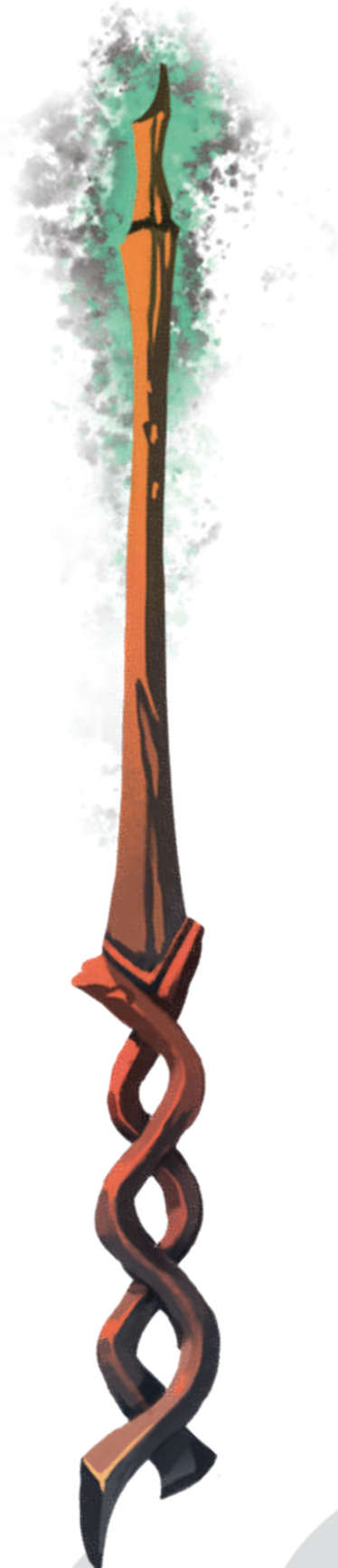
"You're right," Minerva comes up behind you, all geared up and prepared for the fight, looking more like herself. "We need to destroy those relics before the eclipse ends—if it's not too late already—but you are not going, my friend." She looks at Vincent. Given his confused look, Minerva places her hand on the Captain's shoulder. "This is my fight, and now, my pupil's fight as well, who has proven to be more than prepared for the task. But you, you are the protector of the Free Folk. They need you," she says. You agree.

There is a reason why Captain Vincent has managed to avoid death by not going inside that temple before, and you believe this is why. You urge the Captain to go back to Everedge, to help the people rebuild and strengthen their defenses. You know not what you will find inside, but you do know that those creatures may still be out there, sowing death wherever they go.

"No!" he objects. "I can't leave you again." He looks at Minerva with begging eyes. Then he turns to you: "Nor you, my friend." Minerva shakes her head negatively. "You're not leaving us, Vincent. You are protecting your people, the ones who need you the most. Go back to the Swan, take your men, and go back to Everedge. They need you," she insists gently.

First, recruit the Follower **Minerva** into your party.

Then, you may proceed to "**Chapter 09 – The Stand**" on page 124.



## CHAPTER 09 – THE STAND

You step inside the temple and your steps echo. You can't see the walls or the ceiling. The place is in complete silence, apart from the insistent dripping of water somewhere.

The room is lit with a cold green light that seems to come from the ground, reflecting on the walls and ceiling like the movements of water in a cave.

If your party has the **"Reunited"** Outcome noted on the Story Record, read **"Cuts scene – Rise of the Awakened King"** on page 126. Otherwise, keep reading below:

Your voice echoes against the walls. Suddenly, a hiss makes your blood run cold. "Finally," Amos says as his figure becomes clear, more broken than ever with, a crown in his hands made from all three stolen relics. At the corners of the chamber, you see four strange artifacts that seem to suck the light from the room, humming low like chimes.

"When that foolish 'King' locked up the relics, I thought everything was lost. Fortunately, I had my minions at hand just in case," Amos says as a sick green glow rises in his eyes. "Everedge now burns for it and soon shall the whole world of Drunagor." Confusion strikes you. You can't make sense of this. Was his story a complete ruse?

"It seems to be quite hard for you to decipher the truth," Amos mocks. "You've brought the relics to me, making it possible for me to assemble a crown fit for a real king," he laughs. "Such a useful fool. Just like Amos, that weak chamberlain, and, of course, my Soul Harvester. I'm glad you got to meet her in life and in death, as she fell under the power of the all-consuming Darkness!"

So this is the one responsible for the attacks on the Free Islands, the one who manipulated Captain Vincent, you, and turned Minerva into that monstrous creature.

A voracious thirst for revenge burns in your throat. You clench your teeth so hard that your head hurts. "You think you can stand against me?" Amos laughs. "You're too weak. But before you die, I'll let you bear witness to the rise of the last king your world will ever see!" He places the crown on his head, and a dark ooze rises from the floor, enveloping his whole body like a foul cocoon. "Tremble!" he shouts, ripping the cocoon and revealing a dreadful figure that makes your bones chill. "Perish before the power of Darkness!"

Go to page 130. As a group, you and your partners need to choose a Resolution for the **"Awakened King"** Interaction. Remember, in case of a lack of consensus, the Party Leader will be the tie-breaker.

### DARKNESS SPAWNING RULE – SEEDS OF DARKNESS:

In this Adventure, Darkness will emerge from the 4 colored Spawning tokens on the board. Place the **Darkness Awakening** Rune card with side A up at the end of the Initiative Track. Whenever the Initiative Marker reaches it, you must: draw the indicated number of Runes (one at a time) and resolve the effects on the card: either placing a Chest or the respective Darkness tile on the board by using the Spawning token which matches the color of the drawn Rune as their Spawn Point (if you draw a blue rune, the Party Leader chooses the source).

### DARKNESS BEHAVIOR – STANDARD:

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

### RECALL ACTION CURSE PENALTY – DOUBLE:

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

### PEICAL PREPARATION – STIRRING DARKNESS:

Before starting to play this Adventure, take 6 Runes of each color from the bag and place them on the Initiative Track (do not place their Darkness tiles on the board).



**SPECIAL PREPARATION – DARKNESS NODES:**

As the Darkness expands to consume a region, it condenses into vile nodes that then solidify its influence. Each time a Pile of Runes is shown in a Setup (including during the First Setup, if any), you must place it there by taking 1 Rune of each color from the Initiative Track. By untying these knots, the Heroes can extend their stay in this place.

**SPECIAL MECHANICS – PURGE:**

During this Adventure, a Hero may purge all of the Darkness tiles connected to a colored Spawning token by taking this special action. In order to do so, the Hero must be adjacent to a colored Spawning token and Expend 1 AC. If they do, remove all Darkness connected to that Spawning token and count the number of squares covered by those tiles. The Awakened King loses 1 Health per Darkness square (each shaped Darkness tile has between 2 and 6 of them). This counts as a Cube Action.

**BOSS FIGHT PREPARATION – AWAKENED KING:**

The final clash against the recently awakened Awakened King has started. Therefore, follow these instructions carefully. Start with the standard preparations:

- Place the Undead King Boss Monster board face-up and set his initial Health according to the number of Heroes in this Adventure. The Undead King has 40 Health per Hero.
- Place the Awakened King's Attack cards on the Initiative Track in their indicated positions (matching their Runes) with their front face up. Whenever you are in doubt about these attacks, you can find Clarifications on page 126.
- Place 2 Time tokens on top of the Desperation Attack card.

**NOTE:** During this Adventure, you will need to use the shaped Darkness tiles that have so far never been summoned in your Awakenings Campaign. If you have never dealt with this Special Mechanics before, you can find details about it on page 44 of the Age of Darkness Rulebook.

**WINNING AND LOSING THE ADVENTURE:**

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

**START THE ADVENTURE:**

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



- 4 Chest Tokens
- 1 Event Token (triggered by an Interaction)
- 1 Gray Spawning Token
- 1 Green Spawning Token
- 1 Red Spawning Token
- 1 Orange Spawning Token
- 2 Nightmare
- 1 Undead King

## CUTSCENE – RISE OF THE AWAKENED KING

A whisper in the dark startles both of you: Amos' voice. You call his name, and the whispers cease. "So you've found me, mortal," he says. "How unfortunate... for both of you."

The figure of Amos becomes clear in the large chamber. He seems more broken than ever and his skin is spread thin over his bones. In his hands, you see a crown made from all three stolen relics. At the four corners of the chamber, you see four strange artifacts that seem to suck the light from the room, humming low like chimes.

"Despite all your efforts, and your incompetence," Amos says, firstly addressing you and then Minerva, "my mission has been accomplished. The fall of Everedge and the Free Islands is just a prelude to what shall happen to Drunagor."

Your confusion takes over. You can't make sense of this. "This is no scholar," Minerva says next to you, her body trembling with rage and fear. "Nor is it human. This is the monster that turned me into that... thing."

Amos laughs. "Yes. You were such an amusing Soul Harvester for me, burning Eradren to the ground," he says with a smile. "Unfortunately, now you stand here in this weak form of yours. Your king will bestow on you the blessing of the all-consuming Darkness once more."

So this is the one responsible for the attacks on the Free Islands, the one who manipulated Captain Vincent, you, and most of all, the one who turned Minerva into that monstrous creature. A voracious thirst for revenge burns in your throat.

You stand on your feet with fire in your eyes, clenching your teeth so hard that your head hurts. "Do you think you can resist?" he laughs in mockery. "You're too weak, but as a reward for your services, before I turn you and your master into minions, I'll allow both of you to bear witness to the rise of the last king your world will ever see!"

Amos places the crown on his head, and as the metal touches his skin, a dark green ooze rises from the floor, enveloping his whole body like a foul, growing cocoon. "Witness and tremble!" he shouts, ripping the cocoon and revealing a dreadful figure that makes your bones chill. "Be consumed by the power of Darkness!"

**Go to page 130. As a group, you and your partners need to choose a Resolution for the "Awakened King" Interaction. Remember, in case of a lack of consensus, the Party Leader will be the tie-breaker.**



## CLARIFICATIONS – AWAKENED KING

With the relics assembled, the Awakened King is finally able to complete the ritual that will awaken the Darkness for the invasion of Drunagor. A decisive battle begins now, and if you have doubts about any effects or interactions, you can consult the list below:

- While on top of Darkness, like any other Monster, the Awakened King's attacks will receive a +2 DMG bonus.
- The Darkness Terrain (E5-B) is a Map tile and is therefore not removed when a Hero takes the Darkness Purge Special Action.
- Darkness Lattice is the name given to a combination of one or more Darkness tiles that are connected orthogonally to one another. So essentially, when a Hero takes the Darkness Purge Special Action, they are destroying the Darkness Lattice that is connected to the targeted Spawning token.
- Only Darkness tiles whose edges touch orthogonally are considered connected.
- If they touch diagonally, they don't form the same lattice.

These instructions are meant to cover all doubts about this mechanic. However, if any persist, the Party Leader has the power to decide how the rules should be interpreted.





## CUTSCENE – THE POWER OF DARKNESS

“You have been quite entertaining,” the Awakened King says with a smile. “Let me grant you another piece of the truth as a reward. The darkness in you tells me of your story and now I see the hatred in your heart is justified.”

With shock, you realize that the strange dark ooze that has been around, which the monster seems to manipulate with ease, has more to it than meets the eye. It’s almost like a force of nature, but a corrupt one.

“You are right,” the creature answers. “The Darkness is all-knowing and all-consuming and it advances on my command. With its power I shall rule you all! Take your master, for instance. It is sad that you made me lose my Soul Harvester. Such a wonderful general. It matters not. I can create several more just like it. What do you say I remind you of that before I turn you into one of my soldiers?! Hahahaha!”

The Undead King flies towards the end of the room covered in Darkness. He removes from his own lifeless chest a ball of dark ooze, which he throws at your feet. Slowly, from the puddle thus formed, rises a wooden creature, like Minerva once was. “Entertain me a little more, before I crush you!” The Awakened King laughs while enveloping himself once again in a cocoon connected to the giant monster, which strikes at you.

### SPECIAL FIGHT PREPARATION – NEWBORN HARVESTER:

The Undead King has summoned another Soul Harvester to take over the battle in his place. Now new preparations need to be made:

- Place the **Soul Harvester** Scenario Commander card on the Initiative Track and set his initial Health according to the number of Heroes in this Adventure. The Soul Harvester has **CP 3xP**.
- Next, prepare the following Setup by moving the **Undead King's** model and summoning the **Soul Harvester's** model into the indicated areas. Shove aside any Characters in the way of these Monsters.



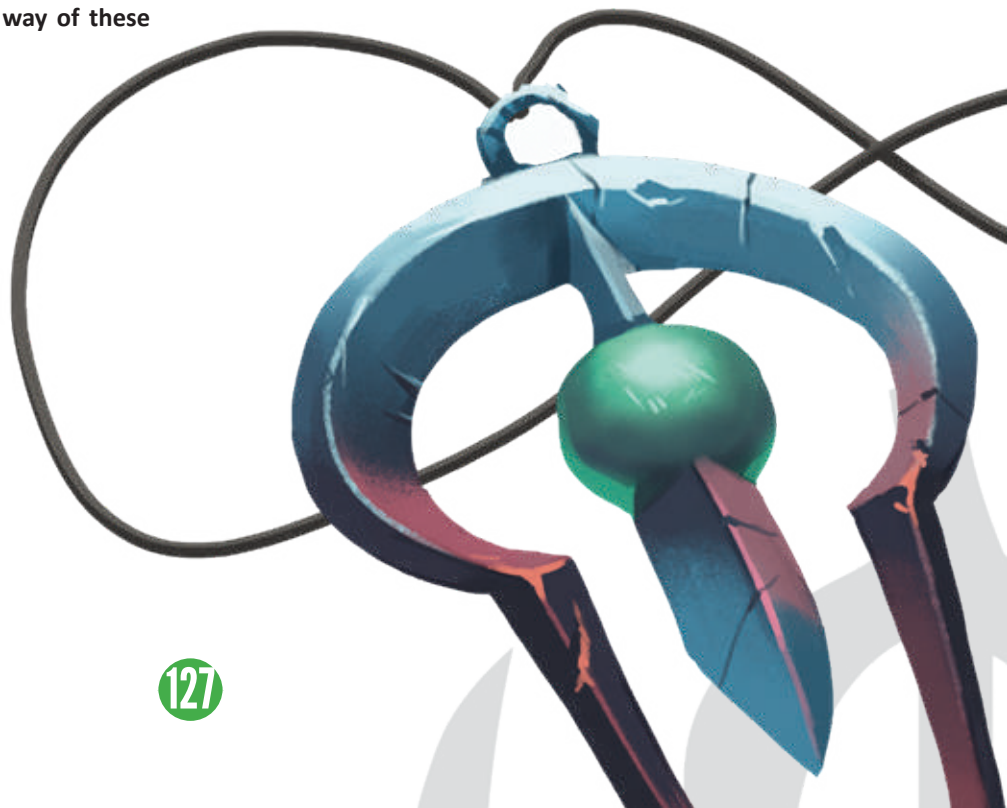
1 Pile of Runes (A stack of one of each color)

- While in that position, the **Awakened King** is impervious to damage and Conditions (*remove any Condition tokens he has*) and will not make any moves or attacks while the Soul Harvester is on the board.
- If any Hero takes the **"Special Mechanic – Purge"** Action, the **Soul Harvester** will take damage instead of the **Awakened King**.
- Now, flip all **Awakened King** Boss cards over, except for the **March of the Dead** Attack card.
- Finally, place 2 Time tokens on top of the **Desperation** Attack card. Whenever the Initiative Marker reaches that card, you must remove one of these tokens.

### CUTSCENE TRIGGER

Now, depending on your party's performance in this secondary fight, you will be redirected to two different outcomes. If your Party manages to defeat the **Soul Harvester** before the last Time token is removed from the **Desperation** Attack card, read **"Cutscene – Next in Line"** on page 128. Otherwise, if the last Time token is removed but the **Soul Harvester** was not defeated, read **"Cutscene – Unharmed"** on page 128 instead.

Finally, you may continue to play the Adventure.



## CUTSCENE – NEXT IN LINE

Compared to *Minerva* when she was transformed into the *Soul Harvester*, this new creature is weak and slow.

As you strike it down, the creature dissolves into a puddle of dark mud that flows back to the *Awakened King*, who grunts, displeased with the destruction of his minion, and you notice that somehow, he felt that blow—as if the creature which you so easily destroyed was a part of himself. “Few mortals are strong enough to pose a threat or to make for a decent creature,” he complains. “It matters not. I have more than enough power to strike you down!”

With the defeat of the *Soul Harvester*, the *Awakened King* is once again your opponent in this battle and some more preparations need to be made:

- Remove the *Desperation* Attack card and the *Soul Harvester* Scenario Monster Card from the Initiative Track.
- Then, flip back all *Awakened King* cards except for *March of the Dead*.
- Also, return the *Awakened King* to a more central position on the board, as shown in the Setup below. Shove any Characters in his way.



1 Pile of Runes (A stack of one of each color)

Finally, the defeat of the *Soul Harvester* took its toll on the *Awakened King* and from now on, all ✨ and ✖ made against him are considered Critical Hits if they hit (a ✨ that is a Critical Hit will do double damage). The same applies to the damage that would be caused by the "Special Mechanics – Purge" Action.

### ENDGAME TRIGGER

The final stage of this battle has started and again, depending on your party's performance, the outcome will be different. If you defeat the *Awakened King*, read "End of the Adventure – The Ultimate Sacrifice" on page 133. Otherwise, if your party is going to be defeated, read "End of the Adventure – The Dark Side" on page 132 instead. This is not considered an Adventure failure.

Then, you may continue to play the Adventure.

## CUTSCENE – UNHARMED

The corrupted wooden creature summoned by the *Undead King* proves itself to be hard to defeat. No matter how many times you strike, you either miss or seemingly can't hurt it.

You try to take some distance in order to focus on a strategy, but instead of charging at you, it stops, immovable, like a statue. A sigh of boredom echoes off the walls.

"I've had enough of this nonsense," the *Awakened King* complains. "And here I thought you were going to be at least slightly amusing to watch. But I'm tired of this. It's time for you to join my ranks."

The *Awakened King* flies towards the wooden creature and, with a wave of his skeletal hand, he dissolves his minion into a ball of mud which he then fuses into his own body. "Prepare to meet the Darkness," he says, before charging at you.

Once he dismisses the *Soul Harvester*, the *Awakened King* becomes your opponent again in this battle, thus some more preparations need to be made:

- First, the *Awakened King* recovers an amount of Health equal to the Health that the *Soul Harvester* has left.
- Remove the *Desperation* Attack card and the *Soul Harvester* Scenario Monster Card from the Initiative Track.
- Then, flip back all *Awakened King* cards except for *March of the Dead*.
- Also, return the *Awakened King* to a more central position on the board, as shown in the Setup below. Shove any Characters in his way.



### ENDGAME TRIGGER

The final stage of this battle has started and again, depending on your party's performance, the outcome will be different. If you defeat the *Awakened King*, read "End of the Adventure – The Ultimate Sacrifice" on page 133. Otherwise, if your party is going to be defeated, read "End of the Adventure – The Dark Side" on page 132 instead. This is not considered an Adventure failure.

Then, you may continue to play the Adventure.











