



# Updates!

This section has all gameplay changes condensed in a single document, made to help veteran players to quickly understand what is new in this playtest.

## DISCLAIMER – PLAYTEST MATERIAL

This is material that is currently in development and this version does not represent its final version.

This Playtest was designed to study the feasibility of updating some mechanics, gameplay balance and a review of the narrative text for better structure, as well as a review of its content for further story development.

Thus, this material may still contain many errors, especially regarding its translation into English, since it has not yet been sent for proofreading.

Also, the game might be felt as a little unbalanced at first due to the improvements made to the Darkness mechanics, the addition of the Threat mechanic and the rework of Monsters abilities and Health, making them a little harder to kill.

At last, just as the Threat mechanic, there are also some few new things being tested in this material, mainly regarding the Equipments and Adventure Items. Some details about this new mechanics will be written on themselves (at the moment they appear on the game) as well in the section “Quick Updates and Clarifications” of this Book.

Are you ready?

## GETTING READY FOR THE APOCALYPSE!

Since Chronicles of Drunagor: Apocalypse takes place chronologically after the events of the first Campaign, Age of Darkness, it is treated as a continuation of its Story. Thus, for the correct balance of the experience of this adventure, we will need to level the Heroes to the challenge.

So, before proceeding with this Playtest, apart from their starting features, each Hero should also receive the following leveling benefits:

- Unlock four level 1 Skill Abilities and two level 2 Skill Abilities. They receive their Action Cubes as normal.
- Unlock six Class Abilities.
- Choose two Equipments from the Level 1 Camp; two Equipments from the Level 2 Camp; and two Equipments from Level 3 Camp. They should be taken in this specific order.

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*Our special thanks to Andreas Gabel (Snoggle1981) which made this project on Tabletop Simulator be possible in a timely manner. Thank You!*

# QUICK UPDATES AND CLARIFICATIONS

## DARKNESS' RULES UPDATES

### CLARIFICATION

There won't be an actual change in the way Darkness is spawned, however, some remarks will be made to make it easier to understand and make it's mechanics even more practical. Regarding the Darkness effects (meaning when a character is hit by it), however, there is a small change.

### SPAWNING ORIENTATION

When summoned, the Darkness' goal is to reach it's target: the Strongest Hero which is not already on top of Darkness. This way, whenever there is doubt about how Darkness would be placed on the board, just follow the options in which Darkness would be able to reach that Hero, even though it has to be broken into three smaller pieces for that.

Darkness can usually appear in two different ways in a scenario, one of them will always be the same (connecting to a Darkness, Map or tile, previously placed on the board), and the other will vary according to the Darkness mechanic of that scenario (Darkness Hunting , Inner Corruption, and so on...)

Each mechanic will have their specific instructions about the priority of one way of spawning form over the other.

**Example:** *The Darkness Hunting mechanic specifies that Darkness can also spawn from Spawning Points in the same way it would from other Darkness already placed on the board; while the Inner Corruption mechanics specifies that the Darkness will first try to spawn from the space occupied by the Hero, unless they are already on top of Darkness, then spawning connected to it.*

If the Darkness tile manages to reach its target by fitting the map where it would be spawned, its placement will be simple and straightforward. However, if it doesn't (if it's on different floors or there isn't enough room to snap it to reach the target), but it could reach it's target if it breaks, then it will break into three smaller parts and reach its target.

If by any means the Darkness fails to reach its target (fitting as it is or breaking) it will try to end its placement as close as it can gets from its target, breaking if needed. If there are two or more correct ways for a Darkness tile be placed this way, the Party Leader will choose among them.

**Important:** There has been no change in the Darkness Spawning rule, just a slightly change in the way of approaching and explaining it. The examples presented in both the Rulebook and Errata 1.2 of 06/15 are still valid.

### DAMAGE UPDATE

The damage dealt by Darkness is now non-preventable. Thus, it deals 2 non-preventable damage.

**Example:** *If you have 11 Health and SHIELD 4, the Darkness will hit you with 2 points of non-preventable damage, you will*

*have to reduce your life to 9 points. Your SHIELDS are not lost and you are not able to use PREVENT Skills.*

**Important:** Many Heroes and gear have the ability: "take no damage from Darkness". When this is the case, they still do not take this damage when they are caught from Darkness, since this is not a regular preventive effect.

### DAMAGE BOOST AND HIT PENALTY

The damage boost given to Monsters for being on top of Darkness will increase from +1 to +2, while the penalty to Weapon Attacks made by Heroes affected by it will remain at -2 to HIT.

### ONLY ON TOP OF, NOT ADJACENT TO

Another big change in the Darkness rules is the exclusion of the adjacency criteria to be affected by it. As of this Update, both Heroes and Monsters will only receive the damage or benefits of Darkness if they are on top of it, and will no longer be affected by it if they are only adjacent to it.

### PUTTING ALL PIECES TOGETHER...

Aligning all these changes in a short version, the Darkness effects will in the end be like this:

- It deals 2 non-preventable damage at the moment it reaches them, when a Hero steps on it for the first time in a turn, or if when a Hero end their turn inside them.

