



DIVINE BEASTS ABOMINATION PACK

The four ancient divine beasts are considered guardians of the world, each associated with a cardinal direction, a color, a season, and a set of virtues. While their origin is shrouded in mystery, they are highly revered throughout the land.

Despite their significance, only the most devoted priests truly believed in their existence until the zombie plague's corrupting influence caused these elemental powers to manifest themselves. Infected incarnations of the divine beasts now appear to survivors, seeking aid through combat and a fiery purification. Once their spirit is cleansed and liberated, the divine beasts bestow elemental powers upon their benefactor as a blessing.

This pack comes with 1 Abomination card for *White Death*, 1 Zombie card for *Black Plague* and *Green Horde*, 5 reference cards, 4 Skill cards, and 12 Action cards.

The Divine Beasts follow these rules:

- ♦ Divine Beasts are Abominations. Wounds inflicted by Abominations cannot be prevented by Armor rolls.
- ♦ Divine Beasts don't have regular Actions like typical Abominations, instead, at the beginning of the Zombies Phase, draw 1 Action card from their respective deck and perform the Action listed on the card.
- ♦ Each Divine Beast spawns once per game, following a predetermined order. Upon drawing their Abomination card, remove it from the game and spawn the **Vermillion Bird** first.
- ♦ They leave the game in 2 cases:
 - **When a Divine Beast is eliminated:** place the next Divine Beast in the closest Spawn Zone (if tied, players choose). The Survivor eliminating it earns the AP, along with the Divine Beast Skill card. The Skill rewarded is considered acquired at Blue Level and kept until the end of the game. It does not occupy an Inventory slot and cannot be traded, discarded or lost.

- **When a Divine Beast has no Action cards to draw:** remove that Beast from the game and at the next End Phase place the next Divine Beast in the closest Spawn Zone. (If the Divine Beast is the Azure Dragon, shuffle its discarded Action cards to create a new deck). If the Divine Beast is gone because their deck is empty, Survivors don't get the Skill card.

Repeat the process until all Divine Beasts are eliminated. When the Azure Dragon is eliminated, they are gone for good.



Divine Beasts spawn in this order:

1. **Vermillion Bird** (awards *Sprint*)
2. **White Tiger** (awards *Bloodlust: Combat*)
3. **Black Tortoise** (awards *Iron Hide*)
4. **Azure Dragon** (awards *Lucky*)

VERMILLION BIRD

Actions: Draw 1 Action card

Damage dealt: 1

To eliminate: 2 hits with a Ranged weapon on a single Ranged Action.

Adrenaline provided: 5 points

Special Rules: Last in Targeting Priority Order. Cannot be eliminated by Guards Attacks. At the start of the Zombies Phase, other Zombies in its Zone gain 1 Move Action.

WHITE TIGER

Actions: Draw 1 Action card

Damage dealt: 2

To eliminate: 2 hits with a Melee weapon on a single Attack Action.

Adrenaline provided: 5 points

Special Rules: Last in Targeting Priority Order. Cannot be eliminated by Guards Attacks. At the start of the Zombies Phase, other Zombies within Range 1 of the White Tiger gain 1 free Melee Action.

BLACK TORTOISE

Actions: Draw 1 Action card

Damage dealt: 1

To eliminate: 2 hits with a Vault Weapon on a single Combat Action.

Adrenaline provided: 5 points

Special Rules: Last in Targeting Priority Order. Other non-Abomination Zombies within Range 1 and in Line of Sight of the Black Tortoise need 2 Damage to eliminated.

AZURE DRAGON

Actions: Draw 1 Action card

Damage dealt: 2

To eliminate: Damage 3, Cauldron, or Dragon Fire.

Adrenaline provided: 5 points

Special Rules: At the start of the Zombies Phase, all Survivors within Range 2 and in Line of Sight suffer 1 Wound.



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