**131**

ASK WHO HE IS



**134**

TRY TO STEAL THE CROWN



**133**

STAB HIM

**130**





## END OF THE ADVENTURE – THE DARK SIDE

*Your knees finally touch the ground as fatigue takes over your body. It doesn't matter how many times you strike the creature, the self-proclaimed Undead King, it simply regenerates, as if nothing had happened.*

**If your party has the “Reunited” Outcome noted on the Story Record, read “End of the Adventure – Together In The Dark” aside. Otherwise, keep reading below:**

*“Do you see now how pointless your efforts are? You can't fight the Darkness. You are weak, and as you are weak as a whole, you shall be bent, consumed, and used as a fighting force for the very one you came here to destroy.”*

*The Awakened King advances toward you and sinks his ethereal hand into your chest. You scream as a dozen frozen daggers pierce your body and organs. “It will soon be over,” you hear the Awakened King's voice now inside your mind. The creature lifts you from the ground and carries your body to the dark pool of ooze in the corner of the room. “You never had a chance. Isn't it sad? It's easier once the Darkness takes over.”*

*The pain in your chest overcomes you and your legs freeze. Looking at them, you realize you are sinking into the dark ooze. Your heart races and you try to move, but it's useless. “There is no escaping now. Join the ranks of my creatures as the first and the strongest and pave the way for the Varatash!”*

*As you are swallowed by the Darkness, the world around you disappears. There is no sound, no pain, nothing to feel. So that is how it ends for you. You don't regret fighting for the Free Folk, to save the people of the Free Islands. Your only regret is not being strong enough to take that foul creature down with you.*

*You only hope, in your heart, that someday, a true hero can set you free from the shackles of despair that now imprison you, giving you a monstrous form as happened to your master before you.*

*Until then, only the urge to consume takes over.*

*The Varatash are coming...*

**Congratulations, the Adventure and your Awakenings Campaign end here!**



## END OF THE ADVENTURE – TOGETHER IN THE DARK

*“Do you see now how fruitless your efforts are?” the Awakened Kings says. “You can't fight the Darkness. Both of you are weak, and you shall be bent, consumed, and used as a fighting force for the very one you came here to destroy.” He looks at Minerva. “Such efforts, only to return to your master. It is a shame you will probably die in the process, being so tired and wounded.” The Awakened King advances toward her. You try to stop him, but an unrelenting force holds your arms and legs as dark tendrils wrap around you.*

*“No!” Minerva shouts as she grabs her sword. “Anything but that!” She strikes the creature, who deflects the blow with a wave of his hand. “Fool!” he mocks. “You never had a chance. Isn't it sad? You know it's easier once the Darkness takes over.” The Awakened King commands the dark ooze in the room, which envelops Minerva's whole body as she screams and tries to get herself free.*

*When she goes silent, the ooze draws back, revealing the wooden creature you fought so hard to free Minerva from. “Ah, my Soul Harvester is back!” the Awakened King rejoices. “You are strong like this indeed. Such a great surprise.” He turns his head towards you. “Now, let's see if your pupil is made of the same material.”*

*Feeling your eyes burn with hate, you manage to break free from the tendrils and strike at the ethereal creature, hellbent on taking him with you if you are going to die. However, just as easily as your master's blow was repelled, your weapon flies from your hand and a freezing pain rips your chest. Looking down, you can see the claws of the Awakened King penetrating your body. “It will soon be over,” you hear the Awakened King's voice now inside your mind. The creature lifts you from the ground and carries your body to the corner of the room.*

*The pain in your chest takes over and you feel your legs freeze. Looking at them, you realize you are sinking into the dark ooze. You try to move, but it's useless. “There is no escaping now. Join your master in my ranks as the strongest of my creatures and pave the way for the Varatash!”*

*As you are swallowed by the Darkness, the world around you disappears. There is no sound, no pain, nothing to feel. So that is how it ends for you. You don't regret fighting for the Free Folk, to save the people of the Free Islands. Your only regret is not being strong enough to take that foul creature down with you. At least, you and your master are together.*

*Now you can feel your minds connected, as the urge to consume fills you both.*

*The Varatash are coming...*

**Congratulations, the Adventure and your Awakenings Campaign end here!**





## END OF THE ADVENTURE – THE ULTIMATE SACRIFICE

Your knees finally touch the ground as fatigue takes your body. It doesn't matter how many times you strike the Awakened King, it simply regenerates.

If your party has the **"Reunited"** Outcome noted on the Story Record, read **"End of the Adventure – The Last Stand"** aside. Otherwise, keep reading below:

*"You can't fight the Darkness. You are weak, and you shall be bent, consumed, and used as a fighting force for the very one you came here to destroy," he says.*

*On your knees, you bow your head to the powerful all-consuming force. The Awakened King approaches you and the world becomes colder. "Finally, you understand. Your master was not as sharp-witted as you are," the creature says in his bone-chilling voice. "She resisted until the end, but no one can resist the power of Darkness, not even me. All are doomed to be slaves to its will." He extends his ethereal hands towards you, summoning the dark ooze from the pit behind him. "Now, bow and serve."*

*No! Fighting may be futile, but resisting is not. You were born free and you sure as all hells intend to die free! You will not turn into one of his damned creatures!*

*You run towards the nearest pillar as a wave of Darkness advances against you. You avoid it, letting the pillar take the hit and crumble with the impact. Three to go. You run to the other side of the room, barely avoiding the second wave, which destroys another pillar. You shout at the creature as you make your way to the third pillar. You still intend to fight and shove your boot in his face once it's over. "Fool! You delay the inevitable!" the Awakened King shouts as the third pillar crumbles.*

*You stand in front of the last pillar. The creature forms a huge wave of Darkness, making the room go almost completely black. You jump when the final blow comes at you, barely avoiding it, at the expense of your right arm and leg, which burn with the hit. You breathe heavily. A boulder falls a few centimeters away from you. The whole temple starts shaking and it collapses over your heads.*

*The Awakened King seems confused. "You were aiming for this?! The Age of Darkness is inevitable! You merely detain it at the expense of your life, you puny mortal!" he curses.*

*No. What you have achieved is your freedom. Damn that creature! Damn the Darkness! You only hope that you will be able to find Minerva again in the afterlife, to finally rest as you both desired.*

**Congratulations, the Adventure and your Awakenings Campaign end here!**



## END OF THE ADVENTURE – THE LAST STAND

*"Do you see now how fruitless your efforts are?" the Awakened Kings says. "You can't fight the darkness. Both of you are weak, and you shall be bent, consumed, and used as a fighting force for the very one you came here to destroy." He looks at Minerva. "It is a shame you will probably die in the process, being so tired and wounded."*

*On her knees, you see Minerva shake with terror in her eyes. "Anything is better than that!" she shouts as she stands up, her eyes fixed on the pillars that hold up the ceiling. The Awakened King approaches you and the world becomes colder. Looking at your master's face, you understand her plan. "You resisted so bravely the first time," the creature says to Minerva in its bone-chilling voice. "But you know no one can resist the power of Darkness, not even me. All are doomed to be slaves to its will." He extends his ethereal hands towards her, summoning the dark ooze from the pit behind him. "Now, bow and serve once more."*

*No! Looking at Minerva's eyes you see that she prefers throwing her life away than turning into one of his creatures again, and you agree. "Now!" she shouts, giving you the sign.*

*Both of you run towards different pillars, as the Awakened King raises a wave of Darkness and commands it against you. Quickly, you avoid it, letting the pillar take the hit and crumble under the impact. At the same time, you hear another one fall at the other end of the room. Minerva screams in pain, and you shout at the creature in front of you to draw its attention. If he thinks he will get Minerva, he is wrong! Another pillar crumbles, drawing the Awakened King's attention. You run for the last one. "Fools! You delay the inevitable!" the creature says as the third pillar crumbles.*

*You stand in front of the last pillar near Minerva. The creature forms a huge wave of Darkness, making the room go almost completely black. Your master looks at you dearly with a smile. "Ready?" she asks. You both jump when the final blow comes, barely avoiding it. On the ground, you breathe heavily. A boulder falls a few centimeters away from you, as the whole temple starts to collapse.*

*The Awakened King is picture of confusion. "You were aiming for this?! The Age of Darkness is inevitable! You merely detain it at the expense of your life, you puny mortals!" he curses.*

*No. What you have achieved, in fact, is freedom. Damn that creature! Damn the Darkness! You are only glad that now you and Minerva will finally rest as you both desired.*

**Congratulations, the Adventure and your Awakenings Campaign end here!**



# Book of Resolutions



- #001 – Ask him to help you get to the ship

You stay true to your purpose and ask the skilled thief to help you get to that last ship. You don't want a share of his loot. "Wait, are you going to the Pristine Swan?" The elf is suspicious for a moment, and so are you. "But of course, of course! I will help you! That is where I'm headed. Together we will have better chances..." He finally consents. Both of you sigh in relief.

Recruit the Follower **Elros, the Assassin** into your party. He is **Feisty** right now.

Then, read the Resolution below:

"Elros, is that you?" Amos emerges from behind you. He has finally caught his breath after the last battle. "By the stars, how nice to see you, comrade! When you disappeared last night, we thought you were the first to be caught, but apparently, you were just doing some regular work..." The elf shrugs before the two hug, sealing their reunion. They were crewmates.

**ENDGAME TRIGGER**

Now, read "End of the Adventure – "Astray Through the Alleys" on page 40.



- #002 – Rebuke the elf for looting a city in danger

Disgusted, you tell the elf that you want nothing to do with the loot, for it is cursed, being the fruit of cowardice. To your surprise, the thief swallows your words harshly and feels small for taking advantage of Eradren's despair. He looks at the loot, but you can see as clear as daylight it does not seem as attractive as it did a moment ago...

The Party Leader writes down the "Valorous Party" Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever a Hero scores a Critical Hit, that Hero may gain their choice of FOCUS 1 or CLEANSE 1.

Then, read the Resolution below:

"Elros, is that you?" Amos emerges from behind you. He has finally caught his breath after the last battle. "By the stars, how nice to see you, comrade! When you disappeared last night, we thought you were the first to be caught, but apparently, you were just doing some regular work..." The elf shrugs before the two hug, sealing their reunion. They were crewmates.

Recruit the Follower **Elros, the Assassin** into your party. He is **Spiritless** right now.

**ENDGAME TRIGGER**

Now, read "End of the Adventure – "Astray Through the Alleys" on page 40.





- **#003– Tell the elf to leave without asking for anything, you don't want trouble either**

You stay true to your purpose and say you don't want anything. Most of all, you do not seek trouble, and for this reason, he should leave immediately. The elf does not retort or think twice. He bows in an ironic gesture of courtesy and leaves. "Who was that?" Amos emerges from behind you. He has finally caught his breath after the last battle. But all he sees is a silhouette disappearing into the night. "Well, it matters not. Let us waste no more time, come on..."

The Party Leader writes down the **"Heroic Resolution" Aura** on their Story Record. As long as they have it (**Auras are removed when you receive a Trauma Cube or another Aura**), whenever a Hero would be Knocked Out by an attack's damage, they may make a Strength (yellow) Skill Challenge of difficulty 13. Each Melee cube they have gives them a +2 bonus to their roll. If they succeed, they drop to 1 Health instead. If they fail, they are Knocked Out as normal.

#### ENDGAME TRIGGER

Now, read **"End of the Adventure – "Astray Through the Alleys"** on page 40.



- **#004 – Require half the loot for safe conduct**

As you know how to seize opportunities, you demand half of his loot for safe conduct. You consider to have made a fair offer under the circumstances. "Well, it is what it is, isn't that right?" he consents and tosses a bag that really seems to have half the booty in your direction. "Now, if you'll excuse me, I don't intend to linger around here... See you around, fellow. It was a pleasure doing business with ya!" the elf says goodbye along with an ironic gesture of courtesy.

Each Hero draws two Chest cards. If a Hero can't keep a card due to their bag limit, they may choose to immediately discard (not use) a Consumable Item that is in their bag in order to create space for the cards they just drew.

Then, read the Resolution below:

"Who was that?" Amos emerges from behind you. He has finally caught his breath after the last battle. But all he sees is a silhouette disappearing into the night. "Well, it matters not. Let us waste no more time, come on..."

#### ENDGAME TRIGGER

Now, read **"End of the Adventure – "Astray Through the Alleys"** on page 40.



- **#005– Require all his loot for safe conduct**

Being aware that you outnumber him, you demand all his loot for safe conduct. "Well, it is what it is, isn't that right?" he consents, albeit annoyed, tossing his bag in your direction. It seems there were plenty of opportunities to claim treasures in the collapsing city... "Now, if you'll excuse me, I don't intend to linger around here... See you around, fellow. After all, what goes around, comes around..." the elf says goodbye along with an ironic gesture of courtesy.

Each Hero draws two Chest cards. If a Hero can't keep a card due to their bag limit, they may choose to immediately discard (not use) a Consumable Item that is in their bag in order to create space for the cards they just drew.

Then, write down the **"Threats or Treats" Outcome** on the Story Record.

"Who was that?" Amos emerges from behind you. He has finally caught his breath after the last battle. But all he sees is a silhouette disappearing into the night. "Well, it matters not. Let us waste no more time, come on..."

#### ENDGAME TRIGGER

Now, read **"End of the Adventure – "Astray Through the Alleys"** on page 40.



- **#006 – Give him the bottle**

As you become aware of the dwarf's dooziness, you realize that he would be much more of a nuisance if he came between you and the monstrous creatures, so you kindly grant his request. "I knew I could count on you, mate! Cheers! May your mug always be full!" he says, sounding extremely happy, "And now, let's party, cuz I can't be late!" he roars as he rearms himself.

First, recruit the Follower **Vorn, the Warrior** into your party. He is **Fueled** right now.

Next, write down the **"Drinking Pal" Outcome** on the Story Record.

#### ENDGAME TRIGGER

When the last Monster is defeated, read **"End of the Adventure – Not a Moment of Peace"** on page 40.

Then, you may continue to play the Adventure.



- **#007 – Drink from the bottle**

You think to yourself: if it's all going down, you might as well take a sip while you can. The dense, hot liquid goes down your throat as if it were a sip of dragonfire. Your eyes tear up instantly as you cough and try to breathe. The dwarf, however, looks at you unbelievably offended. "Oy! Bit rude taking that whole bottle to yourself, innit?" he snarls as he falls back, drunk as a skunk. The scene would have been funny if it weren't for the tragedy of leaving him alone at the mercy of his enemies.

First, the Party Leader writes down the **"Dragon's Breath"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever they take a Recall Action, they belch fire breath, taking an additional Curse Cube (to a total of two) and choosing an area (blue square) within Range 1 to inflict BURN 4 on each Character in it. Each of the other Heroes who was not caught by the fire finds this hilarious, and receives an INSPIRATION token.

**ENDGAME TRIGGER**

When the last monster is defeated, read **"End of the Adventure – Not a Moment of Peace"** on page 40.

Then, you may continue to play the Adventure.



- **#008 – Promise to get it if he helps you fight that huge creature**

As you notice how the dwarf is eager for a drink, you decide to haggle. You tell him to fight first, then you both can have a drink and celebrate with his delightful bearded girl. He looks at you as he thinks, then shrugs. "If only I knew where she is... Tsc! Alright, but I'll tell you no forge works with no fuel." To your surprise, convincing the dwarf turns out to be an easier task than you anticipated. Perhaps the dwarves' stubbornness serves a purpose after all.

First, recruit the Follower **Vorn, the Warrior** to your party. He is **Dry** right now.

Next, the Party Leader takes the **Dragon's Breath** card from the Adventure deck.

Also, write down the **"Drinking Pal"** Outcome on the Story Record.

**ENDGAME TRIGGER**

When the last monster is defeated, read **"End of the Adventure – Not a Moment of Peace"** on page 40.

Then, you may continue to play the Adventure.



- **#009 – Tell him there are no more drinks**

You are concerned about the dwarf fighting in such a condition, so you lie to him and say there is no more booze left. One moment too late you are reminded of dwarven stubbornness, especially regarding drinks. "Nooo!" he shouts, "No, no, no! There must be something around 'ere," the dwarf says, scouring the floor for more booze. The scene would have been funny if it weren't for the tragedy of leaving him alone at the mercy of his enemies.

First, the Party Leader writes down the **"Prohibition"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), each Hero can, once per turn, take a Curse Cube to reroll a d20 they just rolled and disliked the result.

Next, write down the **"Drinking Pal"** Outcome on the Story Record.

**ENDGAME TRIGGER**

When the last Monster is defeated, read **"End of the Adventure – Not a Moment of Peace"** on page 40.

Then, you may continue to play the Adventure.



- **#010 – Demand that he stop this nonsense and run**

"By Lakin's beard, did I hear you right!?" the dwarf retorts as if the greatest offense has been brought against him. "You're really telling a dwarf to shut up; drop the drink and run away from a fight!? I don't know which innkeeper taught ya to be a bartender but you're doing a terrible job aren't ya? But, all right, all right, I don't stay where I'm not welcome..." Unlikely as it seems, he answers your plea and drops his fighting and/or arguing stance as he looks for a back exit. The scene would have been funny if it weren't for the tragedy of leaving him alone at the mercy of his enemies.

First, the Party Leader writes down the **"Heroic Resolution"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever a Hero would be Knocked Out by an attack's damage, they may make a Strength (yellow) Skill Challenge of difficulty 13. Each Melee cube they have gives them a +2 bonus to their roll. If they succeed, they drop to 1 Health instead. If they fail, they are Knocked Out as normal.

**ENDGAME TRIGGER**

When the last monster is defeated, read **"End of the Adventure – Not a Moment of Peace"** on page 40.

Then, you may continue to play the Adventure.





- **#011 – You try to drink the Dragon Breath, but Vorn has his eyes on you**

“Oy! What do you think you’re doing?” Vorn shouts as soon as you uncork the bottle, imagining that he was distracted. “Pass me that! I no longer trust ya to keep my treasure safe,” the dwarf runs towards you to claim the prize he was promised, not even paying the slightest attention to the fact that the world is falling apart. “Now, let’s get back to business, shall we?” the dwarf concludes, taking a long, satisfying swig afterward.

First, if your party has the **“Drinking Pal”** Outcome noted on the Story Record, erase it.

Next, if **Vorn, the Warrior** is **Fueled**, flip his card over to its **Dry** side.

Then, you may continue to play the Adventure.



- **#012 – You drink the Dragon Breath**

You think to yourself: if it’s all going down, you might as well take a sip while you can. The dense, hot liquid goes down your throat as if it were a sip of dragonfire. Your eyes tear up instantly as you cough and try to breathe. By the stars, you have never had a drink like this before... How did something so exquisite like a rare drink ended up in such a boring place as this?

Write down the **“Dragon’s Breath”** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever you take a Recall Action, you belch fire breath, taking an additional Curse Cube and choosing an area (blue square) within Range 1 to inflict BURN 4 on each Character within it. Each of the other Heroes who was not caught by the fire finds this hilarious, and receives an INSPIRATION token.

Then, you may continue to play the Adventure.



- **#013 – You deliver the promised treasure to the dwarf**

As you become aware of the dwarf’s dozziness, you realize that he would be much more of a nuisance if he came between you and the monstrous creatures, so you kindly grant his request. “I knew I could count on you, mate! Cheers! May your mug always be full!” he says, sounding extremely happy. “Now, since you kept true to your word and gave me the last booze in this forsaken place, I will honor you as a brother in arms!” he continues, handing you his family badge.

Take the **Token of Friendship** card from the Adventure deck.

Then, you may continue to play the Adventure.