**Important:** Regardless how they have taken it, a Hero can only take the damage from Darkness once per turn (which can happens more than once in a round);

- Heroes who are on top of it take a -2 penalty to HIT with Weapon Attacks;
- Monsters that are on top of it receive a bonus of +2 damage on their attacks.

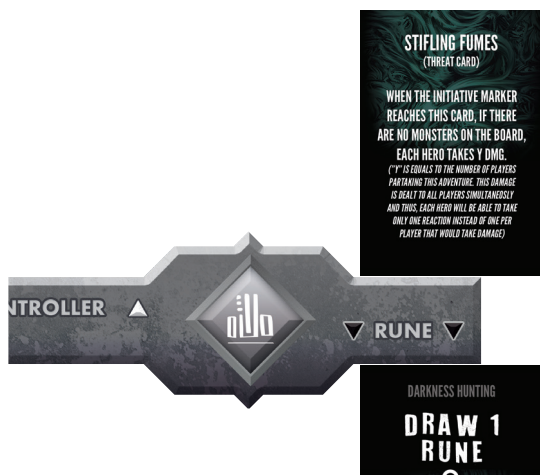
## NEW MECHANIC - THREAT

### OVERVIEW

In addition to the Rune card placed at the bottom end of Initiative Track, Adventures will also have a second card, the Threat card, to represent another Darkness move in an attempt to stop the Heroes.

The Threat card should be placed on the top end of the Initiative Track, just above the Rune card slot. Whenever Initiative Marker achieves it, according to the special rules of each Adventure, the Threat card will perform an action, but only if there is no revealed Monster on the board

In this way, with the addition of a simple mechanic, we believe that not only will we be able to control the availability of idle time offered to players between one room and another, but we can also instigate the constant exploration of new areas and introduce new challenges, making the Adventure even more difficult. more interesting, varied and fun.



*This is an example of the Threat card placement. On top of the Rune slot at the end of the Initiative Track.*

### THREAT - STIFLING DARKNESS

Stifling Darkness is one of the Threat mechanics that will be evaluated in this Playtest. Thematically, the plasmoid essence of Darkness is constantly giving off a kind of miasma that weakens creatures that haven't succumbed to corruption.

Respectively, the current version of the mechanics representing these effects is described as follows:

"In this adventure, the Darkness will try to attack the Heroes if they are caught off-guard. Place the Threat card "Stifling Fumes" at the top end of the Initiative Track and whenever the Initiative Marker reaches it, if there are no Monsters revealed on board, all Heroes takes Y damage where Y is the number of players playing this adventure (*This damage is dealt simultaneously and thus, each Hero can use only one Reaction agais this effect*)."

The effect of this mechanic is quite simple. If the Initiative Marker hits the Threat card and there are no Monsters on the board, all Heroes will take some damage to mitigate the buildup of benefits they can acquire from room to room, but not to the point of making it completely impractical.

Depending on the Heroes' needs and resource availability, they may try to prepare for a round or two, but certainly after that, with the board filled with Darkness and the constant threat of stifling, the cost of standing still will become greater. than move on and the Heroes then continue the Adventure.

**Important:** The damage dealt to all Heroes is simultaneous, so each Hero can only use one Reaction, so even if they have all cubes and all Reactions available, it's likely that someone will still suffer damage from this mechanic (or at least make use of even more resources), especially on larger parties.

**Important:** By applying damage according to the number of players, this mechanic doesn't become as threatening in solo mode, as it is in multiplayer games, where the interaction between players can actually be very resourcefull.

### THREAT - ASSAULT [MONSTER]:

Assult is the second Threat mechanic we'll work on this material and it's a little more aggressive than Stifling Darkness. Being used in areas overpopulated by enemies, the assault mechanic aims to simulate the experience of a continuous battle, where you are never stop fighting.

Respectively, the current version of the mechanics representing these effects is described as follows:

"In this Adventure, [Monster] are used as shock troopers by the Darkness. Thus, do not use the [Monster] as a Random Monster during this Adventure and place the Threat card "Assault" on the top end of the Initiative Track. Whenever the Initiative Marker reaches it, if there are no revealed Monsters on board, you must: Summon the indicated number of [Monster] - Rookie at the Spawning Point that is closest to the Strongest Hero and is unoccupied (it can spawn on top of Darkness tiles). Additional Monsters must be placed adjacent to the first one spawned, in a square at the Party Leader's choice. Then, flip the card over. The number of spawned [Monster] on board can never be more than four. If you would spawn a Monster that could not be placed this way, skip that spawning and all Heroes takes 3 non-preventable damage."

This mechanic tends to be more aggressive and naturally, the Adventures that have it will require a more refined strategy to prevent the assaults from happening, since their trade-off is very painful. Opening a door while there are still enemies on board is one simple way of keep it at bay.

**Important:** An unoccupied square is meant to be one without any Hero, Monster, Pet, Furniture, or Companion on top of it. If all Spawning Points are occupied at the moment that a Monster would be spawned, then it is considered as if it couldn't be spawned and thus, this spawning will be skipped and all Heroes will take the 3 non-preventable damage.

