

TRIAD OF THE ABYSS







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INTRODUCTION

The **Triad of the Abyss Add-On** has additional content for *Dante: Inferno* that can be used both in the Chronicle Phase and in the Coliseum game mode. This box contains three special Malefactors and instructions on how to prepare for their Confrontations.

USING THE TRIAD IN YOUR CAMPAIGN

These additional fights may be incorporated into your Campaign. During the Chronicle Phase of a Circle, you may be asked if you have this material, and will be directed to the appropriate Confrontation. Additional fights take place in Circles I, V, and VII.

USING THE TRIAD IN THE COLISEUM

This Add-on also introduces the necessary components to fight its bosses in the Coliseum Box Add-On. These include the Confrontation Status and Objective cards numbered 21 to 26, and the Challenge cards numbered TBS-001 to TBS-006.

To use these additions in the Coliseum, simply shuffle the Challenge cards in their appropriate Tier along with the other Coliseum Challenge cards, and take the Confrontation Status and Objective cards when instructed.





Please read the following if you have been instructed to do so when Inspecting Region #004 - Shores of Acheron.

Charon remains still, his eyes burning in his cadaverous face. Until now, you had only seen him as the ferryman, dressed in rags and leaning on his oar—almost like a beggar.

Even though he is hunched over, he still towers above all of you. The oar, thicker than the Mercenary's arm and heavier than iron, is swung with worrying ease. A force that seems to defy the river itself.

"I do not dispense punishment upon newcomers. If that is what you desire, you shall wait for eternity on these shores of oblivion. I only take those who pay the tribute." He keeps his eyes on you.

"You do not understand, old man! You WILL take us... for free!" The Devotee advances, as though the Inferno belongs to her, yet the old demon remains impassive. "You are just the ferryman. Have you forgotten your place?"

"HUHUHU!" The ferryman's hoarse laughter reverberates like thunder, sending vibrations through your very bones. "Is that a threat? Could it be that it is you who has forgotten your place?" He glares at you, relishing the affront. "You think you can defeat me? I, who was surpassed only by Hercules in strength and Orpheus in cunning?"

The decaying form straightens its shoulders, bones creaking, and lifts the oar, wielding it as a deadly weapon. Only then do you behold the colossus you have challenged: the son of night and darkness, whose existence predates even Zeus himself.

"You shall cross the river... dead!"

Charon accepts the challenge and is ready to fight. First, record your current game state by removing all Region cards and the Caravan Pawn from the board. Flip the board to the Confrontation side.

- 1. Then, make the Setup for the Battle Scene.
- 2. Take the Charon Malefactor Status card and place it in the appropriate space, face "A" up.
- 3. Shuffle Charon's Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.
- 4. Shuffle the Confrontation Event Charon I cards and place them in a pile in the second slot of the Confrontation Tray, face down.
- 5. Shuffle the Confrontation Event Charon II cards and place them in a pile in the third slot of the Confrontation Tray, face down.
- 6. Shuffle the Champion Fierceness tokens and randomly place them on the Fierceness Track. These will be their initial positions.
- 7. Take the Defeat Charon Confrontation Objective card and place it on one of the spaces in the Confrontation Objectives section of the board.

These are the Standard Preparations for this Confrontation. Once they are completed, you can start playing.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).





LEVELS (Building Tray)





CHAMPIONS STARTING POSITION









MALEFACTORS MODELS



1 Charon Model

FURNITURE



4 Arks



4 Stairs



4 Level 1 Pillars



2 Level 2 Pillars



A crack echoes dryly as Charon's oar snaps, and the ferryman himself falls to his knees on the banks of the Acheron. His eyes, once on fire, are now empty with loneliness and tiredness. Neither ferryman nor divine entity, he is just a shadow of himself, a broken man.

The Poet rests his hand on the bony, defeated shoulder. "Son of Nyx, despite the harsh words, the Maiden was not wrong. We are the Champions of Christendom, and just as you did with me in the past, you must now take us."

The villain lets out a frustrated grunt. "Cursed be this world... where even the living command me as if they were the lords of Hades." He shuffles back to the barge, waving a dismissive hand. "Come aboard, all of you. The crossing is quick, but... there are always more souls waiting."

