

AGE OF DARKNESS



RISE OF THE UNDEAD DRAGON

New Mechanics and Rules

CAMPAIGN LEVELING

Rise of the Undead Dragon is intended to be your Heroes' final challenge on the continent of Daren in the fight against the Darkness. It takes place after the events described in the Expansion Pack *Chronicles of Drunagor: Age of Darkness - Desert of Hellscar*.

If your party has not participated in the events that took place in the sands of the great desert, you must provide the Heroes the appropriate character rewards of that Campaign, as if they had passed through it.

Thus, before you begin this Campaign, all players must unlock **1 Level 1 Hero or Dungeon Role Skill** for their Hero.

EXPANSION ICON

Every card and piece in this expansion is marked with the icon for the *Rise of the Undead Dragon Expansion* to distinguish its components from the cards and pieces in the Core Box *Chronicles of Drunagor: Age of Darkness*.



The Undead Dragon

The inconceivable has come to pass: Wermungdir, the ever-living patron of the Hellscar Desert, has succumbed to corruption. What unspeakable temptations could have whispered in the ear of this immortal creature one cannot hope to imagine, and in this time of turmoil and terror, what other great beings of Daren are in danger of a similar fate...

Your recent triumphs have earned you some well-deserved rest and an opportunity for reflection as you settle into new accommodations at the chief temple of the Church in Valarai. Your sleep is still disrupted by dream-memories. You relive your experiences in the Spiritual Realm: the presence of the High Dragons; the truth about Narang'Erel's sacrifice. But one thing haunts you more than all the others: Why did only four of the High Dragons appear to you, when there should be five?

"Aral'hezec is not among us," the voice of the dragons bubbles up into your mind's eye one night. "Find him! Without him, true victory cannot be achieved. Seek him in the Burning Steppes, protected by fire and rock."

You wake with a start, drenched in sweat, your mind spinning with doubts. Was this a memory, forgotten? A vision from the High Dragons? Or something else? In a flash, a new realization dawns upon you: If one of the High Dragons is not present in the Spiritual Realm, that can only mean that he is not yet dead—that his soul is still in Daren! You leap out of your bed and dress in haste. This is too important to wait for daybreak. You emerge from the barracks into the cold night air and make haste for Tharmagar's cabinet. With earnest urgency, you hammer on his door, perhaps a bit harder than you intended, until a voice bids you to enter.

You step into the wizard's apartment to discover that Tharmagar, still in his nightclothes, is not alone. Also present is the High Priest Lochtis, who greets you with a nod. You fumble through a deep bow to the High Priest of the Church of the Setting Sun.

"I believe our issue may wait a little longer, professor," the young priest says. "Something tells me that our friend has something of the utmost importance to tell us, else they would not have come so early in the morning." Slightly embarrassed, you take this as an invitation to speak. As soon as you begin, the words come in a flood that you cannot hold back. You share every detail of your passage through the Spiritual Realm, your meeting with the souls of the High Dragons, and your vision from that night.

"...in the Burning Steppes... protected by fire and rock..." you hear Lochtis repeat your last few words as he turns to Tharmagar. "No matter how I look at it, professor, the

words always conjure the image of a volcano. But I have never heard of a temple or dragonhome in the land of the Orcs."

Tharmagar strokes his mustache contemplatively, then raises one finger. Silently, he steps to a shelf, talking to himself as he searches. Finally, he extracts a roll of ancient parchment, carefully unraveling it.

"This was retrieved just recently by some of our scouts," he explains, "it describes a number of abodes favored by the ancient dragons. Judging by the temple in Ignispyra, I have surmised that these 'homes' may in fact be temples. But Hel's temple made me hesitate. Though it housed the belongings and stories of the High Dragons, it does not seem to have been a home for any of them." He runs a finger along the text on the scroll. "All of the missions we have dispatched since then, and not a one has turned up a temple even remotely similar. But you may recall that we have been avoiding the Burning Steppes since news came to us from Valiant Keep, KhalRath, and the Eye of Isha that the Orc-lands have descended into a more warlike stance than usual..."

"But this new piece to the puzzle has reminded me of something... There is one place in the Burning Steppes... Hmm... Fire and rock..." He mutters to himself as he scans the scroll, then pushes it aside, turning to the exquisite relief-map that decorates a table nearby. "I believe it must be here," he says, pointing to the region's eastern shore.

Lochtis leans over the map, his smile warm and calm. "Perhaps so, professor. The time has come for us to stop ignoring the Burning Steppes. If your theories are true, having the wisdom of a High Dragon on our side would be of inestimable value." He turns to you, and his look causes your spirit to rise within you, flooding you with courage and hope you haven't felt in a long time. "My dear friend, will you accept this important and dangerous task? I believe that you have been chosen by the High Dragons themselves to bear this burden. If that is true, then I do not doubt that they will guide you and watch over you. Are you prepared to see through what your dream this night has begun?"

CHAPTER 01 : The Cursed Farm

Accompanied by the strains of a holy choir and the invocations of the priests, you travel to a fortress known as the Eye of Isha. Your arrival was expected, and you are greeted by the captain of the guard. You briefly explain what you seek, but the captain frowns sternly. "The situation here is tense," he explains. "The Orcs have gathered at Orkash Maul since the Darkness appeared, and will not leave until a new leader emerges. You would be well-advised to avoid that place and its environs. Follow the rivers of lava to their source, instead."

The garrison quartermaster provides the supplies you will need for your journey, and you soon set out as fast as your mount will carry you. Your heart swells with a sense

of urgency that pushes you onward. Quickly, the lights of the fortress vanish behind you. As night falls, you see a small farm in the distance. It appears to be abandoned, but should make a good shelter for the night. But when you arrive, the preternatural silence of the place disturbs you. Instinctively, you draw your weapon and approach with caution. In the yard, you are greeted by several decapitated, swollen swine, their entrails spread into hideous, disturbing patterns. You turn in alarm as you hear wet footsteps within the house...

DARKNESS SPAWNING RULE – HOST MONSTER:

Instead of being spawned when the Initiative token reaches the Rune card, the Darkness tiles in this Adventure are spawned whenever a Monster is defeated. Consider the last space occupied by a Monster that was just defeated as Darkness Spawn Points (you can ignore the ones printed on the Maps). If a Monster is defeated while on top of Darkness, the new tile may be spawned orthogonally adjacent to any Darkness tile that is connected to the one that Monster was on top of.

So, whenever a Small Monster is defeated, you must: draw a Rune and place its respective tile on the board and then place the Rune on its respective place on the Initiative Track.

This process is the same when a Large Monster is defeated, however, you must draw two Runes instead of one, and each Darkness tile may spawn from any one of the four squares that Monster occupied.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already 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 Rune should be drawn 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.

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."

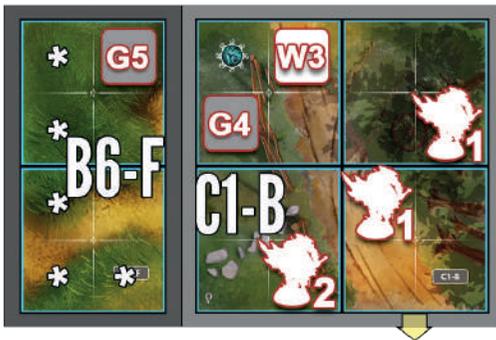
START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

EVENT TRIGGER - BLAZING FIELDS

When the last enemy is defeated, read **“Special Event - Blazing Fields”** at the bottom of this page.

DUNGEON TRAY - 2



2 WM: *Corrupted Farmers - Champion*



2+: WM: *Corrupted Farmer - Champion*



3+: WM - *Champion*



4+: GM - *Champion*

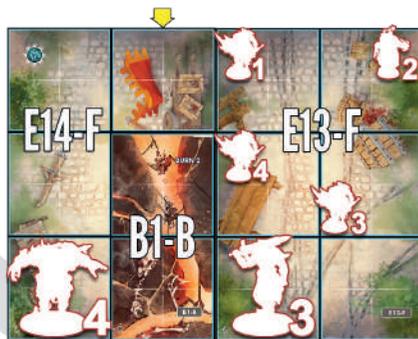


5+: GM - *Champion*

SPECIAL EVENT - BLAZING FIELDS:

You are alarmed by the sight of farms on fire, and even more when the farmers attack you—at least, it appears that they must have once been farmers. When you strike them, smoke-like wisps of darkness flow freely from the wounds, and when they finally appear to be dead, their corpses rise up to attack you once again. You have never seen such a level of corruption, and only the gods could say how long these misfortunate souls have suffered in this way. But you cannot help but wonder: are they part of the same cult of Darkness you fought against before? If so, then surely you must purge every farm if you are going to spend the night, else it will be no safe place to rest...

