UPDATE PACK INSTRUCTIONS

Greetings Hero of Daren!

Your *Update Pack* has finally arrived and now, it's time for you to update your game from the first Kickstarter Campaign according to the consolidated version.

The changes from one version to another were significant and therefore, if you wish, keep the components that will no longer be used as a souvenir. We guarantee you'll feel like *AoD* has practically become a new game!

Having said that, let's check upon the actions needed to make this update possible. Below you'll find a list of what you need to do with each updated component of your game (what is not mentioned here, you must keep as it is). Keep in mind that there will be components that will be added (Adventure cards are a good example of this), and a vast majority that will replace previous versions.
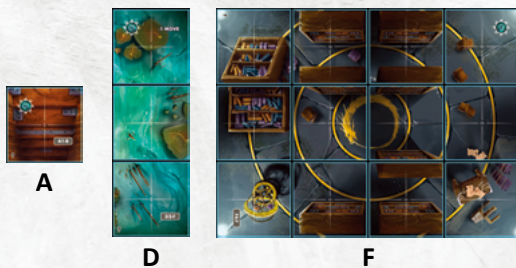
COREBOX

Books
- **Replace** all three Big Books with the new ones.

Map tiles
- **Remove** all A, D, and F Map tiles. These will not be used for the updated campaign anymore.

A

D   **F**

- **Replace** Map tiles E8, E10, C8, and C9.

- **Add** Map tiles E11 through E14, and C10.

Folding Doors
- **Replace** all Doors from the Corebox first printing with the new ones. 6 Folding Doors do not belong to the Corebox, but other expansions from the first Kickstarter Campaign. You will be instructed to **replace** these expansion Doors later. You can identify to which expansion a Door belongs to by checking its Expansion Icon on the back.

- This is the Corebox Icon

- This is one of the Expansion Icons (Desert of Hellscar Icon)

Tokens and Runes

- Keep the following tokens and **store** them in your new Token Trayz:

TOKEN	QUANTITY
BLEED	16
POISON	16
FOCUS	10
FRUIT OF LIFE	7
CHEST	6
+30 HEALTH	2
TIME	6
SLOW	6
STUN	6
FURY	4
KI	4
INTERACTION	3
SHIELD	16
STEALTH	4
BURN	16
POISON TRAP	
BEAR TRAP	2 OF EACH TRAP. THEY ALL GO IN THE SAME SLOT
FIRE TRAP	
KNOCK DOWN	6
INTIMIDATE	10
NPC (6 colors)	6
RANGER'S MARK	4
+MOVEMENT	6
+DAMAGE	6
EVENT	5
PETS	6
INITIATIVE	1

- The first printing uses all 45 Runes, but this number has been reduced to 36 in the second printing. Therefore you must **remove** the following Runes (they will not be used for the updated campaign anymore):

Cards

- **Replace** the 5 respective Starting Gear cards with the new ones (the ones with weapons with Ranged attack).

- Keep the other 8 Starting Gear cards.

- **Replace** the Wolf and Eagle Pet cards with the new ones.

- Then, if you have the Spoils of War Box, also **replace** the other 4 Pet cards(Bear, Ice Spirit, Dog, and Baby Dragon). Otherwise, if you do not have it, just **add** these cards instead.

- **Replace** all Chest cards with the new ones.

- **Replace** all Initiative cards with the new ones. The Hero of Daren Placeholder Initiative card, however, is new. Thus, just **add** it to your game.

Front   **Back**   **Front**   **Back**
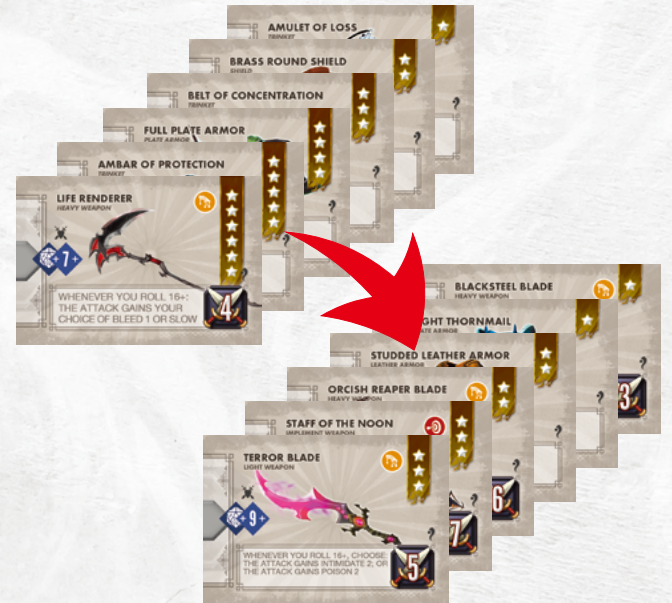

Hero of Daren Placeholder Initiative

- **Replace** all Rune cards with the new ones.

