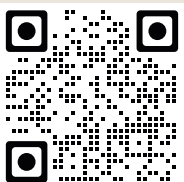




COLISEUM GUIDE

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COLISEUM

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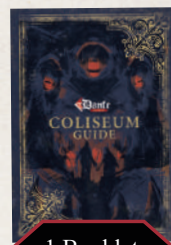
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CONTENT

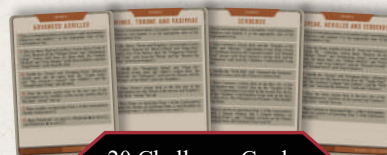
COLISEUM



1 Booklet



6 Countdown / Reward Cards



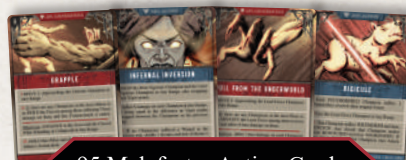
20 Challenge Cards



20 Objective Cards



10 Setup Cards



95 Malefactor Action Cards



36 Archetype Maneuver Cards



72 Sacred Treasure Cards



20 Malefactor Status Cards





INTRODUCTION

The **Coliseum Box Add-On** is an expansion for *Dante: Inferno*, which introduces a new game mode and greater customization for your Campaign with Archetype Maneuvers and Advanced Actions.

In the Coliseum game mode, players battle to survive in an Arena across six rounds of intense combat. With each victory, the Champions improve their decks, become stronger, and acquire Treasures to defeat increasingly challenging Malefactors.

Or die trying.

USING THE COLISEUM IN YOUR CAMPAIGN

This box introduces two new features you may add to your Campaign: Ultimate Archetype Maneuvers and Malefactor Advanced Actions.

Ultimate Maneuvers are incorporated by simple addition: Whenever a Champion progresses their Maneuvers deck during the Campaign, they may choose an Ultimate Maneuver matching their Archetype instead of a Maneuver unique to that Champion. Ultimate Maneuvers are powerful, but once used, they are removed from the deck until the next Confrontation.

The Advanced Actions for Malefactors, however, must be introduced through substitution. This is because Action cards represent both unique attacks and the Malefactors' "Vigor Points," and simply adding them could disrupt the balance of Confrontations. Each Malefactor has a grid of Advanced Actions, and when you add one of these cards, you must also include all of its copies. The same goes for cards you remove from the original Action decks: You must take the Action or Counterattack cards indicated on the Challenge card and remove all cards with the same name. Always be careful to keep the deck with the same number of cards.

GAME MODE – COLISEUM

The Coliseum functions like an extended Confrontation Phase. The basic rules remain unchanged: the sequence of rounds and steps, how Champions take their turns, and how Malefactors behave in battle. The primary difference lies in the Confrontation Setup, which is dictated by the Coliseum cards.

These cards create the dynamics for this game mode: changes to the battlefield, summoning enemies, and the countdown until the next challenge. To do this, a new step is introduced each round, just before the Caravan's Turn: The Coliseum Turn.

WINNING AND LOSING

The objective in the Coliseum is to survive and defeat six teams of Malefactors.

The game ends immediately, as a victory, when the Champions defeat the last team of Malefactors; or, as a defeat, when the first Champion is defeated. As usual, it is not necessary for all the Champions to be defeated for the Coliseum to end in failure, just one is enough.

Please note that not all summoned Malefactors need to be defeated. The Confrontation Objective cards will be used to guide the Caravan through each new challenge. There are fights in which it will be necessary to defeat all three decks, but some may declare that defeating just 1 or 2 of them is enough to win that round.

PREPARING THE ARENA

The Coliseum Setup is very similar to the First Circle Confrontation Setup. First, the players prepare the Caravan using the Champions' starting stats, giving each of them a Level 1 Sacred Treasure. Then the battlefield is prepared following the instructions below. Finally, there is one last Setup, a special one, to get the Coliseum's game mechanics up and running.

Let us start then.

