Tutorial rules

1 The Flooded Inn

Set Up

1. Open the Scenario book to page 4 and place it in the middle of the table. This shows the introduction to "The Flooded Inn".
2. Place the Player Reference in easy reach of all players.
3. **Each player:** Take the Hero miniature, Hero board, Action Selection marker, and starting Vitality disk (showing your Hero name followed by " - 1" on it) for your selected Hero. Place your Vitality disk in the top right corner of your Hero board, unwounded (blue) side up.
4. **Each player:** On your Vitality disk is a number. Take that number of Stamina chips, and stack them on top of your Vitality disk, stamina (blue) side up.
5. Place a supply of Action dice within easy reach of all players.
6. Take the Story cards for "The Flooded Inn" and place them next to the Scenario map. **Do not shuffle this deck or read any of the Story cards.**
7. Create a deck of Fate cards, and place it, face down, next to the Scenario map. If you are playing with 4 Heroes use 4 Fate cards. If you are playing with 3 Heroes use 5 Fate cards. If you are playing with 2 Heroes use 7 Fate cards. It does not matter which Fate cards you use in this scenario..
8. Place a supply of ⊚ tokens next to the Scenario map.
9. Choose one player to be the narrator. That player reads aloud the introduction to "The Flooded Inn" on page 4 of the Scenario book. Alternatively, play the voice-acted introduction on the Agemonia App.
10. Turn the Scenario book to page 5, which shows the Scenario map for "The Flooded Inn". Place your Hero miniatures in the area marked "Start" on the Scenario map.

You are now ready to start your unforgettable journey into the world of Agemonia!

Round Overview

Each Agemonia scenario is played over a number of rounds. In Scenario 1: "The Flooded Inn", there are either 4 rounds (with 4 Heroes), 5 rounds (with 3 Heroes) or 7 rounds (with 2 Heroes), each of which consists of 3 phases:

1. **Select Hero Action**
2. **Hero Turns**
3. **Discard Fate Card**

As you play you will discover a number of objectives. Be warned however, you may not have the time to complete them all, although you will not fail the scenario regardless of how many you complete.

Your First Round

1. Select Hero Action

In the Select Hero Action phase, each player selects an action for their Hero to perform this round. In your first round in tutorial 1, we suggest you select the Extra Maneuver action. To do so, place your Action Selection marker, sticker side down, in the space to the left of the Extra maneuver action on your Hero board.

Example: Lunara has chosen the Extra maneuver action by placing their Action Selection marker in the Extra maneuver Action slot.

Choosing the Extra Maneuver action will allow your Hero to perform 2 maneuvers this round instead of 1.

2. Hero Turns

Heroes take their turns in the turn order determined by the Initiative card.

Turn Order

Normally in a game of Agemonia, the order of Hero and Enemy turns each round is determined by a randomly drawn Initiative card. However, there are no Enemies in "The Flooded Inn", so instead you should use the simplified Initiative card printed above the Scenario map.

The colored symbols on the Initiative card correspond to the symbols next to your Hero's actions on your Hero board. Note that the symbol an action has next to it is dependent on which Hero you have chosen to play. The turn order is read from top to bottom: red then blue then green.

Scenario 1 Initiative Card

The simplified Initiative card for tutorial 1 shows that any players who selected an action with the red initiative symbol next to it will take their turn before any players who selected an action with the blue symbol. Players who selected an action with the green symbol will take their turns last of all. If two or more Heroes share the same initiative, their players may choose the order of those Heroes' turns. If the players are unable to agree, those Heroes take their turns in order of their Taunt value (shown on their Hero board), from highest to lowest.

A Hero Turn

During your turn, your Hero will perform your chosen action and one maneuver, in either order. You do not have to choose which maneuver you wish to perform until it is time to perform it. Once you have started your action or maneuver, you must complete it before starting the other. You may forfeit your action or maneuver, or both.

If you have chosen the Extra Maneuver action then your action will be to perform another maneuver, so you will be able to perform 2 maneuvers during your turn.

Maneuvers

There are 4 maneuvers shown on the right hand side of your Hero board. The first two are Move maneuvers and are explained below. Your other 2 maneuvers are Recover maneuvers and will be explained later.

The first player to take a turn should choose to perform a Move maneuver as the first of their 2 maneuvers.

👣 Move Maneuvers

A Move maneuver allows you to move your Hero by spending the movement points indicated. Each movement point spent allows you to move your Hero across a single white line into an adjacent area on the Scenario map. Two areas are adjacent if there is a single or double white line separating them, however movement may only be performed across a single white line.

You have 2 different Move maneuvers, shown on the right hand side of your Hero board: the first does not require you to spend any stamina, the second does. The second Move maneuver shows the amount of stamina which must be spent to the left of the movement points.

Note: If you decide to perform a Move maneuver you must choose which of the two to perform, and spend any stamina required, before you start spending your movement points.