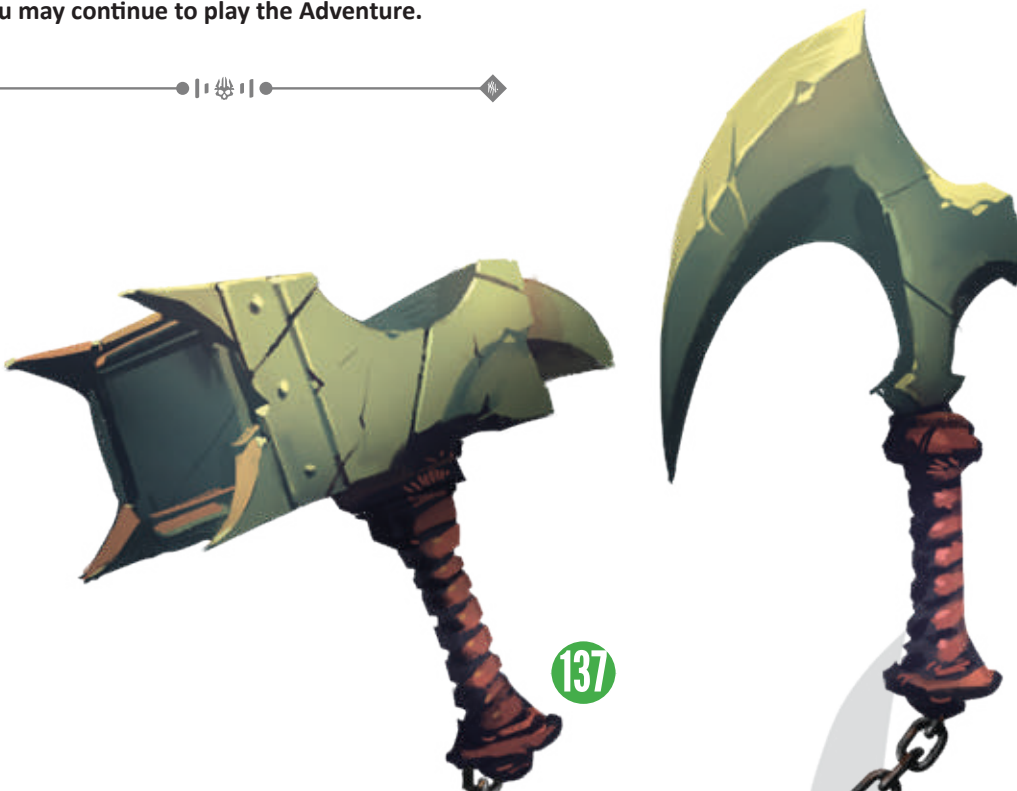
- **#014 – Offer to fight in exchange for a reward**

Realizing the gravity of the situation, you take the opportunity to ask for a reward in exchange for the help you would give anyway. “Being alive to walk on this Earth another day isn’t enough for you?” the man answers your request with outrage. “Mercenaries... You don’t give up your payment even when your own life is at stake, right? Well then, I don’t have anything valuable with me, but I’m sure Captain Vincent will have something worthy of your services on the Pristine Swan. I give you my word.”

First, you gain FOCUS 2.

Next, write down the **“Promised Reward”** Outcome on your Campaign Log.

Then, you may continue to play the Adventure.



- **#015 – Ask how you can help with the evacuation**

Aiming to act effectively, you try to create with the soldier a plan of action so you can win this battle. “So, are you the type that follows rules and works well with others? Very well, I like that!” the man thanks you for your attitude in his own way. “I need to direct the survivors that get to the square, and because of that I can’t check the houses. If you could take a look for me; the people of this town have the bad habit of hiding in the strangest places,” he suggests, pointing to the manors.

First, for each **Eradren Surprises** Special Event card your party has drawn during this Adventure, a Hero of your choice gains FOCUS 2. You can Choose different Heroes each time.

Next, write down the “**Search Party**” Status on the Story Record. As long as your party has it (*Statuses are removed during the Camp Phase*), whenever a Hero in your party draws an **Eradren Surprises** Special Event card, that Hero gains FOCUS 2.

Then, you may continue to play the Adventure.



- **#016 – Ask him to go; you can take care of the people**

Overwhelmed by a selfless impulse, you tell the soldier to retreat because you will keep the perimeter safe all by yourself. “What? Are you suggesting that Sergeant Bach Carter retreat? Don’t you see that Eradren cries out for my help? I’m not moving, it’s out of the question!” he retorts, annoyed, as if your suggestion was offensive.

**Make a Wisdom (blue) Skill Challenge of Difficulty 13.** Each Wisdom cube you have grants a +2 bonus to your roll. If you follow the **Path of Devotion** or the **Path of Strength**, this Challenge is successful without the need to roll.

**FAILURE:** ...and winning over the man’s conviction proves to be an impossible task. “Forget about it! We can’t afford to lose my sword right now. We either get out of this together, or we don’t get out all.” he retorts, putting an end to the subject, even if it was too late: Your quarrel distracted you long enough you didn’t notice a new wave of creatures approaching.

First, you gain FOCUS 2.

Summon the following **Monster Battalion** near a **Pile of Runes** (a **Pile of Runes** is still a **Pile of Runes** as long as it has at least one **Rune** in it) on the board of the **Party Leader's** choice:

1-2 Players – 1 **White Monster** – **Fighter**

3-4 Players – 2 **White Monster** – **Fighters**

5 Players – 3 **White Monster** – **Fighters**

**HINT:** NEAR means within **Range 1** of that point, with each summoned **Character** occupying an empty area (blue square), if possible. You will find more details about this on page 45.

Next, remove this **Interaction token** from the board. Also, if this was the first time a **Hero** interacted with this scene during this Adventure, you gain FOCUS 2.

Then, after you have resolved this summoning, you may continue to play the Adventure.

**SUCCESS:** However, you were speaking with the certainty of someone who had the situation under control. “I’ll do what you ask, but you are in for it if you don’t board that ship! I’ll kill you. I will kill you!” the soldier urges, promising to kill you a second time if you don’t get out of this mess alive. “Here. At least take this. You’ll need it more than me,” he hands you the banner he was brandishing ferociously.

First, take the **Hippocampus Banner** card from the Adventure deck.

Next, remove this **Interaction token** from the board. Also, if this was the first time a **Hero** interacted with this scene during this Adventure, you gain FOCUS 2.

Then, you may continue to play the Adventure.





- **#017 – Ask him to give you some spare equipment**

Noticing the pile of things that lies next to the soldier, you ask him if by chance he has something he could dispose of. “Of course! Why do you think I would take the trouble of bringing an equipment cart if it wasn’t to arm our people?” the man answers, taking a look at his loot. “Here, take the harpoon. I swear it is more dangerous than it looks.” He gives you the weapon along with a warning, which makes you wary.

Take the **Black Harpoon** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#018 – Ask him who is this Captain Vincent**

Intrigued by this figure with the peculiar name, you ask the soldier who is this Captain. “Do you not know of the King of Everedge? Oh my, these tourists...” the man digresses before getting to the point: “He is a pirate from the Tubes Sea, but he doesn’t take payment from any king. He does what he does for the good of his people. He upholds good business practices and is always willing to help when things go south,” he finishes, with the love and excitement only a true supporter would have.

You gain FOCUS 2.

Then, you may continue to play the Adventure. This Interaction does not reduce the Interaction token.



- **#019 – The Quartermaster needs space**

You look for the soldier who was shouting agitated for backup, in time to see him turn his back on you. “By my mother’s beard, the furniture is alive! Who was the one with the stupid idea of building a pagan effigy!?” The man is startled, incredulous at what he has seen. “I have no idea how this thing came to life, but the survivors have boarded and we are ready to go! Come on, get out of there!” He begs for the last time. Little did he know that there was nothing you wanted more than to obey his command, but this was not in the plans of the reanimated monster..

Remove the **"Solemn Quartermaster"** Interaction Token from the board.

Then, return to **"Cutscene – Time for the Harvest"** on page 44 and carry on with its next instructions.



- **#020 – Ask her to join you in the fight**

Christi’s concern is noble, but perhaps she is underestimating your help. Presenting the argument that you’ll be more likely to find the scared cats and defeat the monsters if you work together, you ask the adventurer to join you in the fight. “Well, you do have a point. In any case, it isn’t as if I was having a run of good luck. Can you believe I came here to spend my vacation? Vacation!” the warrior replies, outraged. Little did she know you know exactly how she feels.

If there are any Piles of Runes on the board, you may remove one of them. If you do, each Hero gains FOCUS 2. Otherwise, if there are none, or you choose not to, write down the **"Christi’s Aid"** Status on the Story Record. As long as your party has it (*Statuses are removed during the Camp Phase*), whenever a Hero in your party takes a Recall Action, that Hero gains an Inspiration token.

Then, you may continue to play the Adventure.



- **#021 – Tell her you’ll help her look for her kittens**

Sympathizing with Christi’s concern, you make a deal with the warrior and promise to look for her cats if she manages to hold the perimeter. However, the woman’s fate is uncertain once the Pristine Swan sets sail. “Don’t worry about me. I can get on board in the blink of an eye. My only problem is finding my kittens. If you can help me with that, you’ll get a fat reward along with my gratitude,” she explains, returning her attention to the fight.

First, you gain FOCUS 2.

Next, replace back the **Relentless Raid** Special Mechanic card with the **Dreadful Raid** Special Mechanic card with its face A up.

Next, write down the **"Counting Kittens"** Outcome on the Story Record.

Finally, you may continue to play the Adventure.



- **#022 – Tell her she can go look for her cats, you can take care of the monsters**

Sympathizing with Christi's concern, you make a deal with the warrior and promise to hold the perimeter so she can go looking for her cats. "Oh, would you really do that? Thank you so much! Hold tight, I promise I won't be long. We can meet at the Pristine Swan." The warrior thanks you and says goodbye. In retrospect, perhaps it wasn't such a good idea to handle another monster bottleneck by yourself. However, what could you do? You have a soft spot for lost kittens.

First, write down the **"Kitten Chaser"** Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever you Expend 1 AC to take an additional Move Action (this does not include any Agility Skills or your Free Move Action), you gain FOCUS 2.

Next, if any Hero has any **Christi's Kitten** Adventure Items, they must discard all of them. For each card they discard in this way, they gain FOCUS 2 or CLEANSE 2.

Then, write down the **"Counting Kittens"** and the **"Full House"** Outcomes on the Story Record.

Finally, you may continue to play the Adventure.



- **#023 – Ask her to give you some spare equipment**

Impressed by how Christi is able to control a bottleneck by herself, you imagine she must be well-equipped, and you ask whether she would have anything she can give you. "Seriously? Is that the only thing you mercenaries think about? Well, the only valuable thing I have is the artifact I'll use to leave here, and I can't share that. But inside the tavern, there are some things I didn't have the time to take a look at. You can have them."

First, write down the **"Gold Digger"** Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever you search a Chest or grab a Loot, you draw the top two cards of the Chest deck, choose one of them to keep, and discard the other instead of just drawing the top card.

Next, place Loot tokens in the spaces shown in the Setup below:



Then, you may continue to play the Adventure.



- **#024 – Heal him**

As you observe the man's unfortunate condition, his tiredness and wounds, you decide to help him fulfill his noble cause. As his wounds close, he seems to be much better and his eyes sparkle. "Thank you, my friend. With this, I can take anything that comes my way. Leave now and carry the fire of Eradren with you!" The man hands you a worn out lamp with a strong flame inside and runs towards the tavern you just left. You feel your own courage faintly come back to you after witnessing how selflessly the constable runs towards inescapable danger, just to save his people.

Take the **Eradren's Lamp** card from the Adventure Deck.

Then, you may continue to play the Adventure.



- **#025 – Say you want to help**

Against your better judgment and all your survival instincts, you tell the constable that you want to help him. You are not sure what motivates you at this point, nor do you have the time to care. Amos, behind you, protests: "We can't stop here! We must get to the pier!"

The constable looks at the messenger and smiles exhaustedly.

"If you want to help me, take this. It's the key to my trunk," the man says, pointing to a nearby hovel. "Through that hovel you will reach my home. If you go over there, you will get to the pier in no time. Clear the way for me so I can get back," he explains. "If possible, please take what's in my trunk with you. It's a precious heirloom, and I prefer you take it than these monstrosities touch it." The constable hands you the key and runs towards the huge creature that was following you. A moment too late, you realize what he's done.

First, you gain FOCUS 2.

Next, write down the **"Heirloom"** Status on the Story Record.

Then, you may continue to play the Adventure.





- **#026 – Tell him to leave**

*You urge the man to escape. No matter how strong he is, there is no fighting that thing. The man looks into your eyes and realizes the truth. You hear another roar, followed by what you judge is the sound of another house collapsing. The constable looks down for a second and then shakes his head "No. I have to save everyone I can," he says. "Please, do me a favor: Find my dearest friend, Jaheen, in Daren, and give him this." The man hands you a sturdy but worn-out iron ring. "Tell him, we will be seeing each other again."*

First, take the **Fighter's Ring** card from the Adventure deck. You must use its **Front** side until the end of the Campaign unless an effect states otherwise.

Next, write down the **"Farewell"** Outcome on the Story Record.

Then, you may continue to play the Adventure.



- **#027 – Ask for help barricading the alleys**

*You ask the constable to help barricade the alley, informing him of the swarm and the giant monstrosity coming after you. "Right," says the man, as he looks around. He points to a pile of heavy crates and says: "If we can move those, we can slow these creatures down. Help me!"*

Make a **Strength (yellow) Skill Challenge** of **Difficulty 13**. Each **Melee** cube you have gives you a **+2** bonus to your roll. If you follow the **Path of Strength**, this Challenge is successful without the need to roll.

**FAILURE:** *You try your best to move the crates, but your legs tremble and your arms seem to have lost their strength. You keep trying until you hear the steps of the giant creature getting closer. You have wasted precious time!*

First, you gain **FOCUS 2**.

Next, draw a Rune and Advance the **Soul Harvester** as if you had activated the **Harvester's Hunt** Rune card face A (this is a special activation, it does not move the marker to the end of the Initiative Track).

Then, you may continue to play the Adventure.

**SUCCESS:** *You put all your effort into moving those crates, as you believe your survival depends on it. With the help of the constable, you make a rather tall wall of crates that hopefully will slow down your pursuers. Amos scoffs: "That won't even delay them, you fools." This job had better be well paid, because he's making you regret your decision.*

First, you gain **FOCUS 2**.

Next, place **1 Time Token** on top of the **Harvester's Hunt** Rune card. The next time the Initiative Marker reaches it, remove this token instead of activating it (you don't have to draw any Runes or flip the card).

Then, you may continue to play the Adventure.



- **#028 – Hide and watch**

*Despite feeling that you should help the man, you hear Amos' words with a slight relief. You hide under a broken wagon to watch what is happening. You can't risk the safety of Amos after all, or you won't get paid. You notice the Chamberlain doesn't take his eyes off you. "Move, stupid creature!" Amos hisses in a whisper of frustration, while the monsters close in on the Chamberlain. As if the holy man heard Amos' words, he suddenly turns his back to the beasts and runs towards Eradren's Best, with the creatures in pursuit.*

First, you gain **FOCUS 2 AND STEALTH**.

Next, write down the **"Watcher"** Outcome on the Story Record.

Then, you may continue to play the Adventure.



- **#029 – Draw the monsters' attention**

*Even though you are sure that this might not be a good idea, you breath deeply and shout at the creatures: "You bastards, come get me! I'm dying to cut your heads off!" The creatures seem not to notice you at first, but finally, they slowly turn their heads and you see the green glow in their eyes as they move towards you. The Chamberlain takes the chance and runs. "Thank you... brother. My life for you!" he yells. Ironically, it's you who sacrificed your life for him.*

First, you gain **SHIELD 4**.

Next, write down the **"Lone Wolf"** Aura on your Campaign Log. As long as you have it (**Auras are removed when you receive a Trauma Cube or another Aura**), while no other ally is adjacent to you (**Heroes, Comrades, and Pets are allies**), whenever you take an **Interrupt (⚡)** or a **Reaction (⚡)** against an attack or threat generated by a **Monster**, the attacking monster takes **2 non-preventable DMG**.

Then, you may continue to play the Adventure.



• #030 – Try to save the Chamberlain

Too troubled to let the Chamberlain fend for himself, you quickly move from where you stand, taking advantage of the creatures facing the opposite direction. If you make the most of your movement, you can lead the man to safety. "Don't...!" you hear Amos say behind you

**Make an Agility (green) Skill Challenge of Difficulty 14.** Each Agility cube you have grants a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is successful without the need to roll.

**FAILURE:** Without thinking twice, you run towards the Chamberlain, throwing yourself against him to trying to make him run. Unfortunately, you slip on the wet cobblestones and you fall on top of him. The fall takes both of you to the ground. You hear the loud hiss with which the creatures respond. Looking up, prepared to die, you see that both creatures have left! The Chamberlain rises silently. He looks at Amos, and with a quick bow of his head, and not so much as a word, he leaves. "He has important affairs to attend to," says Amos, looking at your confused expression, "and so do we."

You gain FOCUS 2 and suffer BLEED 2.

Then, you may continue to play the Adventure.

**SUCCESS:** Without thinking twice, you run towards the Chamberlain, throwing yourself against him. You manage to push him out of the creatures' reach, but he staggers, looking from you to Amos, confused. "Fool!" you hear Amos yell, "There are important affairs to attend to!" You can't think that anything could be more important, for someone in the Doctrine, than saving the head assistant of the High Priest, but you don't have much time to wonder. You prepare to face the creatures in front of you as the Chamberlain flees.

Write down the **"Inspired"** Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), once per turn and only during your turn, you may reroll a d20 you just rolled if you disliked the result.

Then, you may continue to play the Adventure.



• #031 – Try to attack the creatures

Promptly, you run towards the monsters surrounding the Chamberlain. As you get closer, you realize that while the man appears ready to fight, he seems frozen in place and his eyes are fixed on Amos. Eagerly, you aim for one of the creature's vital points, determined to end its life. If you can take one of them by surprise, the second will be easy.

**Make a Strength (yellow) Skill Challenge of Difficulty 14.** Each Melee cube you have grants a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is successful without the need to roll.

**FAILURE:** Despite aiming for the creature's soft spot, your blow hits its armor with a loud clunk. Hurt, but definitely not dead, the monster turns all its attention to you—its bloodlust is palpable. "Run, you fool! Don't you have places to be!" you hear Amos yell, spurring the High Priest's assistant to run.

First, you gain FOCUS 2.

Next, Summon 1 WM – Fighter and 1 GM – Rookie adjacent to this Interaction Token with only 6 Health each.

Then, you may continue to play the Adventure.

**SUCCESS:** You hit the creature with a swift attack to the neck—The monster was too focused on the Chamberlain to notice the blow coming. You see the green light leave its eyes and the holy man's shocked face. The second creature turns slowly to you, and suddenly takes a fighting stance, noticing you for the first time. "You don't have time for this!" Amos yells, frustrated. As the creature advances towards you, the Chamberlain runs, leaving you behind. Those are the men of the Doctrine for you.

Write down the **"Throat Slitter"** Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever you deliver a Killing Blow: you gain FOCUS 1. This effect can trigger only once per turn.

Then, you may continue to play the Adventure.





- **#032 – Ask about Minerva**

If your party has the **“Dark Past”** Status noted on the Story Record, go to Resolution #041. Otherwise, if your party does not have it, read the following Resolution:

*Unable to get King’s words out of your mind, you ask if he knew Minerva, your master; whether he sailed with her. King looks into your eyes in silence and a sad smile comes to his lips. “I thought your ways reminded me of her,” he says, finally, seeming more tired than before. “I’ve sailed with her, yes. I’m certain the commission you say she accepted was the same one. We sailed for the Church of the Setting Sun a year ago.” You feel your chest tighten. “She was the greatest companion I ever had, and she was always worried about her apprentice, haha!” says the Captain, laughing with sadness in his face. “It is good to see that you are alive and well. We will have time to talk about her soon, over a bottle of rum I hope!”*

First, write down the **“Acquainted”** Status on the Story Record.

Finally, you must choose another Resolution and proceed to it.



- **#033 – Ask about the relics**

If your party has the **“Selfless”** Outcome noted on the Story Record, go to Resolution #038. Otherwise, if your party does not have it, read the following Resolution:

*Curious about the relics the Captain mentioned, you ask about them and what the Church needs them for. “I don’t care what the scholars say. Heed my words: This is an old world, which our knowledge can’t even grasp. There are countless relics on these islands, and you could spend a lifetime searching for all of them. I like to spend my free time searching for them. Some are harmless and can fetch a good price. My master taught me that,” King says, pointing to a portrait on the wall, “Admiral Lucannor. He made his life that way. Before sailing into the Deep Sea, he left me a parting gift. A map to a relic inside a sunken temple. It’s yours if you want it, we Free Folk never flirt with the Cold Below.”*

First, each Hero gains FOCUS 2.

Then, write down the **“Sunken Relic”** Status on the Story Record.

Finally, read **“Cutscene – Man Your Battle Stations”** on page 66.