First, prepare the Champions:

PREPARING THE CHAMPIONS

Now, prepare the Caravan following the instructions below. If you have a Saved Game, the Champion, Maneuver, and Equipment cards you pick up in steps 1, 3, and 5 respectively, will be those from your current status rather than the starting cards (if you have progressed them).

1. Take all the Champion cards, their models, and their Vigor markers.



2. Take a Champion Board for each Champion who will be controlled by a player and place their Champion card in the appropriate slot. If your party is not complete (with 4 players), take one of the remaining boards and use its back side, the Companions Board.



3. Each player takes their Champion's Maneuver cards, shuffles them, and places them in a face-down pile next to their Champion Board. This will be their Maneuver deck.



4. Flip any Champion cards that will not be controlled by a player to their Companion sides, placing them on the Companion Board.



5. Take all Starting Gear cards and assign them to their respective Champions.



6. Each Player Champion occupies the Maneuver Slots on their board with Cooldown face-up Wound cards. Companion Champions, in turn, place three Readiness tokens, Cooldown face-up, above their cards, but not directly on the cards.



7. Each Champion adjusts their starting Vigor to 6.



To prepare the Coliseum:

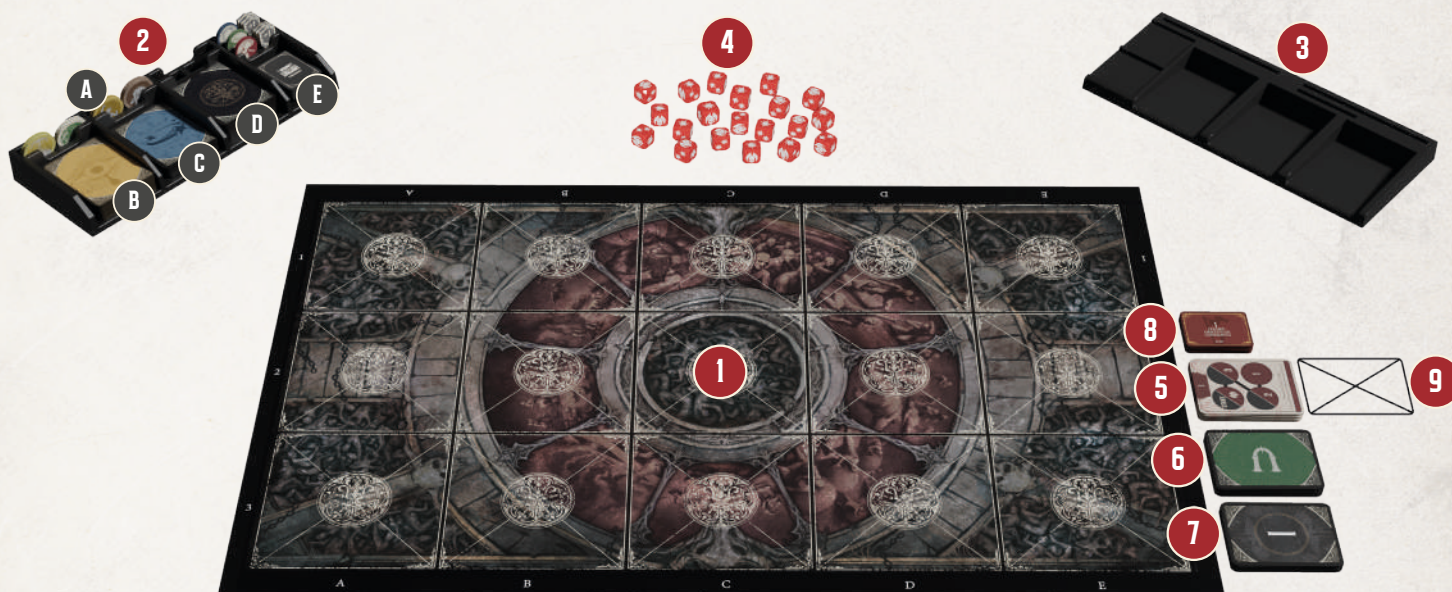
1. **Confrontation Board** – Place Dante's main board on the table, with the Confrontation side up.
2. **Resource Tray** – Place the Token Tray within reach of all players. Make sure the following components are in their respective places:
 - A. Tokens – Reserved space for the tokens.
 - B. Arcana Deck – Shuffle the 20 Arcana cards and pile them face down.
 - C. Wound Deck – Shuffle the 9 Wound cards and pile them face down.
 - D. Sin Deck – Shuffle the 18 Sin cards and pile them face down.
 - E. Findings Deck – Shuffle the 20 Findings cards and pile them face down.
3. Take the Confrontation tray and place it next to the Board.
4. Dice – Take the dice and place them on the table, within everyone's reach.