Tip: Some characters move further than others. Even if you are playing one of the faster characters, don't be too cautious about spending stamina to move in this scenario.

Example: *Venia has two options when choosing to perform a Move maneuver. The first gives her 2 movement points to spend, while the second gives her 3 movement points, but she will have to spend 1 stamina.*

Areas on the Scenario Map

An area on the Scenario map is bordered by either single white lines, double white lines, solid barriers (such as a wall), or some combination of the 3. Movement may only be performed across a single white line. Two areas are considered adjacent if they are separated by a single or double white line.

Note: For clarity, sometimes double red lines are used to denote a solid barrier.

Example: *The area shown is bordered by single white lines on its left and lower side, double white lines in its lower left corner, and solid barriers (in this case 2 walls) along its upper and right side.*

Spending Stamina

You spend an amount of stamina by removing an equal number of Stamina chips from your Vitality disk and placing them, stamina (blue) side up, above your Hero board. You may not spend an amount of stamina if you do not have enough Stamina chips remaining on your Vitality disk.

The first player to take a turn should spend 1 movement point to move into the area containing 🅗.
This will cause them to reveal a Story card.

Story Points and Story cards

The area your Hero has just moved into contains a Story Point. Story Points show 2 values:

The first value indicates the name of the Story card you should reveal. In this case Story card 🅗.

The second value indicates the range your Hero needs to move into to trigger the revealing of the Story card. In this case, as it shows '0', only when you move into the area containing the Story Point.

As soon as a Hero moves into range of a Story Point for the first time, they interrupt their movement to reveal and read the back of the relevant Story card.

Be careful not to read the other side of the Story card, or the front or back of any of the other Story cards.

Once you have revealed and read the Story card, you may continue your movement. If your Hero moves into range of several Story Points at the same time, reveal and read all of the relevant Story cards before continuing your turn.

Note: Sometimes a Story card may be revealed in multiple ways: by multiple Story Points showing the same Story card name, or by instructions on another Story card. However, each Story card can only be revealed once; once a Story card has been revealed, ignore all further instructions to reveal that Story card.

Reveal Story card 🅗 now, and read the back of it aloud to the other players.

Story card anatomy

- Scenario name
- Story Point
- Illustration
- Title
- Story text
- Story card range
- Section title
- Resolution
- Rules reminder

Flooded Inn

The Shimmering Squid

In the common room, the innkeeper is desperately trying to direct customers upstairs. One, a silk merchant, is ignoring him, and is instead making her way back to her room. Meanwhile the young barmaid of the Shimmering Squid is standing behind the bar, clearly concerned about something.

The stout korallian innkeeper heartily welcomed you yesterday, but is now fighting off panic.

Offer help

FLIP

Flipping Story cards 📖 p. 8

O Story card ranges

Some sections on a Story card have a range value. This indicates that in order to interact with that section of the card, your Hero must be within range of the corresponding Story Point.

Some sections on a Scenario show an infinite range These sections are always active, and any instructions in them must be followed immediately.

Story card ⬦H⬦ has a section ("Offer help") with a range of 0. As you are in the same area as Story Point ⬦H⬦ you may interact with this section of the card.

> **❗ Important:** Many of the Story cards in the tutorials will direct you to certain rules in this book. This is signified by a red background around the text on the bottom of Story card and the ❗ symbol. Make sure you have read those rules as well as the Story card.

Example:

❗ Flipping Story cards (page 10) ❗

Once you have read the rules on flipping Story cards you will realise that you may flip Story card . Do this now, and read the front of the card.

> You will likely have 1 or more movement points remaining. If you move adjacent to the area containing Story Point ⬦D⬦ you will reveal and read Story card ⬦D⬦, as you will be within range 1 of that Story Point. If you exit the inn you will reveal and read Story card ⬦L⬦, as you will be within range 2 of that Story Point. Of course, you may go in any direction you wish!

Range

The range of one area from another on the Scenario map is measured in adjacent areas, using the shortest possible route. Range may be measured through single or double white lines. You may not measure range through a solid barrier.

Example: The area pointed to by the yellow arrow marked with the number 2 is at range 2 from the area containing Story Point ⬦C⬦.

While you could move between these 2 areas using the longer route shown by the red arrows, range must always be measured using the shortest possible route.

Moving into the area outlined here in green will mean you reveal and read Story card ⬦D⬦, as your Hero is within range 1 of Story Point ⬦D⬦.
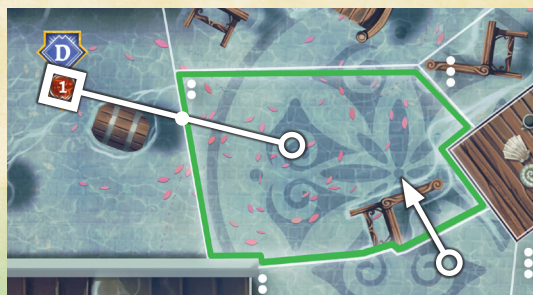
Once you have completed your first maneuver, don't forget to perform your second (assuming you selected the Extra Maneuver action).