**Important:** To balance this mechanic in Solo mode, the card "flip" was implemented as part of the mechanic, so one of the faces could have a Threat-free turn, allowing them to do interactions or have time to get prepared for the next rooms.

## NEW MECHANIC - FURNITURE

### OVERVIEW

In AoD: Apocalypse there is a new category of elements called Furniture, which the Heroes will be able to manipulate to obtain strategic advantages.

Furnitures are considered as solid objects and thus, a character cannot end their movement on the same square occupied by one -but they can pass through as if the Furniture were one of its allies. For the purpose of SWAP, they are considered as **Small Characters** and they can be swapped.

Additionally, Furnitures can be thrown against another characters to cause damage and inflict certain conditions. You can interact with Furnitures as follows:

- When you use a Telekinesis effect, you can choose to manipulate a Furniture against an opponent (*as long as your Telekinesis is enough to drag the furniture over a distance in squares that reaches the target*).
- By expending 1 AC to take the **Throw Furniture** Cube Action (*As they would do to take an Additional Move Action, for example*), a Hero can throw a Furniture that is adjacent to it against a character within Range 1.

A Furniture thrown against a character (in any ways), as a general rule, is crashed and deals 2 non-preventable damage to its target plus any special effect that Furniture has. Thus, remove from the board any furniture that is thrown against a character after applying its effects.

There is one last important detail regarding the Furnitures general rules: Unlike Small based characters, Large Monsters can end their movement on areas (blue squares) which there are Furnitures inside of it. When they do so, however, they immediately crash them without receiving any of its effects.

### CHESTS

Chests are now also considered Furnitures and thus, besides being open and give their reward, they can also be thrown against a character as explained above.



When a Chest is thrown, in addition to the 2 non-preventable damage all Furniture deals by their crashing, roll the trap die and add its result to the effect.

However, beware! The treasure of a thrown Chest is forever lost and you do not draw a Chest card if you crash the Chest this way. This also applies if a Large Monster crashes it by ending their movement inside an area where a Chest was placed.

### BRASIERS

Used to light streets or dungeons, brasiers fueled by coal are one of the most common features of many environments and they are also present on AoD.



When a Brazier is thrown, in addition to the 2 non-preventable damage all Furniture deals by their crashing, add BURN 4 to the effect.

### CRATES

Being one of the most useful objects in transporting goods to and from, crates can be light when empty, but the problem is that they are almost never...



When a Crate is thrown, in addition to the 2 non-preventable damage all Furniture deals by their crashing, add STUN to the effect.

### BARREL

Whether for storing beer or as improvised means of transport on rapids, as the ballads narrate, barrels are large and unbalanced and can easily knock a person over when rolled in the right way.



When a Barrel is thrown, in addition to the 2 non-preventable damage all Furniture deals by their crashing, add KNOCK DOWN to the effect.

## NEW CONDITION FOR DEFEAT: OUT OF RUNES

In CoD: Apocalypse, Darkness is increasingly present in Daren and the adventures will now also end in failure at the exact moment when the last Rune is removed from the Rune bag. This rule will apply in addition to the traditional failure methods of an adventure and to remind you, along with the First Setup instructions, the gray square will indicate both this and the other defeat conditions.

## ADVENTURE MECHANICS - LOCKED DOORS

Some situations in CoD: Apocalypse will specify that a Door is Locked. When this is the case, a Locked Door means that it cannot be opened until a prerequisite is met. Each Door will have its own specifications to be unlocked, there is no general rule. Once the prerequisite is met, the Door can be open normally (*it won't open automatically when the prerequisite is met*).

## NEW MECHANIC - COMPANIONS

Being an element previously introduced in AoD, Companions received an update in their rule to be applied in more situations in the Game. A Companion is a helper who temporarily serves the Hero of Daren in the fight against Darkness, similar as a Pet. Companions are governed by the following rules:

- *Companions do not have Health. Instead, they are guided by their value of Sturdiness. You can find more details about this perk on the Glossary, Keywords, and Terms (page 70) of this book. In short, they are only defeated when they suffer damage that equals or exceeds this value at once. (Note that damage taken isn't the same thing as damage suffered).*
- *Companions are seen as Pets in the eyes of monsters (they will be targeted as their last priority, only when the Monster cannot attack a Hero in their place).*
- *Companions can handle the same types of tokens that a Hero would handle and can be the target of immediate effects like PREVENT in the same way. However, some of these benefits will be useless to them, following the example of FOCUS. CLEANSE, on the other hand, can be useful for removing POISON and, SHIELD tokens, to mitigate damage.*
- *Companions are activated after the Hero's turn 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 or Pet.*
- *A Companion, however, does not have the Pet type and therefore, a Hero can have as many Companions as they can find, even simultaneously with any Pets they has. Likewise, their abilities that interacts with a Pet cannot be used in a Companion.*

- *Companions are discharged during the Camp Phase. Note that there is no Camp Phase between sequential adventures and there is always Camp Phase at the end of a Campaign Arc. Many adventures of the Apocalypse Expansion are sequential, which means that you will be able to carry a Companion recruited in a adventure to the next one. As a matter of fact, many interactions might present new resolutions based on your party composition.*



- 1. Card Type:** Indicates which rules this card follows
- 2. NPC's Name and Class:** Indicates its name and class.
- 3. Sturdiness:** Indicates its Sturdiness value.
- 4. NPC's Attack Type:** Melee, Ranged or Magical.
- 5. Illustration:** Character's art.
- 6. Movement:** Indicates its movement when activate.
- 7. Attack's Damage:** Indicates how much damage it inflicts when attacks another character.
- 8. Attack's Collateral Effect:** Applied if the target suffers at least one damage by the attack.