You squeeze into the small ferry and begin the journey to the other side. The passage is short, as promised, and it is not long before the ferryman orders you to disembark with his usual "kindness".

The Special Confrontation is over and now you need to organize your board to continue the Limbo Chronicle Phase.

- 1. First, undo the Setup for this Confrontation.
- 2. STORE all of Charon's Action cards and Event cards.
- 3. Each Champion takes all of their Maneuver cards back and reshuffles their deck, sets their Vigor to 3, removes all Sin cards from their Boards and Hands, and receives RESTORE 1 and STUN 3.
- 4. Flip the board to the Exploration side.

Now, follow the instructions below to resume the Chronicle Phase:

First, the Caravan takes the Charon's Paddle Treasure card.

Then, place Region cards #001 – Dark Forest in position C1, #002 – Hill of Virtue in position B1, #003 – Infernal Gates in position B2, #004 – Shores of Acheron in position B3, and, finally, #007 – Castle Gates in position B4.

Place the Caravan in Region #007 - Castle Gates and then Inspect it.





THE GORGON

Please read the following if you have been instructed to do so when Inspecting Region #061 - Gorgon's Lair.

"Close your eyes!" The Poet's imperious voice is followed by a low, resonant laugh.

"Impressive, Dante. How can you look at my face and not turn into one of my statues?" The creature glides through the cave, circling around you, poised to pounce.

"You, Medusa, are just a wronged woman... punished by the gods. You have no power over me."

The Gorgon screams, a shrill sound of pain and fury mingling with the hissing of the snakes that coil upon her head. "Spare me your pity! If elegance fails, I can still take care of you the hard way..." Then, the sudden crash of something heavy falling echoes between you.

With your eyes closed, you hesitate, until Dante's muffled scream breaks the silence... Medusa emerges, dangerous. "Come on... open your eyes..." she taunts as the Poet struggles in her grip, unable to speak. "Just a peek... Or are you going to let the loudmouth suffer for your cowardice?"

The dilemma of whether to help or not burns in your minds, leaving you shaken, until a frustrated hiss followed by the clatter of something falling to the ground awkwardly ends the standoff between man and monster.

"Open your eyes now, she turned her back!" The Poet, pale, crawls to safety after freeing himself from the hand that held him.

Now it is up to you to finish what he started.

Medusa is enraged and wants revenge. First, record your current game state by removing all Region cards, with any Path cards still on them, and the Caravan Pawn from the board. Flip the board to the Confrontation side.

- 1. Then, make the Setup for the Battle Scene.
- 2. Take the Medusa Malefactor Status card and place it in the appropriate space, face "A" up.
- 3. Shuffle the Head Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.
- 4. Shuffle the Body Action cards and place them in a pile in the second slot of the Confrontation Tray, "Action" face up.
- 5. Shuffle the Confrontation Event Medusa cards and place them in a pile in the third slot of the Confrontation Tray, face down.
- 6. Shuffle the Champion Fierceness tokens and randomly place them on the Fierceness Track. These will be their initial positions.
- 7. Take the Defeat Medusa Confrontation Objective card and place it on one of the spaces in the Confrontation Objectives section of the board.

These are the Standard Preparations for this Confrontation. Once they are completed, you can start playing.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).





LEVELS (Building Tray)





CHAMPIONS STARTING POSITION









MALEFACTORS MODELS



1 Medusa Model

FURNITURE



4 Arks



4 Stairs



2 Level 1 Pillars



4 Level 2 Pillars



1 Knights of the Order Model (Statues)



You look at the Gorgon, lifeless. The snakes that were previously writhing violently begin to relax, as if they too had been freed from a curse.

Her face, without the petrifying enchantment, is surprisingly calm. The expression seems almost human, reminding you all that she was once a beautiful and innocent young woman.

"Behind the monster, there was a woman," the Poet gives voice to your thoughts. "A victim of the gods' vanity, transformed into a symbol of horror."

You watch him, feeling rather than understanding his sadness. The Mercenary holds Medusa's head respectfully, not as a trophy, but as a bitter reminder of the injustices of the world.