Maximum Capacity

All areas of the Scenario map that Heroes can move into contain 1 or more white dots. These dots show the maximum capacity of the area; that is, the maximum number of figures that may occupy the area. If an area is at its maximum capacity, your Hero may not end their turn there. However, they may move through that area into another area.

Example: Zuva'sai may not move into the area where Torrax, Lunara and Venia are and end his turn there, because it is at maximum capacity. However, if he wants to move through that area into another area, he may do so.
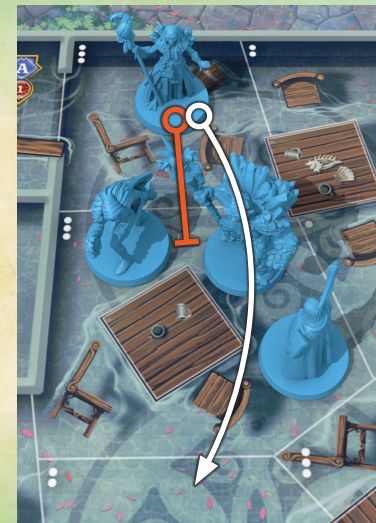
> **Tip:** Unless you feel there is a good reason not to do so, players should move their Heroes in different directions to each other in this scenario. The time you have to explore is short! And remember, don't be too cautious about spending stamina to move.

Once all players have taken their turn, the phase is over.

3. Discard Fate Card

During a scenario, time is measured using Fate cards. In this phase in "The Flooded Inn" scenario, simply discard one Fate card, face up, into a discard pile next to the Fate deck. The front of the Fate card is irrelevant in this scenario.

Your Second Round Onwards

Play continues in a similar manner to the first round, but there are now a few more things you should know.

Other Actions and Maneuvers

There is an alternative action you may want to select during phase 1, and an alternate action and an alternate maneuver you may want to perform during your turn in phase 2.

Focus Action

Selecting the Focus action allows you to roll 1 extra Action die during every active ability check you perform this round (see **Active ability checks** on p. 8).

Rethink Action

This action is not chosen at the start of the round and is not shown on your Hero board. Instead, on your turn, you may perform the rethink action in place of your chosen action. Your initiative color does not change. The rethink action allows you to either spend 1 movement point to move your Hero, or restore 1 spent stamina. If you decide to use the rethink action, flip your Action Selection marker to its rethink side and place it back in the same Action slot as it was before. This will remind you that you have taken the rethink action. Remember to flip your Action Selection marker back when you select your action at the start of the following round.

> **Note:** If you have chosen the focus action as your action for the round, you may only perform the rethink action instead if you have not yet used the focus action to roll an extra die this round.

🔷 Recover Maneuver

The recover maneuver allows you to restore 3 spent stamina. To restore an amount of stamina, move an equal number of spent Stamina chips back onto your Vitality disk, stamina (blue) side up. If you are attempting to restore more stamina than you have spent, simply restore as many as you are able. The recover maneuver also allows you to heal 2 damage ❤, but you will not need this until tutorial 2.

Turn Order

Take account of the fact that players may select different actions each round, and so the turn order may change every round.

Hero Turn

Remember, you only perform 2 maneuvers on your turn if you have selected the Extra Maneuver action, otherwise you perform 1.

Discarding the Final Fate Card

Once all Fate cards have been discarded, the scenario is over; the floodwater has got so high that your Heroes must seek refuge from it. Luckily they can all swim so they are quite safe!

Scenario Outcome

Once a scenario is over, you would normally read the scenario outcome. For now, read this section which will direct you to the relevant parts of the Scenario Book when necessary.

Items and Stars

During the game your Hero will gain items in the form of Item cards and Item tokens , and Stars (coins).

Gaining Item Cards

When your Hero gains an Item card, you will be told the number and name of that Item card. Find the relevant Item card using the number, but be careful not to see the front of any other Item cards. Place the Item card face up below your Hero board.

Gaining Item Tokens

When your Hero gains an Item token, place it face up below your Hero board. Many Item tokens may only be used once, and are then discarded. Item tokens that have a fixed effect when used show this effect on the back. Item tokens that do not have a fixed effect are used as described in various other places, for example on Story cards or Item cards.

Stars

Stars (⭐) are the currency used in Agemonia. Only the total value you have matters, so feel free to exchange coins for others of the same total value whenever you like.

Recording Your Campaign

To keep a record of your campaign, use a Party sheet and one Hero sheet for each Hero. If you are using the Agemonia Companion App, you may use that instead of your Party sheet. Each Hero also needs a Hero tray to store the cards and other components necessary to play that Hero. The Hero board slots into the top of the Hero tray between gaming sessions to keep everything secure.