## ADVENTURE MECHANICS - STORY

In this sequence of CoD, there will be an improvement on the mechanics related to the construction of your Hero's story. In this way, your choices that will influence other situations in the course of your journey will be divided into three categories related to their permanency in your Campaign Log. They are the **Status** (which already existed in CoD: Age of Darkness), the **Deed** and the **Unfolding**.

- **STATUS:** Status is the shortest historiographic element you can receive. It will record a momentary event that will only influence the current adventure. Therefore, as a rule, you should erase all Status noted in your Campaign Log when visiting the Camp Phase.
- **DEED:** The Deed is the historiographic element of medium duration. It will record a choice that you have made and that may impact on future adventure interactions. Therefore, as a rule, you should erase all the Deeds noted in your Campaign Log only when ending the Arc of a Campaign (the CoD Expansion: Apocalypse, for example, has four Campaign Arcs) The Adventure Book will tell you exactly when to do it.
- **UNFOLDING:** Unfolding is the permanent historiographic element. It will record a consequence resulting from a decisive choice made by you. Additionally, at the end of a Campaign Arc, each Unfolding will provide the reading of a conclusion related to it, thus composing your Hero's personal trajectory in the fight against Darkness. Unfoldings will never be erased from your Campaign Log and some of them might trigger future events.

These elements, together, will change the course of interactions throughout your adventures and also, they may be responsible for directing you to alternative paths, special adventures, or unique rewards that cannot be achieved or received in any other way.

## NEW ELEMENT - SKILL UPGRADE

Heroes will have access to a new element in AoD: Apocalypse, the Skill Upgrade. The Skill Upgrade represents the improvement of one of Hero's initial Skills, contributing to the progression of your character and they are tied to the Hero's Path. Thus, each Hero can only choose an upgrade available for their Path.

Whenever a Hero receives a Skill Upgrade as a reward, they must choose among the options available to them and make the improvement by placing the Skill Upgrade tile over the text of one of their starting skills that matches that Skill type. Thus, if you choose an Agility Skill upgrade, you must choose one of your starting Agility Skills to be replaced.

An important detail about a Skill Upgrade, which differs from learning a Skill Level 1 or 2, is that **a Hero will never receive a new Action Cube when they learn a Skill Upgrade.**

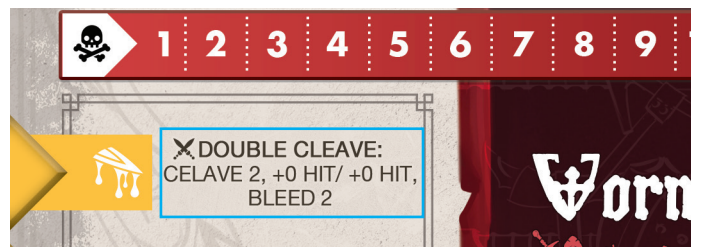
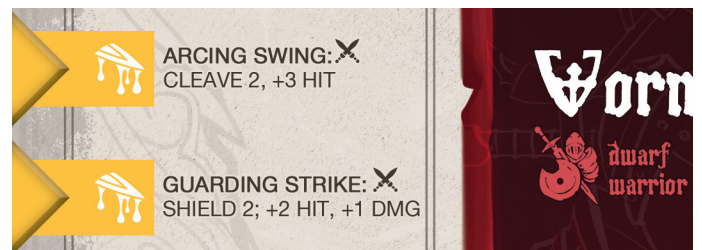
✗ DOUBLE CLEAVE:  
CELAVE 2, +0 HIT/ +0 HIT,  
BLEED 2

⚡ ENDURE THE PAIN:  
SELF, PREVENT 5

*Example: These are the Skill Upgrades Double Cleave and Endure the Pain. They are available as an upgrade for characters who follows the Path of Strength.*



*You can check that by looking into the back of an upgrade tile. It will present its associated Path and Skill type.*



*Example: Vorn could choose either one of these upgrades (among some others), but he wanted to improve his attacks and then, he chooses Double Cleave. Beign a Melee Skill, he must choose another Melee Skill to be replaced by Double Cleave and thus, he chooses Arcing Swing. Then, he placed the Upgrade tile over the Arcing Swing's text and now on, when he docks his Melee cube in that position to activate his first Skill, he will activate the Double Cleave effects.*

Despite the simplicity of the mechanics, we recommend that you make your Skill Upgrade choices carefully. They are definitive.

