



# ALL IN STORAGE EXAMPLE



# USING THIS GUIDE

This document is designed to help players organize all components of 'Chronicles of Drunagor: Age of Darkness' and reduce the number of boxes on the shelf. During this process, you will encounter steps that are either **Standard** (with only one recommended approach) or **Flexible** (where multiple recommended approaches are available).

Keep in mind that this guide is only a recommendation, and different people have different needs.

- STANDARD
- FLEXIBLE

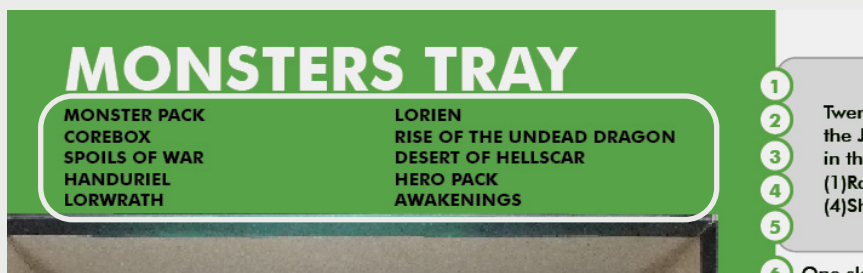
## JOINING BOXES

In many parts of this guide, the 'Joining Boxes' section will appear, indicating that the listed boxes will be integrated and will become empty in the current section.

## COMPONENTS FROM OTHER BOXES

In the Header of each page you will find a list of which boxes you will need to store the components. You will also find their instruction lists

We recommend that while following this example you keep all boxes within reach.





STORAGE GUIDE

# COD AOD CORE BOX



# JOINING BOXES

## DARKNESS DICE SET

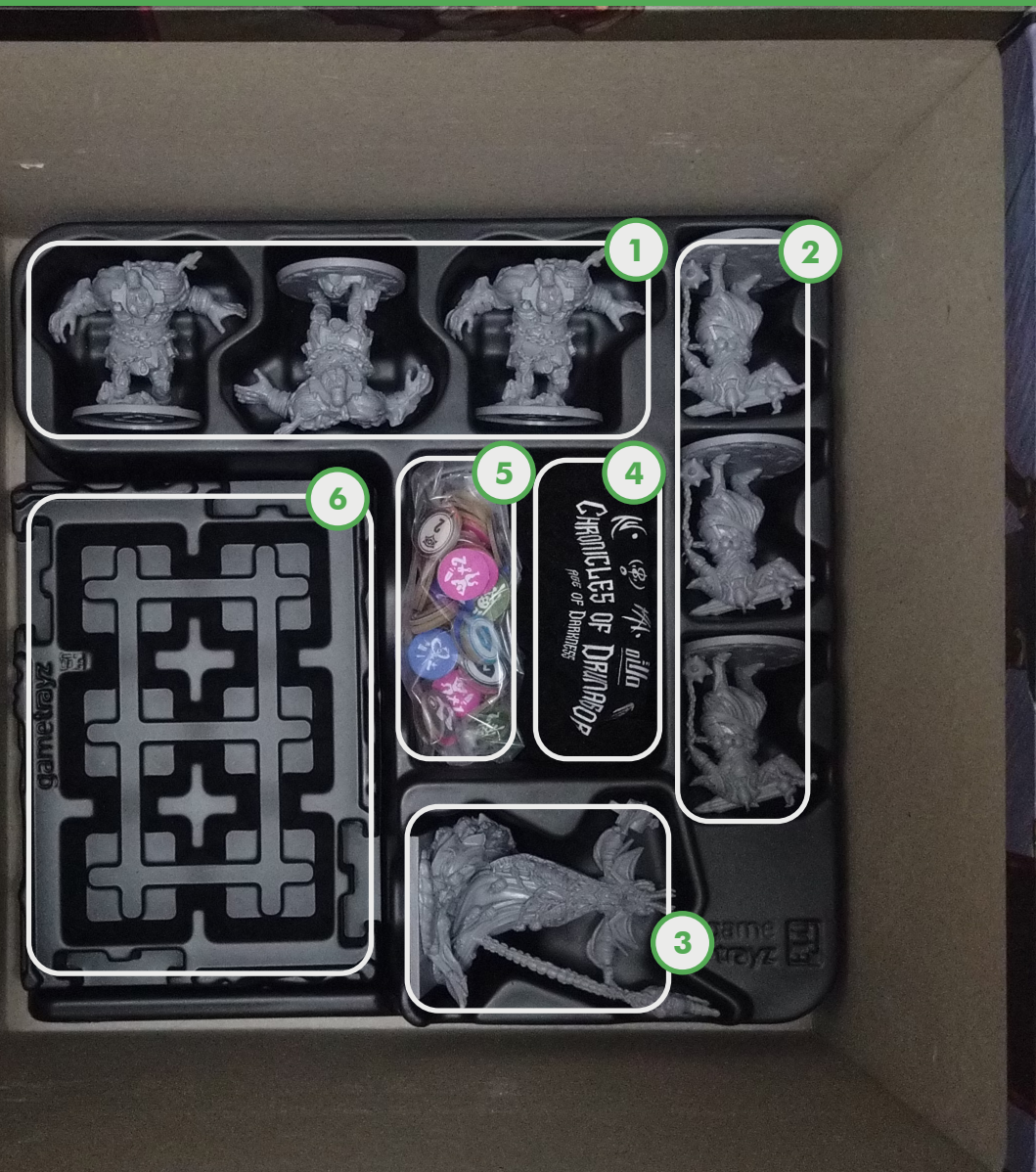
- 1 The darkness dice set goes in the core box





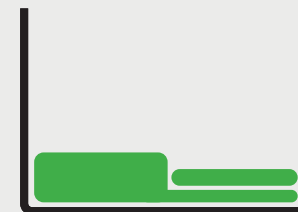
# BOTTOM TRAY

## CORE BOX



- 1 Three slots for Abmination miniatures
- 2 Three slots for Shadow Knight miniatures
- 3 One slot for Undead King miniature
- 4 One slot for the Rune bag rolled next to the cubes
- 5 Ziplock with surplus tokens (*extra tokens not used in the token tray*)
- 6 One slot for the Dungeon trays 1