Add the following Setup:



1 BM: *Abomination - Champion*



1 WM: *Corrupted Farmer - Champion*



2+: GM: *Rotten Flesh - Champion*



2+: WM: *Corrupted Farmer - Champion*



3+: BM: *Shadow Knight - Champion*



3+: WM: *Corrupted Farmer - Champion*



4+: BM: *Abomination - Champion*



4+: WM: *Corrupted Farmer - Champion*



5+: BM: *Abomination - Champion*



5+: GM - *Champion*

DUNGEON TRAY - 1



END OF THE ADVENTURE - CLEANSING THE BARN

At last, the old house has been purged of the last of those abominable creatures. A wave of nausea washes over you, and any hope of a restful night flies away when you think of spending any more time in such an accursed place. With a sigh, you turn to continue on your way. Yet, you have a terrible feeling when you think of leaving the farmstead in such a condition.

You face a dilemma: As a group, you and your partners must choose one option presented on the Interaction shown here and proceed to its resolution. In case of a split decision, the Party Leader has the power to choose which of the tied choices will be taken. After resolving this Interaction, the Adventure ends here. You may read “After the Adventure - Courtesy of the House”.



AFTER THE ADVENTURE - COURTESY OF THE HOUSE

Your eyes falter from fatigue and you have nearly slipped from your mount twice by the time you reach a village. Yet even exhausted, you pause at a distance to observe, until you are sure the residents have not been corrupted by Darkness.

Finally well-enough convinced, you go straight to the inn—under the suspicious gaze of the Orcs present there. The tough old innkeeper, too, eyes you suspiciously for a long time from behind the counter. “We don’t want trouble here, stranger. If you want to sleep, we have room. If you want to eat, we have potatoes. Do nothing, leave in the morning, and we can have a deal. Otherwise, I’ll have to show you the courtesy of the house.”

You follow the line of the Orc’s gaze to a wooden frame above the counter, where a huge double axe hangs below a wooden sign decorated with a potato flower pattern and the words “Courtesy of the House...”



REWARDS:

Reveal all cards from this expansion’s Epic Loot deck.

Each player can choose one Equipment Card.






UD11

**ABANDON THE PLACE
WITHOUT LOOKING BACK**


UD01

**PUT THE FARM
TO THE TORCH**


UD21

LOOT THE PLACE

CHAPTER 02: The Citadel of Ashes

To say that the inn was uncomfortable does not begin to describe your restless night on a hard straw cot. You ultimately give up and rise, your muscles tight and your mind still unsettled from the previous day's experiences.

You head down to the main room where you are greeted by a breakfast of red eggs and potatoes. Though he tries to seem uninterested, it quickly becomes clear that your presence intrigues your host. Finally, he asks, "You are not from here. What brings you so far from home in such a dark time as this? Surely you have seen the farms and villages on your way..." You nod, and having no cause to keep secrets, you describe your mission in a general way.

Throughout the telling of your tale, the innkeeper absent-mindedly polishes the counter with a dirty rag. He looks at your face with undisguised perplexity. "You are either crazy, stupid, brave, or all three if you follow dreams of dragons to a place such as this! And even seeing how corruption has spread through this land does not turn you back!" You get the impression that he believes in the second of his three options. "But I will not hinder you. Continue on this path, follow the rivers of lava, and you will find the mountain that is their wellspring. They say that there are very old ruins there. Perhaps that is what you seek."

You thank him for the information and the meal, leaving a few coins for his services. As you head for the door you pause, for curiosity has overtaken you. You ask the innkeeper why he would help you. Now polishing the bottles behind

the bar, he answers: "Who knows? I've learned not to argue with madmen. But even here I've heard rumors of a dragon of darkness. Maybe it takes one dragon to fight another..." He stops polishing for a moment, deep in thought. "But mostly, because I've learned not to argue with madmen."

You head eastward, carefully avoiding every sign of civilization for fear of encountering more of the twisted denizens of Darkness. As you ride, you mull over the words of the old Orc. If there is a "dragon of darkness" terrorizing the land, Aral'hezec must be found—and quickly. You remember the disturbing way that the cultists at the farm invoked the name of the High Dragon. Do they hope to destroy him before Varatash come to Daren?

The sun has just reached its zenith when you find yourself at the foot of the fire mountain the Orc told you of. Ribbons of blazing lava meander over the shoulders of the mountain before winding their way out over the steppes. For a moment, all you can do is marvel at the amazing sight of a volcano that seems to erupt calmly and constantly. The heat rolling off the mountainside is punishing, so you leave your mount at a safe distance and begin climbing the imposing slope. The heat whips at you, making the burden of passage grow heavier with every step.

Suddenly, blood-curdling yells erupt above you. You look up to see a troop of Orcs boiling down the mountain—though it does not appear that they are here to welcome you...

DARKNESS SPAWNING RULE – HOST MONSTER:

Instead of being spawned when the Initiative token reaches the Rune card, the Darkness tiles in this Adventure are spawned whenever a Monster is defeated. Consider the last space occupied by a Monster that was just defeated as Darkness Spawn Points (*you can ignore the ones printed on the Maps*). If a Monster is defeated while on top of Darkness, the new tile may be spawned orthogonally adjacent to any Darkness tile that is connected to the one that Monster was on top of.

So, whenever a Small Monster is defeated, you must: draw a Rune and place its respective tile on the board and then place the Rune on its respective place on the Initiative Track.

This process is the same when a Large Monster is defeated, however, you must draw two Runes instead of one, and each Darkness tile may spawn from any one of the four squares that Monster occupied.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already 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 Rune should be drawn 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.

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."

START THE ADVENTURE:

After you have completed the following Setup, read these instructions and any other special instructions on the next page. Then you may begin to play the Adventure.

DUNGEON TRAY - 1



2 WM: *Corrupted Farmers - Champion*

1 Interaction Token 1: *Page 12*

2+: WM: *Corrupted Farmer - Champion*

3+: WM: *Corrupted Farmer - Champion*

G4 4+: GM - *Champion*

G5 5+: GM - *Champion*

SPECIAL EVENT - ANGRY BULL:

With a grunt, you force the heavy stone door open. A sound like thunder reverberates behind you. You whip around to see the guardian, glowing like a blazing iron, rise to its feet. It turns toward you, stamping its feet twice before charging. You barely manage to jump to the side as it rages past you, bellowing like an angry bull and bowling into the Creatures of Darkness, lashing about with its burning fists. But there are too many, and they soon overpower the guardian, shattering its limbs and hurtling it into the river of lava. Then they turn toward you...

Each Monster takes 4 damage and BURN 2.

SPECIAL EVENT - CURSED:

You duck through the doorway heading for the bridge, when you hear an explosion behind you. You are stunned by the shock, turning just in time to see the stone statue, wreathed in flames, charging you.

Make an Agility (green) Skill Challenge of Difficulty 13. Each Agility cube you have gives you a +2 bonus to your roll.

SUCCESS: At the last instant, you manage to leap aside to avoid being dragged by the blazing guardian as it charges across the stone bridge. Its pounding footsteps rattle the floor of the citadel.

Nothing special happens.

FAILURE: The statue hooks you on its way by, and you are dragged, singed by the flames. You break free as the guardian leaps onto the bridge and begins hammering it with its fists. Terror grips you as you try to crawl to safety, but too late: the bridge collapses and you fall...

Remove all Heroes and map BR2-B from the board. Then, each player places their Hero in a square of their choice on Map E6-B. They all suffer the effects of Lava terrain.

END OF THE ADVENTURE – BEHIND THE THRONE

As the last of the creatures are dispatched, you pause to look around. Though simple in terms of riches, the throne room was constructed with great care, every part of the citadel seemingly constructed to guard this chamber. Surely, Aral'hezec's lair must lie beyond.

You step up to the throne and stand in awe of the remains of the citadel's final guardian. The massive bones seem unbreakable, and fear grips you as you think of what may have caused its demise. You find an inscription carved in the stone throne, half-hidden by the figure's mighty hands. The language is difficult, with words you have never seen, but

you deduce the meaning as something not unlike "Here lies Orgulin, last of the Davorkcs, King of the Citadel of Embers, Guardian of Aral'hezec."

You look at Orgulin's skull, marveling at the broad, piercing fangs and massive jaw, square and strong as an anvil. He looks little like the Orcs you have come to know.

Upon the mighty brow rests a remarkably well-preserved crown, encrusted with rubies that gleam like living fire. Hesitantly, you reach out to touch the shining metal, finding it to radiate a comforting warmth.

As you turn the crown over in your hands, a cool breeze invades the chamber from somewhere behind the throne of the last guardian. Cautiously, you walk behind the monolithic seat to discover a narrow passageway leading to steep stairs, going up. Perhaps this is the way to Aral'hezec's temple? Only one way to find out...

The Adventure ends here. You may proceed to the Camp Phase and read "After the Adventure - Sweating Like a King" below.

AFTER THE ADVENTURE - SWEATING LIKE A KING

It is difficult to contain your eagerness for the home of Aral'hezec, but you pause for a few moments to treat your wounds and catch your breath. The throne room is oppressive, and the rivulets of lava coursing through the floor adds to your discomfort. You check your weapons and force down a little food—and nearly all of the water you have left.

Up until now, you have not had time to truly appreciate the unique architecture of the place. It is as though two distinct styles came together, blended as one. What kind of people could build such a place? What kinds of gods did they worship? What customs did they keep?

