

CHARON'S FERRY

The **Charon's Ferry Add-On** is an expansion for *Dante: Inferno*, introducing customized options to your Campaign or Coliseum game mode..

USING CHARON'S FERRY IN YOUR CAMPAIGN

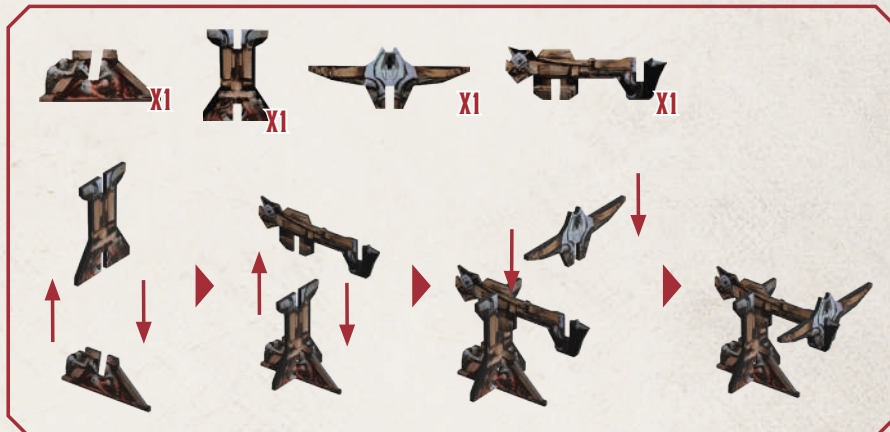
This box contains two types of components: Special Furniture and new Champions.

The new Champions can be used in your Campaign or Coliseum at any time, preferably at the beginning. The Caravan must always have four Champions, one for each Archetype. Therefore, if players want to use Devotee Joanne, they cannot also use Devotee Annabelle. These Champions add variance to your game by providing different roles for the characters in your Corebox.

Special Furniture can also be used both in the Campaign and in the Coliseum, just before starting each Confrontation. To do so, simply shuffle the Random Furniture cards and draw one of them, applying its effects as soon as you have completed the Setup. The new card has instructions that replace some of the original Furniture with special ones.

ASSEMBLY GUIDE

SIEGE CROSSBOW X2



BRAZIER X4



SURPRISE POLE X2



BRAZIER (FURNITURE)

Both decorative objects and sources of lighting, Infernal Braziers are responsible for creating the sinister atmosphere that permeates the Nine Circles of the Inferno, but that is not all. The glowing embers, which burn eternally with Dite's flames, can be used in combat.



- **WHEN INTERACTING:** When a Champion INTERACTs with a Brazier, they heat up their weapon so it grants a +2 dice bonus to the next Attack they make that turn. Each Attack can only receive this benefit once, but Champions can heat up more than one Attack per turn.
- **CHARACTERS CANNOT COLLIDE WITH BRAZIERs.**
- **WHEN DESTROYED:** When a Brazier is DESTROYED, lay its model down In the Space it is in. Champions currently in that same Area suffer 2 damage. From now on, it becomes an obstacle on the board.

Braziers are great tools for the Champions. They can provide additional dice that stack with both the native bonuses of a Maneuver and with EMPOWER tokens, which is not easy.

SURPRISE POLE (FURNITURE)

Appearances can be deceiving. These Poles do not hold lanterns, but the souls of Indolents who never even reached Limbo, as they were not worthy of the Inferno. Since they are the first residents that souls encounter, it is no surprise that these are always full of trinkets.



- **WHEN INTERACTING:** When a Champion INTERACTs with a Surprise Pole, they draw 2 Findings cards, choose 1 of them to keep, and return the other to the bottom of the deck. Lay the Surprise Pole model down in the Space it is in. From now on, it becomes an obstacle on the board.
- **CHARACTERS CANNOT COLLIDE WITH SURPRISE POLES.**
- **WHEN DESTROYED:** When a Surprise Pole is DESTROYED, lay its model down In the Space it is in. From now on, it becomes an obstacle on the board.

Surprise Poles are a unique combination of Small Pillars and Arks. They provide valuable Findings for the Confrontation, but they also become obstacles on the board. If used correctly, they can be great assets in fights involving Minions.

POOL OF THE DAMNED (FURNITURE)

Every now and then, the Wrathful Ones who wallow in the Styx gather in these curious Pools, pouring out all the bitterness of their heavy hearts on any unfortunates who cross their path.



- **CHAMPIONS CANNOT INTERACT WITH POOLS OF THE DAMNED.**
- **CHARACTERS CANNOT COLLIDE WITH POOLS OF THE DAMNED.**
- **POOLS OF THE DAMNED CANNOT BE DESTROYED.**

Pools of the Damned are similar to TRAPS. Characters are only affected by one the moment they step into an Area with it. Whenever this is the case, check below for the effects to which they are subject:

- **MALEFACTORS AND MINIONS** – When one of these Characters steps into a Pool, stop their movement immediately. They still attempt to fulfill any other instructions from the Action, Counterattack, Arcana, or Confrontation Event card that caused them to move. They will be able to get out of the Pool the next time they are **SHOVED** or **PUSHED** or when they **MOVE** or **ADVANCE**. Whenever this is the case, remove the Pool from the board. This is the only way to remove them.
- **CHAMPIONS** – For these Characters, the effects are a little worse. They are **HELD** by the Pool of the Damned. Its **STURDINESS** is 9 for Champions who try to Break Free. Each Pool can only **HOLD** one Champion at a time. If any Champion steps into a Pool that is already **HOLDING** one of them, it **RELEASES** that Champion into an Area at Range 1 and **HOLDS** the new Champion.

Pools of the Damned are dangerous, but also strategic. Champions can use Pools to their advantage, but they must be careful not to fall into them themselves.

SIEGE CROSSBOW (FURNITURE)

Developed by Daedalus during his centuries of idle time in Limbo, these formidable machines fire shots that can pierce even the toughest armor.



- **WHEN INTERACTING:** Two things can happen, depending on the state of the Crossbow:
 - If the Crossbow is **LOADED** (standing), you may suffer **STUN 1** with **FATIGUE 6 AGGRAVATED** to make a **SPECIAL ATTACK** using X dice and Unlimited Range against a Malefactor, X being equal to your target's **STURDINESS**. If you do so, lay the Crossbow model down to indicate that it is **UNLOADED**.
 - Otherwise, you may suffer **STUN 1** with **FATIGUE 6 AGGRAVATED** to **LOAD** the Crossbow. Stand the model up to indicate that it is **LOADED**.
- **WHEN COLLIDING WITH CROSSBOWS:** When a Malefactor steps into an Area with a Crossbow, **SHOVE** it away as if it were another Malefactor. If that Malefactor has **DESTROYER**, the Crossbow is **DESTROYED**.
- **WHEN DESTROYED:** When the Crossbow is **DESTROYED**, remove it from the board.

Siege Crossbows are artillery pieces that can provide Attacks to Champions even when they no longer have cards or Maneuver Slots.

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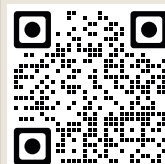
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