BOX SIDE VIEW





# DUNGEON TRAYS 2

## CORE BOX

1 Dungeon trays 2 on top of the dungeon trays 1



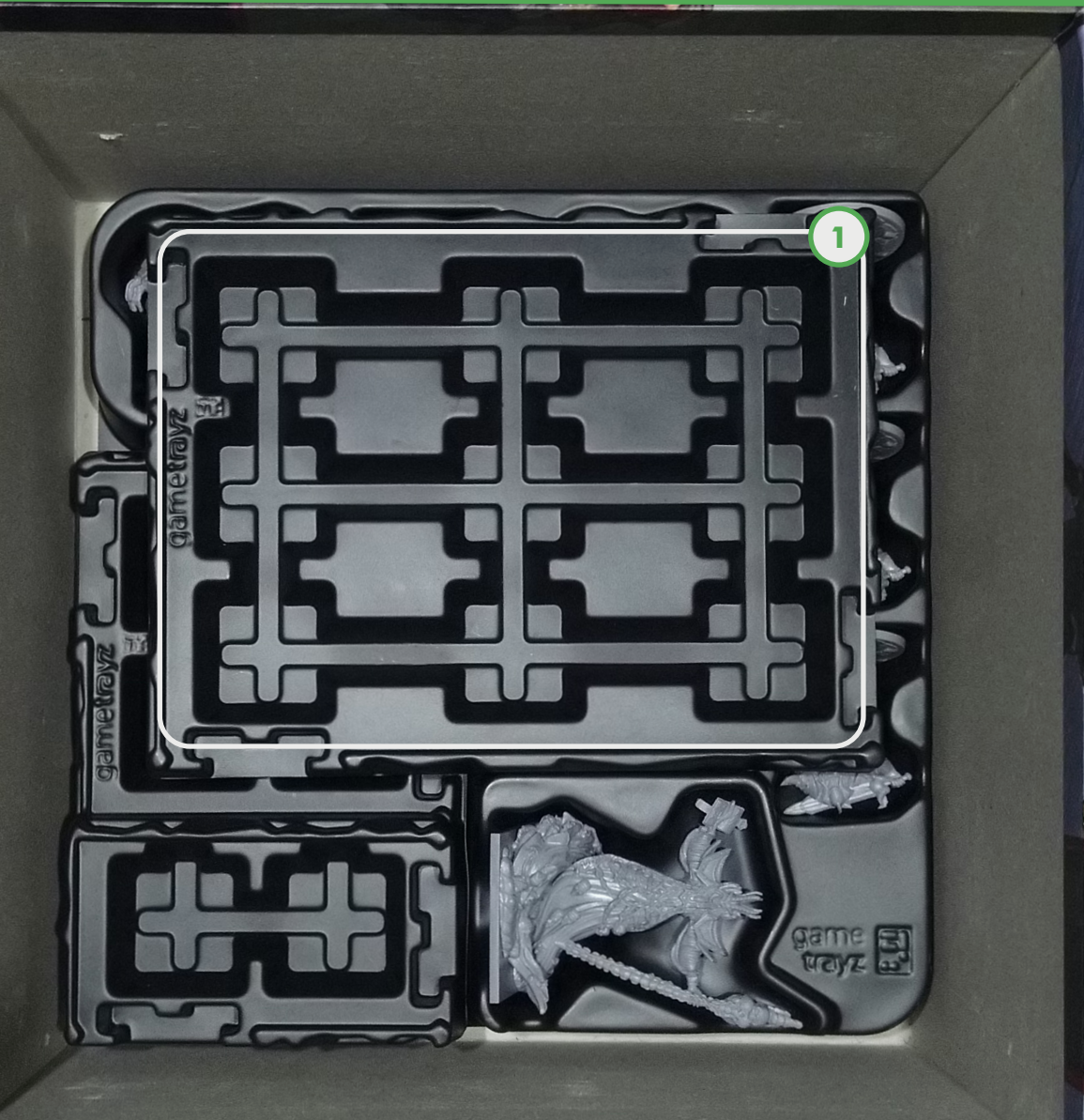
BOX SIDE VIEW



# DUNGEON TRAY 3

## CORE BOX

- 1 Dungeon tray 3 on top of the dungeon trays 2 and the bottom tray



BOX SIDE VIEW





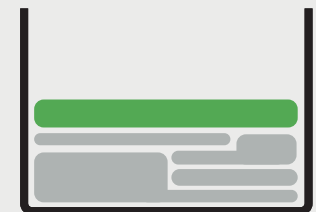
# MINIATURE TRAY

## CORE BOX



- 1 One slot for yellow cubes
- 2 One slot for red cubes
- 3 One slot for green cubes
- 4 One slot for blue cubes
- 5 One slot for the white cubes
- 6 Four slots for the Cultist miniatures
- 7 One slot for the D20
- 8 Four slots for the Executioner miniatures
- 9 One slot for Maya miniature
- 10 One slot for Lorelay miniature
- 11 One slot for Elros miniature
- 12 One slot for Jaheen miniature
- 13 One slot for Vorn miniature
- 14 Four slots for Abomination miniatures
- 15 Four slots for Skeleton Archer miniatures
- 16 Four slots for Shadow Vampire miniatures

BOX SIDE VIEW





# DARKNESS & TOKEN TRAY

## CORE BOX

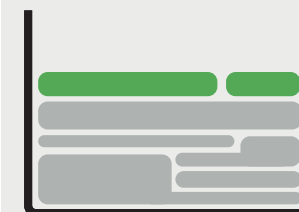


- 1 Ten slots for Darkness tiles
- 2 Two slots for all big tokens
- 3 Twenty three slots for small tokens (please check the table below.)

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	2 OF EACH TRAP THEY ALL GO IN THE SAME SLOT
BEAR TRAP	
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

Any extra spare token that does not go inside this tray can be put in to a zip bag and stored in the bottom tray.

BOX SIDE VIEW





# SAVE GAME TRAYS

## CORE BOX

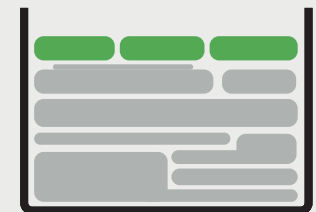


- 1 Three slots for adventure cards (*Here you will place the cards of the current campaign that you are going to play, eg.: Corebox*)
- 2 One slot for dice
- 3 One slot for black monsters, commanders & overlords
- 4 One slot for chest items
- 5 Trap dice **OR/AND** 5th player save game cubes.
- 6 Previous Camp cards **OR** 5th player Save Game
- 7 One slot for your gray monster rotation
- 8 One slot for dices
- 9 One slot for your white monster rotation
- 10 Save Game for 4 Heroes

### SAVE GAME CHECK LIST (per hero)

- 1 Pink Cube (*or red health marker*)
- 1 Purple Cube
- 5 Black Cubes
- 5 Colored Cubes (*the hero initiative card will tell you how many of each color are required, and during the campaign more can be acquired*)
- 1 Hero Initiative Card
- 4 Hero Skill Cards
- 4 Class Skill Cards
- 3 Dungeon Role Cards

BOX SIDE VIEW





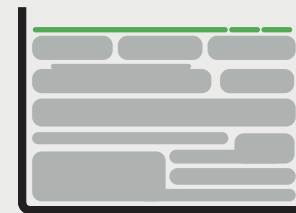
# ADVENTURE BOOK & INITIATIVE TRACK

## CORE BOX

- 1 Adventure book
- 2 Initiative track pieces



BOX SIDE VIEW





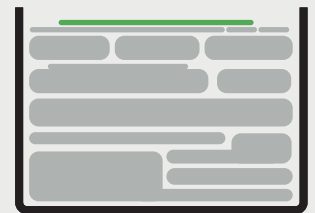
# INTERACTIONS BOOK

## CORE BOX

1 Interactions book



BOX SIDE VIEW





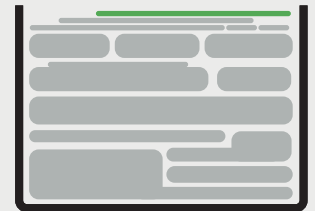
# RULEBOOK

## CORE BOX

1 Rulebook



BOX SIDE VIEW





# START HERE

## CORE BOX

### 1 Start Here Guide and Book of Interactions



## Chronicles of DRUNAGOR

### AGE OF DARKNESS

### Start Here!

This open & play guide will help you set up and start your first single-player adventure in the world of Drunagor, and teach you all the basic game rules. Built for approximately half an hour of play, it features the first chapter "A Cry for Help" in a playthrough style.

#### 1. Unpack your Hero

To take your first steps in *Chronicles of Drunagor: Age of Darkness*, you must choose a Hero to represent you. This guide specifically uses the Dwarf Warrior Vorn. Once you have grasped the basic concepts of the game, you can test and examine other Heroes. Each has their own special characteristics and abilities.

- Take Vorn's miniature and Hero Board, along with his Initiative card and his Starting Gear based on his Equipment proficiencies, written on his Hero Board.



#### 2. Take your Action Cubes

In *AoD*, the management of actions that your Hero can perform is based on a system of cube rotation: the **Cube System**. During each turn, you will be able to use up to two of these cubes to activate your Skills, allocating them to the spaces for those Skills in order to use their effects. The number of Action Cubes that a character starts the game with, as well as their respective colors, are described on their Initiative card.

- Take the cubes shown for Vorn.



#### 3. Prepare your Hero

A Hero's primary actions are shown on their Hero Board, where you'll find the information you need to manage your Hero throughout the game.

- Place your Action Cubes and your Starting Gear in their respective positions on your Hero Board.
- Set Vorn's initial Health by placing a Health Cube (pink) on the number displayed in a darker background.



#### 4. Choose your Dungeon Role

Besides their own abilities, each Hero also chooses a Dungeon Role to perform in the Adventure, bringing more customization and access to additional Skills. There are five Dungeon Roles to choose from: **Controller**, **Defender**, **Leader**, **Striker**, and **Support**.

For this tutorial, however, you must pick up the **Defender** Role. Fetch your two **Dungeon Role** cards (I and II) and place them next to your Hero Board.

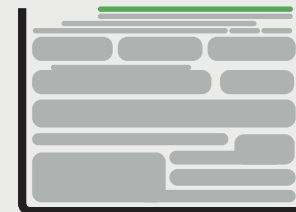


- The **Defender** Role has a **Passive Skill (Toughness)** that gives Vorn +3 Maximum Health. Raise his Health accordingly.

#### 5. Set up the Initiative Track

To manage the order of turns during a round, you must use the **Initiative Track**, which is essentially a ruler that watches over the order in which all characters take their turns.

### BOX SIDE VIEW





# CAMPAIGN LOG

## CORE BOX

### 1 Campaign log



## Start Here!

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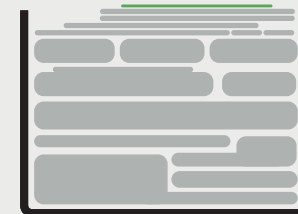
- Place your Action Cubes and your Staring Gear in their respective positions on your Hero Board.
- Set Vorn's initial Health by placing a Health Cube (pink) on the number displayed in a darker background.

- Take Vorn's miniature and Hero Board, along with his *Equipment* and his *Starting Gear*, based on his *Equipment*.