Dismissing such aimless musing, you give in to your anxiety: Aral'hezec must be near. Yet something deep in your soul makes you apprehensive, and a sense of deep foreboding overcomes your mind. Unable to suppress the feeling any longer, you rise and leave the Citadel of Ashes.

REWARDS:

Each player chooses and unlocks a Class Ability for their Hero.





THE GUIDE

The massive stone wall looms over you as you approach, and you are surprised to see an old Orc standing not far away. He does not attack, and shows no sign of hostility or corruption like the others.

He speaks as you draw near: "Welcome, adventurer. Your coming was foretold in my dreams, but I did not believe that you would come." You ask who he is and what dreams he has had.

"I am merely an old guardian of the Blazing Temple. The last of them, I fear... My dreams revealed the coming of wanderers from afar, and that I should aid them if I can. So here I stand, following the will of those who speak to me in dreams."

"The way to the temple is through the citadel," he waves toward the wall and the monumental stone gate that penetrates it. "I am forbidden to go with you, but I offer you my help. What can I do for you, adventurer?"



UD12

**TELL HIM ABOUT
YOUR MISSION**



UD02

**ASK FOR HELP TO
ENTER THE CITADEL**



UD32

ASK ABOUT THE SAFEST
WAY INTO THE TEMPLE



UD22

ASK HIM FOR HELP TO FIGHT
THE CREATURES
OF DARKNESS



UD03

PUT THE CITADEL
KEY INTO HIS CHEST
(ONLY IF YOU HAVE THE KEY
STATUS ON YOUR CAMPAIGN LOG)





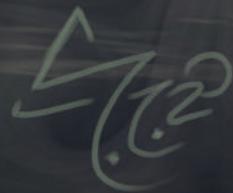
UD13

DESTROY THE GUARDIAN



UD23

PASS BY WITHOUT INTERACTING



CHAPTER 03 : Fire and Rock

You ascend the precipitous steps for what feels like hours, a growing sense of vertigo washing over you as you step out from the enclosed stairway onto the rocky summit. Still higher, you can see a pair of cyclopean doors at the crest of a short series of steps, not unlike the entrance to the temples of Ignispyra. Carven into the enormous mantle stone, you can dimly make out the words “Temple of Memories.” Is this why Aral’hezec did not sacrifice himself alongside the other High Dragons—to maintain their histories?

The longer you look upon the architecture here, the more deeply you are struck by the similarities with the temple in Ignispyra. But something about these time-haunted stones gives you an impression of unfathomable age. Perhaps it is the sand mounded in the corners or the sense of desolation that hangs over this place: abandoned atop an inexhaustible volcano, clinging to the very edge of the world, with only the sea on one side and the Burning Steppes on the other. And with all the Orcs of that land gathered together or corrupted.

As if conjured by your thoughts, you see a stream of corrupted Orcs escorting a procession of Creatures of Darkness. Despite your efforts, it seems that the cult has reached this sacred place before you. Do they seek Aral’hezec’s memories? This would not be the first time you encountered Varatash seeking hidden knowledge for their blasphemous ends, as they did in the Sanctum of the Ancients. It is easy to think them creatures of little intelligence, but moments like

this make you think otherwise. You know that it cannot be a coincidence that they are here, and in your heart you pray that the High Dragon is well and safe.

Spurred by that thought, you rush toward the towering doors, determined to cut down anything that stands in your way. Now, after all you have been through, you will allow nothing to thwart your mission. Aral’hezec, the Guardian of Memories who keeps all of Daren’s history safe—maybe all of Drunagor’s—lies just ahead, and he is in danger!

One of the cultists spies you and shouts a warning, spurring the others to rush inside and pull the doors shut behind them. The creatures left behind turn to charge at you blindly...

DARKNESS SPAWNING RULE – HOST MONSTER:

Instead of being spawned when the Initiative token reaches the Rune card, the Darkness tiles in this Adventure are spawned whenever a Monster is defeated. Consider the last space occupied by a Monster that was just defeated as Darkness Spawn Points (you can ignore the ones printed on the Maps). If a Monster is defeated while on top of Darkness, the new tile may be spawned orthogonally adjacent to any Darkness tile that is connected to the one that Monster was on top of.

So, whenever a Small Monster is defeated, you must: draw a Rune and place its respective tile on the board and then place the Rune on its respective place on the Initiative Track.

This process is the same when a Large Monster is defeated, however, you must draw two Runes instead of one, and each Darkness tile may spawn from any one of the four squares that Monster occupied.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already 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 Rune should be drawn 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.

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."

START THE ADVENTURE:

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

DUNGEON TRAY - 2

DOOR 01

 1 UDB1-B G2	
 1 G3	
 5	
 4	
UDC1-B	 *
 *	 *
 *	 *



WM: Corrupted Farmer - *Champion*



WM: Shadow Cultist - *Champion*



2+: GM - *Champion*



3+: GM - *Champion*



4+: WM: Corrupted Farmer - *Champion*



5+: WM: Shadow Cultist - *Champion*



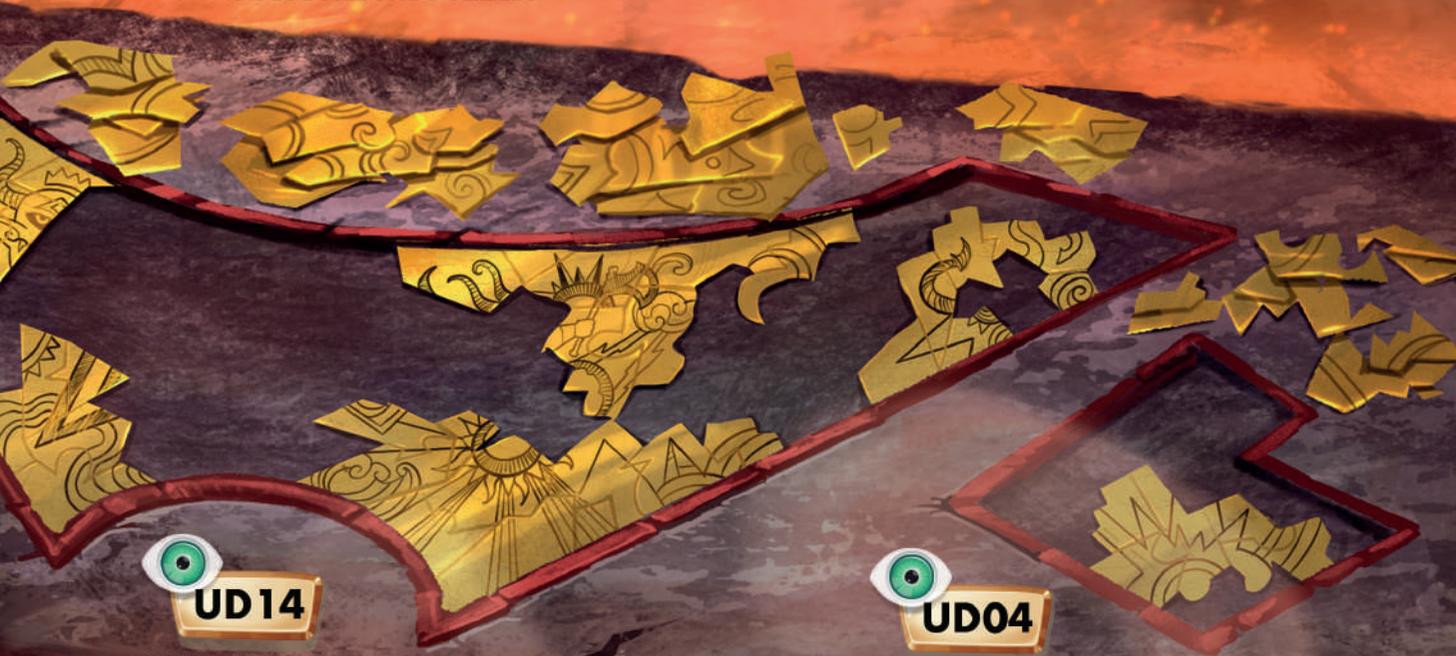
UD24

SOLVE THE PUZZLE
ON THE LEFT



UD34

SOLVE ALL THE PUZZLES



UD14

SOLVE THE PUZZLE
IN THE MIDDLE



UD04

SOLVE THE PUZZLE
ON THE RIGHT

5/12

CHAPTER 03.1 : The Final Encounter

Your strenuous search of the rune-crusted and tapestry-adorned walls finally bears fruit: a cleverly hidden door. You explore the runes with your finger, finally locating a disguised catch. The portal swings open, revealing the volcano's crater. Suddenly, all the heat you've been suffering through feels like a spring breeze compared to the blazing temperatures here.

All about you are heaps of gold, gems, and other treasures... but no sign of Aral'hezec.

Every step you take triggers a cascade of coins and a crescendo of sound. You have barely cleared the portal before a thunderous roar causes the very mountain to quiver. Startled, you look to the sky. Emerging from the caldera is a shadow so immense that it causes your legs to falter and your breath to hitch. It is Aral'hezec, who lands heavily on the crest of the volcano, sniffing the air with so much force that your hairs bristle even from this distance.