**Important:** A Hero cannot replace a Passive Skill this way. Passive Skills are the signature Skills of each Hero.

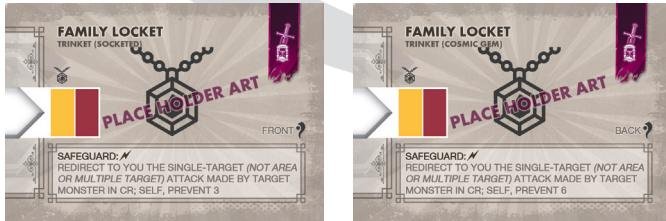
**Note:** There are two Upgrades that can be taken by any Path, they are the Improved Battle Focus Both for the Melee and Ranged tree of Skills. There is no limit of how many Battle Focus Skills a Hero can have, but each Improved Battle Focus has a single tile and once it is taken, its gone.

## NEW MECHANIC - DOUBLE SIDED ITEMS

### OVERVIEW

In this Core Box Revamped version we will also be testing an enhancement to the Item mechanics, especially the Adventure Items.

In addition to becoming more frequent, many Adventure Items will now have two faces, allowing them flexible use (in some cases) or progression capability, preventing them from becoming obsolete throughout the Campaign.



This is an example of a Double-Sided Adventure Item, the Family Locket. Which face is the Front and which face is the back is explained beside its Expansion Symbol.

When a Hero takes an Adventure Item it will always receive it FRONT face up. They can't voluntarily choose to use the BACK face or flip the card, however, some effects on the card itself will allow or force them to flip the card as part of their mechanic. Once flipped, the same rule applies: a card cannot be flipped back unless an effect allows or force them.



**Example:** As a part of the "Purge the Wicked" effect, you must flip the Good-Quality Torch over.

Some Adventure Items have a different mechanic and one of their faces represent the standard version for that item while its back presents an "enhanced" version, achieved through the combination of some specific in-game effects.

In this material, these items will have the "socket" option to represent this change. By adding (and discarding) a Cosmic Gemstone (a consumable item that has only this purpose) a Hero can flip one of its Adventure Items that has the "socketed" propriety. This action is permanent.



This is an example of a Cosmic Gemstone. They can be found either as Adventure Items through Interactions, or as a treasure from the Chest deck. Their effect is the same.

## UPDATE - COMMANDER ENCOUNTERS

### OVERVIEW

Aiming to improve the experience of encounters with Commanders, we decided to test this variation of mechanics that can also make the gameplay more fun and fluid.

### UNDERSTANDING THE COMMANDER CARD



- 1. Name, Rank and Title:** Indicates the card name and title (for thematic purposes only) and points the Rank that this card is a Commander (golden).
- 2. Illustration:** Portraits the Commander in its glory.
- 3. Rune:** Indicates placement at the Initiative Track.
- 4. Attack Type:** Indicates the Commander's attack type.
- 5. Immunities:** Indicates the Commander's immunities.
- 6. Health:** Indicates the Commander base multiplier to calculate its Health. A Commander Health is equals this number times the Commander Power, or CP.
- 7. Movement:** Indicates how many squares the Commander can Move when activated.
- 8. Attack's Damage:** Indicates how much damage it inflicts when attacks another character.
- 9. Special Abilities:** Just like any Monster, this section presents all Special Abilities that the Commander Has. Following the same code, first will be presented any Passive or Triggered abilities (blue and pink, respectively); followed by any Range instructions for Ranged Monsters (Range X); then followed by any Target instructions (Cleave, Attack Twice, Multishot, Strike...); and finally, Collateral effects.

**Important:** Any Special Ability displaying an "X" that a Commander has is tied to its Rune color. For the Commander Thern, for example, X is equals the number of green Runes at the Initiative Track.

### WHAT'S NEW?

Overall, there are only two minor changes in the rules presented on the first version of the Corebox, however, they can be very meaningful. The first one regards the way to **calculate a Commander's Health**, and the other are the **Attack Cards** presented in this material that will make the commander battles more closely to a Boss battle.

## CALCULATING A COMMANDER'S HEALTH

A Commander's Starting Health is calculated by the number displayed on their card times the number of the Commander Power (CP) provided by the instruction that summoned it. The CP, on turn, is based in a solid number plus the amount of players partaking this Adventure.

Thus, the instruction that summons a Commander will be written like this: "1x Commander with CP 1+Players", meaning that the CP will be the number of players that are currently partaking this adventure plus 1.

**Example:** *There are three players playing the current adventure and the Setup instructed as "1x Commander with CP 2+Players". Thus, the CP would be 5 (2+3). Taking Commander Thern as example, it would have 40 Health in total (8x5 = 40).*

**Note:** This math can be a little longer than the disered, but is still simple and is progressive, meaning that at the high-level adventures, you will met stronger Commanders.

**Important:** Commanders have no Maximum Health Limit and thus, all overheal provided by their abilities keeps adding to their Health.

## COMMANDER ATTACK CARDS

Starting from this revised material, commanders now have a new arsenal to use against the Heros to balance the fight better: the Attack Cards.

This cards function exactly the same as the Bosses' and Mini-Bosses', meaning that they are placed at the Initiative Track; all "X" displayed on their effects regards to the number of Runes that matches their slot; and they are activated whenever the Initiative Marker reaches them.