PLAYER NAME		HERO		SEQUENTIAL ADVENTURE STATUS:			
<b>MELLEE SKILL</b> <input type="checkbox"/> LEVEL 1 <input type="checkbox"/> LEVEL 2		<b>STASHED ITEMS</b>    		<input type="checkbox"/> CURSE CUBES		<input type="checkbox"/> TRAUMA CUBES	
<b>RANGED SKILL</b> <input type="checkbox"/> LEVEL 1 <input type="checkbox"/> LEVEL 2				<input type="checkbox"/> RUNES		<input type="checkbox"/> RESOURCES	
<b>ADVENTURE NOTES:</b> <small>STATUS: (STATUSES ARE REMOVED DURING THE NEXT CAMP PHASE.)</small>				<b>WEAPON</b>  		<b>CLASS ABILITIES:</b> CLASS TREE CLASS <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/>	
<b>AGILITY SKILL</b> <input type="checkbox"/> LEVEL 1 <input type="checkbox"/> LEVEL 2				<b>OFF HAND</b>  		CLASS TREE CLASS <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/>	
<b>WISDOM SKILL</b> <input type="checkbox"/> LEVEL 1 <input type="checkbox"/> LEVEL 2				<b>ARMOR</b>  		CLASS TREE CLASS <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/>	
<b>DUNGEON ROLE</b> <input type="checkbox"/> LEVEL 1 <input type="checkbox"/> LEVEL 2		<b>TRINKET</b>  		CLASS TREE CLASS <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/>			
<b>OUTCOMES:</b> (OUTCOMES REMAIN IN EFFECT FOR THE ENTIRE CAMPAIGN UNLESS SOME OTHER EFFECT CHANGES THEM.)		<b>BAG ITEM 1</b>  		CLASS TREE CLASS <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/>			
<b>AURAS:</b> (AURAS ARE REMOVED WHEN YOU RECEIVE A TRAUMA CUBE OR ANOTHER AURA.)		<b>BAG ITEM 2</b>  					

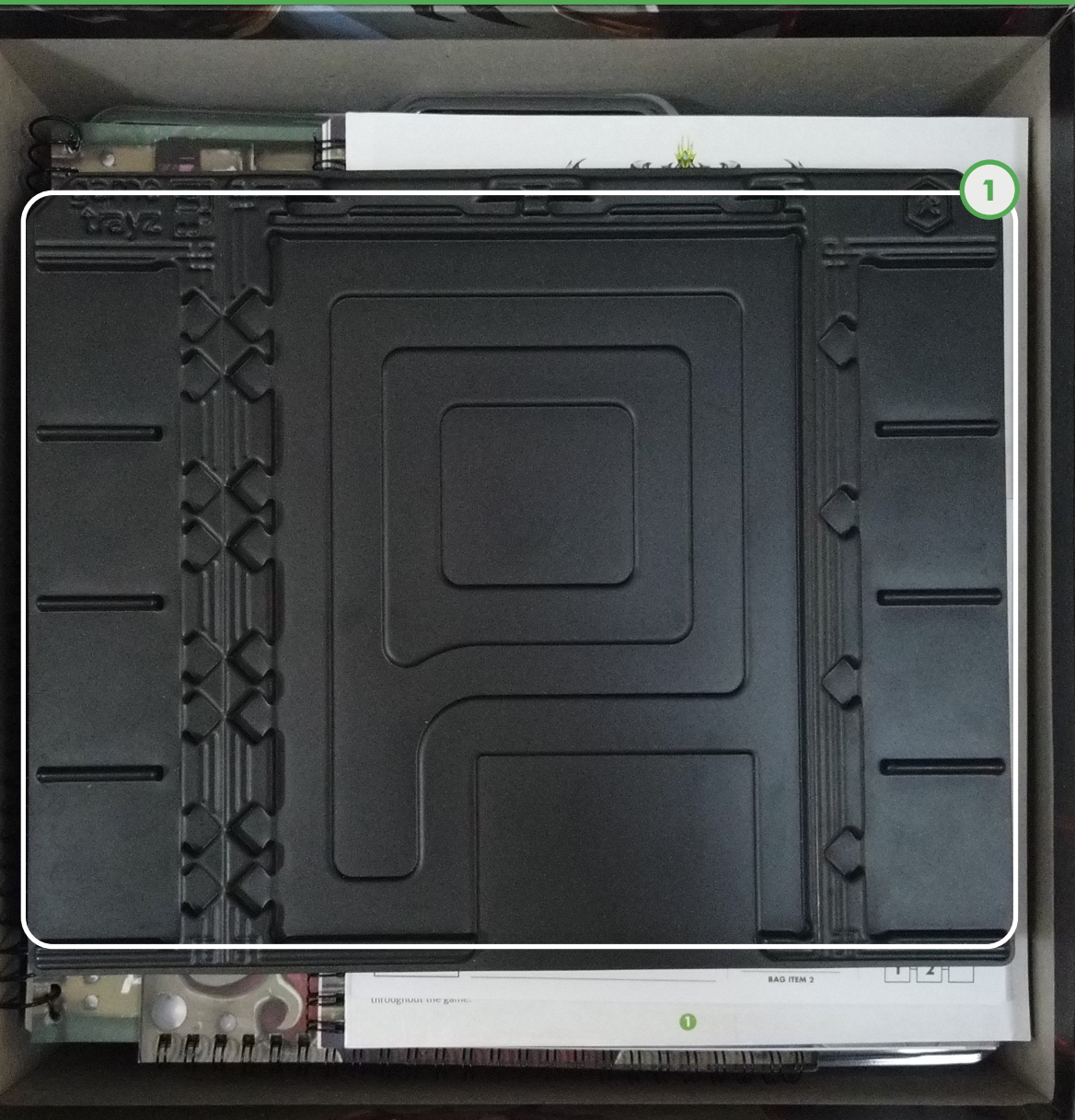
BOX SIDE VIEW



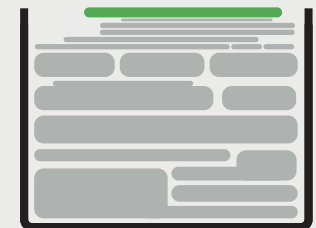
# PLAYER TRAYZ

## CORE BOX

1 4 Player Trayz with the 4 hero boards.



BOX SIDE VIEW





**STORAGE GUIDE**  
**AWAKENINGS**  
**CAMPAIGN**



# JOINING BOXES

THE RUIN OF LUCCANOR  
MONSTER PACK  
COMPANIONS AND FURNITURE

THE SHADOW WORLD  
FALLEN SISTERS



- 1 Ruins of Luccanor
- 2 Monster Pack
- 3 Shadow World
- 4 Fallen Sisters
- 5 Companions and Furniture



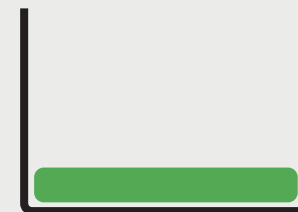
# BOTTOM TRAY

## MONSTER PACK

- 1 One slot for the Demon Lord miniatures
- 2 One slot for the Soul Harvester miniatures
- 3 Four slots for the Gremlin Horde miniatures
- 4 Four slots for Nyx, Maeve, Vacrem & Andreas Hero Miniatures
- 5 Four slots for the Gorgon Hexer miniatures
- 6 Four slots for the Night Stalker miniatures
- 7 Four slots for the Hellspawn miniatures



BOX SIDE VIEW



# MONSTERS TRAY

MONSTER PACK  
COREBOX  
SPOILS OF WAR  
HANDURIEL

LORWRATH  
LORIEN  
RISE OF THE UNDEAD  
DRAGON

DESERT OF HELLSCAR  
HERO PACK  
AWAKENINGS



1

2

3

4

5

6

7

Twenty slots for small monster miniatures from the Joined Boxes are provided here, arranged in the following order:

(1)Ravager, (2)Lady Claw, (3) Shadow Pain, (4)Shadow Guardian and (5)Death Messenger.

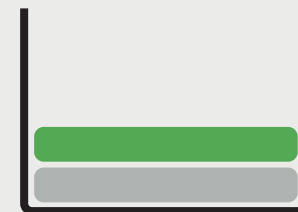
One slot in the monsters tray for the Fallen Sisters miniature

One slot for all hero, class, and dungeon role cards. Store here only the cards from heroes that are not part of your party

## BOXES THAT CONTAIN HERO, CLASS AND DUNGEON ROLE COMPONENTS:

- Corebox
- Spoils of War
- Handuriel
- Lorwrath
- Lorien
- Rise of the Undead Dragon
- Desert of Hellscar
- Hero Pack
- Awakenings

BOX SIDE VIEW





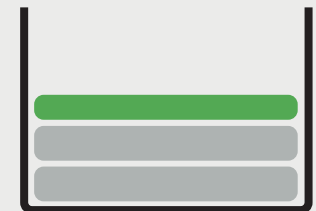
# COMPANIONS & FURNITURE TRAY

## COMPANIONS AND FURNITURE



- 1 Four slots for the draugr miniatures
- 2 Four slots for the companions miniatures
- 3 Four slots for the pets miniatures
- 4 Twelve slots for crates, barrels & fountains miniatures
- 5 Four slots for the book shelf miniatures
- 6 Four slots for the pillars miniatures

BOX SIDE VIEW



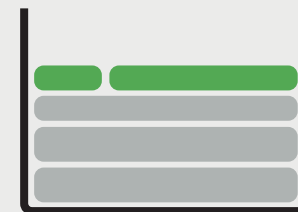
# TOKEN & MINIATURE TRAYS

MONSTER PACK



- 1 One slot in the token tray for the standees
- 2 One slot in the token tray for the big tokens
- 3 Seventeen slots in the token tray for the small tokens
- 4 Four slots in the miniature tray are designated for the last model from the Joined Boxes.
- 5 Four slots in the miniature tray for the Nagian Hunter miniature
- 6 Four slots in the miniature tray for the Plague Doctor miniature
- 7 Four slots in the miniature tray for the Gorgoness Witch miniature
- 8 Four slots in the miniature tray for the Fell Asteris miniature

BOX SIDE VIEW





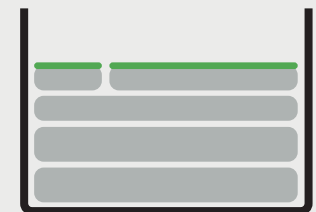
# BRIDGES & MAPS

**AWAKENINGS CAMPAIGN**  
**THE RUIN OF LUCCANOR**  
**THE SHADOW WORLD**



- 1 Slot on token tray's lid for the Deluxe dungeon roles from Awakenings and Spoils of War.
- 2 Space for maps C from all the integrated packs and awakenings on the miniature tray's lid.
- 3 Space for maps B from all the integrated packs and awakenings on the miniature tray's lid.
- 4 Space for maps E from all the integrated packs and awakenings on the miniature tray's lid.