The inconceivable immensity of the creature nearly shatters your morale, threatening to send you into flight. But in an instant, you sense something is wrong. One of the dragon's eyes stares blindly, his leathery wings and scales lack the luster of health, and...

A putrid smell assaults your senses. It's not possible! You look around and see a multitude of bodies, half-devoured or decomposed, scattered about. Looking at the dragon again, you see innumerable wounds scoring his hide, a thick, black blood oozing forth to splatter the ground.

The beast lowers his head and roars, rattling the stones around you and freezing your very soul. It is not a sound you ever expected to hear: a deep, dark screeching mixed in, half-despair and half-horror. The creature's breath smells like death and rot.

The great winged creature draws air into his lungs, and even through the dark hide and scales that cover it you can see Aral'hezec's entrails begin to glow. You know what to expect next: the dragon will set fire to everything around it. To your horror, though, the flames are not a brilliant red, but a corrupt, lifeless black fire.

Aral'hezec is not alive. But neither is he dead. With the deepest sorrow, you realize that his soul is trapped within the cursed carcass that was once his body, trapped forever inside himself and condemned to serve the will of Varatash. Hate wells up inside you, as the once-dragon looses another

roar of despair and horror. You scream back from the top of your lungs as fury blazes within you and you charge, determined to release the soul of the last High Dragon from its torment.

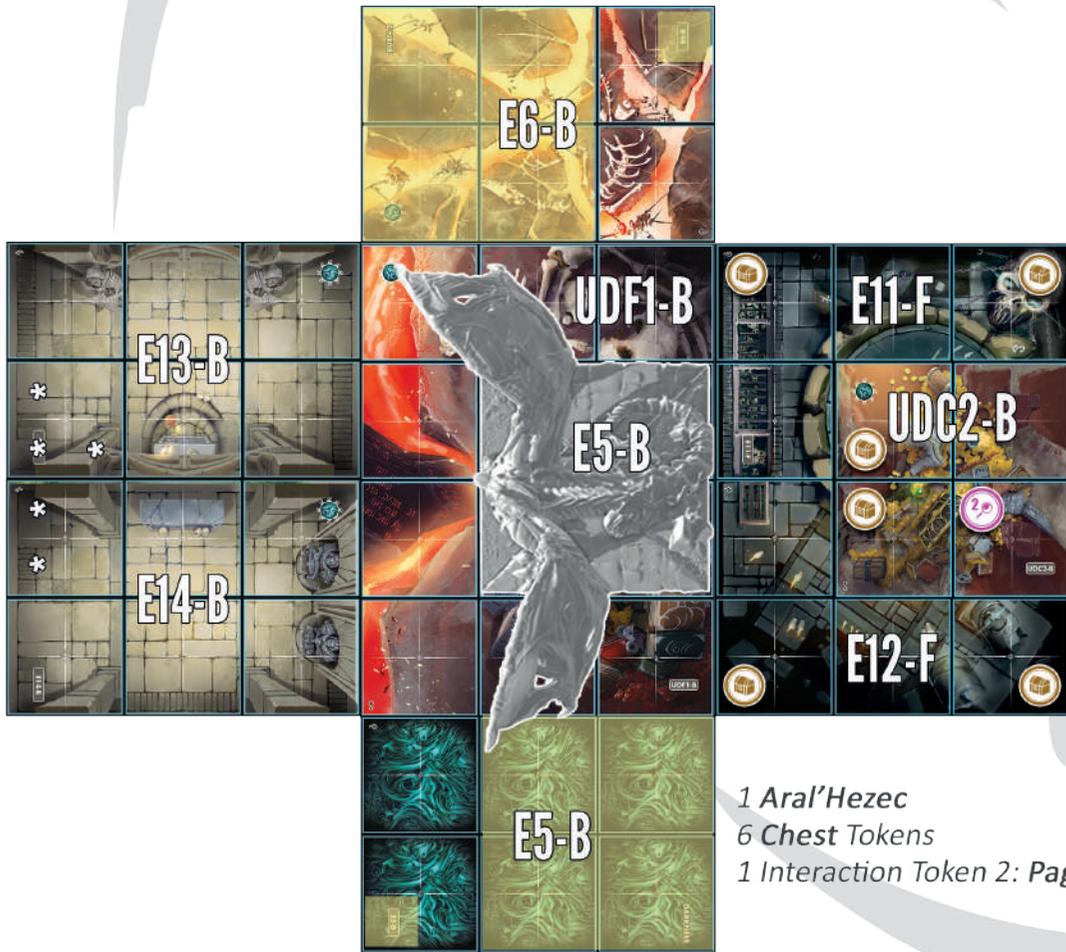
Remove all of the Heroes from the board, along with all Monster and Rune cards on the Initiative Track. You can also unmake all Setups. Then, make the following preparations:

- Place each of Aral'hezec's attack cards on the Initiative Track in the position corresponding to the Rune shown on the card.
- Place Aral'hezec's Boss Monster board face-up and set its initial Health: It has 25 Health per player.
- Each Hero recovers all of their Health and takes a Free Recall Action.
- FOCUS, SHIELDS, and any other Resource tokens the Heroes have are kept for this encounter. Remove any Conditions affecting the Heroes.
- Remove all Trauma Cubes that the Heroes are holding and add 5 Health to the High Dragon for every cube removed by this effect.
- Remove all Curse Cubes that the Heroes are holding and add 1 Health to the High Dragon for each cube removed by this effect.
- Build the encounter setup as shown on the next page.

After you have completed these preparations, read the encounter instructions on page 22 and begin the encounter.

May the true champion of Daren prevail!

NEW ADVENTURE GOAL:
Defeat Aral'hezec, the last of the High Dragons.



1 Aral'Hezec
 6 Chest Tokens
 1 Interaction Token 2: Page 26

INITIATION

DRAGON'S BREATH
2 + 2X DMG

WING ATTACK
2 + X NON-PREVENTABLE DMG AND PUSH 5

TAIL STRIKE
X NON-PREVENTABLE DMG AND KNOCK DOWN

THE VALUE OF X IS EQUAL TO THE NUMBER OF RUNES ON THE INITIATIVE TRACK MATCHING THE RUNE OF THE ATTACK CARD BEING RESOLVED.

Aral'Hezec

110	120	130	140	150	160	170	180	190	200
10	20	30	40	50	60	70	80	90	100

0 1 2 3 4 5 6 7 8 9

BOSS BATTLE: FACING ARAL'HEZEC, THE LAST OF THE HIGH DRAGONS

The final battle against Aral'hezec is about to begin! Before you proceed, make sure you have completed all of the setup steps described on page 20.

Aral'hezec's fighting strategy is a little different from any other Boss on *Chronicles of Drunagor: Age of Darkness* and consists of a series of flyovers and powerful stomps, using all of the advantages of his enormous size and might. These instructions tell you how to mechanically resolve the actions described on his attack cards:

FIRST THINGS FIRST, MANEUVERING:

Like any Boss Monster, Aral'hezec has four attack cards which are activated in turn. To resolve his activations easily, first check whether the attack card has a compass rose like those below:

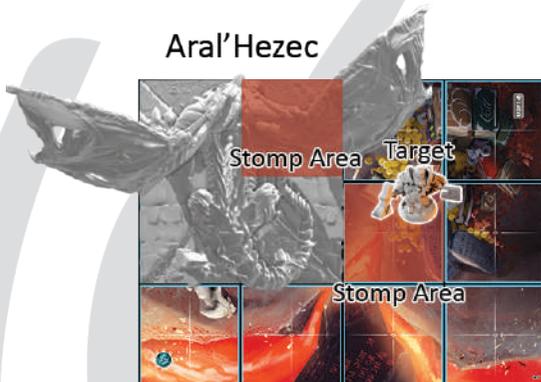


Four of the cards have one of these symbols. It indicates that before executing his attacks, as written on the cards themselves, Aral'hezec will first maneuver and you must resolve this step first.

THE STOMP ACTION:

The Stomp Action, in terms of roleplaying, consists of a powerful leap followed by a brief overflight, ending with Aral'Hezec using his mighty body, aided by gravity, to crush his enemies at his feet.

In terms of mechanics, a Stomp action means fitting the indicated area (the four squares occupied by the High Dragon's right front leg) in the area occupied by his target (which will be the Strongest or Weakest Hero, varying according to the attack).



In this particular example, Aral'Hezec could land his foot in two different ways. In any case, when this situation arises during the battle, the **Party Leader** will decide how the High Dragon will legally make its landing.

Aral'Hezec could have just stepped on Vorn while maintaining his orientation, or, he could turn his muzzle 90 degrees to the right and then step on Vorn, occupying the four intermediate areas in the north border of the map.

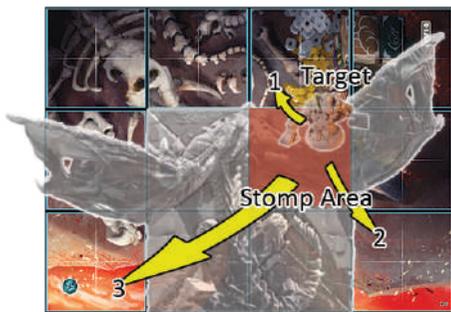
After the Party Leader determines where Aral'Hezec will move, we proceed to the next step.