The Party sheet has space for:
» The name of your party (optional)
» A record of the outcomes of the scenarios you have played and the level you have achieved
» A Party Journal for recording keywords

Each Hero sheet has space for
» The player's name
» The Hero's name
» The Hero's Class (chosen when they reach level 2)
» The Hero's profession (optional after they reach level 2)
» A Hero Journal for recording keywords
» Other notes you wish to make

At the end of each scenario you will need to record the outcome of the scenario. For now, put a tick in the tickbox to the right of The Flooded Inn.

Party Name: _____

Scenario Record

Tutorials
① The Flooded Inn ⋯⋯⋯⋯⋯ ☐
② The Road to Runedale ⋯⋯⋯⋯ ☐
③ The Secrets of the Ancients ⋯⋯ ☐

Level 1
① Twilight Watch ⋯⋯⋯⋯⋯ ★ ☐
② The Cave of Happiness ⋯⋯⋯ ☐
③ The Vault of the Ancients ⋯⋯ ★ ☐

☐ **Level 2**
④ Tremors of Barricade Isle ⋯⋯ ☐
⑤ The Pillar of Blade Thicket ⋯⋯ ★ ☐
⑥ The Grove of Death ⋯⋯⋯ ☐
⑧ The Pools of Gnatmarsh ⋯⋯ ★ ☐
⑩ Sign of the Squid ⋯⋯⋯ ★ ☐
⑫ The Zlohian Menace ⋯⋯ ☐

☐ **Level 3**
⑦ The Slugvale Enigma ⋯⋯⋯ ☐
⑨ The Chest of the Gods ⋯⋯ ★ ☐
⑪ Beacon of Hope ⋯⋯⋯ ★ ☐
⑬ The Key to the Past ⋯⋯ ★ ☐☐☐
⑭ The Guardian of Lok Torr ⋯⋯ ★ ☐
⑮ The Great Old One ⋯⋯ ☐

☐ **Level 4**
⑯ The Vault of Time ⋯⋯⋯ ★ ☐
⑰ Rotwood Madness ⋯⋯⋯ ★ ☐
⑱ The Summoning ⋯⋯⋯ ☐
⑲ Lanimora's Tear ⋯⋯⋯ ☐
⑳ The Day of the Living ⋯⋯ ★ ☐
㉑ Storming Naedel Falls ⋯⋯ ☐
㉒ Upholding the Shroud ⋯⋯ ☐
㉓ A Dark Dungeon ⋯⋯⋯ ☐
㉔ Magical Menagerie ⋯⋯⋯ ☐

☐ **Level 5**
㉕ The Furnace of the Ancients ⋯ ☐
㉖ The Battle of Echo Mountain ⋯ ☐
㉗ The Mansion of Broken Hearts ★ ☐
㉘ Beacon of Destiny ⋯⋯⋯ ☐
㉙ Beacon of Doom ⋯⋯⋯ ☐
㉚ The Cursed Sepulchre ⋯⋯ ☐
㉛ Keepers of the Breach ⋯⋯ ★ ☐
㉜ The Fall of the Keepers ⋯⋯ ☐
㉝ The Five-Maw ⋯⋯⋯ ☐

Player: _____
Hero Name: _____
Class (Level 2): _____
Profession (Level 2): _____

Hero Journal
_____
_____
_____
_____
_____
_____

Notes
_____
_____
_____
_____

Party Journal
_____
_____
_____
_____
_____
_____
_____
_____

You will sometimes need to write keywords in your Party Journal to record your progress through the various plots and storylines of the Agemonia campaign.

Each Hero also has a Hero Journal where they will sometimes be asked to record keywords.

Items, Stars (⭐), and any Story cards you have been told to keep are stored in your Hero tray between gaming sessions. Later in the campaign you will also store other cards here, such as your chosen Class card and Profession card (if you have one).

Achievements

After each scenario there is a list of achievements. Each achievement you complete will give you a reward in the form of an Achievement gem.

Individual and Group Achievements

Each Hero to complete an individual achievement gains an Achievement token. Completing a group achievement will gain every Hero an Achievement token.

Spending Achievement Tokens

Your Hero may discard one of their Achievement tokens during a future scenario for one of the following benefits:

+1 Move: Gain 1 extra movement point during a move maneuver or rethink action.

+1 Recover: Recover 1 extra stamina or heal 1 extra damage during a recover maneuver or rethink action.

+1 Attack Success: Gain 1 extra success when performing an attack.

+1 Ability Check Success: Gain 1 extra success when performing an active or reactive ability check.

Achievement tokens are kept from one scenario to the next until discarded. You may only discard one Achievement token during each maneuver or action (for +1 move or +1 recover), attack (for +1 attack success) or ability check (for +1 ability check success). You may discard the Achievement token at any point during the maneuver, action, or roll, including after you have spent your last movement point, or after you have rolled all of your dice. Each Hero may have up to 15 Achievement gems at a time. You may not give Achievement tokens to other Heroes.