BOX SIDE VIEW

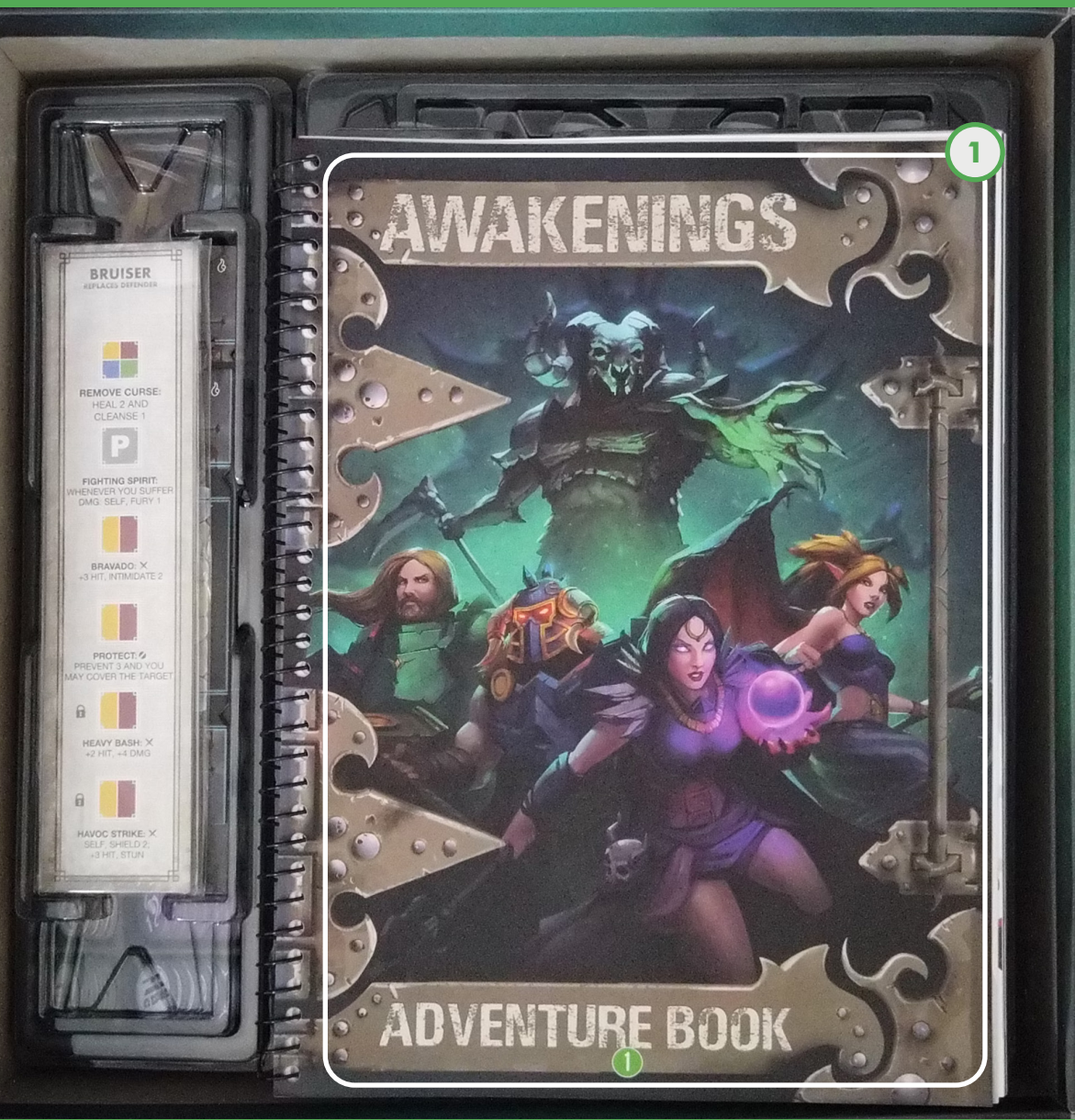




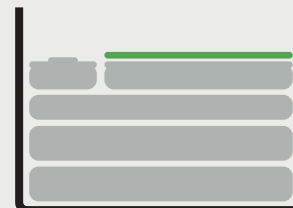
# ADVENTURE BOOK

## AWAKENINGS CAMPAIGN

1 Awakenings Adventure book



BOX SIDE VIEW





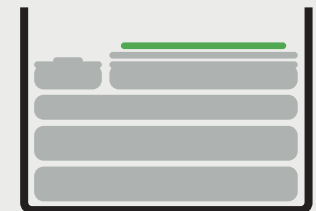
# ADVENTURE BOOKS

THE RUIN OF LUCCANOR  
THE SHADOW WORLD

- 1 The Ruin of Luccanor's adventure book
- 2 The Shadow World's adventure book



BOX SIDE VIEW



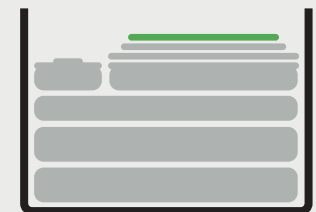
# STORY RECORD

AWAKENINGS CAMPAIGN

1 Story record

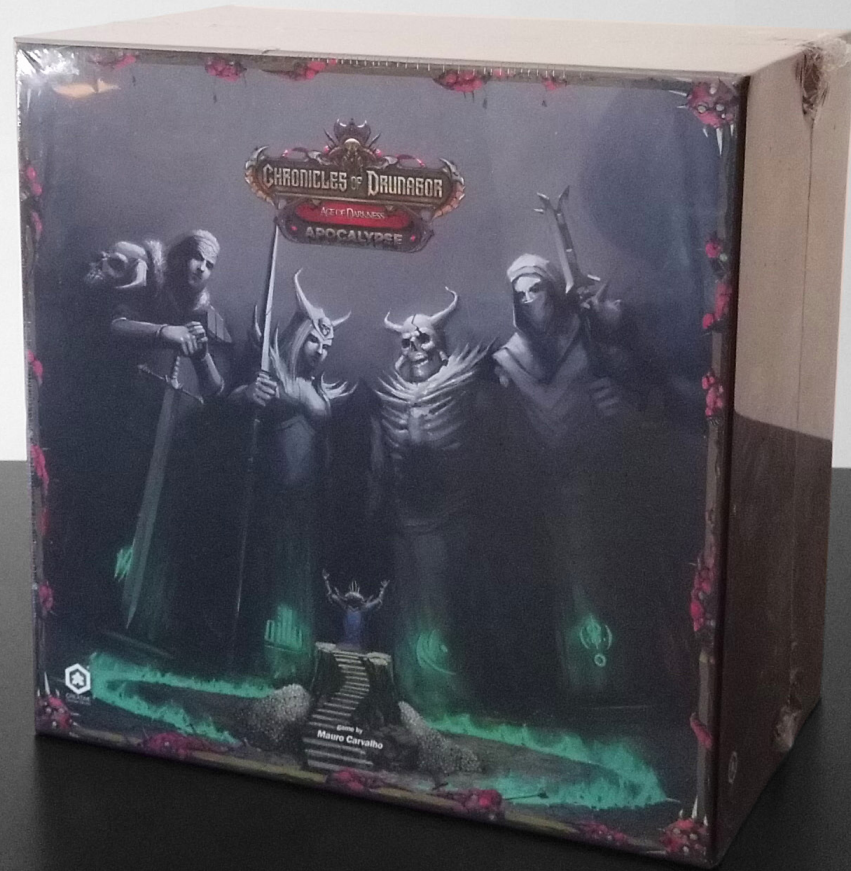


BOX SIDE VIEW





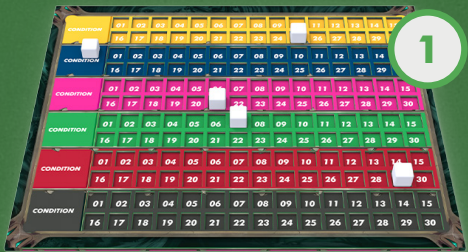
**STORAGE GUIDE**  
**COD AOD**  
**APOCALYPSE**