Move the Aral'Hezec figure fitting the areas of the Stomp action as shown in the image below. Of course, at least one Hero will be caught by the trample. When this happens, each of those Heroes is shoved to a square adjacent to Aral'Hezec's position of their choice.

Such a Hero will take **1 non-preventable** damage for each square they move until they are no longer under the High Dragon miniature.



Aral'Hezec



Aral'Hezec

In this example, Vorn would be able to move to various places after being stomped by Aral'Hezec. To illustrate the mechanics, we chose three positions based on their distance. If he chooses to move to position 1, Vorn will take only 1 non-preventable damage; If he chooses to move to position 2, since he moved 2 squares, he will take 2 non-preventable damage; finally, following the same reasoning, if he chooses to flee to a more distant position like 3, Vorn would take 4 non-preventable damage.

THE FACING ACTION:

Right after a Stomp action, the attack card will instruct Aral'Hezec to face the Hero that he was targeting.

To do this, just turn the figure of Aral'Hezec until the muzzle is facing in the direction of that character's miniature.

The dragon faces both areas (blue squares) that are in front of him, as well as the two next to them (four areas in total).



Aral'Hezec

To illustrate this action, let's assume that Vorn chose to move to option 2 in the previous example.



Aral'Hezec

Thus, after resolving the Stomp action, Aral'Hezec had to turn 90° to the right so that his muzzle is now facing Vorn.

With this step completed, the Facing action is resolved and the High Dragon can proceed to attack.

THE GRAB AND DROP ACTION:

The Grab and Drop action, in terms of roleplaying, consists of Aral'Hezec grabbing his target and tossing them, just for fun, into one of his "relaxing" pools. While his enemy screams in agony, the High Dragon allows himself a moment to watch and enjoy their torment, only to satisfy his vanity.

In terms of mechanics, a Grab and Drop action means that Aral'Hezec and his target will be moved to the specific positions marked on the map. Since this is a special

maneuver, the Hero does not suffer any effects from harmful terrain until they are dropped, when they suffer the effects of Darkness or Lava, based on the terrain that they were dragged into.

Aral'Hezec



Hero Drop

Hero Drop



Aral'Hezec

The final positions of Aral'Hezec and the Hero that was targeted will be as indicated in the illustration above.

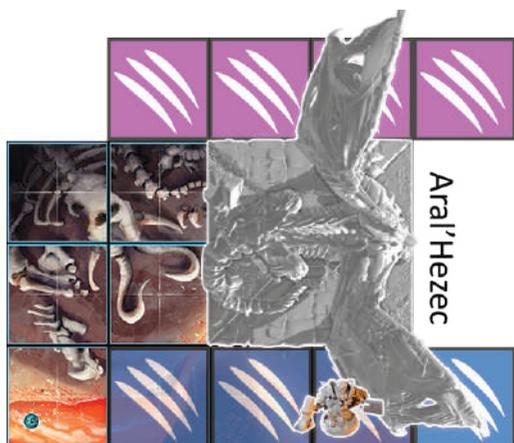
Once you have resolved the Grab and Drop, Aral'Hezec will be ready to execute his attacks. Realize that unlike the Stomp action, there is no opportunity here for the Hero to move (unless they use a Reaction) at the time that they would suffer the effect of terrain) and therefore it is not necessary to perform a Facing action.

EXECUTING ARAL'HEZEC'S ATTACKS:

After the High Dragon completes whatever maneuver his attack card requires, he will then execute all three of his attacks, in the order described on his Boss Monster board. The areas targeted by each attack, and their respective effects, are also explained there. Always treat the "North" position on the compass as the tip of Aral'hezec's head. Any Heroes in the areas indicated are affected by the attack. Every square on the Boss Monster board represents a full area on the map (blue square). If a square shows two symbols, that area is targeted by both of the attacks that match those symbols.



For example, with a Wing Slash, Aral'hezec inflicts 2 + X damage and PUSH 5 against every Hero inside the pink and blue areas.



The display on Aral'hezec's Boss Monster board shows that the areas on either side of the dragon are affected by the Wing Slash—remember that the “north” position on the display corresponds to the dragon's nose. In this example, Vorn is affected.

Each attack has its own effects and threat area, and therefore, each Hero will be affected according to their position. Some Heroes may suffer more than one attack, others, perhaps not even one.

When an area is filled with two effect symbols, it means that a Hero in that position will suffer the effects of both attacks.

Since attacks are resolved separately, it is possible for a Hero to escape from an area affected by an attack between executions. Remember that you must resolve them in the order described by Aral'hezec's Boss Monster board.

ARAL'HEZEC'S ACTION CARDS:

Now that you know how to resolve Aral'hezec's actions, let's take a closer look at his cards:



Overwhelm and Break the Corrupted: Both of these cards are Stomp actions and thus, Aral'Hezec will first maneuver against his target then he will face them (if needed); and, at last, he will execute all of his attacks. Since Overwhelm is an orange Rune card, the value of X for its attacks will be the number of orange Runes on the Initiative Track when the attacks are resolved. The same applies to Break the Corrupted regarding red Runes.



Corrupt the Strong and Burn at the Stake: Both of these cards are Grab and Drop actions and thus, Aral'Hezec will first maneuver himself and his target and then he will execute all of his attacks. Since Corrupt the Strong is a blue Rune card, the value of X for its attacks will be the number of blue Runes on the Initiative Track when the attacks are resolved. The same applies to Burn at the Stake regarding gray Runes.



Boss Status Card: This card is just a reminder for the players to trigger any conditions affecting Aral'Hezec. It has no maneuvers or attacks.

END OF THE ADVENTURE – THE FALLEN’S FALL

You know that you are near the limit of your endurance, and you are grateful for a sudden lull in the fighting. Struggling to catch your breath, you observe your foe. His body was in poor condition before the fight even began, but with the numerous wounds you have inflicted, it is amazing that it holds itself together. Yet, somehow, Aral’hezec’s corrupted life never seems to run out.

The dragon begins to draw in breath again, preparing another gout of that awful obsidian fire. A hopelessness grips you: If the most wise and powerful creature in all of Daren could not resist the corruption of the Darkness, what hope do you have?

You see the baleful glow growing deep in the dragon’s bowels. Prepared to accept your fate, you close your eyes and wait, your heart sinking with regret. With your failure, Daren is truly lost, and everything—all the deaths, all the corruption, even Narang’erel’s sacrifice—has been in vain. You clench your muscles in anticipation of the rush of balefire that you know is coming...

But it does not come. In shock, you open your eyes to a horrific sight: black flames are erupting from the many wounds that Aral’hezec has suffered, wreathing him in ebon fire as he writhes and struggles. Raising his mouth to the sky, he gives voice to his torment as an enormous blast of flame shoots upward.

A burst of hope rises within you. You know you must make one more attempt, one last try to release Aral’hezec from his suffering. Doing your best to dodge the tongues of black fire that lick around the dragon, you strike at his withered, twisted limbs with the ancient dragon weapons that served you so well against the Undead King. Suddenly, his legs collapse under his titanic weight.

The ebon flames flash around you, setting your hair and clothes on fire, but you pay them no heed. Leaping onto the fallen torso of your foe, you hurry to the point where you know his corrupted heart must be, intent on putting an end to his torment. You rain blow after blow upon his unyielding flesh before you hit something that must have been sensitive. With a violent spasm, the dragon tosses you through the air, unleashing a soul-wrenching roar much louder than any he had made before. So loud and painful is the sound, that you fear your skull will crack, and you instinctively screw your eyes shut tight and grasp your head in your hands.

After an eternity, the sound fades. You open your eyes to see the once-majestic head lying motionless upon the ground, the colossal form of the dragon finally at rest. You stagger backward to a nearby stone and watch in silence as the great dragon’s entire body is consumed completely by fire. Your heart is heavy that this glorious being has been ended in such a way. Yet, as the flames lose their unnatural darkness to assume a more familiar color, part of you is relieved. At least Aral’hezec’s soul is now free.

The adventure ends here. You may proceed to the Camp Phase and read the “Epilogue”.

EPILOGUE

By the time Aral’hezec’s funeral pyre has completed its work, night has fallen full upon you. As you make your way cautiously down the mountain, it is hard to imagine that you climbed up these slopes just this morning. You feel as though the weight of many years has settled onto your shoulders. During your hike, you think back on all the experiences that have brought you here, both the triumphs and the tragedies, the setbacks and the accomplishments.

Something else around you has changed. The heat seems somehow less oppressive. The air feels the faintest bit less heavy. You cannot help but feel that some sorrow has lifted ever so little from the land.

Your sorrow for the loss of the last of the High Dragons will never go away, but as you contemplate the events of the day, you know that this has been a victory in its own way. Now that he is free of the tainted prison of flesh that contained him, you pray that Aral’hezec’s soul will find his way back to his brethren within the Spiritual Realm, to once again take his place on that wise council. Or perhaps, like Narang’erel, this sacrifice too will help Daren cast off the mantle of the Darkness once and for all.