Some Attack cards, however, have a passive effect, meaning that they are always in effect like their information were printed on the Commander card itself. Whenever the Initiative Marker reaches then, just move forward. Take note that some Attack cards might have both a passive ability and an attack, but do not worry, this would be clear in the card.



**Example 01:** *When activated, the Rend-Flesh attack targets the weakest Hero that is adjacent to the Commander to take X+1 DMG and, as collateral effect, BLEED X. The X is the number of red Runes and, if by any chance there is no Hero adjacent to the Commander, the attack simply fail.*

**Example 02:** *Inferno has both a passive ability and an attack, as mentioned before. The passive ability gives the Commander*

*immunity to BURN while the attack card has two effects: inflicts BURN X to up to two Heroes (the Most Tired ones) and then, place (or replace if the pool is already on board) a fire pool beneath the Commander, occupying the area (blue square) it is inside.*

## DRAWING ATTACK CARDS

When a Commander is summoned, you must draw one attack card for each player that are playing this adventure. Thus, for a three player game, you should draw three Commander Attack cards, as randomly as you can.

Once draw, place then on their respective slots at the Initiative Track and keep one eye open for passive effects, they might add Health, Immunities, attack bonuses or special effects to Commanders.

**Important:** Unlike Bosses or Mini-Bosses, Commanders still act on their normal turns as normal Monsters do (using their base card), moving and attacking its targets. The Attack cards are extra abilities that are given to them to make their fight more balanced and interesting. They do not replace their card.

**Important:** Many Attack cards describe a Range effect taking the current position of the Commander as base. Whenever the Range is specified, it must be followed as described by the card. When it is not, however, the range is considered unlimited like it were an Agility or Wisdom Skill from a Hero.

## PUTTING ALL PIECES TOGETHER...

Aligning all these instructions in a short version, whenever you would summon a Commander, you will be in the end doing something like this:

- Draw the Commander card and place its miniature at the board and its card at the Initiative Track;
- Draw the Attack cards for your commander - one for each player. (*One for Solo Mode; two for a two player game, three for a three player game; four for a four player game; and five, the maximum, for a five player game.*)
- Set its starting Health by calculating the CP, following the Setup instructions. The Starting Health is equals the number displayed in the Commander times the CP.

**Important:** The CP is variable. Some effects will instruct to summon a Commander with CP 2+Players while others may instruct to summon with a CP 0+Players. You must check the instruction for each case.

**Important:** "Players" means the number of players and this is a constant. CP will always take into account the number of players playing the adventure and thus, this number (players), may vary from 1 to 5.

**Example 01:** *For a three player game, a CP 2+Players should be 5 (2+3).*

**Example 02:** *Following the first example, if the Commander had 8 Health displayed on its card, its starting Health would be 40.*



## NEW GLOSSARY, KEYWORD AND GAME TERMS

**BLINK:** Narratively, a Blink represents a character's instant teleportation to an advantageous position. In mechanical terms, a Blink is a Jump made by a character to a specific position (usually pointed to by a Line Token).

**BLOODSEEKER:** A Monster that has Bloodseeker will primarily target Weakest Hero instead of Strongest Hero. If two or more Heroes are tied as the Weakest Hero, it will attack the one occupying the slowest slot on the Initiative Track between them.

**CHARGE:** A Charge command is the movement of a Horseman to occupy the area (blue square) in which his target is inside. While moving, he will be able to pass through spaces occupied by any character or furniture and by doing so, he will submit them to his **Stomp**. When the Horseman finishes his move, all characters within the area (blue square) in which he stopped are subjected to his **Stomp** (if they have not already been this turn) and then they must **Correct Position**.

**COLUMN:** To establish a Column, it is necessary to use the "Line Token" component that is added next to a Map, outside the game area, as indicated by a Setup. A Column is the imaginary vertical line drawn over the areas (blue squares) between the Line Token and infinity. Whenever a Horseman's skill commands it to Charge through a Column against a Hero, he will stop his movement by occupying the area (blue square) in which his target is positioned. (Characters and furnitures in this area will be subject to Stomp and Correct Position whereas the others that are on the way will be considered subject to Stomp only).

**COMMAND:** Command is a monster's passive ability. At the start of a Monster's turn that has this ability, it will instruct one of its allies to attack immediately. The Monster chosen by it will always be the one with the lowest health and if there is a tie in this criterion, the tie-breaker will be defined by the order of their base color, following the Monster Status Board (yellow first). An important detail is that this extra attack action (and movement, if the monster needs to move) does not count as an activation for that Monster and therefore, no Conditions that are on it will apply their effects. If the Monster has **KNOCK DOWN**, however, it should get up, discard the **KNOCK DOWN** token, and lose its move action, normally. The same applies if the Monster has **STUN**, it moves (if needed) then skip its attack and then, discard the **STUN** token. If there is no other Monster besides this one, Command has no effect.

**COMMAND (UNDEAD PET):** Unlike conventional Pets, Undead Pets are a little trickier to command. Thus, instead of being activated or summoned through a single command, an Undead Pet has one specific command for each of those actions. Command an Undead Pet means to activate one of your Undead Pets that is already on the board. A Command effect **DOES NOT** place an Undead Pet miniature on the board, the summon effect does it.