# JOINING BOXES

## DUAL LAYER MONSTER HEALTH TRACKER

- 1 The Dual Layer Monster Health Tracker goes in the Apocalypse box

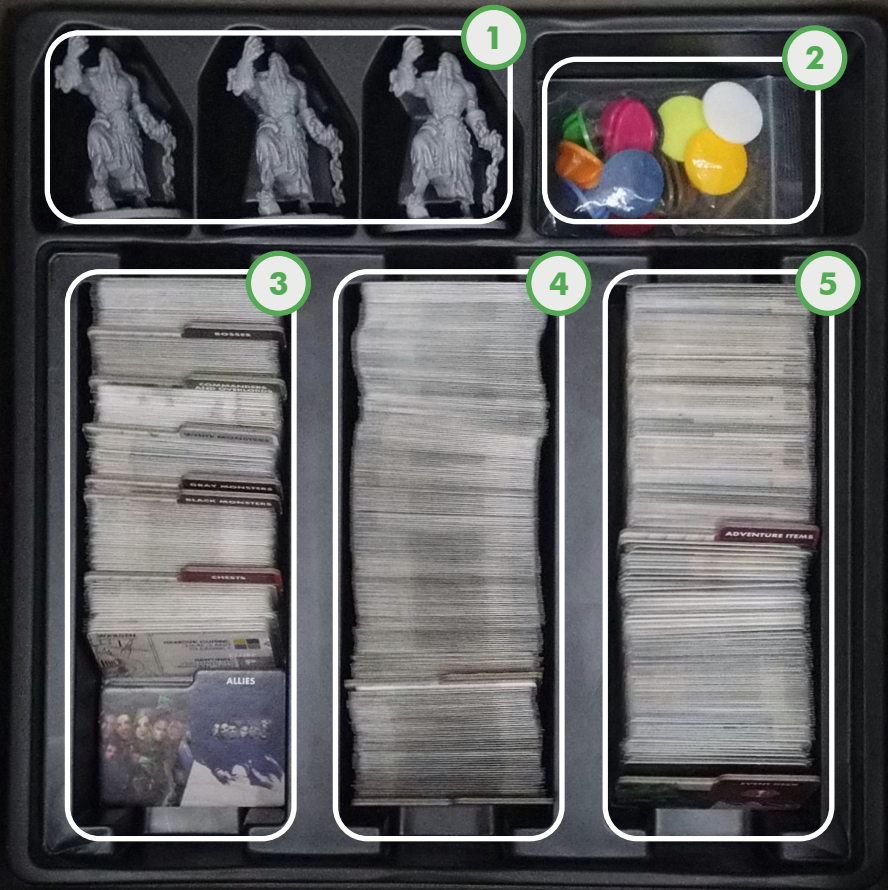




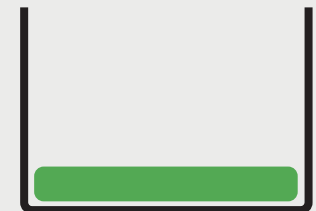
# BOTTOM TRAY

## APOCALYPSE

- 1 Three slots for the Dream Titan miniatures
- 2 One slot for the standees's acrylic bases
- 3 One slot for cards
- 4 One slot for cards
- 5 One slot for cards



BOX SIDE VIEW



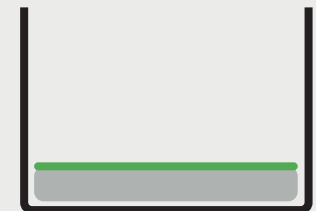
# BOTTOM TRAY LID

## APOCALYPSE

- 1 One slot for the lateral parts of the Death standee
- 2 One slot for the B maps
- 3 One slot for C maps and Famine, War & Plague standees parts
- 4 One slot for E maps and Death top standee part



BOX SIDE VIEW





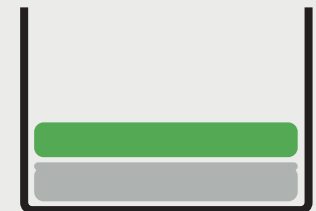
# DOORS TRAY

## APOCALYPSE

- 1 Seven slots for all doors of the game, including the expansions
- 2 Five slots for the upgrade tiles
- 3 One slot for colorful snapons



BOX SIDE VIEW





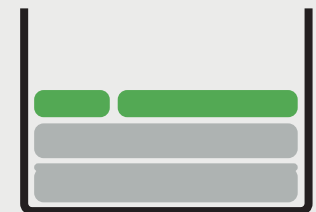
# MINIATURE & TOKEN TRAY

APOCALYPSE



- 1 One slot on the token tray for the big tokens
- 2 Twenty five slots on the token tray for small tokens
- 3 Four slots for the Skeleton Knight miniatures
- 4 Four slots for the Chain Devil miniatures
- 5 Four slots for the Larva Mage miniatures
- 6 Four slots for the Witches miniatures
- 7 One slot for the standess

BOX SIDE VIEW





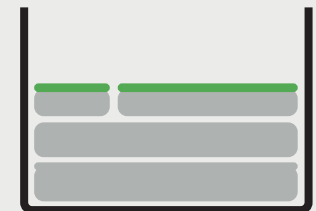
# MINIATURE & TOKEN TRAY'S LID

## APOCALYPSE

- 1 One slot on the token tray lid for the bridges
- 2 One slot on the miniature tray lid for the E maps
- 3 One slot on the miniature tray lid for the B maps
- 4 One slot on the miniature tray lid for the C maps



BOX SIDE VIEW





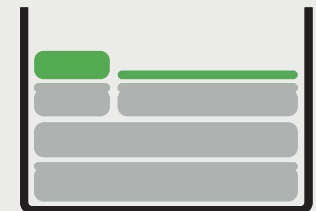
# HORSEMAN BASES & ADVENTURE BOOK

**APOCALYPSE**

- 1 Space for the war horseman base
- 2 Space for the famine horseman base
- 3 Space for the plague horseman base
- 4 Space for the adventure book