Unconsciously, you recover your mount and turn to head back to the Eye of Isha. Lochtis and Tharmagar must hear the terrible news of Aral’hezec’s demise. Without any guidance from you, your mount retraces its steps back to the nameless inn you sought shelter in on your way to the volcano. The same Orc is there, a mixture of surprise and respect mingling on his features as he welcomes you back. Upon his recommendation, you take a long bath before retiring to your room, having no appetite for his potatoes and eggs.

In the morning, after a quiet breakfast, you leave the old innkeeper a few coins as you did before and make preparations to depart. As you head for the door, he finally breaks the silence: “Did your journey bring you the answers that you seek?”

You think for a long time before answering, a sad smile on your lips. “Aye, though not in the way I had hoped,” you reply. “But this is now clear to me: the Age of Darkness has just begun.”



 **UD16**

PICK UP THE GEM

 **UD26**

LEAVE THE TREASURE

 **UD05**

PUT ON THE ARMOR



PICK UP THE FLUTE



OPEN THE CHEST



PICK UP THE CROWN



PICK UP THE GOLD



The Adventure Interactions

- **#UD01: Put the farm to the torch**

Terrified by the idea of a place so corrupted continuing to exist—and dreading whatever might be hiding in the barn or the house—you decide to burn everything and destroy every last vestige of that abominable cult and the creatures that walked there. As the smoke rises, you feel a sense of relief and a lightened heart. But there is still a mission to complete and the road is long.

At the beginning of the next Adventure, each Hero gains FOCUS 2. You may now proceed to the Camp Phase and read “After the Adventure - Courtesy of the House” on page 06.

- **#UD02: Ask for help to enter the citadel**

Looking at the wall, it is not difficult to notice that it is a fortified citadel. You ask the guardian to help you enter through the gates, since he seems to know the way. The Orc points toward the massive stone wall with his staff: “There is a gate there, guarded and unbroken for a long time, but now the Creatures of Darkness have free passage there. The difficult part will not be getting in, adventurer, but getting out.” He touches your forehead with his open hand and utters some crudely magical words. “Go with my blessing, adventurer. May your path be straight and your fate right.”

Each Hero gains FOCUS 1.

- **#UD03: Put the citadel key into his chest (only if you have the “Key” Status on your Campaign Log)**

Cautiously, you approach the huge statue, awed by the fantastic quality and minuteness of the work exhibited on it. Surely this must be the work of dwarves, but there are tribal elements to it that do not match the style of those craftsmen. Your examination reveals a diamond-shaped hole in its chest, where the key to the citadel the old Orc gave you should fit. You dig out the key and extend it toward the statue. When it comes near, the ruby is yanked from your hand, pulled into the statue’s heart. The entire construct begins to glow like a burning ember, and a cloud of steam leaks though the visor of its helm, yet it remains perfectly motionless.

Write down the “Protection of the Citadel” Status on your Campaign Log.

- **#UD04: Solve the puzzle on the right**

An examination of the golden pieces reveals a series of lines etched into their surface. You wonder what kind of pattern they would make if you placed in the proper positions. You cannot afford to waste too much time, but you believe that the table is in some way important, so you hurriedly complete one of the smaller puzzles. When you finish, you stare at the pattern, trying to make sense of it. The lines begin to glow, a pulsing that grows stronger and stronger, enveloping you and the room before fading away.

Each Hero gains HEAL 4.

- **#UD05: Put on the armor**

You spy what appears to be a chainmail shirt, but the material it’s made of is not like any metal you have ever seen before. The fine and delicate rings appear to be some kind of glass or crystal. No dwarf you know could have crafted something with that much skill. Thinking it might be some kind of ancestral armor, you pull it on. It seems to weigh nothing, but it gives you a cool feeling, like you had been splashed with cold water. When you look down, you realize that the armor has vanished, but the feeling of being protected remains.

You gain SHIELD 4.

- **#UD06: Pick up the flute**

Among the coins, crowns, and gems, you notice a plain-looking staff of gnarled wood. You pick up the odd staff and discover that several holes are carved along it, the largest near one end. You shake it to test its strength, and the motion produces a sound that is almost musical, and not at all what you would have expected. Intrigued, you blow into the larger hole, testing the other holes with your fingers. To your astonishment, you realize that it is a flute.

Draw a card from the Previous Epic Loot Items Deck. If all of the Epic Loot was already given to the players, Draw a card from the Previous Camp Items instead.

- **#UD11: Abandon the place without looking back**

You look over the farm for a minute. You have cleared the house, but there is still a barn, a small shed, and a well. The thought of what you might find in those places makes you shudder from head to toe. Whatever those Darkness-tainted farmers were up to, you don't want any part of. Finding Aral'hezec is your most important duty, and it's best to conserve your energy. You urge your horse ahead and leave the accursed place behind you.

At the beginning of the next Adventure, each Hero gains SHIELD 2. You may now proceed to the Camp Phase and read "After the Adventure - Courtesy of the House" on page 06.

- **#UD12: Tell him about your mission**

Surely, the High Dragons must have placed this guardian on your path. You tell him of your mission and your dreams about the dragons. The old Orc listens without any hint of surprise, but his eyes are filled with grief.

"I am glad that you have come on such an important mission, adventurer, but I fear that ill fortune is due to come your way..." His words are seeped in sadness. "Take this. It is the key to the citadel. I pray that it will be useful to you, though the way in is not closed, the most difficult part will be leaving once you have entered." He hands you a curious red ruby that is cut into a diamond shape, larger than your hand. It emits a strong warmth.

Write down the "Key" Status on your Campaign Log.

- **#UD13: Destroy the guardian**

Fearing that the statue might rise up and attack you, mistaking you for one of the Creatures of Darkness, you immediately leap to attack it before it has the chance to do the same. But when your first blow lands, the statue lights up like a forge, flames shooting out of several openings, bathing you in fire and pushing you away. As you recover your feet, the enormous flaming guardian rises up and turns toward you...

Each Hero suffers BURN 2. Replace this Interaction token with 1 BM: Shadow Knight - Veteran.

- **#UD14: Solve the puzzle in the middle**

You walk up to the table, curious about the shapes on its

surface. There are a number of golden plates here, not unlike the pieces of a jigsaw puzzle. Several have already been placed in the center puzzle, encouraging you to complete it. Curious to see what pattern might emerge, you start locating one piece after another. Distracted, you don't notice the passage of time. You don't even really remember completing the puzzle, but all of the pieces are there. Strangest of all, once assembled, none of the pieces show any seams. Shrugging at the oddity, but giving it no further attention, you return to your mission with a renewed sense of urgency.

Each Hero gains FOCUS 2.

- **#UD15: Pick up the gold**

You fall to your knees in a heap of treasure, scrambling to pull everything your hands can touch into your cloak, pockets, and pack. The more you look at the endless treasure around you, the more breathless your efforts become. You start gasping for air while you desperately try to grab every piece of the treasure. Suddenly, you see your reflection in a silver mirror: wide-eyed and laughing maniacally, drooling and gasping uncontrollably like an animal.

Once again, you hear Aral'hezec's roar. The screech of pain and sadness hits you and you feel an unnamable repulsion take over your heart. You throw the mirror away and cry, feeling sorry for your greed.

You suffer CURSE 2.

- **#UD16: Pick up the gem**

Even from a distance, your eye is drawn to a cold gleam in the mounds of Aral'hezec's treasure. You clamber over a small mountain of coins to reach the light you saw: an enormous gem larger than your fist, blue as water, with light flashing from within. Enchanted by its luminescence, you pick up the gem. Suddenly, you feel a current pass through your body, causing you to vibrate from your fingertips to your toes. You watch as the light of the gem fades, until it assumes a dull hue like any other rock in the world.

You gain FOCUS 2.

- **#UD21: Loot the place**

Looking across the farm, you dwell on what happened there. Anger rises within you as you recall the way the corrupted Orcs defiled the name of Aral'hezec. They knew something about the ancient dragon. Maybe you can find some clue of what the cultists intend to do? You go back into the house and tear it apart. There is little in the way

of furniture or other belongings, so your search is fruitless. You make your way down into the cellar, still finding nothing of interest. Your blood freezes when you look down at the body of the cultist again. Staring at the remains, you realize that his cloak is very different from the others you have seen. You pull the cloak off the corpse and realize that it is covered in broad scales... dragon scales!

You take the cloak with you. Have they managed to hurt Aral'hezec somehow? Is that possible? Time is short. The dragon must be found immediately!

Draw three cards from the Chest deck. You may now proceed to the Camp Phase and read "After the Adventure - Courtesy of the House" on page 06.

- **#UD22: Ask him for help to fight the creatures of darkness**

You realize that you will have to fight your way through the ancient citadel, and you cannot help but imagine what terrible foes might be prowling within. You ask the guardian to aid you in the battle, so you might move more quickly. The old Orc motions you closer, and you approach, a little fearful. He lays his hands on you, performing a rude and rhythmic chant. You feel your body temperature rise, but in a comfortable, almost cozy way that you would not be able to explain. "I cannot offer you my arms, but I can offer the blessing of the fire of life. May Aral'hezec bless you with the power of purifying flames!"