Scenario Conclusion

Read the Scenario Conclusion, Achievements, and Epilog on p. 7 of the Scenario Book.

Once you are ready, you may then turn to p. 9 of this book and play Tutorial 2: The Road to Runedale.

Other Rules

This section details the rules that various Story cards in "The Flooded Inn" may direct you towards.

ⓘ Spending maneuvers ⓘ

Some Story cards show tasks that require your Hero to spend a little extra time and effort to complete, such as when searching an area. These are indicated by the maneuver symbol ⊕. By spending a maneuver, your Hero can complete the specified task on the Story card.

> **Remember:** You must finish one maneuver before starting another. If, for example, you still have unspent movement points from a Move maneuver, and you spend a maneuver, those movement points will be lost.

ⓘ Active ability checks ⓘ

An active ability check is performed by rolling a number of Action dice equal to your Hero's level in the given ability. The ability symbol displayed in the check determines the ability being used, and corresponds to one of the 3 abilities your Hero has:

✊ Might   ⚡ Agility   🧠 Will

These 3 abilities, and the level your Hero has in each, are shown on your Hero board below your Hero's character portrait. Some active ability checks allow you to choose between 2 or more abilities. In this case, the ability symbols are separated by a '|'.

> ### Action dice
> There are various symbols on an Action die:
>
> 🔶 A success
>
> 🔶🔶 2 successes
>
> ✥ 1 success, and 1 extra roll (see below)
>
> 🎴 You may spend 1 or 2 stamina to get an equal number of successes.
>
> Each "extra roll" allows you to roll an extra Action die and add its result to your total. If this roll gets you another extra roll then roll another Action die, and so on.
> If you rolled any 🎴, you may make all of your extra rolls before deciding how many successes you wish to spend stamina on.

The active ability check is successful if your Hero rolls a total number of successes equal to or higher than the number specified by the check (shown in a red box).

Example: Laura is playing the Hero Lunara, and is attempting a Will active ability check that requires 5 successes 🧠 5 . Laura rolls 3 Action dice as Lunara's Will ability is level 3. She rolls 🔶🔶, ✥ & 🎴. The ✥ gives her one extra roll and with that she rolls 🔶, giving her a total of 4 successes. Not enough, however the 🎴 allows her to spend 1 or 2 stamina to get an equal number of successes. She spends 1 stamina bringing her total successes to 5. The active ability check is a success!

> **❗ Important:** Performing an active ability check does not require you to spend an action or maneuver. Moreover, you may perform an active ability check during an action or maneuver, and then continue with that action or maneuver afterwards. Consequently, as long as there is no penalty for failing, it is usually worthwhile attempting an active ability check, even if your likelihood of success is low. You may only attempt a particular active ability check once during your turn, but you may attempt as many different active ability checks as you wish.

ⓘ Flipping Story cards ⓘ

Some Story cards have conditions under which they may be flipped, such as making a successful active ability check, spending a maneuver, or merely being within a certain range. If your Hero fulfills one of these conditions, flip the Story card over and read the other side, following any instructions given.

Success » FLIP	If you attempt the active ability check and are successful, flip the Story card.
⊕ » Flip	You may spend a maneuver to flip the Story card.
Flip	If you are within the given range, you may flip the Story card. If the range is ∞, you must flip the Story card.

ⓘ Overlay cards ⓘ

Some Story cards show part of the Scenario map on them when they are flipped. After flipping one of these Overlay cards, place it on the Scenario map in the relevant position by matching the overlay image on the card with the Scenario map.

> » Align any Story Points or symbols on the Overlay card in the same orientation as those already on the Scenario map.
> » Find the small diagram on the Overlay card. This gives an indication of where on the Scenario map it should be placed.
> » Place the Overlay card and then adjust its position until its image exactly lines up with the image on the Scenario map.

If there are any Hero or Enemy figures in the area where the Overlay card is placed, move these figures out of the way, place the card, and then replace the figures.

ⓘ Identifying areas using Story Points ⓘ

An area may be identified using a Story Point that it contains.

Example: The phrase "adjacent to ◇B◇" means "adjacent to the area containing ◇B◇".

Set Up

1. Open the Scenario book to page 7 and place it in the middle of the table. This shows the introduction and additional rules for "The Road to Runedale".

2. Place the Player Reference in easy reach of all players.

3. **Each player:** Take the Hero miniature, Hero board, Action Selection marker, and starting Vitality disk (showing your Hero name followed by " - 1" on it) for your selected Hero. Place your Vitality disk in the top right corner of your Hero board, unwounded (blue) side up.

4. **Each player:** On your Vitality disk is a number. Take that number of Stamina chips, and stack them on top of your Vitality disk, stamina (blue) side up.