5. Stack the Countdown cards in order from 1 to 6 with 1 on top and place them in the first position of a space next to the board, face up. This space will be called the "Play Area".
6. Shuffle the Redecoration deck and place it in the second position of the Play Area, face down.
7. Shuffle the 6 Challenge Tier decks separately, back side up. Then, form a single deck by taking one card at random from each of these decks, and stacking them, one on top of the other, ordered from Tier 1 to Tier 6. Finally, place these 6 cards in the third position of the Play Area.
8. Place the Confrontation Objective cards in the fourth position of the Play Area, face down.

Finally, prepare the first team of Malefactors:

9. Move the first Countdown card to the Play Area and place the Caravan Pawn on its starting space.

This completes the Coliseum Setup, and you can now start the game. It starts with the Coliseum's Turn, in the Redecoration Step: Flip the first Redecoration card and follow its instructions.



COLISEUM TURN

The Coliseum Turn follows the same logic as the Malefactors' Turn: each deck is activated in sequence, from left to right.

Most of the time, this turn will just consist of advancing the countdown toward Sudden Death, skipping the activation of the other two decks and going directly into the Caravan's Turn. With each victory, however, the game is paused and the other two steps are performed to Redecorate the board and bring new Malefactors into the Arena.

Follow the Coliseum Turn flowchart below, highlighting the most important points regarding each of these steps:

- **Countdown Step** – One of the two things can happen: Either the players advance the Caravan Pawn on the round track,

apply its effects (if there are any), and go directly to the Caravan's Turn; or they start a new challenge and proceed to the other two steps of the Coliseum Turn before advancing to the Caravan's Turn.

- **Redecoration Step** – Flip the next Redecoration card. Follow its instructions to place Furniture and Platforms on the board according to the Setup.
- **Challenge Step** – This final step occurs only after a new Redecoration card is revealed in the Play Area. In this case, flip the top card of the Challenge deck and follow its instructions to summon the next team of Malefactors into the Arena. Then, a new Countdown card is moved to the Play Area and the players place the Caravan Pawn on the first space.

Check out the information relevant to the steps below, outlining the game processes required for each one.

COUNTDOWN STEP

During the Coliseum Setup, the first Countdown card (numbered 1 to 6) is placed in the Play Area and the Caravan Pawn is positioned on it.

Starting this turn and during each subsequent Countdown Step, the Caravan advances one space, activating any applicable effects. Once this is done, advance to the Caravan's Turn, skipping the activation of the other two Coliseum decks.



During the Countdown Step, players advance the Caravan Pawn 1 space forward.

The beginning of the Third Round marks the introduction of "Sudden Death".

During Sudden Death, in this Round and each that follows, after moving the Caravan Pawn, each Champion at Any Range suffers the damage indicated for the Space the Pawn is in.

In the next round, the Caravan makes its fourth move—having already advanced through the first three spaces—but it can no longer move forward. Instead, it begins moving backwards, retreating in the opposite direction.



The players were instructed to advance the Caravan's Pawn, but they have already reached the last space. Instead, they retreat, with each Champion taking 2 damage.

Damage is not the only issue players face during Sudden Death. If the Caravan's Pawn retreats to the first space again (after 5 rounds), the Champions are defeated.