**CORRECT POSITION:** When a character is forced to Correct Position, it must move up to 2 squares (immediately), but they must end this movement adjacent to the character who forced them to correct. Movement bonuses that a character has, as well as side effects from stepping on Harmful Terrain, are applied normally.

**DAZED:** Dazed is a Redundant Condition that can only be applied to Heroes and has slightly different functionality than the standard rules of a Condition. While a Hero is Dazed (holding the token), they can't take Reactions (LB). At the end of a Hero's turn (instead of the beginning of their turn) that Hero removes their Dazed Token.

**DEADLY:** Deadly is a special effect that few monsters have and makes their attacks more dangerous than the ones from any other Monster. Deadly must always come in pair with **DRAIN HEALTH** and it means that whenever a Hero is Knocked out by the Monster's **DRAIN** effect (not the regular attack damage), they are defeated and the adventure ends in failure no matter how many Trauma Cubes they were still able to hold.

**DEFIANT:** A Monster that has Defiant will primarily target the Most Vigorous Hero (the one currently holding the greater number of Available Action cubes) instead of Strongest Hero. If two or more Heroes are tied as the Most Vigorous Hero, it will attack the one occupying the fastest slot on the Initiative Track between them.

**DEMORALE:** Demorale is a contiguous effect represented by a Demorale Token. As long as you are holding a Demorale Token, whenever the result shown on the d20 roll for a [W] or Skill Challenge is odd, that attack or Skill Challenge will be considered a failure. Rolling triggers, like the 16+, will fire normally even if the attack has failed. However, critical hits (if your Hero has Crit 18+ and scored a 19 on the d20 roll) will not be considered even hits if they are not an even roll. **MORALE** and **DEMORALE** are antagonistic. When a Hero has both on their board, they will have no effect and that Hero must discard them.

**ENTROPY:** Entropy is a chaotic cosmic energy that results from the battle mage's use of abilities. A power they have learned to store and control during many years of training. In game terms Entropy is a stackable resource and a hero can store up to 4 of it (just like FOCUS, KI, SHIELD and so on). A Hero can spend 4 Entropy to create a so called "Entropy Burst". They can provoke an Entropy Burst as a Minor Action, which allows them to perform an additional Cube Action on the current turn; or they can provoke it when performing Reactions, to take an additional Reaction against the current triggering effect.

**FLIP:** When it comes to a Monster's ability, FLIP means that when you finish performing all the actions that monster had this turn, you must also flip the card over. Some Monsters have a set of Immunities on one face of them that is different from the one they have on the other face, whenever this is the case, the Conditions referred to by these immunities will only be removed, if they were to be, at the time it would take effect.

**IMMORTAL:** A character who becomes Immortal cannot be defeated this turn. Effects that would instantly kill it are ignored and if its health is reduced to zero, it will not be removed from the board this turn (A character cannot have negative health). However, Immortal is a temporary effect and once the current turn is over, if the character still has 0 health, it should be removed from board normally. Finally, one last mechanic overrides the Immortal characteristic: the forced removal due to Cityscape still defeats and removes an Immortal character from the board. Remember that an Undead Pet triggers his Unlife perk only on its Necromancer's turn.

**INSPIRE:** Gives the Hero an Inspiration Token. That Hero can discard this Inspiration Token to reroll at d20 or trap dice they just rolled. Inspiration Token is a redundant benefit and thus, you can have only one of them at time.

**MORALE:** Morale is a contiguous effect represented by a Morale Token. While holding a Morale Token, a Hero can reroll the d20 of a [W] or Skill Challenge that they have just missed (once perturn). MORALE and DEMORALE are antagonistic. When a Hero has both on their board, they will have no effect and that Hero must discard them.

**MOST TIRED:** The Most Tired Hero is the one that has the lowest number of Available ACs currently on its Hero Board. If there is a tie in this number, the Most Tired Hero will be the Hero among them who occupies the Higher Slot on the Initiative Track. Example: If Lorelai has 10 AC as a total value, but only has 6 of them available (the other 4 are docked in Skills she has already used) whereas Elros has 8 AC as a total value, but all of them are still available, then Lorelai is the Most Tired Hero.

**MOST VIGOROUS:** The Most Vigorous Hero is the one that has the largest number of Available ACs currently on its Hero Board. If there is a tie in this number, the Most Vigorous Hero will be the Hero among them who occupies the Higher Slot on the Initiative Track. Example: If Lorelai

has 10 AC as a total value, but only has 6 of them available (the other 4 are docked in Skills she has already used) whereas Elros has 8 AC as a total value, but all of them are still available, then Elros is the Most Vigorous Hero.

**POLYMORPH:** The target receives a Polymorph Token and you must replace its miniature on the board for a critter Token. It remains in critter form for as long as it has the Polymorph Token. While Polymorphed, the creature loses all of its immunities and abilities (Move, Attack, Special Effects, but keep its Health) and cannot take Reactions. Its rank and type, however, is considered the same. During its turn, the only action it takes is to move 1 square (a single one) to a square away from the Trickster at his choice. Polymorph lasts until you use Polymorph on a second target or the first target receives any damage, when it will then take damage first and then remove the Polymorph Token and return it to its original form. Mini-Bosses and Bosses are immune to Polymorph, but Commanders and Black Monsters are not. A Commander who has been Polymorphed will still act through his Attack Cards, like an angry critter.