- **#034 – Ask for payment up front**

If your party has the **“Selfish”** Outcome noted on the Story Record, go to Resolution #039. Otherwise, if your party does not have it, read the following Resolution:

*Looking at your own gear, you feel ill-equipped for the occasion. You tell the Captain you are going to help them, but you would like your payment up front so you can equip yourself properly. King smacks his lips and takes a brooch from his own cloak. “Here. It is worth more than most things I have here and it will protect you.”*

First, take the **Captain’s Brooch** card from the Adventure Deck.

Then, read **“Cutscene – Man Your Battle Stations”** on page 66.



- **#035 – Pry into the Captain’s notes**

*You look at the notes and although you can understand the language, the phrases don’t seem to make sense. “You are curious, just like her,” you hear King say and you step back, startled. “Hahah! I saw you were interested in these,” he says, taking the notes and handing them to you. “It’s my own manual for battling aboard a ship. I taught this to her. The code for deciphering the message is on the back.” Changing the words according to the instructions, you can finally make sense of the message: It is a training guide for using the motion of the sea to your advantage.*

Write down the **“Sea Fighter”** Status on the Story Record. As long as your party has it (**Statuses are removed during the next Camp Phase**), at the end of the Rune turn, after the Rune card effects are resolved, each Hero may take a SIDESTEP. A SIDESTEP is a MOVE 1 effect that is not affected by any movement bonuses or penalties you might have. In addition, it can be taken even if you are SLOWED or KNOCKED DOWN, however, these Conditions are not removed.

Then, read **“Cutscene – Man Your Battle Stations”** on page 66.



- #036 – Ask about Amos

If your party has the **“Watcher”** Outcome noted on the Story Record, go to Resolution #040. Otherwise, if your party does not have it, read the following Resolution:

*Noticing the absence of the clergyman, you inquire of King the whereabouts of Amos. On a ship, he couldn't be too far. “He is resting at present,” the Captain answers with a preoccupied expression in his eyes. “He wasn't feeling too well I'm afraid. I guess the shock of Eradren's attack after everything else he had to go through finally took its toll on him. You had no way of knowing this, but I was on an expedition with Amos 20 years ago, under my master, Luccanor. I have never heard from any members of that team since then,” adds King with a somber face. “I can't even imagine how he survived... and now to come back here again!”*

First, write down the **“Dark Past”** Status on the Story Record.

Then, if your party does not have the **“Acquainted”** Status noted on the Story Record, you must choose another Resolution and proceed to it. Otherwise, if your party has this Status, this Interaction is Resolved and you must read **“Cutscene – Man Your Battle Stations”** on page 66.



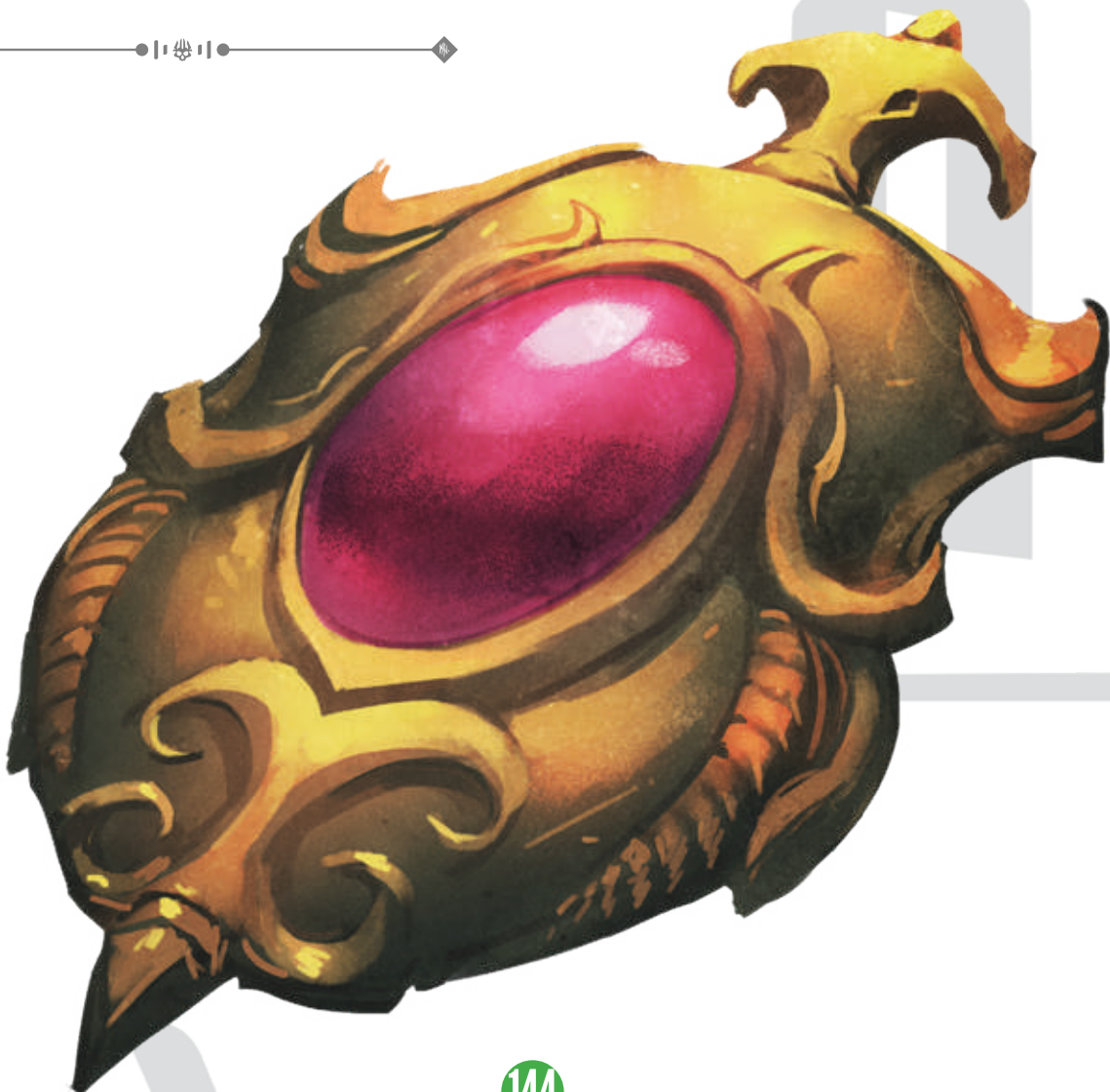
- #037 – Steal the Captain's map

If your party has the **“Acquainted”** Status noted on the Story Record, go to Resolution #042. Otherwise, if your party does not have it, read the following Resolution:

*Among the countless papers and books on the Captain's table, you notice a map of one particularly small island with a few writings in the corner. You can only imagine your luck if you manage to put your hands on Captain Vincent's treasure. Taking advantage of a momentary distraction of the Captain, you take the map.*

First, write down the **“The X Mark the Spot”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero delivers the killing blow through a Critical Hit, the defeated Monster drops a Loot token on its space.

Then, read **“Cutscene – Man Your Battle Stations”** on page 66.





- **#038 – Ask about the relics**

Wondering what the Church would want with relics, you ask the Captain, who smiles at your question. “A good question that only a selfless person would think of asking. The only thing I know is that these scholars mess with powers they don’t comprehend. This isn’t Daren; we sail over the carcass of an old world, of which we know nothing about.” King stays silent for a moment before walking around the table to your side. “Take this, for example,” he says, showing you a ceramic bottle. “We call it Salamander’s Sweat. Here. Let me dab it on your steel.” As soon as the thick oil touches your weapon, an acrid smell rises into the air along with a heat wave, as if you were holding a torch.

First, write down the **“Salamander's Sweat”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero rolls 16+ during an attack with a ✂ or they cast a ✨: the attack gains BURN 2.

Then, read **“Cutscene – Man Your Battle Stations”** on page 66.



- **#039 – Ask for payment up front**

Following your natural instincts, which have kept you alive and well-paid until now, you decide the quest ahead might be too dangerous and your companions not too trustworthy. You tell the Captain that your help is duly hired, but you prefer your payment up front. The man looks at you and laughs, “Business is business, right?! I heard my quartermaster say that you were a selfish bastard that didn’t want to help the people of Eradren, even when cooperating with others would’ve been beneficial to you. Alright, then,” he says, still laughing while rummaging through a few boxes to the side. “Found it. Take this,” he adds, handing you a saber. “This is a relic my master found, though it wasn’t useful to any of us. You can have it as ‘upfront payment.’”

First, take the **Rancor Blade** card from the Adventure Deck.

Then, read **“Cutscene – Man Your Battle Stations”** on page 66.



- **#040 – Ask about Amos**

Taking advantage of the absence of the loony clergyman, you ask King about the man and tell him of your encounter with the Chamberlain. The Captain raises an eyebrow and turns his face away. “Did he use the word Chamberlain? That’s strange. What would the High Priest’s assistant be doing in Eradren and... hum.” King stays silent for a moment, lost in thought, until you both hear shouting outside once again. The Captain snaps back and looks at you with a fake smile. “Thank you for your concern for his well-being. As soon as we have news on his condition, I will let you know.” You doubt there will be any improvement in his mental condition, but you don’t feel it is a major concern anyway.

First, write down the **“Suspicious”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), whenever a Hero Search a Chest, they draw an additional card, choose one of those cards to keep, and put the other on the bottom of the Chest deck.

Finally, read **“Cutscene – Man Your Battle Stations”** on page 66.



- **#041 – Ask about Minerva**

King looks at you fondly. “You are her apprentice, aren’t you? You have something about you that resembles her, including her tenacity!” he laughs sadly. “Minerva was on an expedition with me by order of the Church of the Setting Sun, under some scholar. They were searching for the same temple that my master Luccanor went to with Amos some 20 years before. These people from the Church never learn to leave the old world’s relics behind. There are many more dangers hiding there. We know, because the Nargians and the Gorgons know to fear it. These scholars doomed two expeditions, I...” King takes a deep breath. You can feel his sadness and it fills you with hate. Damn the Church of the Setting Sun! You clench your fists, feeling the anger take over your body.

First, write down the **“Turn Around”** Status on the Story Record. As long as your party has it (*Statuses are removed during the next Camp Phase*), any ✂ bonus to HIT your Attacks would have or receive becomes DMG bonus instead. Example: Vorn's Arching Swing reads: “CLEAVE 2, +3 HIT”; therefore, it becomes: “CLEAVE 2, +0 HIT, +3 DMG”. Any HIT bonus your Hero has from Equipment, Class Abilities, or Special Effects also turns into bonus damage.

Then, read **“Cutscene – Man Your Battle Stations”** on page 66.



- **#042 – Steal the Captain’s map**

You get closer to the table, just waiting for a moment of distraction to pocket the map. While you are at it, however, he sees you and follows your gaze. “Ah, that relic.” King takes one of the maps, but not the one you were eyeing. “Minerva thought them all cursed, hahah! That map was hers and so was this.” The Captain grabs a page with the worst handwriting you’ve ever seen: Minerva’s. Your heart skips a beat as he hands you both pieces of paper. “I guess she would’ve liked you to have these. Keep them safe. You can read them after we greet our guests.”

First, each Hero gains FOCUS 2.

Then, write down the “**Minerva’s Diary**” Outcome on the Story Record. Finally, read “**Cutscene – Man Your Battle Stations**” on page 66.



- **#043 – Ask what she is doing on the enemy vessel**

You find it odd that the elf is all alone on that ship fighting so many creatures and you ask her reasons. Between one attack and the next, she tells you: “I came here looking for my sister. This vessel is from Angralan, but somehow it is all twisted now. I’ll find my sister and take her back home!”

First, write down the “**Sisters Bond**” Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever other Hero within Range 1 would suffer damage or receive a Curse Cube, you may suffer that damage or receive that Curse Cube on their place. If you do, you feel rewarded and gain an INSPIRATION token.

Then, you may continue to play the Adventure.



- **#044 – Ask her to help you seize the corrupted vessel**

The elf looks at you with a quirky smile. “I must tell you that I was having a bit of fun in this mayhem, unleashing my fury on these creatures, but I guess it is about time to finish this. Alright, you have my assistance, now step aside or you’ll get hurt,” she says, brandishing her staff and drawing magical energy into her hand. It seems you got more than you expected...

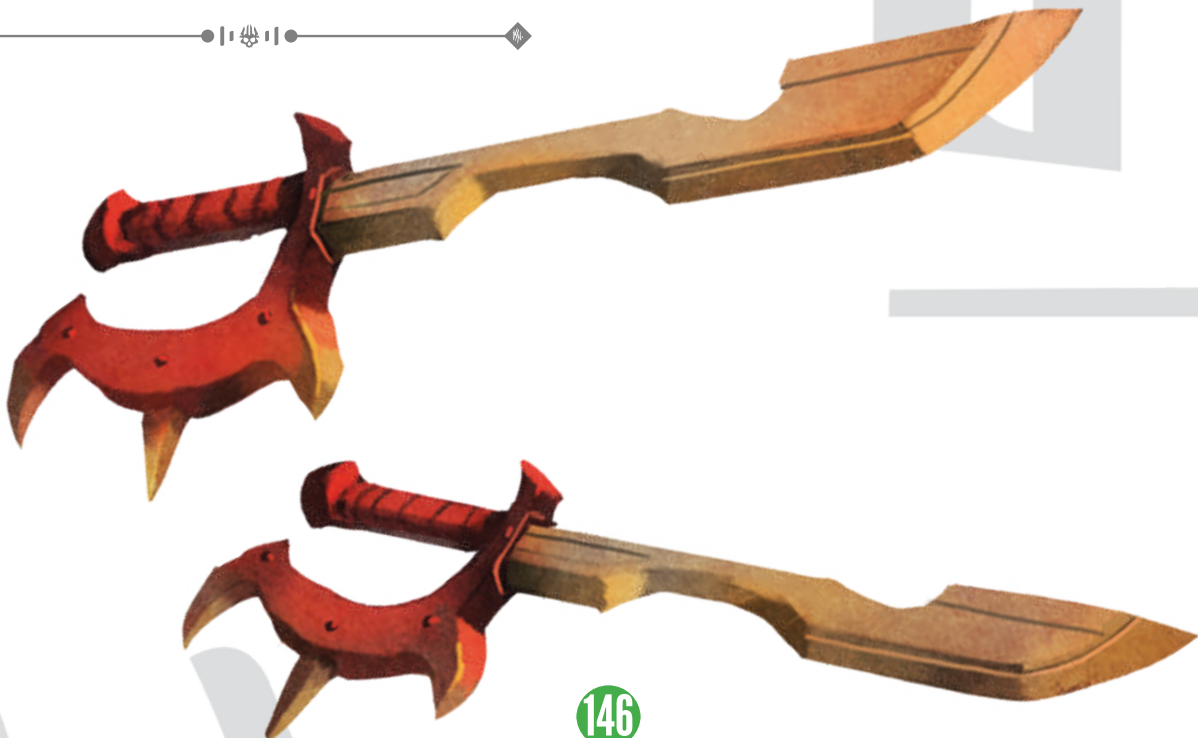
Replace this Interaction token with the Follower **Lorelai, the Mage**, recruiting her into your party. She is **Obstinate** now.

Then, if this Interaction token had only 1 charge or there are no Small Monsters aboard the Corrupted Vessel, nothing special happens and your Interaction is resolved. Otherwise, if the Interaction token still had 2 charges and there are Small Monsters aboard the Corrupted Vessel, (only if both criteria are fulfilled), carry on with the Resolution below:

The mage crosses her arms in front of her body and words you’ve never heard before fill the air in a cold and beautiful voice. Before you can ask or say anything, she disappears, just as lightning strikes the corrupted vessel. Looking to the source of the sound, you see the elf standing there while static electricity crackles around the place where one of the creatures was just moments before.

Now, SWAP Lorelai with a Small Monster aboard the Corrupted Vessel and remove it from the board. Also, flip Lorelai’s Follower card: She is **Exhausted** now.

Finally, you may continue to play the Adventure.





- **#045 – Ask her to help you protect the Pristine Swan**

The elf looks at you with a quirky smile. “I must tell you that I was having a bit of fun in this mayhem, unleashing my fury on these creatures, but I guess it is about time to finish this. Alright, you have my assistance, now step aside or you’ll get hurt,” she says, brandishing her staff and drawing magical energy into her hand. It seems you got more than you expected...

First, replace this Interaction token with the Follower **Lorelai, the Mage**, recruiting her into your party. She is **Lively** now.

Next, if this Interaction token had only 1 charge or there are no Small Monsters aboard the Pristine Swan, this is all that happens and you may continue to play the Adventure. Otherwise, if the Interaction token still had 2 charges and there are Small Monsters aboard the Pristine Swan, (*only if both criteria are fulfilled*), carry on with the Resolution below:

The mage crosses her arms in front of her body and words you’ve never heard before fill the air in a cold and beautiful voice. Before you can ask or say anything, Lorelai jumps forward, creating a mighty gale that carries her directly to the Pristine Swan, where she lands in a whirlwind. One of the poor creatures caught in her wake is sent flying and disappears into the water. What a frightening mage!

Now, SWAP Lorelai with a Small Monster aboard the Pristine Swan and remove it from the board. Also, flip Lorelai’s Follower card: She is **Exhausted** now.

Finally, you may continue to play the Adventure.



- **#046 – Ask her to make the ships collide**

The elf raises an eyebrow, looking amused. “It surely doesn’t sound like the greatest of ideas, but it could be fun,” she says, just before jumping to the helm and turning it all the way to port. “Hold on!” she shouts as the corrupted vessel makes a hard turn towards the Pristine Swan.

First, you gain FOCUS 2.

Next, remove this Interaction token from the board.

Then, place a Special Event token on the Rune card as a reminder. When the Initiative Marker reaches that card at the end of this round, after resolving its effects, remove that token and read **"Cutscene – A Personal Touch"** on page 71.

Finally, you may continue to play the Adventure.



- **#047 – Ask her if there is anything she can give you**

Lorelai looks at you as if she was looking at a strange creature for the first time. “What an odd request; and at an odd moment, no less,” she says with curiosity. “Well, if we can help each other, I don’t see why I can’t go an extra mile. Take this. I have no need of it,” she adds, handing you an expensive-looking glove.

Take the **Arcane Glove** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#048 – Tell her to leave that place and protect herself**

Worried that the delicate elf might get hurt in the midst of the battle, you urge her to go to a safe place until the battle is finished. She smiles at you warmly and with curiosity. “It’s strange to hear someone suggest that, but I guess I’m not known around these parts,” she says more to herself than to you. “Well, I guess I’ll use this opportunity to look for my sister. I still haven’t searched below deck. Keep fighting and don’t worry about me. I can find my way out of here,” she finishes, already running off to the interior of the corrupted vessel. You worry about her safety, but the urgent battle claims your attention.

Write down the **"Sentinel"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever an ally Character adjacent to you is attacked, as an Interrupt (⚡), you may Expend 1 AC to make a ✂ of +0 HIT against the Monster attacking them, if that Monster is also in your weapon's Range. If that Monster is defeated by your attack, cancel its current attack: It won't cause damage to any of its targets. **NOTE:** If you take an Interrupt against a Monster's attack, you cannot also take Reactions against any threats generated by this same attack.

Then, you may continue to play the Adventure.



- **#049 – Reply that you have come to collect resources to repair the Swan**

You don't move an inch, for fear that the ranger's trigger finger will snap. You slowly tell her that you're there looking for provisions for your ship and crew. You assure the woman that you're not there to cause any troubles, just in case. The ranger sighs and lowers her weapon. "I'm sorry for the harsh start. The people I've encountered here have been extremely aggressive." You tell her about the irony of the situation and she can't help but have a quick laugh.

First, write down the **"Truthful"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), you take only one Curse Cube when taking Recall Actions.

Then, Resolutions **"#050 – Tell her you're there to fight the monsters on behalf of the Free Folk"** and **"#051 – Tell her your affairs are yours alone"** become unavailable.

Finally, you may choose another available Resolution as part of this same Interaction.