5. **Each player:** Take your Hero's Action token with "Unlocks after The Flooded Inn" on the back, and place it face up in the corresponding action slot on your Hero board.

6. Place a supply of Action dice and Reaction dice within easy reach of all players.

7. Take the Story cards for "The Road to Runedale" and place them next to the Scenario map. **Do not shuffle this deck or read any of the Story cards.**

8. Shuffle the Fate cards and place them in a face-down deck, next to the Scenario map. **Note:** All 20 Fate cards are used from this scenario onwards.

9. Shuffle the 15 Initiative cards with a blue border on their front and place them in a face-down deck, next to the Scenario map. Leave the remaining 3 Initiative cards in the box.

10. Place a supply of ⊙ tokens next to the Scenario map.

11. Make sure that each Hero has any items and Achievement tokens they gained from tutorial 1. Additionally, if a Hero gained the Togrel Whisperer Story card in tutorial 1, give the card to that Hero. Place these below the respective Hero boards.

12. Place an Enemy board (8-Enemies side up), and all of the 12-sided Counter dice next to the Scenario map. Alternatively, you may use the Agemonia App to keep track of Enemies' Health.

13. Place 8 Skitterer figures next to the Scenario map. If you have the miniatures box, Enemy figures are miniatures. Otherwise, they are standees.

14. Choose one player to be the narrator. That player reads aloud the introduction to "The Road to Runedale" on page 7 of the Scenario book. Alternatively, play the voice-acted introduction on the Agemonia App.

15. Read the additional setup, additional scenario rules, and scenario end conditions on page 8 of the Scenario book. Flip the top card of the Story deck; there is a reminder of the rules you will need during the scenario on the front of that card.

16. Turn the Scenario book to page 9 which shows the Scenario map for "The Road to Runedale". Place your Hero miniatures in the area marked "Start" on the Scenario map.

17. Place the Togrel and Wagon token in the area to the left of the area marked "Start" on the Scenario map.

Scenario 1 Reminder

Here is a reminder of some of the rules from tutorial 1 along with the page number to find them on.

Your Hero

Spending stamina, p. 5
Active ability checks, p. 8

Actions

Focus action, p. 6
Extra Maneuver action, p. 4
Rethink action, p. 6

Maneuvers

Move maneuvers, p. 5
Recover maneuver, p. 6
Spending maneuvers, p. 8

Other Rules

Scenario map
Areas on the Scenario map, p. 5
Maximum Capacity, p. 6
Range, p. 6
Identifying areas using Story Points, p. 8

Story cards
Story Points and Story cards, pp. 5 & 8
Flipping Story cards, p. 8
Overlay cards, p. 8

Round Overview

An extra phase of the game, "Reveal Initiative Card", is introduced in this tutorial. There are also Enemies to fight, meaning that the "Hero Turns" phase becomes the "Hero and Enemy Turns" phase. The full round structure is:

1. **Select Hero Action**
2. **Reveal Initiative Card**
3. **Hero and Enemy Turns**
4. **Discard Fate Card**

1. Select Hero Action

Select your Hero's action for the round, just as in tutorial 1.

New Action

There is a new action you may select for your Hero. The name of this action depends on which Hero you are playing, but they are all used when you want your Hero to attack an Enemy. We recommend you do not select this action until you know there are Enemies you can attack during your turn. These actions will be explained later in the scenario, when the first Enemies are revealed by a Story card.

The 7 attack actions

2. Reveal Initiative Card

Reveal the top Initiative card from the Initiative deck and place it face up in a discard pile next to the deck. The Initiative card indicates five things:
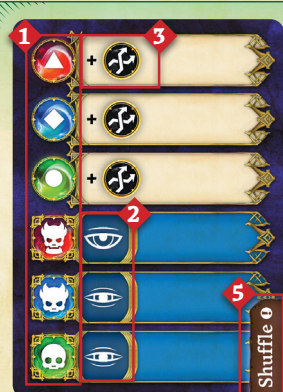

1 Hero and Enemy initiative. From top to bottom, the order in which Heroes and Enemies will take turns this round. Your Hero's turn is represented by the circular symbol which matches the symbol of your Hero's chosen action. An Enemy's turn is represented by the square symbol which matches the symbol shown in the top left of the Enemy card. An Enemy card is only revealed when one or more of that Enemy is spawned. For both Heroes and Enemies, red symbols will usually appear earlier, while green symbols will usually appear later.

2 Enemy actions. The action symbol shown on an Enemy initiative bar will determine which action that Enemy performs on its turn, as indicated by the matching symbol on the Enemy card. On the top Initiative card shown to the left, Enemies with the red 👹 Enemy symbol will perform their middle, 👁 action, while Enemies with the blue 👹 or green 👹 symbol will perform their bottommost, 👁 action.