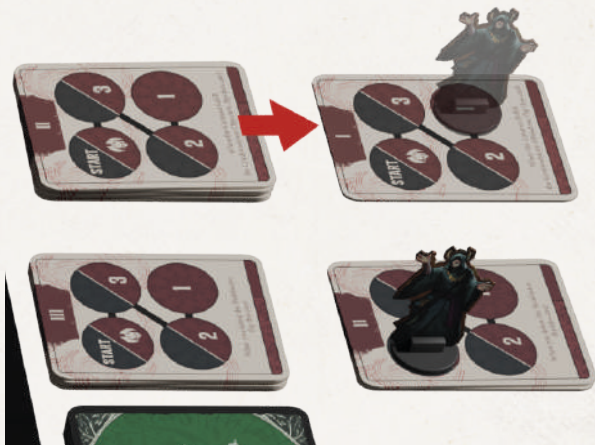


At the start of the Coliseum Turn, the Caravan Pawn retreats to the first position, leading to the Caravan's defeat.

Sudden Death is temporary: When the next Countdown card is revealed, the round count resets, and the Caravan Pawn returns to the first space to start a new Countdown.

RESETTING THE COUNTDOWN

When summoning a new team of Malefactors (see below), move the next Countdown card to the Play Area without flipping it and place the Caravan Pawn on the first space.



When moving the next Countdown card to the Play Area, the Caravan Pawn is placed on its first space.

REDECORATION STEP

The second step of the Coliseum Turn follows the previous one, but only when a new Countdown card is put into play. When this occurs, also flip a new Redecoration card into the Play Area and follow its instructions to complete the preparations.

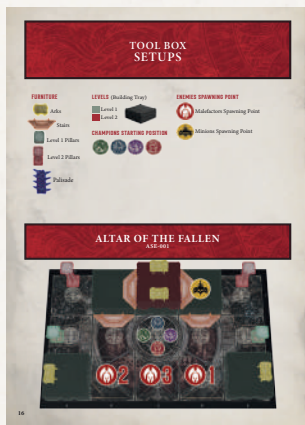
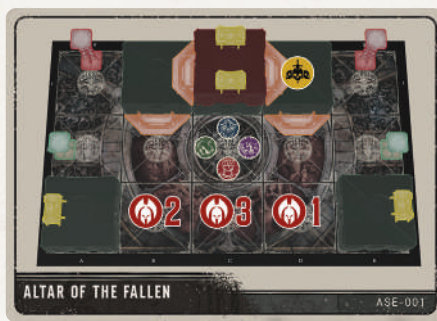


Continuing from the previous example, a new Countdown card was moved this turn. As a result, a Redecoration card must also be flipped into the Play Area.

REMODELING THE BATTLEFIELD

Redecoration cards include a setup detailing the placement of Buildings, Stairs, and Furniture, along with the Spawning Points for Malefactors, Minions, and Champions.

The setup is shown in miniature, and the details for each of the 10 combinations can be found in the Toolbox section at the end of this book.



The Altar of the Fallen Redecoration card has been flipped. Players must construct the Battle Scene according to the instructions provided at the end of this book.

Note that when flipping a Redecoration card, the board should be empty, as you will have reset the game state (see "Managing Resources Between Teams of Malefactors", below).

If you own the Dante Expansion: Charon's Ferry, you can flip a Random Furniture card after completing the Setup and follow its instructions to introduce even more unpredictability and variety to your Confrontations.

CHALLENGE STEP

The third step of the Coliseum Turn consists of bringing new Malefactors into the Arena. At this point, flip the next Challenge card into the Play Area and follow its instructions to place the Malefactors in their designated positions.

With each new team of Malefactors, their Tier increases by 1, culminating in the final fight at Tier 6.



The next card in the Challenge deck is flipped, and a new team of Malefactors is placed on the board.



In this case, Minos will be placed in the D3 position, Pasiphae in B3, and Pluto in C3.

Each Malefactor team has its own Confrontation Status card and Objective, both referenced in these instructions.

OPTIONAL RULE: MULLIGAN – If the players draw a Malefactor they have just faced, they can select another card from the same Tier and replace the one drawn for this round.