BOX SIDE VIEW





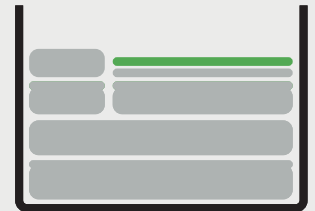
# RULES AND INTERACTIONS BOOK

APOCALYPSE

1 Space for the rules and interactions book



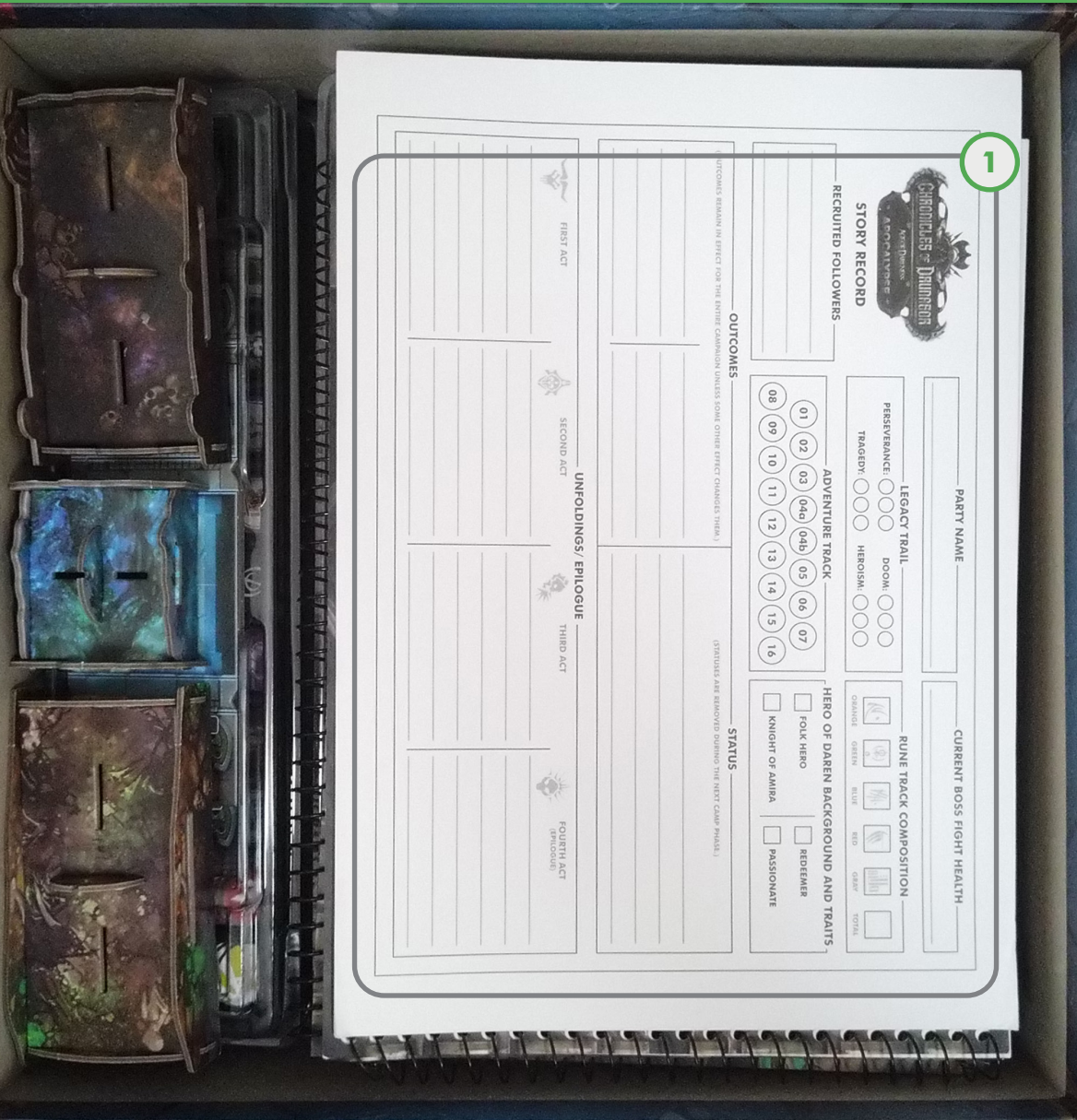
BOX SIDE VIEW



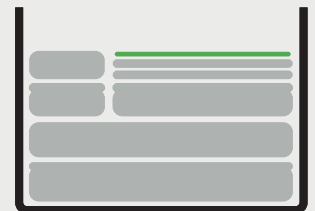
# STORY RECORD

## APOCALYPSE

1 Space for the story record



BOX SIDE VIEW

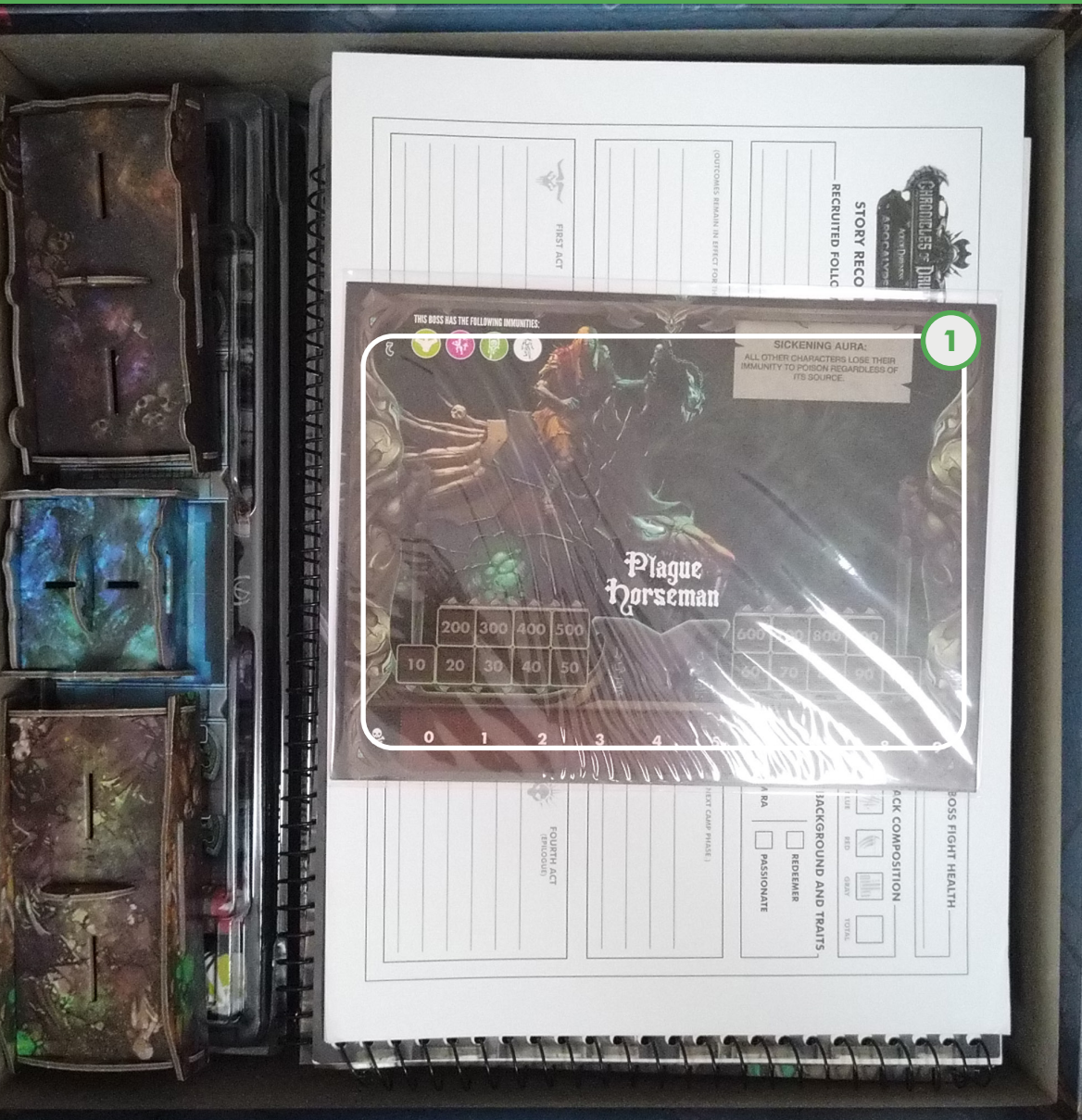




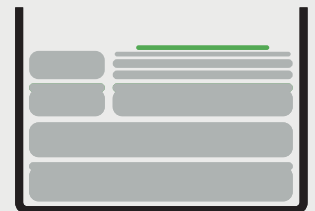
# BOSSBOARDS

## APOCALYPSE

1 Space for the bossboards



BOX SIDE VIEW



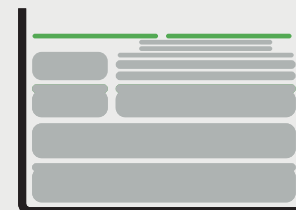
# DEATH HORSEWOMAN TOP PARTS

APOCALYPSE

① Space for the horsewoman top parts



BOX SIDE VIEW



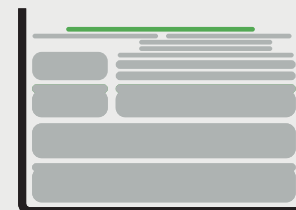


# DUAL LAYER APOCALYPSE

1 Dual layer monster health track



BOX SIDE VIEW





**STORAGE GUIDE**  
**COD AOD**  
**HERO PACK**





# JOINING BOXES

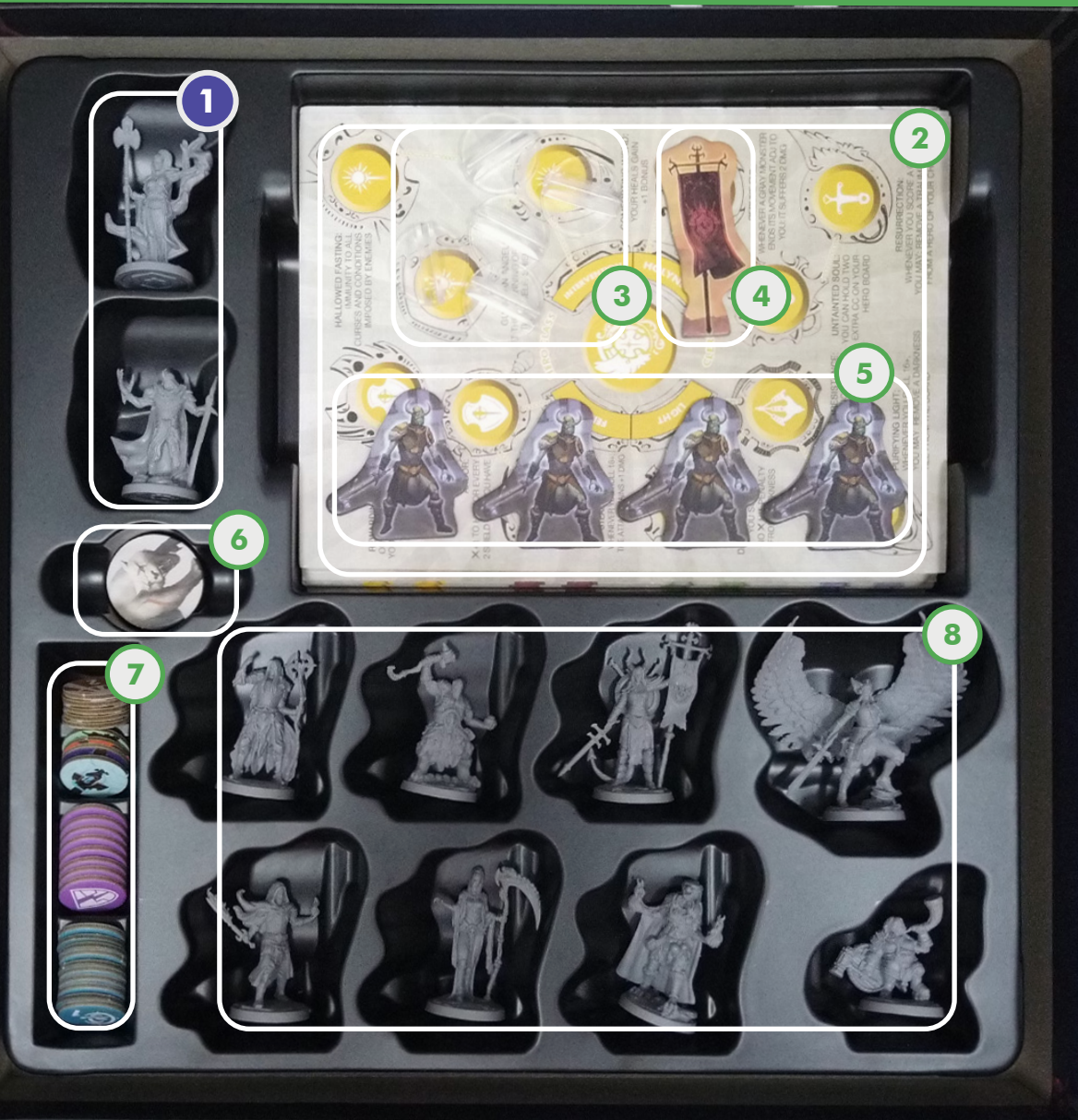
LORIEN  
LORDRWATH  
OR HANDURIEL



- 1 The Lorien Cards were placed inside Awakenings box (Check page 20)
- 2 The Lordrwath Cards were placed inside Awakenings box (Check page 20)
- 3 The Handuriel Cards were placed inside Awakenings box (Check page 20)