3 Hero bonus symbol. These are not used in Scenario 2, so should be ignored.

4 Enemy special ability symbols. Enemies in Scenario 2 do not use these special ability symbols, so these should be ignored.

5 Initiative deck shuffling. From the second round onwards, before revealing an Initiative card, check if the Initiative card for the previous round shows "Shuffle". If it does, shuffle the Initiative deck and Initiative discard pile together to form a new Initiative deck, before revealing the top Initiative card as normal.
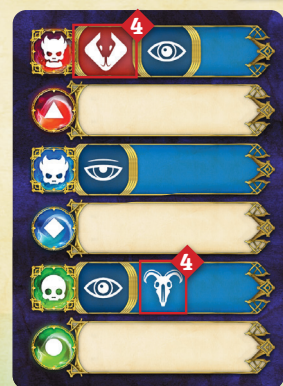
3. Hero and Enemy Turns

Turn Order

Heroes and Enemies take their turns in the initiative order determined by the Initiative card. Until the first Enemies are spawned you can ignore the Enemy initiative bars.

A Hero Turn

Heroes take their turns in the same way as in Scenario 1. Remember to reveal Story cards whenever relevant, and take note of the maximum capacity of each area.

Note: In this scenario the Heroes start within range of story points 🏠 and ◈. Whenever this is the case at the start of a scenario, the Story card is revealed at the start of the first Hero turn.

❗ Important: Just like in Scenario 1, many of the Story cards in this scenario will direct you to certain rules in this book. This is signified by a red box around the text on the bottom of Story card and the ❗ symbol. Make sure you have read those rules as well as the Story card.

⬢ Recover Maneuver

Your recover maneuver may now be used either to restore 3 spent Stamina chips or to heal 2 damage. Each time you use your recover maneuver you must decide which of these two options to use. To heal an amount of damage, flip an equal number of Stamina chips showing their wound (red) side, back to their stamina (blue) side, and place them on your Vitality disk. If you are attempting to heal more damage than you have taken, simply heal as much as you are able.

Dropping and Picking Up Items

At any time during your turn your Hero may drop an item in the area they are in, or pick up an item that was previously dropped in the area they are in.

To keep track of which items have been dropped in which area you may simply place the Item cards and tokens in the area on the Scenario map, however, often there is limited space. Instead, you may place a Counter die in that area, and place the items next to the Scenario map with another Counter die showing a matching number.

If a Hero is exhausted, place a Counter die in the area they were exhausted in, and place another Counter die, showing a matching number, on their Hero board. Any other Hero may pick up any of the exhausted Hero's items from that area.

When you pick up a previously dropped item, place it beneath your Hero board on the right hand side.

Any items dropped in an area of the Scenario map may be taken back at the end of this scenario. Note: This is not the case with all future scenarios.

Being Hindered

Your Hero is hindered if there are at least as many Enemies as Heroes in the area your Hero is in. When your Hero is hindered, any active ability checks you perform achieve 1 fewer success, and your Recover maneuver restores 1 fewer spent stamina and heals 1 fewer damage. In addition, you may not pick up an item, give an item to another Hero, or receive an item from another Hero.

4. Discard Fate Card

Just as in Scenario 1, each round one Fate card is discarded, face up, into a discard pile next to the Fate deck. The face of the Fate card is irrelevant in this scenario. If you run out of Fate cards, just continue playing the scenario until one of the end conditions occurs.

Scenario Outcome

Once the scenario is over, read the Conclusion and Achievements on p. 10 of the Scenario book. Once you are ready, you may then turn to page 15 of this book and play Tutorial 3: The Secrets of the Ancients.

Other Rules

This section details the rules that various Story cards in "The Road to Runedale" may direct you towards.

❶ Reactive ability checks ❶

While active ability checks (detailed in Scenario 1) are used when your Hero is trying to accomplish a task, reactive ability checks are used when your Hero is reacting to something that happens, such as being attacked. Active ability checks are signified by a number in a **red box** 🟥, while reactive ability checks are signified by a number in a **blue box** 🟦. Reactive ability checks are performed by rolling a number of Reaction (blue) dice equal to your Hero's level in the given ability. The ability symbol displayed in the check determines the ability being used, and corresponds to one of the 3 abilities your Hero has:

✊ Might   ⚡ Agility   🧠 Will

These 3 abilities, and the level your Hero has in each, are shown on your Hero board below your Hero's character portrait. Some reactive ability checks allow you to choose between 2 or more abilities. In this case, the ability symbols are separated by a '|'.

Reaction dice

There are various symbols on a Reaction die:

[icon] 0 successes [icon] 1 success [icon] 2 successes

[icon] Once your Hero has developed further this symbol will activate various effects you may have gained, but for now it counts as 0 successes.