Claiming the remains of Phlegyas's ship, you leave the place in silence, wondering: are the demons, like the Damned, victims of the Inferno?

The Special Confrontation is over and now you need to organize your board to continue the Chronicle Phase of the Circle of Wrath.

- 1. First, undo the Setup for this Confrontation.
- 2. STORE all of Medusa's Action cards and Event cards.
- 3. Each Champion takes all of their Maneuver cards back and reshuffles their deck, sets their Vigor to 3, removes all Sin cards from their Boards and Hands, and receives RESTORE 1 and STUN 3.
- 4. Flip the board to the Exploration side.

Now, follow the instructions below to resume the Chronicle Phase:

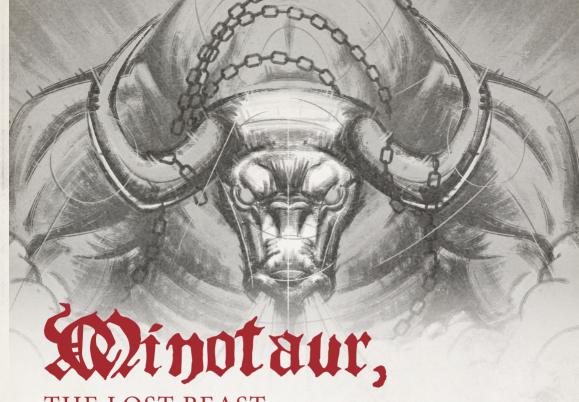
First, the Caravan takes the Snake Skin Treasure card.

Then, place Region cards #056 - Valley of the Wrathful in position A1, #057 - Choleric Wharf in position B1, #059 - Atrium of the Styx in position B2, #060 - Swamp of the Irascible in position A3, #061 - Gorgon's Lair in position B3, #062 - Muddy Shores in position C3 and, finally, #066 - Wall of Fallen Angels in position B6..

Next, place the Path cards numbered 18 to 22 that have not yet been picked up by the Caravan back on Region #059 – Atrium of the Styx.

Then the Caravan shuffles the Discovery cards numbered 24 to 28 that you have not picked up yet and draws one of them at random (they are Resource cards). Also, if Path card 23 has not yet been placed on Region #059 – Atrium of the Styx, add it there. Either way, proceed to the next instruction.

Finally, roll a die: If the result is a Fumble, the Furies find you and you proceed to Resolution #059-G. Otherwise, Advance the Caravan to Region #059 - Atrium of the Styx and then Inspect it.



THE LOST BEAST

Please read the following if you have been instructed to do so when Inspecting Region #080 - The Slope.

The Minotaur rises, immense, as the hostility in the air grows stronger. Violence is his natural habitat; human flesh, his diet; and the underground labyrinths of the Palace of Knossos, his prison. Or at least, that is what you believe...

"Do you take me for a savage?" The fury in his eyes is intense, but the raspy, biting voice that escapes from his bull snout is even more disturbing. "I see judgment in your eyes. Beast, monster... Minotaur. But my name is Asterion! Have you come to repeat the deeds of Theseus?"

"No. We only want to talk..." The Mercenary is taken aback by the sentinel's sharp intelligence. Despite his calm tone, the Condottiero keeps a firm grip on the hilt of his sword.

Asterion snorts, his eyes darting from your weapons to your tense expressions. "To talk?" he laughs bitterly. "Not even my own mother spoke to me. She was ashamed of my... ugliness." He lowers his head, his hooves scraping the ground as frustration builds within him.

"I see compassion in your eyes," his voice falters. "I need not your... pity..." His breathing quickens, chest heaving, as he begins to lose his mind once more. "WHO DO YOU PITY?" he screams, a burst of pure rage erupting from him.

Then, in a single movement, control is lost, and the transformation unfolds. Bones crack and muscles expand with a horrific sound, filling the air with a promise of violence.

Asterion is no longer there; all that remains is the Minotaur.

The Minotaur is mad and will not let you pass without a fight. First, record your current game state by removing all Region cards and the Caravan Pawn from the board. Flip the board to the Confrontation side.