- **#050 – Tell her you're there to fight the monsters on behalf of the Free Folk**

With no other safe option but to yield, you answer the ranger. You tell her that you agree with her statement. Indeed, the island is dangerous, and so are the Free Islands as a whole. That is the very reason why you are there: to destroy those creatures while your ship is repaired. The woman seems to believe you, and lowers her crossbow. "I guess that is better than those crazy folks who are attacking every living thing viciously," she says.

First, write down the **"Fighting Spirit"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever a Monster is killed: Self, Regain 1 Health.

Then, Resolutions **"#049 – Reply that you have come to collect resources to repair the Swan"** and **"#051 – Tell her your affairs are yours alone"** become unavailable.

Finally, you may choose another available Resolution as part of this same Interaction.



- **#051 – Tell her your affairs are yours alone**

Irritated with the woman's audacity, you tell her that your business is of no concern to her. "That's fair, if not polite," she spits. "I can respect that, as a fighter myself. As an apology for my rudeness, I'll let you ask something if you wish. After that, we'll go our separate ways and you won't be disturbed anymore, at least not by me."

First, write down the **"Dour"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), if no ally is adjacent to you, your gain a bonus of +2 to HIT and your gain a bonus of +1 DMG.

Then, Resolutions **"#049 – Reply that you have come to collect resources to repair the Swan"** and **"#050 – Tell her you're there to fight the monsters on behalf of the Free Folk"** become unavailable.

Finally, you may choose another available Resolution as part of this same Interaction.



- **#052 – Ask for a resource you need**

First, if you have the **"Truthful"** or **"Fighting Spirit"** Aura noted on your Campaign Log, go to Resolution #055. Otherwise, if you have the **"Dour"** Aura, go to Resolution #056. At last, if you do not have any of these three Auras, read the Resolution below:

*Since you're already in the presence of a hunter, you realize it is a good idea to ask for one of the resources you need for the ship. The whistle of a bolt tells you otherwise. As soon as you turn back to face the ranger, she finishes reloading her crossbow. "Wrong answer! The next one won't be a warning shot," she threatens. "I've already been attacked a few too many times and my patience has run short. You have just one more chance. Think carefully on your next words or you'll be my next victim today."*

Now, make an Agility (green) Skill Challenge of difficulty 13. Each Agility cube you have gives you a +2 bonus to your roll. If you succeed, you dodge the shot and nothing special happens. If you fail, you take 3 non-preventable DMG and BLEED 2 instead.

Then, you find yourself in a personal dilemma: On the one hand, you may give the hunter an answer. If you do, go to Resolution #061. On the other hand, you can retaliate for her shot. If you do, go to Resolution #062 instead.





- **#053 – Ask her for any equipment she can spare**

First, if you have the "Truthful" or "Fighting Spirit" Aura noted on your Campaign Log, go to Resolution #057. Otherwise, if you have the "Dour" Aura, go to Resolution #058. At last, if you do not have any of these three Auras, read the Resolution below:

*As you observe the well-equipped ranger, you consider asking for any equipment she can spare to help you. Then, you hear the whistle of a bolt. As soon as you turn back to face the ranger, she finishes reloading her crossbow. "Wrong answer! The next one won't be a warning shot," she threatens. "I've already been attacked a few too many times and my patience has run short. You have just one more chance. Think carefully on your next words or you'll be my next victim today."*

Now, make an Agility (green) Skill Challenge of difficulty 13. Each Agility cube you have gives you a +2 bonus to your roll. If you succeed, you dodge the shot and nothing special happens. If you fail, you take 3 non-preventable DMG and BLEED 2 instead.

Then, you find yourself in a personal dilemma: On the one hand, you may give the hunter an answer. If you do, go to Resolution #061. On the other hand, you can retaliate for her shot. If you do, go to Resolution #062 instead.



- **#054 – Invite her to join the crew**

First, if you have the "Truthful" or "Fighting Spirit" Aura noted on your Campaign Log, go to Resolution #059. Otherwise, if you have the "Dour" Aura, go to Resolution #060. At last, if you do not have any of these three Auras, read the Resolution below:

*As you find yourself trapped by the ranger, you quickly recognize her experience and mastery. You promptly invite her to join the crew, as it seems to be a good idea: having one more skilled companion. Then, you hear the whistle of a bolt. As soon as you turn back to face the ranger, she finishes reloading her crossbow. "Wrong answer! The next one won't be a warning shot," she threatens. "I've already been attacked a few too many times and my patience has run short. You have just one more chance. Think carefully on your next words or you'll be my next victim today."*

Now, make an Agility (green) Skill Challenge of difficulty 13. Each Agility cube you have gives you a +2 bonus to your roll. If you succeed, you dodge the shot and nothing special happens. If you fail, you take 3 non-preventable DMG and BLEED 2 instead.

Then, you find yourself in a personal dilemma: On the one hand, you may give the hunter an answer. If you do, go to Resolution #061. On the other hand, you can retaliate for her shot. If you do, go to Resolution #062 instead.



- **#055 – A courtesy returned**

*The name's Maya," the ranger says as she puts her crossbow away. "As you're not an enemy, I don't have any reservations in assisting you." You sigh in relief, as you move and try to relax the muscles that had gone stiff with tension. "You can find ropes and wood among the shipwrecks of the island. Food, on the other hand, can be hard to find. There was a pair of boars roaming around, but I've already got one," she replies to your request. "I suggest you don't linger around here, though, as the island is infested with monsters." The ranger rummages through her belongings and pulls out a flask, which she hands to you. "It is not much, but I hope this can make up for our harsh introduction. It's a secret Azure Robins recipe. It can prove to be useful while you're here."*

Write down the "Sweet Scent" Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), Minions are bewitched by its pleasant smell and are unable to attack you (they don't consider you as a target) and the Wild Boar that roams the island (if still alive) will no longer try to escape. Instead, it will move towards you, trying to stay adjacent to you.

Then, you may continue to play the Adventure.



- **#056 – Short and sweet**

*"Name's Maya," the ranger says, putting her crossbow away. "As you're not an enemy, I don't have any reservations in assisting you." You sigh in relief, as you move and try to relax the muscles that had gone stiff with tension. "You can find ropes and wood among the shipwrecks of the island. Food, on the other hand, can be hard to find. There was a pair of boars roaming around, but I've already got one," she replies to your request. "I'm going to head my way and I suggest you do the same. The island is infested with monsters," she finishes, then disappears into the bushes again.*

You gain FOCUS 2.

Then, you may continue to play the Adventure.



- **#057 – Equipment, really?**

"Equipment? Really?" the ranger asks, as if she doesn't believe you. "Well, even if you were my enemy, I don't suppose you would be hard to deal with. How come you've ended up on this island so ill-equipped?" The woman takes a tool kit from her back and drops it on the ground. "Despite your recklessness, we Azure Robins don't usually leave people in a pinch." She stands up. "This is an Azure Robins trap maker tool kit. It can be useful if you're smart enough. I can make another like this for myself. Now I suggest you go tend to your problems before you're attacked," she concludes, then turns her back and disappears into the bushes.

Take the **Trapper's Toolkit** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#058 – Those who walk alone need to be equipped**

"Stern people tend to find themselves alone," the ranger says. "It makes surviving harder, which is why we Azure Robins usually flock together. Even so, sometimes we find ourselves alone and need to be our own healers, soldiers, and companions," she explains, handing you a knife with a design you've never seen. "This is a multi-use knife that we Azure Robins carry. You can have this one, as I happen to have a spare this time. Take it and go tend to your business. This is not a safe place." The woman throws you the knife and then disappears into the woods.

Take the **Azure Robins Knife** card from the Adventure deck.

Then, you may continue to play the Adventure.



- **#059 – She accepts the invitation**

Since you have reached an understanding and the woman is not an enemy, you decide to invite her to join the crew, as you could use another pair of fighting hands. You also believe she would benefit from having companions to work with. The ranger raises an eyebrow and seems to consider your proposal. "I usually don't join people I don't know but, as this place is infested, it could be a good idea to join forces until we're safe," she replies. "Okay. I'll go with you for now." Then she grabs her things.

Recruit the Follower **Maya, the Ranger** into your Party. She is **Relaxed** right now.

Next, if your party has the **"Wrong Foot"** Status noted on the Story Record, flip **Maya's** card over. She becomes **Alert**.

Then, you may continue to play the Adventure.



- **#060 – She has her own affairs, too**

Since you have come to an understanding and the woman is not an enemy, you decide to invite her to join the crew, as you could use another pair of fighting hands and you believe she would also benefit from having skilled companions to work with. The ranger raises an eyebrow and seems to consider your proposal. "No. Just like you, I prefer to keep my business to myself," she replies, grabbing her things. "Thank you for the invitation, and take care on your way," she finishes, leaving you with a sour taste in your mouth.

You gain **FOCUS 2**.

Then, write down the **"Soft Heart"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), while there is another Hero adjacent to you, that Hero will receive the benefits of the **"Dour"** Aura (the Aura benefits will only apply while you are still adjacent to them).

Finally, you may continue to play the Adventure.



- **#061 – The lady is serious**

It is clear that the ranger is not playing with you. The next bolt to leave her crossbow could be your one-way ticket to the Cold Below. As you are not eager to join those that are not living, you decide to give an answer to the woman since she has "politely" asked.

First, write down the **"Wrong Foot"** Status on the Story Record.

Then, you find yourself in a personal dilemma: You must choose one of the following three Resolutions as part of the same Interaction: **"#049 – Reply that you have come to collect resources to repair the Swan"**; **"#050 – Tell her you're there to fight the monsters on behalf of the Free Folk"**; or **"#051 – Tell her your affairs are yours alone"**.





- **#062 – Outraged, you want to strike back**

*Outraged that the crazy ranger has just shot you out of the blue, you decide that it was too much. You draw your weapon and advance towards her, ready to make her pay. To hell with being nice, you've had enough for one day and that woman doesn't look like she's going to back down without a fight.*

First, replace this Interaction token with Maya's model.

Next, summon the **Commander Maya** Scenario Commander with **CP 3+P**. When she is defeated, the Party Leader flips her Monster card over and keeps that Adventure Item as Loot.

Finally, you may continue to play the Adventure.



- **#063 – Try to heal the woman's wounds**

*You approach the woman and discover that her wound seems much more serious than you could see from afar: A large splinter is stuck in her belly, like a spear. Your healing procedures don't seem to have any effect while the object is still there. However, you feel that if you remove it, you could cause serious bleeding that only an expert healer could take care of. You quickly ponder if the woman would be able to wait for better help to come.*

**You find yourself in a personal dilemma: On the one hand, you can remove the splinter and try to heal the wound. If you do, go to Resolution #069. On the other hand, you can just ease the girl's pain and promise to rescue her later. If you do, read the Resolution below:**

*Your better judgment tells you that it is too risky to try to remove the splinter and treat her wound while ill-equipped and without a healer's help. Instead, you do your best to patch her up. Hopefully, it will be enough to last until you finish your business and come back to take her to the Pristine Swan with you, where she can be taken care of appropriately.*

Write down the **"Better Judgment"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), once per turn, after you miss with a ✕ made from a Skill, you may Recall the cube you just spent to use that Skill.

Now, you may continue to play the Adventure.



- **#064 – Ask for a resource you need**

*Embarrassed for being selfish in such a situation, you ask the woman if she has any of the resources you need. Though it's difficult for her to breathe, she tells you that you can probably find wood from the shipwreck, but she does have rope to give you in exchange for your help getting them out of this situation.*

Take a **Mending Rope** token.

Then, you may continue to play the Adventure. This Interaction does not reduce the Interaction token.



- **#065 – Cut the rope**

*Looking at the intricate trap the man has got himself into, you think that by cutting the rope around his neck, you can set him free. However, when you do so, the rope slips and is pulled by the chest that hangs from the other end of the rope.*

**If your party has the "Loose Arm" Status noted on the Story Record, go to Resolution #070. Otherwise, if your party does not have it, read the Resolution below:**

*The man's arm, tied to his back, is pulled up—a movement that ends up twisting his whole body. As the bones in his arm break, you hear him shout in pain. He now hangs by his broken arm. Around you, creatures flock from afar, attracted by the sound of his screaming. Your attention is brought back to the man as the sail arm starts cracking and falling into the water, pulling the hanged man with it to the bottom. The woman shouts in rage, but as she runs towards you, her wound opens up and a lot of blood starts flowing from it. She falls to the ground, gurgling, unable to stand up again.*

First, you gain **FOCUS 2**.

Then, write down the **"Haunted"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you roll 1 on the d20 while attacking, if an Ally is in that attack's Range, they are hit by it instead of a Monster (this happens even if you have abilities that turn 1 rolls into hits or critical hits).

Now, replace the **Dreadful Raid** Special Mechanics card with the **Relentless Raid** Special Mechanics card. Regardless of which side was up, place the new card with its face A up on the Initiative Track. The **Relentless Raid** Special Mechanics will attempt to summon Minions at a higher frequency. But, apart from that, it follows the same **Dreadful Raid** rules described on page 10.

Also, remove this Interaction token from the board.

Finally, you may continue to play the Adventure.



- **#066 – Release the man’s arm**

Looking at the intricate trap the man is tied to, you believe that the way to free him and keep him alive is to first release his arm. The process is not easy, and he screams in pain as he has his arm in an unnatural position. As soon as the rope slips, the man uses his free arm to balance his body. That’s when you see that it was the right decision: If you had cut the rope around his neck first, he would’ve still been hanging and the sail would probably collapse under the pressure.

First, you gain FOCUS 2.

Then, write down the **"Loose Arm"** Status on the Story Record.

Finally, you may continue to play the Adventure.



- **#067 – Try to pull the man to the ship**

You are afraid that the man will end up dead if he remains in that situation any longer, so you try to pull him back to the ship.

If your party has the **"Karsten Freed"** Status noted on the Story Record, go to Resolution #071. Otherwise, if your party does not have it, read the Resolution below:

The man screams in pain as you try to pull him in. You can feel the rope’s tension. “I’m stuck!” the man shouts. “You won’t be able to pull me aboard before you untangle me!” You look at the ropes around him. He is right: you need to untangle him before doing anything.

First, if this is the first time a Hero interacted with this scene during this Adventure, you gain FOCUS 2.

Then, you may continue to play the Adventure. This Interaction does not reduce the Interaction token and can be repeated (it does not become unavailable when chosen).



- **#068 – Try to get the chest**

You observe the whole paraphernalia and you realize that, as a stable but delicate system, any external influence may set off a chain of events that will end up with at least one death. Even so, the chance to put your hands on a chest is tempting. You climb on the mast and walk towards the chest.

Make an Agility (green) Skill Challenge of difficulty 13. Each Agility cube you have gives you a +2 bonus to your roll. If you follow the **Path of Cunning**, this Challenge is successful without the need to roll.

**FAILURE:** In your eagerness to get to the chest, you are not careful enough with your steps and you make the chest fall, pulling the rope around the man’s neck. You jump back to the deck to avoid being pulled in yourself as you see the chest fall into the water and drag the man to the bottom with it. The woman, in despair, tries to run and save the man, but her wound opens and she falls to the ground while her blood leaves her body.

First, you gain FOCUS 2.

Then, write down the **"Haunted"** Status on your Campaign Log. As long as you have it (Statuses are removed during the next Camp Phase), whenever you roll 1 on the d20 while attacking, if an Ally is in that attack’s Range, they are hit by it instead of a Monster (this happens even if you have abilities that turn 1 rolls into hits or critical hits).

Now, replace the **Dreadful Raid** Special Mechanics card with the **Relentless Raid** Special Mechanics card. Regardless of which side was up, place the new card with its face A up on the Initiative Track. The **Relentless Raid** Special Mechanics will attempt to summon Minions at a higher frequency. But, apart from that, it follows the same **Dreadful Raid** rules described on page 10.

Also, remove this Interaction token from the board.

Finally, you may continue to play the Adventure.

**SUCCESS:** You make your way carefully to the chest, only to realize that it is entangled in the rope that is tight around the man’s neck. You slowly untangle it and, as soon as you free the chest, you realize it was one of the things stabilizing the odd trap. Free from the weight of the chest, the man’s body falls until he hangs by one arm, tangled in a different set of ropes.

First, draw two Chest cards. If you can’t keep a card due to the bag limit, you may choose to immediately discard (not use) a Consumable Item that is in your bag in order to create space for the cards you just drew.

Then, the Resolution **"#065– Cut the rope"** becomes unavailable.



Now, if your party has the **"Loose arm"** Status noted on the Story Record, go to Resolution #070. Otherwise, if your party does not have it, read the Resolution below:

*His weight makes his arm break with a loud snapping sound. He screams in pain while hanging by his arm, shifting the weight of the whole trap. As a reflex, you jump out of the way just as the sail arm cracks and breaks. It takes everything, including the man, to the deep sea, everything falling in silence. The woman with the splinter in her belly screams, tearing the wound open so blood gushes out. As the woman falls to her knees, slowly losing consciousness, you wonder what would've happened if you hadn't been so greedy.*

Write down the **"Haunted"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you roll 1 on the d20 while attacking, if an Ally is in that attack's Range, they are hit by it instead of a Monster (this happens even if you have abilities that turn 1 rolls into hits or critical hits).

Lastly, remove this Interaction token from the board.

Finally, you may continue to play the Adventure.



- **#069 – You trust your skills**

*Even though you are aware of the risks, you decide that the woman can't wait for help. You tell her to grit her teeth and with one quick movement you pull the splinter out of her belly. The woman screams and blood immediately starts gushing out. You only have a few seconds to stop that bleeding or she's gone. You prepare your best emergency healing art to try and save her.*

Make a Wisdom (blue) Skill Challenge of difficulty 13. Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the **Path of Devotion** or **Nature**, this Challenge is successful without the need to roll.

**FAILURE:** *It doesn't matter how much effort you put into closing the wound, it doesn't seem to stop the bleeding. The woman's screams become louder. All that blood not only makes it hard to see what you are doing, but it also starts affecting your nerves. In a panic due to the screams, the man, tries to release himself, but as he reaches for the mast to lift his own body up he slips, pulling the noose tight around his throat. Both he and the woman at your feet start choking for breath and you start to panic, as you don't know if you can save either of them. Shocked, you slowly step back as the tragic image is burned into your memory.*

First, you gain FOCUS 2.

Then, write down the **"Haunted"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), whenever you roll 1 on the d20 while attacking, if an Ally is in that attack's Range, they are hit by it instead of a Monster (this happens even if you

have abilities that turn 1 rolls into hits or critical hits).

Now, remove this Interaction Token from the board.

Finally, you may continue to play the Adventure.

**SUCCESS:** *Being prepared for the worst pays off: When the splinter comes out, you have already prepared your healing arts, closing the wound almost immediately. While the woman's clothes are painted in red, she instantly breathes in relief. "Thank you. I can't thank you enough," she says through tears. You invite her to join your crew on the Pristine Swan as it can be a refuge for both of them. "Yes. We need that," she accepts promptly. "These creatures keep coming. Please get rid of them, while I free Karsten. As soon as we can, we will meet you there!"*

First, you gain FOCUS 2.

Then, write down the **"Lifesaver"** Status on your Campaign Log. As long as you have it (*Statuses are removed during the next Camp Phase*), as a Cube Action, you may Expend 1 AC to take 2 Curse Cubes (*taking a Curse Cube is different from suffering CURSE*) and remove a Trauma Cube from a Knocked Out Hero who is adjacent to you. If that Hero has already Regained their Breath, you can't remove their Trauma Cube in this way.

Now, remove this Interaction Token from the board.

Finally, you may continue to play the Adventure.



- **#070 – Even with the rope and arm loose, the man is still hanging**

*As the man is still hanging by his neck, you can see that he is tired, and that the mast of the sail he is hanging from is at the verge of breaking. The man still needs your help to get out of that situation.*

Write down the **"Karsten Freed"** Status on the Story Record.

Then, you may continue to play the Adventure. This Interaction does not reduce the Interaction token.