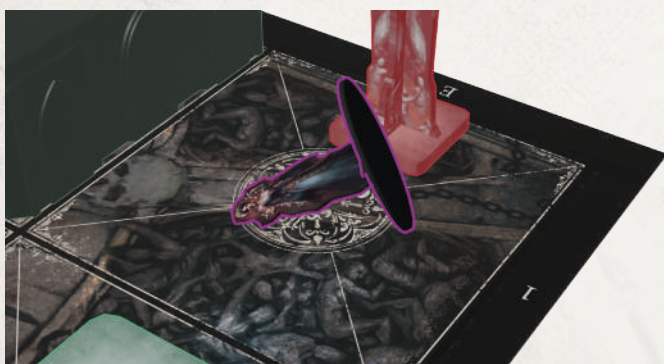
DEFEATING MALEFACTORS

Coliseum battles often feature multiple Malefactors, and defeating some of them does not always complete the Confrontation Objective. As a result, the game must continue without those Characters.

As a rule, if a Malefactor has more than one Action deck and all of them are cleared, they are defeated: lay their model down on the board. They remain defeated until they receive a REGENERATE X effect or shuffle one or more Arcana cards into their Action deck.



In this Confrontation, Geryon has 2 Action decks (Head and Body). When their last card is discarded, this Malefactor is defeated, and his model is placed on the board. If only 1 deck is cleared, he would still be standing.



Arthemis, on the other hand, only has 1 Action deck. When her last card is discarded, she is defeated and her model is laid down on the board.

Cleared Action decks do not activate during the Malefactors' Turn. However, pay attention to the triggered skills listed on each team's Confrontation Status card and on Action cards from other decks. Defeated Malefactors must follow the instructions on cards and skills unless an effect specifically states otherwise. They may also receive cards in their empty decks, allowing them to cease being defeated.

MANAGING RESOURCES BETWEEN TEAMS OF MALEFACTORS

Coliseum gameplay proceeds like any other Confrontation until an Objective is completed and its trigger activates, indicating that the game will be paused at the end of the current turn, whether it's the Caravan's or the Malefactors'.

The Champions keep their Resource tokens, Sin cards (whether in hand or on the board), Wounds, Findings cards, and Vigor Points, unchanged.

Next, the players reset the game state using the following steps:

- **Remove all items from the board:** Buildings, Stairs, Furniture, Characters, and Tokens (such as Traps) are cleared, leaving the board completely empty.
- **Revert Capybaras to Original Form:** If any Champions have been POLYMORPHED, they return to their Original Forms by following all steps as though they had received a RESTORE X effect during the Confrontation.
- **Refresh SPENT Relics:** Each Champion Refreshes all SPENT Relics they are wielding.
- **Completely Ccooldown Champions** – Each Champion suffers STUN 3, as if they were starting a new Confrontation.
- **Rebuild the Maneuver decks** – Each Champion takes the Maneuver cards from their boards, Hands, and Discard Piles. Ultimate Maneuvers are recovered if that Champion has used any of them. Keep this deck so the player can progress their Maneuvers when instructed.
- **Rebuild the Arcana and Sin decks:** Return any Arcana cards that are in a Malefactor's Action deck and any Sins in the Sin card Discard Pile.
- **Remove the Malefactors' decks:** Rebuild the Malefactors' Action and Event decks and STORE them in their respective boxes.
- **Rebuild the Findings deck** – If this is the end of the Third Confrontation, shuffle all the cards from the Discarded Findings pile into the Findings deck. *Keep in mind this is the only time the Findings deck is shuffled.

Once all these steps are done, proceed to the next step on the back of the Countdown card.

APPLYING REWARDS

Flipping the Countdown card grants the Caravan rewards to prepare for the next team. The rewards are divided into two categories: Victory Points and Progressions, and you can find details about each of them below:

CHARACTER PROGRESSION

Champions receive Progressions, which are applied individually.

- **Learn Level X Maneuvers:** Players replace Maneuvers in their decks with new cards matching their Champions or Archetypes at the appropriate level. Each deck must contain exactly 7 cards at the end of this selection. Those players then shuffle them and form their Maneuver decks again.



Gadisa learned a Level 3 Maneuver as a reward for defeating the second team of Malefactors. He chooses to exchange his Hold the Line for the Level 3 Magistral Blow.