- 1. Then, make the Setup for the Battle Scene.
- 2. Take the Minotaur Malefactor Status card and place it in the appropriate space, face "A" up.
- 3. Shuffle the Arms Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.
- 4. Shuffle the Body Action cards and place them in a pile in the second slot of the Confrontation Tray, "Action" face up.
- 5. Shuffle the Confrontation Event Minotaur cards and place them in a pile in the third slot of the Confrontation Tray, face down.
- 6. Shuffle the Champion Fierceness tokens and randomly place them on the Fierceness Track. These will be their initial positions.
- 7. Take the Defeat the Minotaur Confrontation Objective card and place it on one of the spaces in the Confrontation Objectives section of the board.

These are the Standard Preparations for this Confrontation. Once they are completed, you can start playing.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).



LEVELS (Building Tray)





CHAMPIONS STARTING POSITION









MALEFACTORS MODELS



1 Minotaur Model

FURNITURE



4 Arks



4 Stairs



2 Level 1 Pillars



4 Level 2 Pillars



Dust and rubble. Blood and tears. That is all that is left.

You spoke the only language Asterion understood: violence. In a way that was both cruel and inescapable, it was what he longed for. Fallen on the slope, his tear-filled eyes contrast with his muzzle, now covered in dust.

Slowly, his body relaxes and a long sigh escapes his half-open mouth. You watch as the furious expression softens, giving way to unexpected serenity. Then you walk away, carrying with you the memory of that singular encounter and the echo of what was lost—and, for an instant, reclaimed—in both man and beast.

Not even Theseus could bring the peace you have now given Asterion. An outcome that, however, should not last, because in the Inferno, souls wander without rest and the only certainty is that they cannot truly die...

The Special Confrontation is over and now you need to organize your board to continue the Chronicle Phase of the Circle of Violence.

- 1. First, undo the Setup for this Confrontation.
- 2. STORE all of the Minotaur's Action cards and Event cards.
- 3. Each Champion takes all of their Maneuver cards back and reshuffles their deck, sets their Vigor to 3, removes all Sin cards from their Boards and Hands, and receives RESTORE 1 and STUN 3.
- 4. Flip the board to the Exploration side.

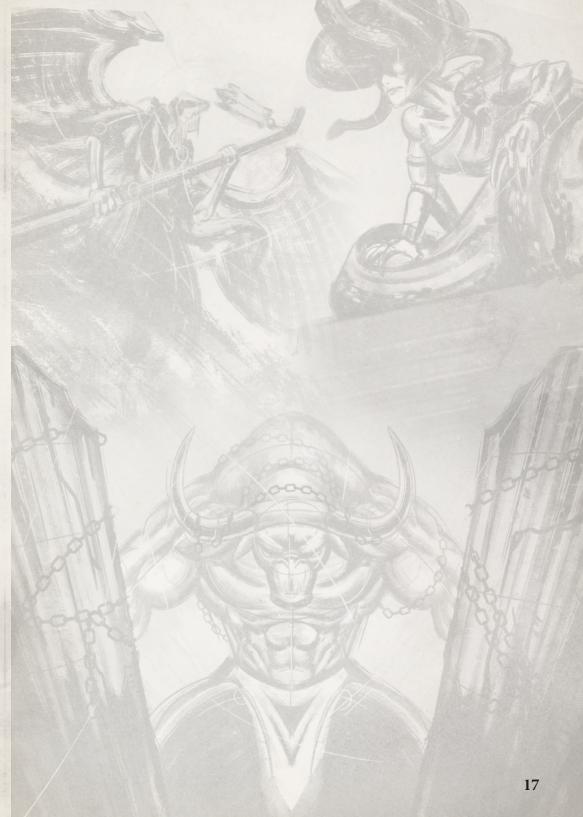
Now, follow the instructions below to resume the Chronicle Phase:

First, the Caravan takes the Minotaur Mane Treasure card.

Then, place Region cards #080 - The Slope in position B1 and #081 - Shores of Phlegethon in position B2.

Place the Caravan in Region #081 - Shores of Phlegethon and then Inspect it.





TRIAD OF THE ABYSS CONTENT



1 Charon Miniature



1 Medusa Miniature



1 Minotaur Miniature



NOTE Standees are not included in the Eternal box.



1 Charon Standee









66 Malefactor Action Cards