# TRAY

## HERO PACK



- 1 Two slots for two extra heroes (Choose 2 between Lorien, Lordwrath and Handuriel)
- 2 One slot for all standard hero boards & all deluxe class boards
- 3 All transparent acrylic bases
- 4 Standart standee
- 5 Draugh standees
- 6 Four slots for the small tokens
- 7 One slot for the big tokens
- 8 Eight slots for the hero miniatures from this box

BOX SIDE VIEW





**STORAGE GUIDE**  
**COD AOD**  
**SPOILS**  
**OF WAR**



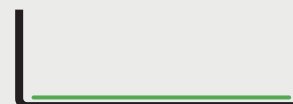
# BOTTOM TRAY

## SPOILS OF WAR

1 All Deluxe Playerboards



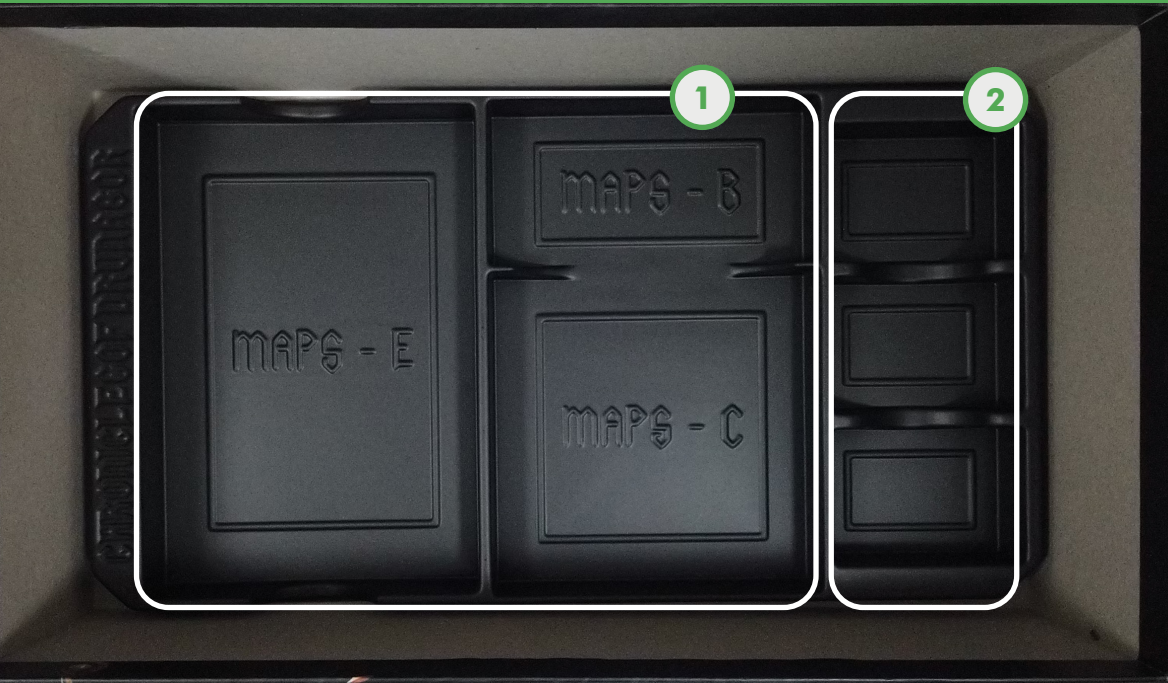
BOX SIDE VIEW





# BOTTOM TRAY

SPOILS OF WAR



- 1 Three slots for maps B, C & E
- 2 Three slots for cards

BOX SIDE VIEW



# MINIATURE TRAY

## SPOILS OF WAR

- 1 Fifteen slots for heroes & pets miniatures
- 2 Six slots for the chest miniatures
- 3 Three slots for cubes, pink, black & white



BOX SIDE VIEW

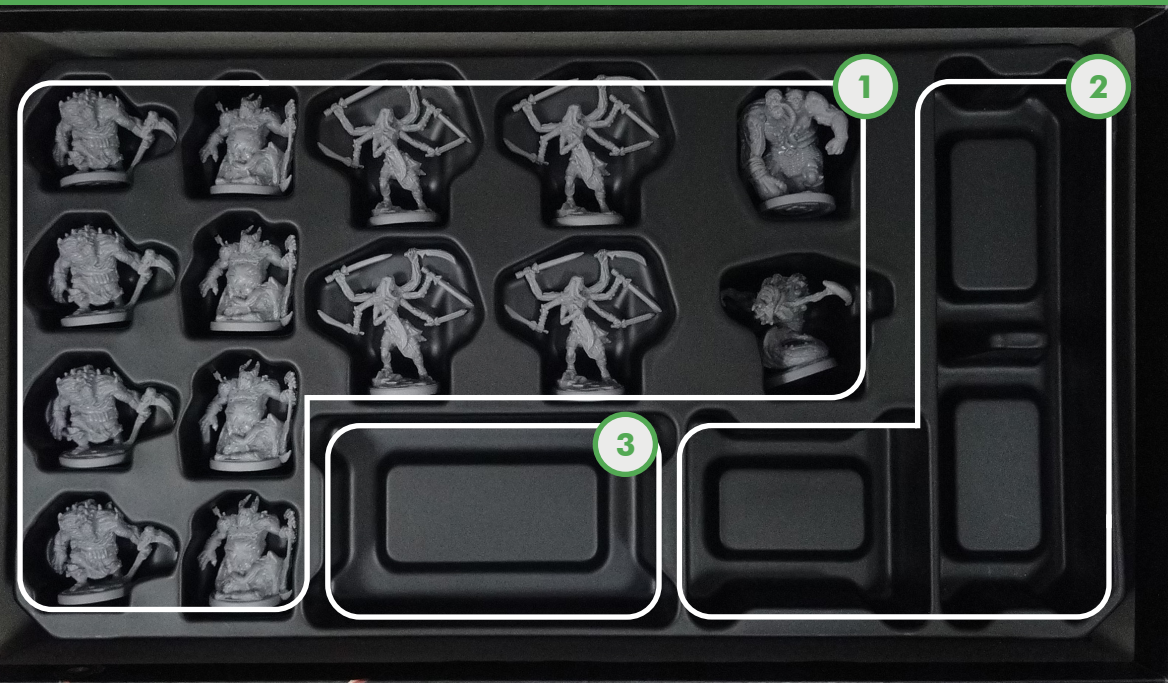




# MONSTER TRAY

## SPOILS OF WAR

- 1 Fourteen slots for the monsters miniatures
- 2 Three slots for cards
- 3 One slot for doors