NOTE: Players can choose Ultimate Maneuvers for their Champion Archetypes whenever they receive this type of Progression. For game balance, Ultimate Maneuvers and Conventional Maneuvers have the same value.



Gadisa could have exchanged his Hold the Line for All In, a Level 3 Ultimate Maneuver, if he had preferred.

When Champions finish progressing their Maneuvers, they shuffle them again to reform their Maneuvers deck and place it in the appropriate space. They do not draw any Sin cards for this.

- **Progress Champion Card to Level X:** Players replace their Champion card with a new one of the appropriate level that corresponds to their Champion. Players may choose either version of their Champions and are not required to follow the same Progression path for each choice.



Anabelle progressed her Champion card to Level 3 as a reward for defeating the third team of Malefactors. Before, she was the Bitter Maiden, but she chooses to be the Humbled Maiden in this progression.

While this freedom exists, keep in mind that equipment builds, Maneuvers, and team combinations may function differently across progression lines.

- **Choose one Rank 1 Sacred Treasure or upgrade an existing Sacred Treasure:** Players reveal the Rank 1 Sacred Treasures deck to everyone. Each Champion can choose one of those cards for themselves. Alternatively, Champions may opt to upgrade a Sacred Treasure they already own one step instead of drawing a new card.



Gadisa received this progression as a reward for defeating the first team of Malefactors. He chooses to take a new card, Greatsword.



In this case, for the same reward, he could choose to upgrade his Viking Ax to the next step, Barbarian Ax, leaving him with only a Rank 2 Sacred Treasure.

IMPORTANT! – In the Coliseum game mode, Sacred Treasures cannot be progressed as shown in the Book of Commandments. They are only progressed through this Reward.

VICTORY POINTS

Victory Points are a resource used to restore Wounds or remove Sin cards, provided as “virtual points” that are lost if not fully spent during this phase.

The Caravan collectively earns these points gradually, based on the Tier of each fight won, and must spend them to gain the following healing benefits:

- **(1 point) Remove a Sin Card from the Hand** – One Champion of the Caravan’s choice removes a Sin card from their Hand.
- **(2 points) RESTORE 1** – One Champion of the Caravan’s choice receives RESTORE 1.
- **(3 points) EXPIATE 1** – One Champion of the Caravan’s choice receives EXPIATE 1.

Sin cards that are removed either way are moved to the Sin card Discard Pile.

Effects associated with Keywords can be found in the Book of Commandments glossary. The first victory rewards the Caravan with 6 points, but this value gradually increases with each Confrontation to a total of 14 points when the fifth team of Malefactors is defeated.

After Victory Points are spent, players are instructed to move on to the next steps of Redecorating and Summoning new Challengers, and then a new Countdown card is used to reset the round track and then you may proceed to the next Confrontation.



TOOL BOX SPECIAL RULES

This guide contains the special rules for all the Malefactors compiled in alphabetical order for quick reference. They are the same as those described in the original Confrontations with those Malefactors in the Book of Chronicles, but with some adaptations to work better in the Coliseum.

ACHILLES

PELIAN SPEAR: While it is in Achilles's hands, the Spear occupies the same position as Achilles and cannot be attacked or targeted by any effects. While it is **STUCK** on the board, however, the Spear is considered Living Furniture (it cannot **MOVE** or change its Facing, but it can be **THROWN** or **PUSHED**) and can be attacked and targeted normally, but does not have a Back. Note that Achilles is never **HOLDING** the Spear. Therefore, effects that force Malefactors to **RELEASE** Objects they are **HOLDING** do not drop it from his hands. The Spear only leaves Achilles's hands if he **THROWS** it or a Whirlwind **DRAGS** into the Area he is in.

HEPHAESTUS'S SHIELD: Unlike the Spear, the Shield will never be on the Board and, therefore, Champions will not be able to target it directly. It is Achilles's own Counterattacks that will redirect damage that would be caused to him to the Shield.

ACHILLES'S HEEL: The Heel can only be targeted if the Champion is attacking Achilles's Back.

Note that Achilles's **ENRAGE** and **FORTIFY** tokens only apply to his Core and the Actions and Counterattacks he performs. They do not influence the values of the Heel or the Weapon he wields.