- **#071 – Finally free, you can pull Karsten in**

*Cautiously, you help the man back onto the ship, pulling him carefully so as not to tighten the noose around his neck. Once his feet reach the deck, he thanks you. "Thank you, my friend. You saved us both," he says, catching his breath. "What can we do for you in return?" You tell him there is no need to thank you and invite him to join the crew on the Pristine Swan. They both agree that it is the better course of action, judging by their condition. "We'll accept your invitation. I'll carry Lena to the ship, but I can't fight while I do that," the man says. You assure him there is no need to worry, as you will take care of the monsters while they make it to safety.*

**First, you gain FOCUS 2.**

**Then, write down the "Untangled" Outcome on the Story Record.**

**Finally, you may continue to play the Adventure. This Interaction does not reduce the Interaction token.**



- **#072 – Tell him you don't want any trouble, just to fetch resources**

*You tell the dead pirate about your battle at sea and how the vessel you were aboard got severely damaged. At risk of sinking or being attacked again in such terrible conditions, you ended up on that island, looking for resources to repair the ship. The pirate nods enthusiastically while you tell your tale: "Oh yes. I've been through a lot of these situations in my sailing days," he answers, empathically. "Ok, alright. If it's just resources you want, you can go into my stash and take it, then be on your way."*

**You gain FOCUS 2.**

**Next, write down the "Nautical Empathy" Status on the Story Record.**

**Then, you may continue to play the Adventure.**



- **#073 – Ask politely for a share of his treasure**

*You are intrigued by the look of the ghost. Although his clothes are ragged, there is something in his semblance that makes him look like more than just a simple pirate. You bow respectfully, and ask for permission to enter the cave and take a piece of his treasure. "You may not know the rituals of old, but at least you got some respect in those bones of yours. You are more than welcome to enter this cave and take only one piece of my treasure," he says. In a sign of gratitude, with a gesture of his hands, the ghost shows you the entrance, bowing in respect while you go inside.*

**You gain FOCUS 2.**

**Next, write down the "Pirate's Gift" Status on the Story Record.**

**Then, you may continue to play the Adventure.**



- **#074 – Pretend you don't see the ghost and ignore him**

*You choose to ignore the ghost, as you don't know if it is friend or foe, and you don't have time to waste. You enter the cave under his stupefied gaze. "Is there something wrong with my apparition?" you hear the ghost say as he looks at his own ethereal body. "To hell with this, if people will just waltz through my stash, then they will be locked inside forever!" he finishes, with a growl that makes the whole ground shake as his image disappears. When you move inside through a narrow way between the rocks, you feel a chill as the ground shakes and stones start falling down.*

**Place two Time Tokens on top of the Rune card. Whenever the Initiative Marker reaches that card, after resolving its effects, remove one of these tokens. When the last one is removed, you must also remove Map tile E10-B from the board along with any elements on it. Put any Runes removed in this way on the Initiative Track. Characters removed in this way are defeated (be careful, if a Hero is removed, this would cause the Adventure to end in failure).**

**Then, you may continue to play the Adventure.**





- #075 – Wooden Ark

You open an old wooden chest to find it filled with coins and one object that draws your attention. You are unable to carry all the gold with you, so you choose to take the item.

Search the Spoils of the Hero (Standard) Equipment deck for a card and pick it.

Then, if your party has the "Pirate's Gift" Status noted on the Story Record, go to resolution #078. Otherwise, if your party does not have it, read the Resolution below:

As soon as you take the treasure out of the chest, the pirate appears right before your eyes, enraged. "I curse you in the name of all gods, old and new!" he shouts while the ground shakes. "I'll send you to the Cold Below for your petty greed and disrespect!" Around you, the ground swallows the remaining chests while the bones piled on the floor start assembling in the form of undead warriors. The statues and old armors around the cave also seem to gain life and start marching towards you to take yours. To make matters worse, you realize with horror that the water level in the cave is rising rapidly.

Now, remove all Interaction tokens from Map tile E10-B.

Also, Prepare the following additional Setup:



Finally, you may continue to play the Adventure.



- #076 – Brass-Encrusted Ark

You open one of the large arks in the cave and find that it contains dozens of golden and silver objects with different shapes and patterns. None of them remind you of any of the mortal kingdoms in Daren. One piece, specifically, looks like a higher quality item compared to the rest. You grab it, for you know that you won't be able to carry all of the treasure out of the cave.

Take the Polished Helmet card from the Adventure deck.

Then, if your party has the "Pirate's Gift" Status noted on the Story Record, go to resolution #078. Otherwise, if your party does not have it, read the Resolution below:

As soon as you take the treasure out of the chest, the pirate appears right before your eyes, enraged. "I curse you in the name of all gods, old and new!" he shouts while the ground shakes. "I'll send you to the Cold Below for your petty greed and disrespect!" Around you, the ground swallows the remaining chests while the bones piled on the floor start assembling in the form of undead warriors. The statues and old armors around the cave also seem to gain life and start marching towards you to take yours. To make matters worse, you realize with horror that the water level in the cave is rising rapidly.

Now, remove all Interaction tokens from Map tile E10-B.

Also, Prepare the following additional Setup:



Finally, you may continue to play the Adventure.



- **#077 – Silver-Inlaid Ark**

Approaching one of the chests inside the chamber, you can't help but wonder what treasures lie inside. You open it eagerly. You are not disappointed: Inside the chest, you can see enough gems to outweigh your body. Among them, there's an exquisite quality item. You are aware you can't travel that heavily, so the exquisite item seems like the best value among the contents of the chest. You take it for yourself.

Take the **Heart of the Ocean** card from the Adventure deck.

Then, if your party has the **"Pirate's Gift"** Outcome noted on the Story Record, go to resolution #078. Otherwise, if your party does not have it, read the Resolution below:

As soon as you take the treasure out of the chest, the pirate appears right before your eyes, enraged. "I curse you in the name of all gods, old and new!" he shouts while the ground shakes. "I'll send you to the Cold Below for your petty greed and disrespect!" Around you, the ground swallows the remaining chests while the bones piled on the floor start assembling in the form of undead warriors. The statues and old armors around the cave also seem to gain life and start marching towards you to take yours. To make matters worse, you realize with horror that the water level in the cave is rising rapidly.

Now, remove all Interaction tokens from Map tile E10-B.

Also, Prepare the following additional Setup:



Finally, you may continue to play the Adventure.



- **#078 – The bargain has been struck**

As soon as you take the treasure out of the chest, the pirate appears right before your eyes once again. You take a step back, believing you have offended him somehow. "Our bargain has been completed to the letter," he says with a grumpy face that tells you he didn't like to let go of a bit of his treasure. "Now get out of my stash or you will lie here forever like them," he concludes as he points to the piles of bones and the ground starts to shake. The ghost is sealing the cave, and you need to get out of there.

Place three Time tokens on top of the Rune card. Whenever the Initiative Marker reaches that card, after resolving its effects, remove one of these tokens. When the last one is removed, you must also remove Map tile E10-B from the board along with any elements on it. Put any Runes removed in this way on the Initiative Track. Characters removed in this way are defeated (*be careful, if a Hero is removed, this would cause the Adventure to end in failure*).

Then, you may continue to play the Adventure.



- **#079 – You get what you need**

Looking around the cave, you see a pile of rubble in one of the corners. In hopes of finding some of the resources you need there, you rummage through a pile of useless objects until you find what you need, and beneath it, a mummified body. By the rags it's wearing, you realize that it might belong to the apparition at the entrance.

First, you gain FOCUS 2.

Next, take the Resource Token you chose when you opened the Door.

Then, if your party has the **"Nautical Empathy"** Status noted on the Story Record, the bargain has been struck and you may continue to play the Adventure. Otherwise, if your party does not have it, read the Resolution below:

As you touch the mummified body, its lidless eyes turn to face you. "Not one of you could respect my slumber in the end! All you greedy, disrespectful maggots!" You hear the pirate's voice leaving the corpse as its mouth moves and the empty eye holes fill with a sickly glow. "I'll show you how fearsome the pirate Mark Brown is, even in the afterlife!" The mummified corpse rises, moving like a broken doll towards you. You will need to send that pirate to the realm of the dead once more.

Summon a **Random Commander** with CP 2+P in the area occupied by the Hero whose Interaction triggered this effect.

Then, you may continue to play the Adventure.





- **#080 – Ask for a divination reading**

If your party has the **“Pushover”** Status noted on the Story Record, go to Resolution #085. Otherwise, if your party doesn't have it, read the Resolution below instead:

*You believe that the elf indeed possesses some power beyond your comprehension, so you ask her for a divination reading: The curiosity of what lies in your future overwhelms you. Lorelai places her open hand a few centimeters from your forehead and closes her eyes for an instant. "A person that doesn't know exactly what they seek," she says with a smile. "Listen to this," she adds, opening her eyes with a somber look. "You may find what you seek, but it won't be what you expect." She finishes and you keep looking at each other for some time. "I'm sorry if it's not as revealing as you anticipated," she concludes with a shrug. You shake your head. What did you really expect? Nonetheless, you take her words to heart, trying to memorize them.*

First, each Hero in your party gains FOCUS 2.

Next, write down the **“Guided”** Status on the Story Record.

Finally, you must choose another Resolution and proceed to it.



- **#081 – Ask if she wants to go inside with you**

*You see the mage standing there and you know what she's capable of. You invite her to go inside with you, for you could use the help. She quietly looks at the mural for a few moments before she answers. "I really wouldn't like to go inside this place, but if you insist on me going, I can make that effort." You can see that the elf is really fighting against her better judgment to go inside, and you can't help feeling bad for forcing her to go.*

First, recruit the follower **Lorelai, the Mage** into your Party. She is **Exhausted** right now.

Next, write down the **“Pushover”** Status in the Story Record.

Finally, you must choose another Resolution and proceed to it.



- **#082 – Ask what the runes say**

*"The runes say that here lie the people of Anthellehf, goddess of Wisdom, by their own design. They followed the light of knowledge to the darkest place, from where there is no escape. Here lie the people of Anthellehf, those who acquired forbidden knowledge, bound to eternal Darkness," she reads in an ominous voice. "The way the darkness is described, it doesn't mean the simple blackness or absence of light as we know it. It is, in fact, written in a weird choice of runes: 'Va-hr-at-as-h.' I would say these people cursed themselves, not only to their own doom, by mistake, but also to oblivion, by their own making."*

First, each Hero in your party gains FOCUS 2.

Finally, you must choose another Resolution and proceed to it.



- **#083 – Tell her to go back immediately**

If your party has the **“Guided”** Status noted on the Story Record, go to Resolution #086. Otherwise, read the Resolution below instead:

*You notice that the elf is not in her right state of mind. You heed the Captain's words and urge her to go back. You tell her that she can't go following her own imagination into dangerous places like that. The mage's teary eyes give way to an offended countenance. "I don't expect you to understand the intricacies of magic," she answers angrily, "But I did expect you to trust your comrades and to understand how I feel, being separated from one who I love so dearly." As the elf walks back to the cove's entrance, you try to apologize for the harsh words. "Don't worry," she says without looking back. "I understand your intentions. It doesn't make it hurt any less, though. May the Setting Sun guide your steps inside."*

The Party Leader writes down the **"Setting Sun's Blessing"** Aura on their Campaign Log. As long as they have it (**Auras are removed when you receive a Trauma Cube or another Aura**), Heroes hit with ✕ and succeed with Skill Challenges whenever they roll 1 on the d20. Also, whenever a Hero casts a ✨ effect, they must roll the d20: if they roll 16+, that ✨ is a Critical Hit (*it deals double the damage it normally would*).

Then, you may start to play the Adventure.



- **#084 – Take the yellow gem from the wall**

Looking at the wall which Lorelai had been staring at, you see nothing worthy of your time beside a precious stone encrusted among the runes. You quickly grab your dagger and start picking at the gem to take it.

The Party Leader makes a **Dexterity (red) Skill Challenge of Difficulty 13**. Each Ranged cube they have gives them a +2 bonus to their roll. If they follow the **Path of Cunning**, this Challenge is successful without the need to roll.

**FAILURE:** The barnacle which keeps the gem stuck is hard to remove and your impatience to get the shiny prize grows. You stick the knife in with too much strength. You hear a noise as the barnacle flies off the wall and the stone drops to your hand, cracked, while most of its glow fades.

The Party Leader takes the **Cosmic Heart** card from the Adventure deck and uses it with the **Chipped** face up. This card cannot be flipped for the rest of your Campaign.

Then, you may start to play the Adventure.

**SUCCESS:** You slowly scrape the barnacle from the wall. As you remove the stone, Lorelai gasps. "You really don't fear ancient curses or magic, do you?" she asks ironically. You laugh and tell the mage you only fear the living dangers that you can see and can actually harm you.

The Party Leader takes the **Cosmic Heart** card from the Adventure deck and uses it with the **Flawless** face up. This card cannot be flipped for the rest of your Campaign.

Then, you may start to play the Adventure.



- **#085 – Ask for a divination reading**

After recruiting the elf to go inside the temple, you ask her for a revelation of what you may encounter inside. She looks at you for an instant and then closes her eyes with a solemn countenance. After a long while, she opens them, and she has a concerned expression. "I really don't think my divination is that revealing right now. Maybe I'm more tired than I thought, but anyway, I will be here to help you..."

The Party Leader writes down the **"Uncertain Readings" Aura** on their Campaign Log. As long as they have it (**Auras are removed when you receive a Trauma Cube or another Aura**), once per turn, Heroes can take a **Curse Cube** and suffer **BRITTLE** to turn an **Accuracy Check** they just missed into a success.

Then, you may start to play the Adventure.



- **#086 – Tell her to go back immediately**

After hearing Lorelai's enigmatic divination, you understand how shaken she was by whatever she felt. Concerned, you ask Lorelai to go back to the ship, reassuring her that if you see any signs of her sister, you will let her know. "Thank you," she replies with a faint smile. "Thank you for understanding. I'm sure your master would be proud." The elf rummages through her bags and hands you a delicate flute. "This was my sister's. I know she would respond to the sound of it if she was here, but I can't hold on to it any longer..." you can see the memories hurt her. "I'm sure it will bring you more joy than it would ever bring me," she concludes and goes back to the ship, unable to speak another word.

The Party Leader takes the **Lorien's Flute** card from the Adventure Deck.

Then, you may start to play the Adventure.





- **#087 – Ask him to share with you what he knows**

You are moved by the sadness in the ghost's voice. No matter what he searched for in his life, in his final and long years of haunting, what he found to be the most important was the people he lost. The apparition nods to you with closed eyes as if confirming your thoughts. You wish to free that soul from that fate and just as this thought crosses your mind, you see him smile. "Here. I'll teach you what I've learned in hopes it could be useful to you," the spirit says while his spectral hand touches your forehead. You see the images of the ghost's memory: his dearest ones alive, the search for knowledge, and finally a Darkness so deep and so overwhelming that it makes you shiver.

**Make a Wisdom (blue) Skill Challenge of Difficulty 13.** Each Wisdom cube you have gives you a +2 bonus to your roll. If you follow the **Path of Mystics**, this Challenge is successful without the need to roll.

**FAILURE:** You try to make sense of the images you see, but all the overwhelming feelings from those memories flood into you, making your head hurt like it's being split open. You scream underwater, running out of precious oxygen.

First, **CURSE** yourself until you have at least five cubes (if you have five or more, there is no need to do so). Next, write down the **"Obscure Lore"** Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a **Trauma Cube** or another Aura), **FOCUS** effects you cast gain a +1 Bonus.

Then, you may continue to play the Adventure.

**SUCCESS:** It takes every bit of willpower you have to keep a grip on your sanity. But, among the images, you can make a little sense of the forbidden knowledge the people of Anthellehf acquired through centuries of research.

Take the **Forbidden Knowledge** card from the Adventure Deck. This card is a Legacy Skill. You can use it as if it were one of your Dungeon Role Skills, but you do not receive any additional Action Cubes by learning it, nor can you give it to another Hero when exchanging Dungeon Roles.

Then, you may continue to play the Adventure.



- **#088 – Ask him to get rid of the monsters chasing you**

Were the circumstances of such an encounter any different, you would be delighted to have a conversation with a ghost of old. However, diving through flooded halls and striving for air while a bunch of monsters chase after you is hardly a situation that would be fit for a long talk. If the apparition can read your mind, you expect him to understand how desperately you want to get rid of those creatures. "Oh, I see," he replies with sadness in his spectral voice "I can take them out of here, if that is the only thing you wish." With a sad expression, the ghost moves his hand in circles and you realize he's creating a water vortex. Unable to swim away, the monsters are dragged by the whirlpool and are carried by an indescribable force, away from you.

If there are any Monsters on the board, choose and defeat one of them. Otherwise, if there are none, you choose between **FOCUS 2** or **CLEANSE 2**.

Then, you may continue to play the Adventure.



- **#089 – Ask him about the relic**

As enticing as learning forbidden knowledge from an apparition may seem, you don't forget your mission. Having possession of the relic, you ask the spirit what he can tell you about it, since it was found in the halls of his people. "The relic is not what you believe it is," the ghost says. "It can be dangerous in the wrong hands and I assure you that most of the time we don't know which they are." You nod to the ghost. Nevertheless, you still need to try and save the Free Folk, and if destroying it is the only way, that is what you are going to do. "Very well," the spirit responds, "Go with the blessings of the water, then, so that you will not be trapped in Darkness as we were."

First, you gain **FOCUS 2**.

Next, the Hero carrying the **Ominous Spearhead** flips its card over. From now on, you must use its **Back** side until the end of the Campaign.

Then, you may continue to play the Adventure.



- **#090 – Make an offering**

*You look at the altar. Your eyes find a book and a few other offerings. As you are not sure of the ways of these people, you decide to make an offering to the altar, in hopes it can release the ghost from its burden, or at least make him pleased.*

**If you are carrying Equipment that is not Starting Gear, you may choose to discard one piece in order to make an offering. Otherwise, if you do not have any spare Items, or choose not to discard them, CURSE yourself until you have at least five cubes (if you have five or more, there is no need to do so). Any Equipment piece offered this way is removed from the game.**

Then, read the Resolution below:

*As you place the offering on the stone table, the ghost smiles sadly. "Your generosity is appreciated, though I have no more need for mundane artifacts," the spirit says quietly. "Take this in return. The dead have no need for possessions."*

**First, write down the "Blessing of Prosperity" Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever you draw a Chest card, draw an additional Chest card and choose one among them to keep.**

**Next, if you discarded an Equipment piece during the first part of this Resolution, reveal all remaining cards from the Spoils of the Hero Equipment Deck matching the quality of the Equipment you discarded. Adventure Items are considered to be Improved Items. You can choose one of these cards and keep it. Otherwise, if you have Cursed yourself, draw the top 5 cards from the Chest deck (your "Blessing of Prosperity" does not trigger here) and choose one of them to keep.**

Finally, you may continue to play the Adventure.



- **#091 – Grab the book behind him**

*You believe that the book behind the ghost contains the knowledge he mentioned, and that it will fetch a good price if it's not useful. You then decide to go for the book. You swim towards it slowly, just to make sure that the ghost won't oppose. "I see. You prefer to find knowledge for yourself," he says. "Very well. Take it, it's no use to me, but learn the lesson I took my whole existence to learn: knowledge isn't everything." You take the book and you are impressed to see how well it has been preserved under the salty water. Maybe some kind of magic protects it.*

First, you gain FOCUS 2.

Next, write down the "Ancient Book" Outcome on the Story Record.

Then, you may continue to play the Adventure.



- **#092 – Destroy the ghost's temple**

*You are disturbed by the ghost's story and you are running out of breath. You decide to destroy his temple in hopes that his soul will be free and the curse over that place will lift. Perhaps it can even save you from that situation. You push one of the pillars that seem to be holding most of the weight, ignoring the ghost's voice inside your mind, which tells you to stop. The pillar finally crumbles, as well as all the stones it was holding up, leaving the temple a pile of stones and raising a cloud of dust. You hear a screeching sound and you see the ghost turn dark, as if ink were injected inside a jellyfish. More than changing his color, the ghost seems to solidify his body into that of a hideous creature. It seems the effects of your actions were the opposite of what you hoped for.*

First, remove this Interaction token from the board.