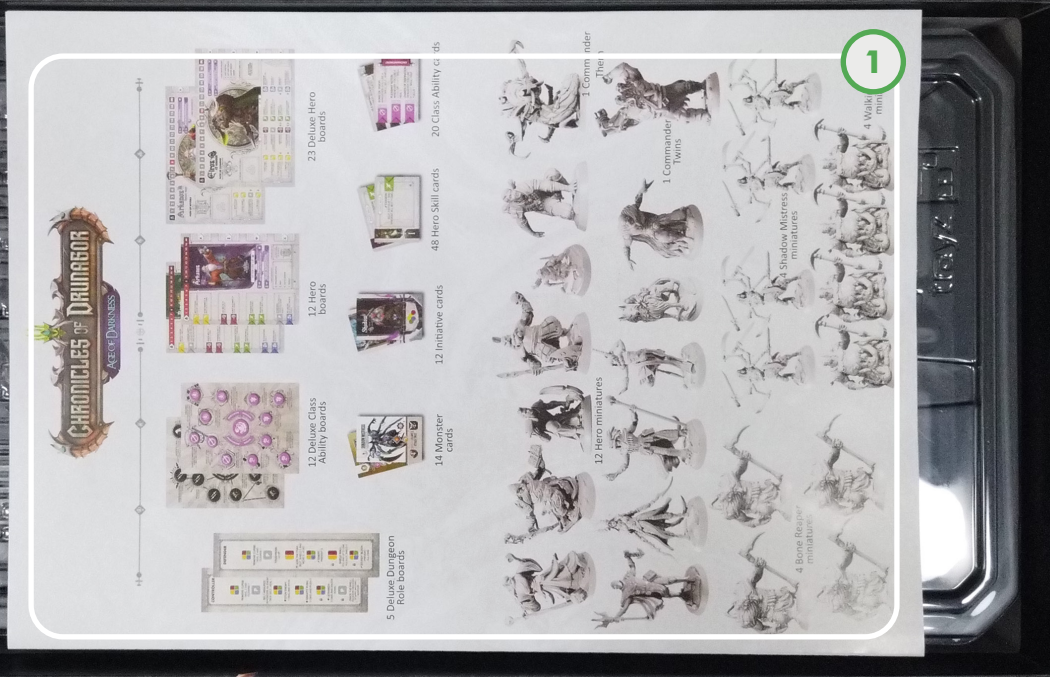
BOX SIDE VIEW



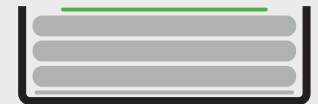
# COMPONENT LIST

## SPOILS OF WAR

1 Space for the component list sheet



BOX SIDE VIEW



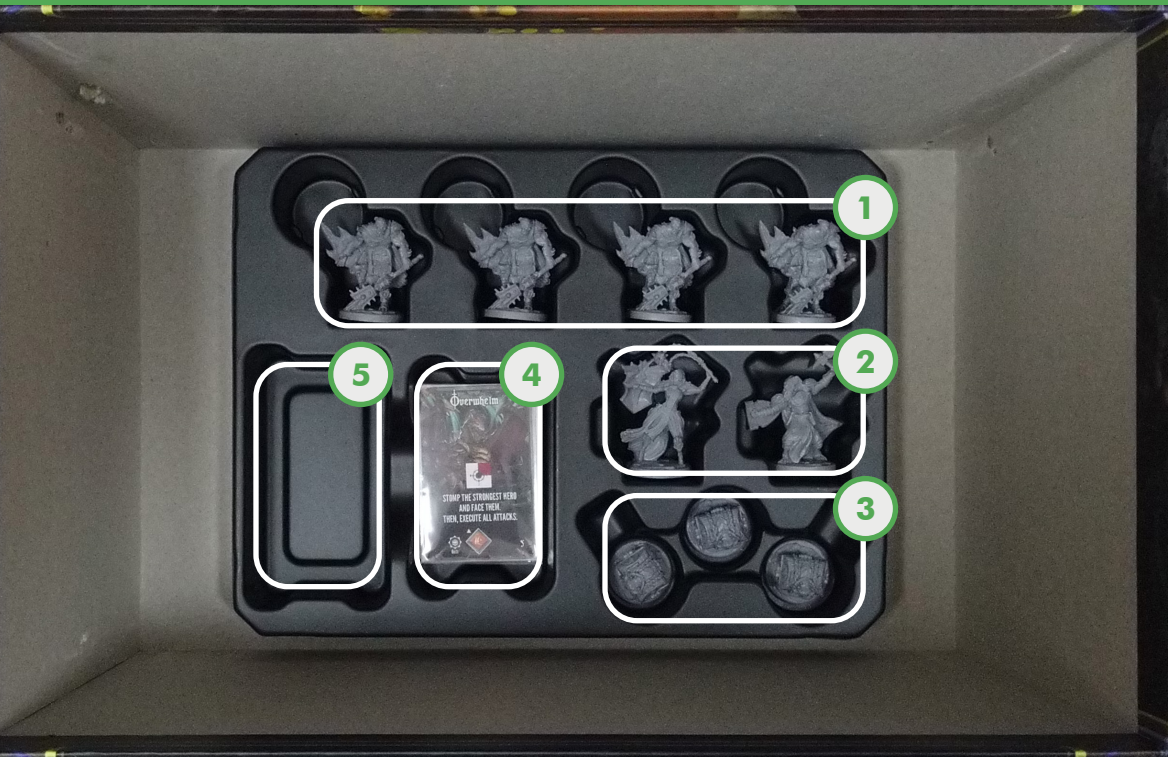


**STORAGE GUIDE**  
**COD AOD**  
**RISE OF THE**  
**UNDEAD**  
**DRAGON**



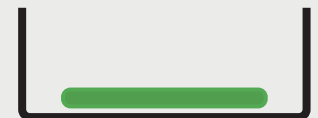
# BOTTOM TRAY

## RISE OF THE UNDEAD DRAGON



- 1 Five slots for minions miniatures
- 2 Two slots for heroes miniatures
- 3 Three slots for chest miniatures
- 4 One slot for cards
- 5 One slot for doors

BOX SIDE VIEW





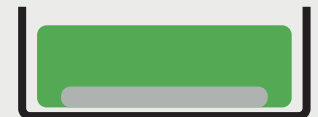
# MINIATURE TRAY

RISE OF THE UNDEAD DRAGON

1 One slot for the undead dragon miniature



BOX SIDE VIEW



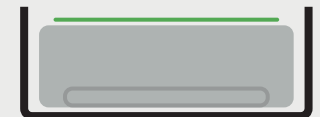
# ADVENTURE BOOK

RISE OF THE UNDEAD DRAGON

1 Adventure book



BOX SIDE VIEW





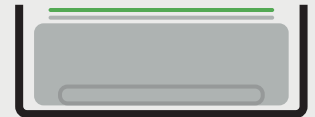
# MAPS

## RISE OF THE UNDEAD DRAGON

1 B, C, E & F maps



BOX SIDE VIEW



**STORAGE GUIDE**  
**COD AOD**  
**DESERT OF**  
**HELLSCAR**





# BOTTOM TRAY

## DESERT OF HELLSCAR

- 1 One slot for Wermungdir miniature
- 2 Space for Boss Health Tracker



BOX SIDE VIEW



# MAPS

## DESERT OF HELLSCAR

1 Space for maps B, C & E



BOX SIDE VIEW





# TOP TRAY

## DESERT OF HELLSCAR



- 1 Four slots for minions verms miniatures
- 2 Two slot for heroes miniatures
- 3 Three slots for chests miniatures
- 4 One slot for cards
- 5 One slot for doors

BOX SIDE VIEW



# ADVENTURE BOOK

DESERT OF HELLSCAR

1 Space for the adventure book



BOX SIDE VIEW





# MAPS

## DESERT OF HELLSCAR

1 Space for E maps



BOX SIDE VIEW



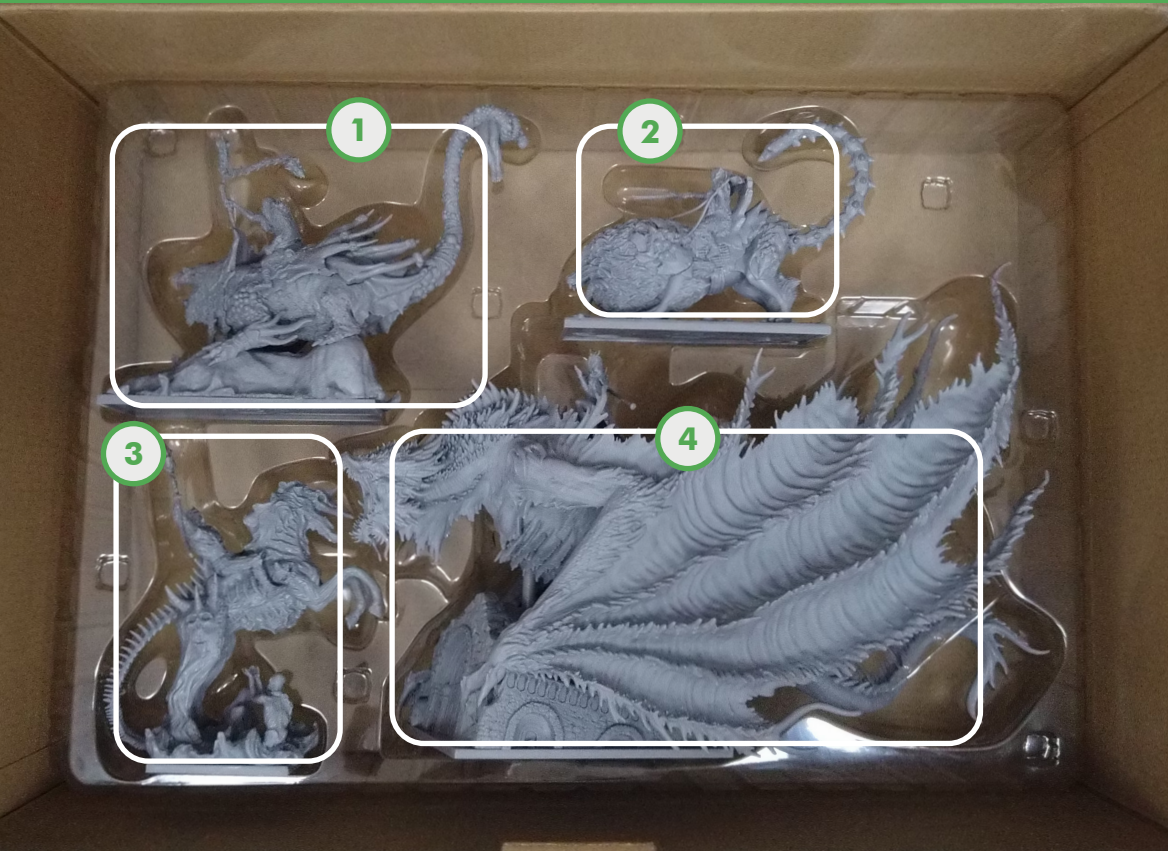
*STORAGE GUIDE*  
**COD AOD  
THE FOUR  
HORSEMEN**





# HORSEMEN MINIATURES

## THE FOUR HORSEMEN



- 1 One slot for the plague horseman miniature
- 2 One slot for the war horsewoman miniature
- 3 One slot for the famine horseman miniature
- 4 One slot for the death horsewoman miniature

BOX SIDE VIEW





# REMOVED BOXES