CLIMBING CERBERUS

Champions can **CLIMB** Cerberus. His "Head" follows the same rules as a Building for all intents and purposes (Champions can **JUMP** from Pillars, **MOVE** from Buildings, or **MOVE** from the Ground Level using Stairs or **CLIMB** moves). Only one Champion can occupy the "Head" at a time, and while they are there, they are subject to some special rules:

BLINDSPOT – Malefactors (including Minions) do not consider that Champion as their target. Only effects that specifically target Champions in this position are applied to them. These Champions are Engaged in Combat, but they can make Ranged Attacks against the Cerberus (they are Above him). His "Head" is also considered as if it was his Back for effects that follow this type of instruction (such as Backstab).

NUDGE – Whenever a Champion inflicts 1 or more Wounds on Cerberus when attacking from the Blind Spot, as a Collateral Effect (!*), that Champion may rotate Cerberus's model 90° in a direction of their choice.

Champions can climb down from a Cerberus's "Head" as if they were **MOVING** from the top of a Building or a Small Pillar. Champions can be **PUSHED**, following the normal rules for this effect, or they can be **KNOCKED DOWN**. Whenever the latter is the case, that Champion repositions their model in a Space within Range 1 of Cerberus and may suffer Falling Damage.

DESTROYER

Cerberus's "Destroyer" skill is an enhancement to the "SHOVE" mechanic. Perform it as shown in the following example:



*In this example, Cerberus intends to **MOVE** 2 in a Straight Line.*



*In the first step, he hits a Glutton, a Pillar, and some Stairs. The Objects are **SHOVED** out of the way, while the Stairs are removed from the board. The Fiercest Champion chooses to reposition the 2 Objects in the Area to the south. Cerberus inflicts 4 damage to the Glutton, as it is a Character (defeating it), and **DESTROYS** the Pillar. When destroyed, Pillars Collapse instead of being removed from the board.*



*In the second step, he hits a Building and a Glutton, **SHOVING** the Glutton out of the way. This time, the Fiercest Champion chooses to reposition the Glutton in the Area previously occupied by Cerberus. This Glutton is also defeated. Finally, the Building is removed from the board.*

NOTE: When a Pillar with a Champion on top of it is **SHOVED**, the Pillar is first repositioned and then Collapses, inflicting Falling Damage to that Champion. "Destroyer," however, does not inflict damage to them.

METAMORPH

Plutus is a shape-shifter, and is only defeated when the last Action card in his true form's deck is discarded. Consider the following special rules while facing this Malefactor:

- While in the form of **Pluto**, **Plutus's** Action deck cannot be targeted by any effects. Consider it as if it does not "exist", but keep it in the position it is in.
- The opposite is also true—While in the form of **Plutus**, **Pluto's** Action deck cannot be targeted by any effects as well.
- When the Malefactors' Turn begins, if the villain is in the form of Pluto, you must skip **Plutus's** deck and start the activations from the second deck in the Confrontation Tray.
- If the villain starts the Malefactors' Turn in the form of **Plutus** and an effect **TRANSFORMS** him into **Pluto**, he also activates as Pluto in this round, acting with both forms that round.

MINIONS

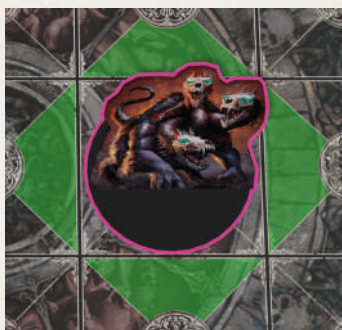
The Gluttons and the Knights of the Order are Minions. They do not have Action cards (therefore, they do not Counterattack). They act through the Confrontation Event cards. When Minions suffer Wounds, they do not discard any cards from any decks. Instead, remove the attacked models from the board. Additionally, whenever a Minion **MOVES** into an Area that has no empty Spaces, it **SHOVES** any Furniture in that Area to free up space. If there is no Furniture, they **SHOVE** Champions. Whenever 2 or more Minions **MOVE**, the Fiercest Champion chooses the order in which the models perform the instructions. Finally, Minions attack together; that is, whenever a Character is going to suffer damage inflicted by more than one Minion following the same instruction, the total damage must be applied all at once.