Each Hero gains HEAL 2 and CLEANSE 1.

- **#UD23: Pass by without interacting**

Suspecting that the huge stone guardian might be enchanted with some ancient spell, you decide to simply continue on your way and leave it alone. You can't help noticing how each part of that citadel seems to have been designed and built to guard and protect something... or someone.

Write down the "Curse" Status on your Campaign Log.

- **#UD24: Solve the puzzle on the left**

You approach the curious stone table, where you find what appears to be three puzzles. Some of the pieces have been organized, giving the impression that someone has been trying to assemble them. You choose one of the smaller puzzles and try to complete it, but the pieces do not seem to fit. With frustration growing inside you, you hurl some of the golden pieces across the room, growling in anger. To your surprise, your yell echoes through the temple, and you realize too late that this may not have been a good idea as two creatures charge up the stairway toward you...

Remove this Interaction token and summon 2 White Monsters - Fighter adjacent to the Hero who performed this Interaction.

- **#UD25: Pick up the crown**

Your attention is arrested by the gorgeously-adorned golden crown. An aura of power surrounds the object even at this distance, and your desire for it grows the closer you come. As you lift the crown from the pile of treasures, a slight tremor thrills through your fingers, resonating through the crown. Entranced by the promise of power, you raise the crown to your head. But as soon as the cool metal touches your brow, you feel a jolt burn through your body, the spasms bending your back like a longbow. The crown flies away, and your body goes rigid. Every part of you hurts.

You suffer STUN.

- **#UD26: Leave the treasure**

You barely glance at the treasure, as your attention is focused on Aral'hezec. Your mind is dominated by the heinous atrocity that is the corruption of the last of the High Dragons. All the treasures in the world cannot return him to his former glory. What use is wealth in this world?

You may take 2 additional Cube Actions on your next turn. This cannot be saved for use later and can be used only on your next turn.

- **#UD32: Ask about the safest way into the temple**

Imagining that the citadel is infested with creatures of darkness, you ask the old Orc if there is another way to reach the Blazing Temple. If there is any place that Aral'hezec may be, surely it would be there. The guardian shakes his head sternly. "There is no other way to the temple except through the citadel. Your fear is not without cause, adventurer, but if my words do you any good, I believe that the flames of Aral'hezec will protect you along the way." He lays his hands on you, and they glow with an inner fire. You feel a great sheltering heat radiating from you.

Each Hero gains SHIELD 3.

- **#UD34: Solve all the puzzles**

As you near the odd stone table, you see what appear to be three puzzles on it. Glancing around the room, you are convinced that the puzzles are somehow important. Intrigued, you set about trying to solve them. The task

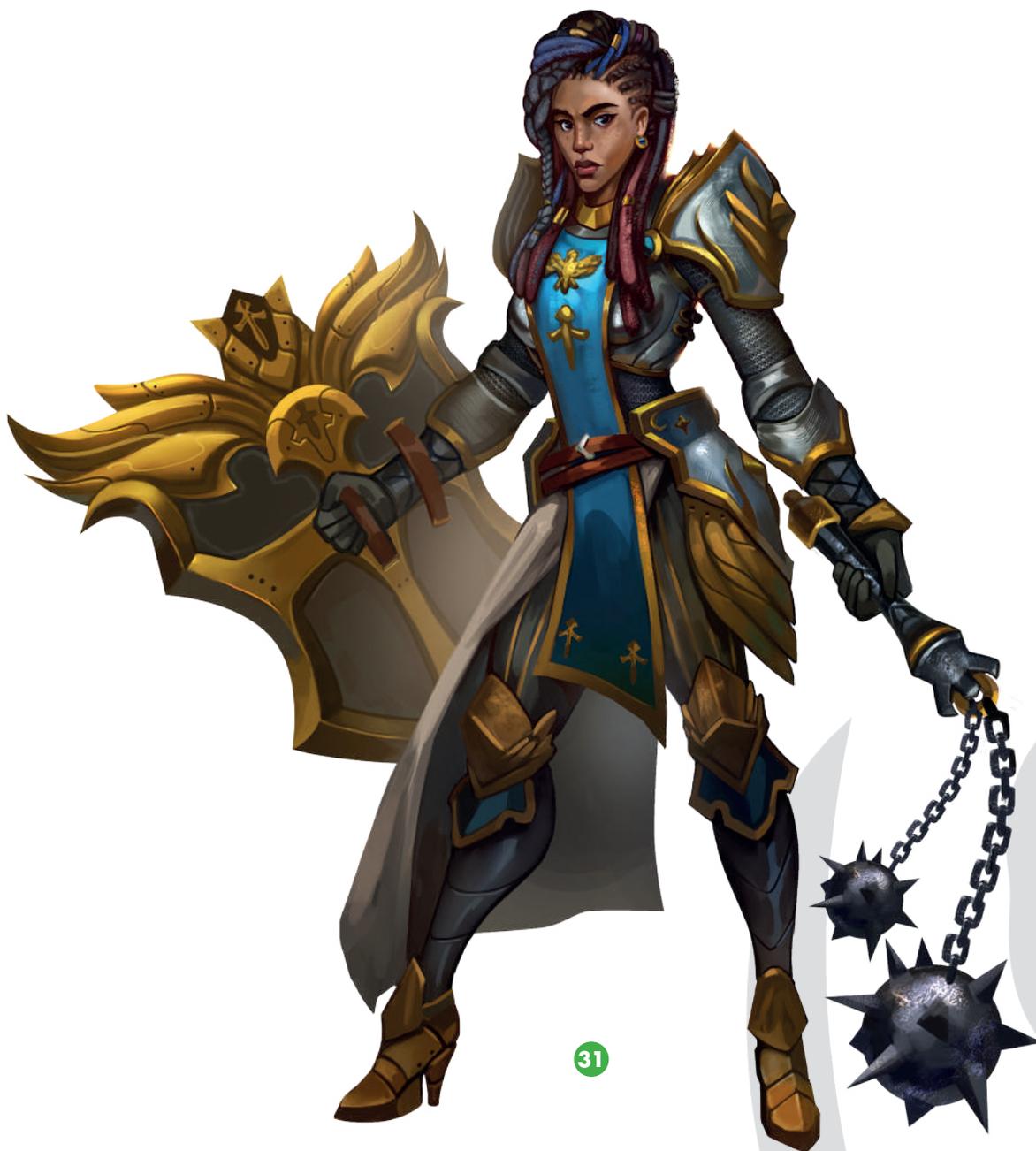
proves difficult, for the symbols make no direct sense to you. Your eyes grow tired from the strain, and you rest them by looking around the room. Something about the patterns of runes on the floor, the tapestries, and the walls resonate in your mind, even though you cannot interpret them. You dive back into the task of the puzzles, stopping only when you push the last piece home. Suddenly, you emerge from your trance-like state as the room begins to vibrate. The table in front of you splits into two parts, sliding to either side of you to reveal a hidden chamber. Inside is a massive gem-like eye. You marvel at its ophidian, draconic qualities for a moment before you realize that it watches over an object clearly crafted by a masterful hand.

Draw a card from the Previous Epic Loot Items Deck. If all of the Epic Loot was already given to the players, Draw a card from the Previous Camp Items instead.

- **#UD35: Open the chest**

With so many treasures scattered about, you can't help asking yourself why anything would still be inside a chest—and one tied shut at that. It must be important! You touch the ropes around the chest and feel a vibration of magic within them. Careful not to break the rope, you begin working at the knot that holds it. As soon as you untie the chest, the lid flies open, revealing rows of teeth and a bottomless gullet inside! The chest leaps toward you, trying to swallow you whole. You jump to the side, but the terrible saliva-dripping fangs rake your arm. It is a tremendous struggle, but you manage to tie the rope around it again, pulling the mouth shut.

You take 2 non-preventable damage.



BATTLEGROUND - The Corrupted Colosseum

SPECIAL MECHANIC – THE HIGH DRAGON (REPLACES THE DARKNESS SPAWNING RULE):

Place the Undead Dragon Boss Monster Board beside the Battleground and the **Darkness Hunting** Rune card with face “A” up on the Initiative Track. Also, take two runes of each color and place them on their respective slots on the Initiative Track.

When the Initiative Marker reaches the Rune card, you must; draw a Rune - but do not place its respective Darkness tile on the board; place the Rune on the Initiative Track; and then, if the Rune drawn matches one that is on the board, Aral’hezec faces that direction and activates all of his attacks.

In addition to the range shown on the board, the High Dragon also attacks all characters who are in areas that are adjacent to the dragon’s range.

Aral’hezec is impervious to damage and effects in this Battleground.

DARKNESS BEHAVIOR - STANDARD:

The Darkness will chase the Strongest Hero that is not already 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 Rune should be drawn but a tile is not placed and is called “the Crush.”

OBJECTIVES OF THIS BATTLEGROUND – STANDARD:

Your goal is to be the only surviving Hero or team. For a Hero or team to be considered eliminated, follow the standard guidelines presented on the Rulebook.

ORGANIZATION OF TEAMS – FREE-FOR-ALL OR TEAM BATTLE:

The Heroes will represent themselves, each one for themselves; or, if the players choose to, they can be arranged in teams of up to two against two.