Next, summon a **Random Commander** with **CP 2+P** in the space previously occupied by this Interaction token. When this enemy is defeated, it drops three Loot tokens in spaces of the Party Leader's choice that are adjacent to the place it previously occupied.

Then, you may continue to play the Adventure.





- **#093 – Ask King for anything useful to do the “talking”**

Quick movements from everywhere set the mood for the battle to come. While storing the relics and making sure the priest is sat and quiet, King looks at you with a lifted eyebrow. So, you ask him for anything that you could use to better fight off the invaders. He smiles from ear to ear. “I don't think you will need much help from what I've been told in the letters.

If your party has the **“Acquaintance”** Status noted on the Story Record, go to resolution **#098**. Otherwise, if your party has the **“King's Cause”** Status there, go to resolution **#102** instead.

Finally, if your party doesn't have any Statuses noted on the Story Record, nothing special happens and you may start the Adventure.



- **#094 – Ask King about the place where he found the relics**

Intrigued by King's tales, you wonder where he found the relics he speaks of. You have seen your fair share of nightmarish places, but for a place to haunt King himself, it must have been truly awful, so you ask him about it. “Oh lad, this really isn't the time to be talking about these things. Also, I don't think anyone should ever relive the horrors of that place. But trust me, even thinking about it sends shivers down my spine. In any case, you need to get out there and teach those invaders a lesson. We can talk about this later over a pint of beer.” You can see that the shine in his eyes has faded slightly, but you feel a bit closer to him.

First, if your party has the **“King's Cause”** Status noted on the Story Record, go to Resolution **#100**. Otherwise, if your party does not have it, just proceed to the next instruction.

Next, each Hero gains FOCUS 2.

Then, write down the **“Acquaintance”** Status on your Campaign Log.

Finally, again as a group, you must choose one of the following Resolutions and proceed to it: **“#093 – Ask King for anything useful to do the 'talking'”**, or **“#096 – Ask him about the Doctrine's 'efforts'”**.



- **#095 – Ask him about his fight to unite the Free Islands**

You have seen countless people wander all over these islands. All of them seem to be of good character. As you wonder how uniting the Free Islands to the Mortal Kingdoms could be such an arduous task, you ask King about his troubles. “Now that is a long story, kid, one that we don't have time to go through right now. But I can tell you this: the people in the Mortal Kingdoms have no interest in reinstating the Free Islands. They can get whatever they want from wandering merchants or simply invading our ruins. Especially with those pesky outlaws always running to our beautiful islands. They don't think we are worth the effort.” You can see that even though King seems calm, his hands are clenched in fists of rage.

First, if your party has the **“Acquaintance”** Status noted on the Story Record, go to resolution **#099**. Otherwise, if your party does not have it, just proceed to the next instruction.

Next, each Hero gains FOCUS 2.

Then, write down the **“King's Cause”** Status on the Story Record.

Finally, you must choose another Resolution and proceed to it. Resolution **“#096 – Ask him about the Doctrine's efforts”**, however, becomes unavailable.



- **#096 – Ask him about the Doctrine's “efforts”**

King's words about his dissatisfaction with the Doctrine brings up your suspicions towards them. You ask him about his grudge against the Doctrine and, in an instant, his calm appearance changes: a raging fire burns in his eyes. “Don't get me started on those two-faced cowards! With all that talk about being the stronghold of peace and negotiations between the realms. They only think about themselves and how they can profit. They never lifted a finger to help us folks here in the Free Islands, I guess we are not worth their efforts.” Amos moves his lips as if to respond, but with a fierce glance from King, he immediately decides to remain silent. “Don't let the Doctrine fool ya boy, you can only trust your comrades in battle...”

First, if your party has the **“Acquaintance”** Status noted on the Story Record, go to resolution **#101**. Otherwise, if your party does not have it, just proceed to the next instruction.

Next, each Hero gains FOCUS 2.

Then, write down the **“King's Cause”** Status on the Story Record.

Finally, you must choose another Resolution and proceed to it. Resolution **“#095 – Ask him about his fight to unite the Free Islands”**, however, becomes unavailable.



- **#097 – Ask King about his relationship with Vincent**

*You have traveled far and wide in the company of Vincent, but you couldn't imagine that he was writing letters about you to King. The captain has been growing on you for a long time, and if he holds the King of the Free Islands in such a high state, he surely is a worthy man. King catches your look of approval and smiles. "Vincent is a fine man, even better as a captain, one of our finest. I trust that man with my life, and vice versa. For him to have such high expectations of you, it shows that you are trustworthy and strong. If there is doubt on your mind, shoot. I would be glad to answer."*

First, if your party has the **"King's Cause"** Status noted on the Story Record, go to resolution #100. Otherwise, if your party does not have it, just proceed to the next instruction.

Next, each Hero gains FOCUS 2.

Then, write down the **"Acquaintance"** Status on the Story Record.

Finally, you must choose another Resolution and proceed to it. Resolution **"#094 – Ask King about the place where he found the relics"**, however, becomes unavailable.



- **#098 – A Friendly reminder**

*You can see that behind King's attitude, he is tired from all the fighting. "You know what? You kinda remind me of someone I knew a long time ago, before it all started... He was always there for his companions, no matter what. I hope you have a better end than he did... Now leave, I have got a lot to do around here."*

The Party Leader writes down the **"Protector"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), PREVENT effects any Hero casts gain a +1 BONUS.

Then, you may start the Adventure.



- **#099 – Fierce friend**

*You can clearly see this matter has riled King's spirit. "I know you are a good lad, probably haven't even heard about all of this before, but it just gets on my nerves. One day, we will be able to breathe in relief once all of this is over. Once we get our place in the sun. Until then, we just need to fight back." King's mind seems to wander; this is your cue to leave.*

The Party Leader writes down the **"Fighting Back"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever any Hero takes an Interruption or a Reaction to respond to an attack, the attacker takes 1 non-preventable damage.

Then, you may start the Adventure.



- **#100 – A calming friend**

*You can see that King has been through a lot. He looks at you; his eyes look tired. "Vincent has always been by my side, whenever we're in the face of trouble. He is my most trusted ally, and his presence alone gives me strength to keep going." King gives you a pat on the back. "I am sure you have inspired your fair share of people along the way, you have that look in your eyes, determined. Now go, no time to chit-chat." He turns again to his table. You can tell he has his mind on something else now.*

The Party Leader writes down the **"Inspiring Presence"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), ✕ made by any Hero within Range 1 of them gain a +1 TO HIT Bonus.

Then, you may start the Adventure.



- **#101 – An Old Scar**

*Amos stands quietly while King still sighs angrily. "I am sorry I got so excited about this, boy, but me and the Doctrine, we go way back. You are too young and you come from too far to be caring about these issues. You have got your own fight, and I will help you through. Now leave and don't forget, keep your mind at ease, unlike this old man."*

The Party Leader writes down the **"Calm Mind"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever any Hero receives a CLEANSE effect, they REGAIN 2 HEALTH.

Then, you may start the Adventure.





- **#102 – Enough Talk**

You can see that King's got that fire in his eyes. "I've had enough of these god-forsaken fiends around here. Dealing with the cause is exhausting enough without having to fight like this. You'd better eliminate the threat, and quickly." He turns around. That is your cue to leave the place.

The Party Leader writes down the **"Hurry Up"** Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever any Hero Expend 1 AC to take an Additional Move Action on a turn, that Additional Move Action gains +1 MOVEMENT and TRAMPLE 2.

Then, you may start the Adventure.



- **#103 – Ask him about his mentor**

If your party has the **"Bright Pupil"** Status noted on the Story Record, go to resolution #110. Otherwise, continue reading the resolution below:

As you find it strange for him to hear someone's voice and blindly follow it, you ask about this mentor of his. "He has been with me since I can remember, always helping me from a distance, always teaching and guiding me. I owe him my life. I am what you see today because of him, and this was the first time he asked me to meet him in person. I can't let this opportunity pass me by, I have to find him!" You can see in his tone that he values his mentor like a relative or even more. The image of Minerva crosses your mind. You know very well how it feels to have someone dear to you disappear like that.

First, you gain FOCUS 2.

Next, write down the **"Bright Pupil"** status on your Story Record.

Finally, you may continue to play the Adventure.



- **#104 – Ask for his help to fight the monsters attacking the tavern**

If your party has the **"Bright Pupil"** Status noted on the Story Record, go to resolution #111. Otherwise, continue reading the resolution below:

You can clearly see that this man knows his way through a fight. He would be most welcome if he could help you defend the tavern. Between one swing of his mace and another, you ask him to join you and defend the relics inside the tavern. As you explain what these creatures are after, Jaheen's eyes brighten with a spark. "I can't leave those in need in a fight like this. Once the monsters are done, I can go back to searching for my mentor with ease. He is not the kind that should be defeated by these mobs." You feel relieved: a helping hand with such skills should be more than enough for you to hold your ground. Leading him to the tavern you can, however, feel that in his heart is still worried about his mentor.

First, you gain FOCUS 2.

Next, recruit **Jaheen, the Cleric** into your party. He is **Desperate** right now.

Then, you may continue to play the Adventure.



- **#105 – Ask him about his divine quest**

If your party has the **"Bright Pupil"** Status noted on the Story Record, go to resolution #112. Otherwise, continue reading the resolution below:

A divine quest? Does his mentor know about all of the strange things that have been happening in the Free Islands? You ask him about this quest of his, as you try to get more information about the events that have been taking place. "My mentor did not give me any details, I only know that the future of Drunagor starts here. He has always provided me with knowledge and guidance. I trust his words as if they were my own. I value his life as if it were mine. So I came here hoping to find him." You can very well relate to him, having a caring mentor that you would give anything to protect. This man is someone you can trust.

First, you gain FOCUS 2.

Next, write down the **"Bright Pupil"** status on your Story Record.

Then, you may continue to play the Adventure.



- **#106 – Offer to help fight the monsters so he can find his mentor**

*You can see that the man is well trained, but he constantly loses his focus as he keeps looking around. You offer yourself to hold back the monsters while he goes farther and looks for his master. The man glances at you, and he seems to be analyzing your prowess. As if you can feel his doubts, you look at an approaching monster and run towards it. With weapons in hand, you try to cut it down in a swift move.*

**Make a Strength (yellow) Skill Challenge of Difficulty 15. Each Melee cube you have gives you a +2 bonus to your roll. If you follow the Path of Strength or if you have the “Bright Pupil” Status noted on the Story Record, you gain an additional +5 bonus to your roll.**

**FAILURE:** *You try to cut the monster with your weapon, but you miscalculate the surrounding area, so you hit a part of the boat before your weapon can touch the monster. Jaheen steps in and smashes the monster down with his mace. “I appreciate the offer, but I think I can find my master on my own. May you find success in your quest as I hope to find in mine.” He then runs towards the narrow alleys once more.*

**First, remove a Coiled Harridan or a Vile Spawn Scenario Monster from the board.**

**Next, remove this Interaction token from the board. Also, if this was the first time a Hero interacted with this scene during this Adventure, you gain FOCUS 2.**

**Then, you may continue to play the Adventure.**

**SUCCESS:** *You charge towards the monster, moving with utmost grace. With just one swing, a dead enemy lies on the ground. Looking over your shoulder, you can see that Jaheen is impressed by your skills. He greets you with a smile and throws a small symbolic object at you. Then, he jumps off the boat in order to find his mentor. It feels warm in your hand, and a soothing sensation runs through your whole body. You feel rested.*

**Take the Bright Crest card from the Adventure deck.**

**Next, remove this Interaction token from the board. Also, if this was the first time a Hero interacted with this scene during this Adventure, you gain FOCUS 2.**

**Then, you may continue to play the Adventure.**



- **#107 – Ask him to help barricade the tavern**

**If your party has the “Bright Pupil” Status noted on the Story Record, go to resolution #113. Otherwise, continue reading the resolution below:**

*You can clearly see this man is more than capable of holding his ground with these monsters. However, with their increased numbers, you can’t stop worrying about the barricade. You ask Jaheen to help you fortify the structures, so that the relics are safe. He doesn’t seem to understand at first, but maybe that is a part of his quest. “I can help you to the best of my abilities, but I should really go and try to find my mentor.” He quickly but skillfully helps you find some materials to better seal the door to the tavern. “I wish you success in your quest, as I for sure should have in mine. Farewell, fellow adventurer.”*

**First, you gain FOCUS 2.**

**Next, increase the Seabreeze Barricade’s Health by 1 point.**

**Then, you may continue to play the Adventure.**



- **#108 – Farewell**

*You have heard his name before, from the constable, back at the Eradren’s Best Inn! You try to get his attention because you have a message from his friend. Between one monster and another, Jaheen stops to stare at you. He notices the ring in your hand, then he stops and points his mace at you. “Explain yourself, now.” After you tell him about the constable and what happened, he puts his mace down and, with the other hand, he touches his chest for a prayer. “He has always been so selfless, I hope you made good use of his treasure. That ring has seen better days. May I see it?” You hand him the ring, which he holds in his hand while closing his eyes. He says some words, then he returns the ring to you. It feels warmer. Your hand feels more stable than ever. “It was good meeting you, but I cannot abandon my master.” His devotion reminds you of yourself. Minerva is somewhere waiting for you, too.*

**First, if any Hero has the Fighter’s Ring Adventure Item, they must flip its card over. From now on, they must use its Back side until the end of the Campaign. Otherwise, if no Hero has it, just proceed to the next instruction.**

**Next, write down the “Critical Movements” Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), ✕ you make gain KEEN.**

**Next, write down the “Bright Pupil” Status on the Story Record.**

**Finally, you must choose another Resolution and proceed to it.**





- **#109 – A fate passed on**

With a quick glance, Jaheen instantly notices the Defender's Buckler with you. Pointing his mace at your chest, he asks you to explain why his gift to a friend is in your possession. You tell him what happened to the constable back at the Eradren's Best Inn. "Ugh, that idiot, always so selfless. I guess that's why he was who he was... Here, I can see that he didn't quite give you the instructions on how to use that." He takes the buckler from your hand and, after a twist and a few words, the buckler seems to make a snapping sound. It still looks the same as before, but it sure does feel different. "If he gave that to you, I hope you make good use of it. Now I must find my mentor, he needs me, I can feel it." With that said, Jaheen goes back to the fight, still looking for his mentor. His bond reminds you of yourself. The image of Minerva comes back to you, filling your heart with hope.

First, if any Hero has the **Defender's Buckler** Adventure Item, they must flip its card over. From now on, they must use its **Back** side until the end of the Campaign. Otherwise, if no Hero has it, just proceed to the next instruction.

Next, write down the **"Critical Movements"** Aura on your Campaign Log. As long as you have it (**Auras are removed when you receive a Trauma Cube or another Aura**), ✕ you make gain KEEN.

Next, write down the **"Bright Pupil"** status on your Story Record.

Finally, you must choose another Resolution and proceed to it.



- **#110 – Bonding over someone**

It feels like Jaheen is someone you can really relate to. You ask him about his mentor. "I have never seen him in person, but he has never disappointed me. He is here somewhere and I will find him." After hearing his tone and struggle, you tell him that you are also looking for your mentor. She has been missing for a while and you can't stop worrying about her whereabouts. Jaheen comes closer to you. "I can feel your pain, but rest assured, our mentors are not to be defeated by this meaningless evil. They are well, and they are waiting for us. Let us join our forces in order to find them." You feel calm, and your thoughts become clear. There is still hope.

First, you gain FOCUS 2.

Next, recruit **Jaheen, the Cleric** into your party. He is **Hopeful** right now.

Then, you may continue to play the Adventure.



- **#111 – A shielded friend**

You feel like you can trust Jaheen, and it seems mutual. You two seem to bond. You ask him to join forces with you. With his help, fighting these monsters would be much quicker. Then, both of you could go back to searching for your mentors. "So you are also looking for someone dear to you, eh? That's fine by me. Now, let's teach these fiends a lesson."

First, you gain FOCUS 2.

Next, recruit **Jaheen, the Cleric** into your party. He is **Hopeful** right now.

Then, you may continue to play the Adventure.



- **#112 – Blessed help**

After getting to know Jaheen a bit better, it feels like his quest could be connected to yours now. You ask him about this divine quest, but he doesn't seem to know many details about it. "Go to Everedge, there is a growing presence there, and you can help defeat it." That was all he said. I am sure it has something to do with these fiends!" After you hear the story, his help in fighting the fiends seems to be much more meaningful than a simple coincidence. You ask for his help, telling him the two of you have a better chance in winning this fight together! He agrees with a smile and joins your side in the fight.

First, you gain FOCUS 2.

Next, recruit **Jaheen, the Cleric** into your party. He is **Hopeful** right now.

Then, you may continue to play the Adventure.



- **#113 – A Sturdy Wall**

Now that you're feeling a bit more comfortable around Jaheen, your mind brings you back to the barricaded tavern. There isn't much time left! You explain to him about the relics and how the monsters are after it. He quickly catches up to your plan and offers to help you seal the barricade. "My mentor should be fine for a few more minutes, it seems like you folks need some help here. Maybe this is one of the reasons he called for me to be in Everedge." He leaves that place in a blink of an eye. With some prayers and a lot of wood, he strengthens the barricade.

First, you gain FOCUS 2.

Next, improve the Seabreeze Barricade's Health by 1 point.

Then, you may continue to play the Adventure.



- **#114 – Urge him to fight**

Impressed by the man's impetuosity, you tell him he is right and that the fight is a tough one. The city will need all fighters to help.

If your party has the "Careful" Status noted on the Story Record, go to resolution #119. Otherwise, if your party doesn't have it, read the Resolution below:

"Right. I'll lock the kids here, please protect them," the man asks with determination in his eyes. You nod and the man hugs his kids before looking at you one last time. "For the Free Islands!" You see the man leave with a fire in his eyes.

If there are any Monsters alive, remove a Coiled Harridan or a Vile Spawn Scenario Monster from the board. Otherwise, if there are none, you gain FOCUS 2.

Then, you may continue to play the Adventure.



- **#115 – Tell him to stay and protect the citizens**

Even though he is asking you to stay while he joins the fight, you can clearly see that the man is concerned with the citizens there.

If your party has the "Careful" Status noted on the Story Record, go to resolution #120. Otherwise, if your party doesn't have it, read the Resolution below:

But you know best. This is no ordinary fight and there is no need to put a civilian's life in danger. You tell him to continue his good work and protect everyone there. He should be safe if the monsters are concentrating on the Seabreeze.

First, you gain FOCUS 2.

Then, write down the "City Hero" Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever you take a Recall Action, make a Wisdom (blue) Skill Challenge of Difficulty 13. Each Wisdom cube you have gives you a +2 bonus to your roll. If you Succeed, avoid the Curse Cube Penalty you would take. Otherwise, you suffer the Curse Cube Penalty as normal.

Then, you may continue to play the Adventure.



- **#116 – Ask for equipment from the armory**

You can see that the man is clearly concerned about the citizens there, but the equipment he has catches your attention. Maybe it could help you in the fight. You ask him for something he can spare. "Sure thing, please take anything you want, rest assured everyone here is safe with me."

Choose an Equipment card from the Spoils of the Hero (Standard) deck.

Then, you may continue to play the Adventure.



- **#117 – Tell him to leave the city**

You tell the man to leave as soon as possible, as it isn't safe around here. While looking over your shoulder, you can see that there might be an opening for them to leave if you can distract the monsters well enough. You tell the man to wait for your sign and then run for it.

Make a Dexterity (red) Skill Challenge of Difficulty 15. Each Ranged cube you have gives you a +2 bonus to your roll. If you follow the Path of Devotion or have the "Careful" Status noted on the Story Record, you gain an additional +5 bonus to your roll.