- **Replace** all Undead King Attack cards with the new ones.

Front   **Back**   **Front**   **Back**

- **Replace** all Camp Items with the new ones. There were 6 Camp levels in the first print, now there are only 3 (every 2 levels were merged into 1, this is why they have the same number).

•**Replace** all Adventure Items with the new Adventure cards. (*Adventure Items, Scenario Monsters, Special Event cards, Companions, and any other card introduced with these are now called Adventure cards*).

•**Replace** all Monster cards with the new ones. Please note that each Monster has 1 card per rank now (in the first version, ranks were split between front and back). Therefore you will notice an increase in the amount of Monster cards, which also includes Multi-Behavior Monsters.


Replaced Cards Name List: *Ritual Dagger, Sacred Sword, Magic Crossbow, Bloody Axe, Executioner's Helm, Death Stone, Bracers of Avarice, Runed Bone, Talisman Coin, Lazuli Warhammer, Staff of Ghost Fire, Living Armor, and Friendly.*

Visual Clarification of each kind of new type of Adventure Card beeing added:

Adventure Items

Multi-Behavior Monster example.

•**Add** all Commander and Commander Attack cards.

Scenario Monsters

COMMANDER CARD

COMMANDER ATTACK CARD

Special Event Cards
(Front / Back)

Special Attack Cards
(Front / Back)

Special Characters

THE RUIN OF LUCCANOR

Folding Doors
- **Replace** 2 Doors from *The Ruin of Luccanor* first printing with its respective new ones. Check their numbers and Chapter Titles on the back of these Doors in order to do so.
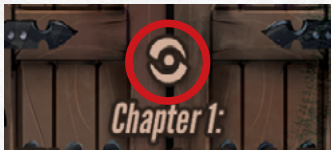
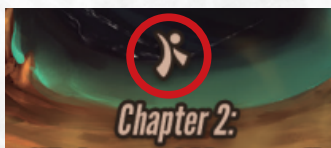- This is *The Ruin of Luccanor* Icon

Cards
- **Replace** all Monster cards with the new ones. Please note that each Monster has 1 card per rank now (in the first version, ranks were split between front and back). Therefore you will notice an increase in the amount of Monster cards.

SHADOW WORLD

Folding Doors
- **Replace** 2 Doors from *The Shadow World* first printing with its respective new ones. Check their numbers and Chapter Titles on the back of these Doors in order to do so.

- This is *The Shadow World* Icon

Cards
- **Replace** all Monster cards with the new ones. Please note that each Monster has 1 card per rank now (in the first version, ranks were split between front and back). Therefore you will notice an increase in the amount of Monster cards.

SPOILS OF WAR

Cards
- **Replace** all Monster cards with the new ones. Please note that each Monster has 1 card per rank now (in the first version, ranks were split between front and back). Therefore you will notice an increase in the amount of Monster cards.

MONSTER PACK

Cards
- **Replace** all Monster cards with the new ones. Please note that each Monster has 1 card per rank now (in the first version, ranks were split between front and back). Therefore you will notice an increase in the amount of Monster cards.

- **Add** all 10 new Overlord Attack cards.

OVERLORD ATTACK CARD

DESERT OF HELLSCAR

Folding Doors

- **Replace** 1 Door from the *Desert of Hellscar* first printing with its respective new ones. Check their numbers and Chapter Titles on the back of these Doors in order to do so.

- This is the *Desert of Hellscar* Icon

Cards

- **Replace** all Monster cards with the new ones. Please note that each Monster has 1 card per rank now (in the first version, ranks were split between front and back). Therefore you will notice an increase in the amount of Monster cards.

- **Replace** all Epic Gear Items with the new ones.

RISE OF THE UNDEAD DRAGON

Folding Doors

- **Replace** 1 Door from the *Rise of the Undead Dragon* first printing with its respective new ones. Check their numbers and Chapter Titles on the back of these Doors in order to do so.

- This is the Rise of the Undead Dragon Icon

Cards

- **Replace** all Monster cards with the new ones. Please note that each Monster has 1 card per rank now (in the first version, ranks were split between front and back). Therefore you will notice an increase in the amount of Monster cards.

- **Replace** all Epic Gear Items with the new ones.