These are the General Rules for Minions. Now, here are the specific rules for each of them in this Confrontation:

- **GLUTTONS** – They are not removed from the board when they are defeated. Instead, they Faint (lay down their models).
- **KNIGHTS OF THE ORDER** – The Champions are Enemies of the Knights of the Order.

OVERSIZED

The Cerberus model is oversized and occupies the entire Area it is in. Its size does not interfere with the rules for Facing, Back, and Flanks (just project the line from the Central Space), however, the concept of Engaged in Combat and "Area Cerberus is in" are different:



These are the four Spaces considered "Engaged in Combat". Melee Attacks must be made from these Spaces to hit Cerberus while Ranged Attacks cannot be made from them.



These are the four Areas considered "Area Cerberus is in" for the purposes of Actions, Counterattacks, and Maneuvers that follow this type of instruction. Ranged attacks, as well as effects "within Range X", follow the standard rules.

Additionally, Oversized Malefactors occupy two Levels on the board. Consider that its "Paws" are on the Ground Level, while its "Head" is always on the 1st Level. Champions only need to be "Above" the "Paws" of Oversized Malefactors to be "Above" them.



This is a map of the Levels occupied by Cerberus.

Finally, consider the following interactions if specific effects are applied to Oversized Malefactors:

- Champions "mirror" the direction of the Space they occupy to determine the direction in which they **PUSH** these Malefactors (instead of considering the direction of the tip of the triangle, they consider the base).

THRONE OF LIMBO

The Throne of Limbo is also a Malefactor that can be defeated and does not occupy any Space other than the Central Space of the Area in which it is located. Thus, Champions can even attack it from behind, but they will not be able to hit Mino's Back this way if he is sitting on the Throne.

WHIRLWINDS

Whirlwinds are special Furniture that can be used by Champions with an Interact Action, or they can act on their own through **DRAG**, present on Achilles's Action cards. Here are the specifics:

- **WHEN INTERACTING:** When a Champion **INTERACTS** with a Whirlwind, they receive **EMPOWER 2** and reposition their model in Another Area of their choice that also has a Whirlwind.
- **CHARACTERS CAN'T COLLIDE WITH WHIRLWINDS.**
- **WHEN DESTROYED:** Whirlwinds cannot be destroyed (do not remove them from the Board if an effect instructs you to do so).

DRAG: Whirlwinds drag the Lustful in chaotic ways. When a Whirlwind of the Damned **DRAGS**, **MOVE** it to the designated Area, adhering to the Approach rules with one difference: this movement **CLIMBS** any levels of Platforms and, therefore, it only goes in Straight Lines. Characters in Areas the Whirlwind enters are carried to the Area where it finishes its movement. Champions do not suffer Falling Damage from this movement. If a Whirlwind enters the area Achilles is in, and Achilles has the Spear in his hands, **STICK** it into the Area previously occupied by his model. When a Whirlwind reaches the designated Area, if there is no room for the Characters it **DRAGGED**, **SHOVE** any Objects from there to free up space.

TOOL BOX SETUPS

FURNITURE

-  Arks
-  Stairs
-  Level 1 Pillars
-  Level 2 Pillars
-  Palisade



LEVELS (Building Tray)

-  Level 1
-  Level 2
- 

CHAMPIONS STARTING POSITION



ENEMIES SPAWNING POINT

-  Malefactors Spawning Point
-  Minions Spawning Point

ALTAR OF THE FALLEN ASE-001



KING OF THE HILL

ASE-002



PHLEGETON'S BED

ASE-003



ABANDONMENT HILL

ASE-004



ARENA OF LOST SOULS

ASE-005



DEATH CORRIDOR

ASE-006



INFERNAL GATES

ASE-007



EDGE OF THE MAZE

ASE-008



WALLS OF DITE

ASE-009



FORSAKEN HILLS

ASE-010