**PROTECT:** Redirect to you the damage that the target would take. Your protected target is the one that must be in CR for this effect to take place, not the attacker.

**RELENTLESS:** A Monster that has Relentless will primarily target the Most Tired Hero (the one currently holding the lesser number of Available Action cubes) instead of Strongest Hero. If two or more Heroes are tied as the Most Tired Hero, it will attack the one occupying the slowest slot on the Initiative Track between them.

**ROW:** To establish a Row, it is necessary to use the "Line Token" component that is added next to a map, external to the game area, as indicated by the Setup. A Row is the imaginary horizontal line drawn over the areas (blue squares) between the Line Token and infinity. Whenever a Horseman's Skill command him to Charge through a Row against a Hero, he will stop his movement by occupying the area (blue square) in which his target is positioned. (Characters and furnitures in this area will be subject to Stomp and Correct Position whereas the others that are on the way will be considered subject to Stomp only). consider that a Monster with Spread would attack as if it were a monster with no multiple attack options, however, it may end up hitting other targets if the position of its primary target helps to it.

**SPLIT:** An effect that has SPLIT means that you can divide the strength of it's action any way you like among it's targets. Each target must receive at least 1 point from that action to be considered as having received it. Any benefits you have that give a Bonus to your action are applied to the full amount, not individually to each target that received the effect. Example, if you have a +2 HEAL bonus and were going to perform a SPLIT 4, you will perform a SPLIT 6 instead of adding +2 to every heal point you doled out.

**SPREAD:** Spread is an Special Attack that is designed to affect multiple targets, but do not follow the same rules of any other Multiple Attacks. Instead, it keeps the regular behavior and shift to the Heroes the responsibility to choose a good positioning. Whenever a Hero is attacked by a Monster with SPREAD, they must choose another Hero that is adjacent to them (if any) to also receive that attacks effect (this does not trigger another SPREAD effect). **As said before, a Monster with SPREAD will not change its target to affect the greater number of Heroes it can.**

**STOMP:** Whenever a character or furniture is stepped on by a Horseman, they will take 2 non-preventable damage. This effect can occur only once per turn. Furnitures are considered smashed and must be removed from the board.

**STURDINESS:** Sturdiness is a threshold of damage points that a character (usually an NPC or Minion) is able to take at once without being hurt. When a character suffers an amount of damage equal to or greater than his Sturdiness (after reduction by preventions) from a single source, it is considered knocked out and must be removed from the board while all damage below this value is disregarded. Thus, if a character that has Sturdiness 3 and has 2 Shield Tokens suffers an attack of 4 damage; the shields will be removed to prevent 2 of these damage and the other 2 damage will not be enough to knock him out. Additionally, if that character suffers damage from another source later, it will still have to overcome its full 3 points of Sturdiness. The same applies to damage inflicted by Conditions or to mitigate damage if it receives immediate effects like PREVENT. You can consider that all pets have Sturdiness 1, since Sturdiness is a concept that was added in AoD: Apocalypse, even though this same mechanic had already been used in AoD: Core Box.

**SUMMON (UNDEAD PET):** Unlike conventional Pets, Undead Pets are a little trickier to command. Thus, instead of being activated or summoned through a single command, an Undead Pet have one specific command for each of those actions. Summon an Undead Pet means to place a Undead Pet miniature on the board in a space of it's summoner's choice that is adjacent to it. Do not forget of picking its Pet card and keep it near to you. Necromancers can usually have up to two summoned Undead Pets on the board at the same time, but this number can grow if they chooses to learn some Class Abilities. If an effect would allow you to summon an Undead Pet but you already have reached your limit, it simply doesn't work.

**UNLIFE:** Unlike conventional Pets, Undead Pets have a fragile, fleeting life. Thus, at the beginning of their Necromancer's turn, kill all Undead Pets that have been summoned, since the magic that animated them is not strong enough to keep them alive. However, Necromancers are able to prolong the life of their Undead Pets through corruption, as described in their Player Board. Outside their Necromancer's turn, the Unlife perk of the Undead Pets does not trigger.

**VICIOUS:** The damage dealt by this Monster is non-preventable damage (you can't use your SHIELD tokens, neither use your activable or passive PREVENT Skills to mitigate it).

**WARDEN'S MARK:** Warden's Mark works exactly like Ranger's Mark: Place it on a target and all attacks made by the Warden (Weapon and Spell attacks) gains +1 DMG against it. Warden's Mark and Ranger's Mark are redundant, however, they are complementary. Since you use the same token, either the Warden or the Ranger receive their bonuses from a target Marked by one of them.

## TOKENS SORTED BY TYPE



COLUMN



DAZED



DEMORALE



ENTROPY



INSPIRATION



MORALE



POLYMORPH



SPECIAL EVENT (INTERACT)



SPECIAL EVENT (STEPPED)



ROW