**FAILURE:** You leave the citizens there while carefully going to the other side of the room. Once you get far enough away, you start making some noise to draw the monsters towards you and make room for the man to get through. Once they get close enough, you sign for the man to leave. While distracted by looking at the man, you fail to avoid a direct hit from one of the monsters, and when you manage to look back up, the man is nowhere to be found.

You gain FOCUS 2 and take 3 non-preventable damage.

Then, you may continue to play the Adventure.

**SUCCESS:** You leave the citizens there while carefully going to the other side of the room. Once you get far enough away, you start making some noise to draw the monsters towards you and make room for the man to get through.



Once they get close enough, you sign for the man to leave. He manages to quietly lead everyone away. When almost everyone is gone, you can see one of the kids waving and saying "thank you."

First, you gain FOCUS 2.

Then, write down the "Taunt" Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever your allies in Range 1 are attacked, you may suffer FATIGUE 1 to: COVER target ALLY (if two or more allies are being attacked at the same time, you can Cover only one of them). Covering a Target like this takes no action and is done at Interrupt (⚡) speed, but is not considered an Interrupt.

Then, you may continue to play the Adventure.



• #118 – Ask why he hasn't run to the Seabreeze

Concerned to see so many civilians in what seems to be a not so safe place, you ask the man why he hasn't run for the Seabreeze. "I just couldn't leave everyone behind. The equipment I took was also weighing me down, so running for it was not an option."

First, you gain FOCUS 2.

Next, write down the "Careful" Status on the Story Record.

Then, you may continue to play the Adventure. This Resolution does not reduce the Interaction token.



• #119 – Fighting with heart and soul

You can see clearly that the man has the spirit to fight, and even better, the equipment to do so. You urge the man to fight. They might not be able to simply run for it, but maybe they can make it on their own. "Great, I'll lock everyone here, so the monsters can't get in." He gives you a well-worn ring and leaves the place with a fire in his eyes.

If there are any Monsters alive, remove a Coiled Harridan or a Vile Spawn Scenario Monster from the board. Otherwise, if there are none, you gain FOCUS 2.

Then, you may continue to play the Adventure.



• #120 – Safeguarded citizens

You can see in the man's eyes he has the courage to fight, but with so many lives at stake, you can't let sheer enthusiasm decide their fate. "Since you can't let me go, at least help me place some traps around here." Since running for the Seabreeze is not an option, maybe they can remain protected with some extra help.

First, you gain FOCUS 2.

Next, place 2 additional Defensive Traps on the board.

Then, you may continue to play the Adventure.



• #121 – The blind seer

Searching through the wreckage of a market stall, you find a stunned survivor. The man stayed there not because he was injured, but because he is blind! "The end is near! When the apprentice turns against the master, the son will turn against the father and the brothers will fight each other for the outsider's delight! I saw it, I saw it!" The man states, grabbing you by the collar of your clothes.

You now face a dilemma: You may ask the man to run towards the Solemn Quartermaster at the Wharf Square. If you choose to do so, go to Resolution #122. On the other hand, you may ask the man to run towards the harbor and wait for the Pristine Swan. If you do this, go to Resolution #123 instead.



• #122 – You direct the seer to the Quartermaster

You know that the man will be in good hands under that veteran's tutelage, so you break free of his grip and without wasting any time, direct him towards the Wharf Square...

If there is an Interaction token on the board, the man stumbles his way until he safely reaches the captain's welcoming arms and you write down the "Vision Beyond Reach" Aura on your Campaign Log. As long as you have it (Auras are removed when you receive a Trauma Cube or another Aura), all Ranged ✕ you make and Ranged effects you cast gain +1 RANGE. Then, you may continue to play the Adventure.

Otherwise, if the Interaction token has already been removed from the board, the man stumbles his way to the Wharf Square, but there is no one there to welcome him. Amidst the dust and confusion, you can never be sure what that man's end was. You gain FOCUS 2 and then, you may continue to play the Adventure.



- **#123 - You direct the seer to the harbor**

*You figure the man will be safe when he reaches the harbor, so you pull him to his feet and encourage him to run in one direction, without even looking back...*

If there is an Interaction token on the board, the man stumbles his way to the harbor, but the creatures are everywhere, waiting for unsuspecting survivors. Amidst the dust and confusion, you can never be sure what that man's end was. You gain FOCUS 2 and you may continue to play the Adventure.

Otherwise, if the Interaction token has already been removed from the board, the man stumbles his way to the harbor, where he finds the captain's welcoming arms and you write down the **"Vision Beyond Reach"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), all Ranged ✕ you make and Ranged effects you cast gain +1 RANGE.

Then, you may continue to play the Adventure.



- **#124 – The drunken reveler**

*Slumped in the middle of a pile of ruined crates, a man with carnival clothes and the strongest liquor breath you've ever smelled doesn't seem to be that worried... "But isn't the festival really good!?" he sobs. "...This year they even brought fireworks, look at that!" He points to the city lost to the flames. This man, having survived all the dangers of this night, is irrevocable proof that there is a superior being watching over us...*

You now face a dilemma: You may ask the man to run towards the Solemn Quartermaster at the Wharf Square. If you choose to do so, go to Resolution #125. On the other hand, you may ask the man to run towards the harbor and wait for the *Pristine Swan*. If you do this, go to Resolution #126 Instead.



- **#125 – You direct the reveler to the Quartermaster**

*You know that the man will be in good hands under that veteran's tutelage, so you pull him to his feet and direct him towards the Wharf Square...*

If there is an Interaction token on the board, the man stumbles his way until he safely reaches the captain's welcoming arms and you write down the **"Moves Like Jagger"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever you take a Reaction (✓) also Target Other Hero, INSPIRE.

Otherwise, if the Interaction token has already been removed from the board, the man stumbles his way to the Wharf Square, but no one is there to welcome him. Amidst the dust and confusion, you can never be sure what that man's end was. You gain FOCUS 2 and you may continue to play the Adventure.



- **#126 – You direct the reveler to the harbor**

*You figure the man will be safe when he reaches the harbor, so you pull him to his feet and encourage him to run in one direction, without even looking back...*

If there is an Interaction token on the board, the man stumbles his way to the harbor, but the creatures are everywhere, waiting for unsuspecting survivors. Amidst the dust and confusion, you can never be sure what that man's end was. You gain FOCUS 2 and you may continue to play the Adventure.

Otherwise, if the Interaction token has already been removed from the board, the man stumbles his way to the harbor where he finds the captain's welcoming arms and you write down the **"Moves Like Jagger"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever you take a Reaction (✓) also Target Other Hero, INSPIRE.



- **#127 – End her suffering**

*Seeing your master on her knees has shaken you to the core. You can see that she has no strength left to fight. Minerva now looks older and thinner, like a dead branch. You thank her for raising you into the fighter you have become. You say your goodbyes while you prepare for the blow. "Thank you, my dear," Minerva says to you. "I was weak, but I know that you are not. Farewell."*

Write down the **"Reckless Revenge"** Aura on your Campaign Log. As long as you have it (*Auras are removed when you receive a Trauma Cube or another Aura*), whenever you lose 1 or more Health, you gain FOCUS 1 (*suffering damage causes loss of life*).

**ENDGAME TRIGGER**

Finally, read **"End of Adventure – Bitter Goodbyes"** on page 116.





- **#128 – Try to save her**

You refuse to accept her request. There is no way you would be able to end your master or let anyone else do it. Minerva is a fighter and you bet your very life that she can still fight her way out of that situation. You grab, with both hands, parts of her wooden armor and pull them apart. Vines from the wooden shell grow and wrap around your arm, trying to consume you, penetrating your flesh. "No!" Minerva shouts "Leave or it will consume you!" It doesn't matter to you. Either we both leave or neither of us will.

**Make a Wisdom (blue) Skill Challenge of Difficulty 20. Each Wisdom cube you have gives you a +2 bonus to your roll. If your party has the "Painful Memories" Status noted on the Story Record, you also gain a +10 bonus to your roll.**

**FAILURE:** As the vines crawl their way inside your body, you see images flash before your eyes, as if you were Minerva back in the day. You see your own face looking back at you, flustered and angered. There is an old man dressed as a scholar. You see The Swan Pristine, Captain Vincent and the ancient ruins of a temple. Two green eyes glow in darkness. "Noo!" You hear Minerva shout. She pushes you away and reaps the vines from your body. The cursed wooden shell around her grows fiercely, covering her whole body once again. "I'm sorry, kiddo." You hear her weep inside the Soul Harvester's body for the last time. "Maybe I'll see you again someday, and you will grant me the rest I so desperately wish for." She concludes and jumps back into the corrupted barge. You run to the banister in order to pursue your master, but Vincent prevents you.

The Party Leader writes down the "Fainted Memoir" Aura on their Campaign Log. As long as they have it (Auras are removed when you receive a Trauma Cube or another Aura), whenever a Hero takes a Recall Action, they gain an INSPIRATION token and receive EMPOWER.

**ENDGAME TRIGGER**

Then, read "End of Adventure – Someday" on page 117.

**SUCCESS:** As the vines crawl their way inside your body, you see images flash before your eyes. You don't really know why, but you try to focus on your own memories of Minerva. The happiness you felt when she rescued you from the streets and you had the first warm meal in years under. Her smile. The adventures you had. The moments when you shared those stories at a tavern. You scream with the strength to pull her out of that cursed body, as the wooden shell breaks apart. Minerva's body, free from the cursed armor, falls to the deck, unconscious.

Write down the "Reunited" Outcome on the Story Record.

**ENDGAME TRIGGER**

Then, read "End of Adventure – Together at Last" on page 117.



- **#129 – Ask her what happened**

"I was weak... and a fool." She says, struggling to breathe "That scholar took us to a temple, here. He was looking for someone, but he didn't go inside. What we found there was just death. The further we went in, the more monsters surrounded us. There was no way back, and finally their master appeared." You can see by the expression of terror on her face that Minerva relived that moment. "Before I knew it, he was inside my head, corrupting my every thought." - she adds, holding her head with both hands - "I then realized my body was being consumed by this... thing and I couldn't control my actions, nor my thoughts. Only the memories of you have been able to keep me here all this time." You feel the rage grow inside of you. Whoever made your master suffer this much will pay with more than their life!

Write down the "Painful Memories" Status on the Story Record.

Finally, you must choose another Resolution and proceed to it.



- **#130 – Have one last fight with Minerva**

You refuse to accept that kind of end for Minerva. You remind her that a warrior dies by what they live: the blade. You urge her to stand as herself for your last fight against each other. Minerva laughs, that heartily laugh you remember so well. With a scream, she pulls the wooden shell from her body, exposing her weakened constitution, the blood soaked, tattered armor and clothes underneath. "Let's do it then, kiddo." - she says, with a smile - "To death!"

First, each Hero gains FOCUS 2.

Next, remove the Soul Harvester's model from the board and its Attack cards from the Initiative Track. Also, replace the Harvester's Rage Rune Card with the Growing Influence Rune card, with its A Side Up.

Then, remove the Dreadful Raid Special Mechanic card from the Initiative Track along with any Fell Woodman Minions that left on the board.

Now, summon the Cursed Minerva Scenario Commander with CP 3+P in the area the Soul Harvester previously occupied. Do not forget to draw her hand of Commander Attack cards (one card per Hero playing the Adventure).

Finally, end the current Round and return the Initiative Marker to the first card on the Initiative Track. Start a new Round from there. Do not take any turns from cards you skipped this way.

**ENDGAME TRIGGER**

When the Cursed Minerva Scenario Commander is defeated, read "End of Adventure – The Last Lesson" on page 118.



- **#131 – Ask who he is**

*Confused and terrified with the creature's appearance, you ask who or what he is, because you know for sure that it is not Amos. "I am the Herald. - the creature replies in a deep voice - I am the King. I am... the Undeath! Amos was the man whose body I took to hide behind a human mask, for I am Yithzak Zamir and I will take by force what is mine by right!" You feel a shiver run down your spine as the words echo in the dark chamber. Whatever that creature was, it has made a fool not only of you but of the whole Doctrine and has prepared a plan of attack. If it speaks the truth, and you have no reason not to believe it does, with the power to raise an army of creatures, this one needs to be stopped before it's too late.*

**First, each Hero gains FOCUS 2.**

**Next, write down the "Imminent Danger" Status on the Story Record.**

**Finally, again as a group, you must choose another Resolution and proceed to it.**



- **#132 – Ask him what he wants with the relics**

*The creature laughs as he hears your question. "You are not in fact sharp-witted, are you, mercenary?" - he asks in mockery - "The relics you so gladly collected for me were the parts of a crown. Split by the ancient folk who lived in these islands, scared of the power it possessed, I needed to collect all parts and use the power of the eclipse to reassemble the artifact so as to acquire my crown. Now, with its power, I am now unstoppable. The true and ultimate Awakened King." You look at the jewel on the creature's head, making it even more terrible to look at. You feel the remorse for having helped it grow stronger.*

**First, each Hero gains FOCUS 2.**

**Next, write down the "Remorse" Status on the Story Record.**

**Finally, again as a group, you must choose another Resolution and proceed to it.**



- **#133 – Stab him**

**If your party has the "Remorse" Status noted on the Story Record, go to resolution #136. Otherwise, continue reading the resolution below:**

*Tired of all that nonsense and furious for being made a fool, you clasp your hands onto your weapon and you wait for an opportunity. You threaten the creature. He stares at you and laughs. It is just the opportunity you were looking for. Without wasting a second, you jump against the creature floating in the dark room, brandishing your weapon. The fight has started and you will have the upper hand.*

**Starting with the Hero that occupies the Highest Slot on the initiative track, each Hero takes a Cube Action.**

**Then, return to Chapter 09's Gray Box on page 124 and carry on with its instructions.**



- **#134 – Try to steal the crown**

*As you believing that the crown is the source of the creature's power, you look around thinking of a means to steal it, to deprive the Awakened King of his powers so you can fight him on equal terms. "There is no escape for you." - the creature says - "There is no point in looking for one." Taking the opportunity, you kneel and you grab a rock. Standing up, you throw it against the creature's head and run towards it.*

**The Party Leader makes a Dexterity (red) Skill Challenge of Difficulty 15. Each Ranged cube they have gives them a +2 bonus to their roll. If they follow the Path of Cunning, this Challenge is considered successful without the need to roll.**

**FAILURE:** *Unfortunately for you, the creature anticipates your attack and deflects with ease. He laughs. Suddenly you fly through the room, which goes dark when you hit your head against the wall. "A fool and a coward!" - you hear the Awakened King say as you try to stand and prepare for the fight.*

**Each Hero gains FOCUS 2 and suffer 3 non-preventable damage.**

**Then, return to Chapter 09's Gray Box on page 124 and carry on with its instructions.**

**SUCCESS:** *Your move is successful and the rock you threw misses the creature's face by a millimeter, but manages to draw its attention, which gives you enough time to shorten the distance between you two. When the Awakened King finally turns his attention to you, you are ready to jump, going for his crown. Your hand grabs the artifact and you land safely. You can feel the power of the crown and decide to use it against its previous owner.*



The Party Leader writes down the **“Shadow Crown”** Status on their Campaign Log. As long as they have it (*Statuses are removed during the Camp Phase and therefore will not be removed until the end of this Campaign*), Heroes are not affected by Darkness (they suffer neither the damage nor the penalties).

Then, return to Chapter 09's Gray Box on page 124 and carry on with its instructions.



- **#135 – Tap into your hatred for power**

If your party has the **“Imminent Danger”** Status noted on the Story Record, go to resolution #137. Otherwise continue reading the resolution below.

*You hear a voice in the back of your head stimulating your hate, feeding your darkest instincts and making your blood boil. It whispers curses and promises you carnage and the blood of your enemies. Filled with hate for the creature standing before you, you allow your hate to take over. As your blood boils, you feel your body run cold. You know you won't be able to turn back, but you can't avoid it.*

First, each Hero that does not have 3 Curse Cubes takes Curse Cubes until they get 3 on their Hero boards. The Party Leader writes down the **“Power of Hate”** Status on their Campaign Log. As long as they have it (*Statuses are removed during the Camp Phase and therefore will not be removed until the end of this Campaign*), Heroes can take 1 additional Cube Action on their turns.

Then, return to Chapter 09's Gray Box on page 124 and carry on with its instructions.



- **#136 – Destroy the Crown**

*As you believe that the crown is what gives power to the creature, you make a bold decision to destroy it. You feel remorseful for having helped the Awakened King to assemble the pieces the first place. You advance against the creature, avoiding his first attacks and preparing for a sneak attack. As you strike against the crown and your blow hits the artifact, you feel yourself being thrown back just as the crown flies from the creature's head into a dark corner of the room. “Aaargh! Puny worm!” - the Awakened King curses - “I'll crush you like the insect you are!” As you stand, you see that somehow you have managed to hurt the creature, although the crown seems to be intact.*

First, the **Awakened King** takes 15 damage per Hero.

Next, flip all the **Awakened King's** cards on the Initiative Track. When the Initiative Marker reaches these cards on these turns, you should just flip them back without

resolving their effects. The **Awakened King** was astonished this turn.

Then, return to Chapter 09's Gray Box on page 124 and carry on with its instructions.



- **#137 – Give in to your hatred for power**

*You feel like a fool for having helped such a creature to rise. Your hate grows. You clench your teeth. You clench your fists. You feel the adrenaline run through your veins. You curse the creature and threaten him with pain and blood. The Awakened King laughs as your hate grows. You feel the power growing inside you and you hear a voice that feeds your hate, giving you strength. The world becomes darker, but it is a price you are willing to pay so as to slay your enemy and rip him apart, little by little.*

First, each Hero takes 2 Curse Cubes.

Next, the Party Leader writes down the **“Corrupt Power”** Status on their Campaign Log. As long as they have it (*Statuses are removed during the Camp Phase and therefore will not be removed until the end of this Campaign*), Heroes may never have fewer than 2 Curse Cubes in their boards and, once per turn, they may roll the d20 if they disliked a move's outcome.

Then, return to Chapter 09's Gray Box on page 124 and carry on with its instructions.



# 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 **Caltraps**, 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 CoD 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.

**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 8. 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 Interruptions 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 18).

**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.

**INFLECT:** 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 Immobile (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 *CoD 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 rages (gaining +1 DMG) and 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 before 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 victim'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 them 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  $\times$  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 ( $6 - 2 - 1 = 3$ ;  $3 \div 2 = 1.5$ , 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 ( $\swarrow$ ) or Interrupts ( $\circlearrowleft$ ) 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 18.

**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 ( $\swarrow$ ) 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 Otherworldly 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 27.

**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 175), 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.



# GAME SYMBOLS AND TOKENS

**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

**Stackable Conditions** (a Character can have up to 4 of each of these at a time):



BLEED



BURN



CHAOS SEED



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

**Redundant Resource Tokens** (a Character can have only one of each of these at a time):



INSPIRATION

**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



**Game Objects** (These are usually placed on a Map tile, Monster card, Monster board, or Initiative Track):



INITIATIVE



NPC (6 colors)



EVENT



BEAR TRAP



FIRE TRAP



POISON TRAP



TIME



BANNER  
(Standee)



LOOT



CHEST



STACK OF  
BARRELS



PILE OF CRATES



BOOKSHELF



STONE PILAR



STONE FOUNTAIN



CHARGED  
INTERACTION



DEFENSIVE TRAP



BARRICADE



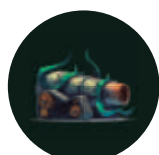
PLENTY OF  
PROVISIONS



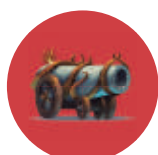
SPARE WOOD



MENDING ROPE



DREAD CANNON



MAGIC CANNON

**Reminder Tokens** (These are usually placed on a Map tile, Monster card, Monster board, or Initiative Track):



SPECIAL MECHANIC



SPAWNING  
(5 colors)

**Game Symbols** (These symbols are found on Monster cards or Map tiles and represent effects that are not tied to any Condition):



DIFFICULT TERRAIN



LARGE MONSTER

**CHRONICLES**



**OF DRUNAGOR**