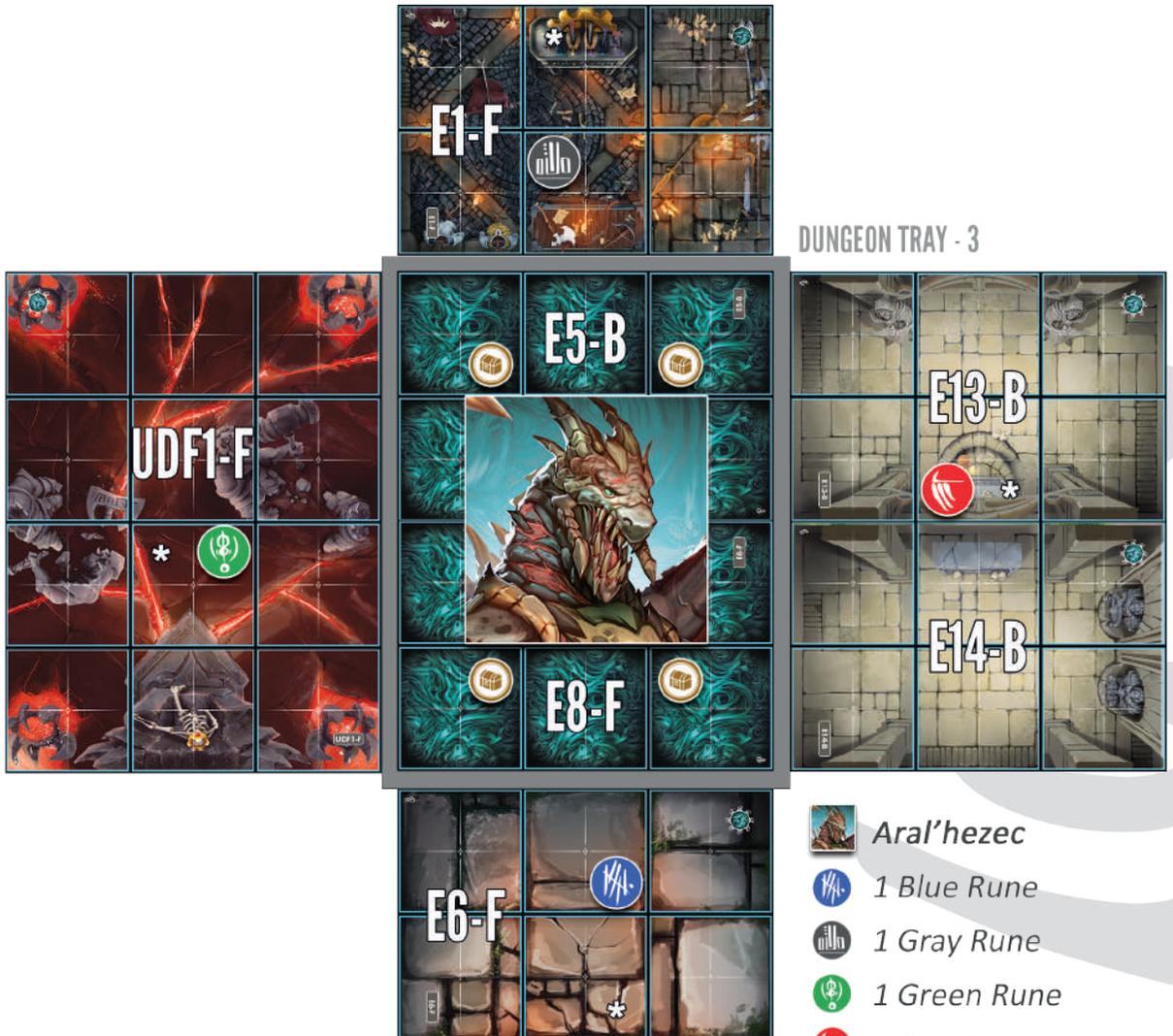
CHARACTER CONSTRUCTION RULES – STANDARD:

For this Battleground, Heroes won’t have any benefits. They will face each other using only their starting boards.

CUSTOMIZING YOUR BATTLEGROUND:

Also, you can improve each Hero’s starting level by giving them:

- Two Level 1 **Hero Skills** or **Dungeon Role Skills** (and their respective ACs);
- One Level 2 **Hero Skill** or **Dungeon Role Skill** (and its respective AC);
- Two **Equipment** cards from the Camp Deck Level 1 (draft them among the Heroes);
- Two to four **Class Abilities**;



DUNGEON TRAY - 3

-  Aral'hezec
-  1 Blue Rune
-  1 Gray Rune
-  1 Green Rune
-  1 Red Rune
-  4 Chest Tokens

New Mechanics and Rules

CAMPAIGN LEVELING

Rise of the Undead Dragon is intended to be your Heroes' final challenge on the continent of Daren in the fight against the Darkness. It takes place after the events described in the Expansion Pack *Chronicles of Drunagor: Age of Darkness - Desert of Hellscar*.

If your party has not participated in the events that took place in the sands of the great desert, you must provide the Heroes the appropriate character rewards of that Campaign, as if they had passed through it.

Thus, before you begin this Campaign, all players must unlock **1 Level 1 Hero or Dungeon Role Skill** for their Hero.

EXPANSION ICON

Every card and piece in this expansion is marked with the icon for the *Rise of the Undead Dragon Expansion* to distinguish its components from the cards and pieces in the Core Box *Chronicles of Drunagor: Age of Darkness*.



CREDITS (R.O.T UNDEAD DRAGON 1.0)

Game Design: Daniel Alves and Eurico Cunha

Further Development: Augusto Barbosa Faria, Davi Araki, Eduardo Cavalcante and Mauro Carvalho

Graphic Design and Art Direction: Alexandre Magno Gaia da Silva, Daniel Alves, Laura Graça and Victor Almeida Ferreira

Illustrations: Carlos Eduardo Justino, Eduardo Cavalcante, Girleyne Costa Ramalho, Isaias Ferreira, Marcelo Bastos, Rod Mendez, Samuel Vinicius Marcelino and Studio Bonnie & Clyde

3D Sculpt: Pedro Tavares Santos

Production: CGS - Creative Games Studio

Rulebook: Mauro Carvalho and William Niebling

Proof Reading: William Niebling

Story Development: Augusto Barbosa Faria

Revision and Translation (English): Victor Scanapieco Queiroz

Playtesting: Augusto Barbosa Faria, Alexandre Xandão, Daniel Alves, Davi Araki, Eduardo Cavalcante, Eduardo Guerra, Eurico Cunha, Flaviano Ranção, Igor Knop, Lucas Campos, Leandro Lopardi, Mauro Carvalho, Ronan, and Victor Almeida Ferreira.

© 2020 CGS - Creative Games Studio, all rights reserved. No part of this product can be reproduced or copied without permission.

CGS Co-founders: Daniel Alves, Eurico Cunha, Márcio Assis, and Ricardo Bach Cater

www.wearecgs.com

Any questions, compliments, or for any other matter, send us an e-mail at: info@wearecgs.com.

This product has been manufactured with all possible care. However, if a component is missing or is damaged, please contact our Customer Service at: customerservice@wearecgs.com.

Your problem will be solved in a timely manner.

CREDITS (AGE OF DARKNESS 1.5)

Original Game design: Daniel Alves and Eurico Cunha

Graphic Design Direction: Daniel Alves

Graphic Design Team: Daniel Alves, Filipe Castro, Luigi Gomes, Mauro Carvalho, Victor Almeida Ferreira, and Wallace Lucas

Gameplay Development Direction: Mauro Carvalho

Gameplay Development Team: Claudinei Mendonça, Daniel Alves, Eurico Cunha, Guilherme Ogando, and Luigi Gomes

Illustrations: Carlos Eduardo Justino, Eduardo Cavalcante, Girleyne Costa Ramalho, Isaias Ferreira, Marcelo Bastos, Paulo Scabeni, Rod Mendez, Samuel Vinicius Marcelino and Studio Bonnie & Clyde

Rulebook: Mauro Carvalho

Story Writing and Development: Mauro Carvalho

Revision and Translation (English): Luigi Gomes

Proof Reading: William Niebling

3D Sculpt: Pedro Tavares

CGS Co-founders: Daniel Alves, Eurico Cunha, Márcio Assis, and Ricardo Bach Cater

www.wearecgs.com

Any questions, compliments, or for any other matter, send us an e-mail at: info@wearecgs.com.

© 2021 CGS - Creative Games Studio, all rights reserved. No part of this product can be reproduced or copied without permission.



CREATIVE
Games Studio

The image features a central illustration of a character's arm and hand. The character is wearing a dark red, heavily tattered and frayed cloak that flows down. The hand is clad in a dark, spiked gauntlet with several sharp, pointed protrusions. The background is a teal, low-poly landscape with soft lighting. The entire scene is framed by a metallic, ornate border with rivets and decorative scrollwork. At the top and bottom of the frame are horizontal bars containing text.

CHRONICLES

OF DRUNAGOR