The reactive ability check is successful if your Hero rolls a total number of successes equal to or higher than the number specified by the check (shown in a blue box). However, you will often be making a reactive ability check to avoid damage. In this case each success you roll reduces the damage you take by 1. In this way, it is possible for the reactive ability check to be partially successful by partially reducing the damage you take.

> **[!] Important:** Performing a reactive ability check does **not** require you to spend an action or maneuver. Moreover, you may perform a reactive ability check **during** an action or maneuver, and then **continue** with that action or maneuver afterwards. You will often perform a reactive ability check when you are attacked during an Enemy's turn.

Reactive ability checks and the focus action

If you choose the Focus action as your Hero's action for the round, you roll 1 extra die during every ability check (active and reactive) you perform during that round, even before your take your Hero turn. Consequently, even if your Hero is attacked by an Enemy before your Hero turn, your Hero will get to roll one extra die against the attack.

> **Remember:** If you use the focus action to roll an extra die, you will not be able to change your action to the rethink action on your turn.

[!] Applying damage to Heroes [!]

Reducing Damage with a Reactive Ability Check

The Wound symbol [icon] before a reactive ability check signifies that your Hero may suffer damage, and you need to perform a reactive ability check to try to reduce that damage (see **Reactive ability checks**). For each success you roll, the damage is reduced by 1 to a minimum of 0.

[icon] [icon] **Example:** *This example shows that your Hero will suffer 3 damage, reduced by 1 for each success you roll on a reactive ability check using your might.*

Suffering Damage

Whenever your Hero suffers an amount of damage (from an Enemy attack or otherwise), remove a corresponding number of Stamina chips from your Vitality disk and flip them over to their wound (red) side, placing them to the right of your Hero board. If there are no Stamina chips left on your Vitality disk, any remaining damage is taken by flipping over previously spent Stamina chips (that are Stamina side up above your Hero board) over to their wound side, placing them to the right of your Hero board.

Becoming Wounded

If all of your Stamina chips are wound side up and there is still damage remaining, ignore the remaining damage, but flip your Vitality disk over to its wounded (red) side. Your Hero is now wounded. The wounded side of your Vitality disk shows a number of Stamina chips. Return that number of Stamina chips, Stamina side up, to your Vitality disk. While wounded you may not have more Stamina chips on your Vitality disk than this new value.

> **Note:** In the full game you would also draw a random Injury card and apply its effects, but Injury cards are not used in Scenario 2.
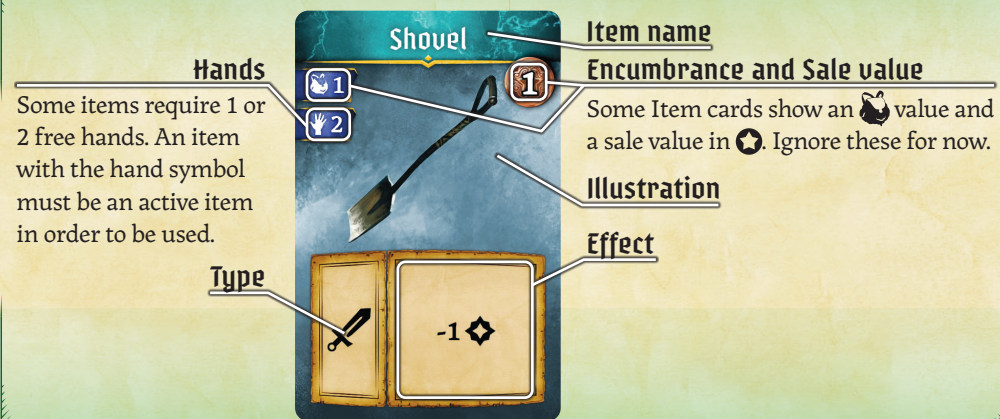
Becoming Exhausted

If your Hero would become wounded for a second time, instead they become exhausted. An exhausted Hero takes no further part in the scenario. Remove your Hero miniature from the Scenario map. You take no further turns. Any game effects that depend on the number of Heroes still count your Hero.

[!] Using items [!]

Items can be used in various ways in Agemonia: to improve ability checks, as weapons, discarded for an effect, etc. Some items must be active in order to be used.

Layout of an Item card

Hands — Some items require 1 or 2 free hands. An item with the hand symbol must be an active item in order to be used.

Item name

Encumbrance and Sale value — Some Item cards show an [icon] value and a sale value in [icon]. Ignore these for now.

Illustration

Effect

Type

Using an Item to Improve an Ability Check

Sometimes an item will give you a bonus on an ability check in the form of extra successes. If the item is an Item card that shows a number of hands on it, that item must be an active item in order for you to get this bonus.

[icon] **4** Hook & Rope: +2 **Example:** *A Hero performing this ability check with the Hook and Rope as an active item will get 2 extra successes.*

Sometimes the item is described in a less specific way. For example, a check that is improved by using an "Axe", is improved no matter what type of axe you are using.

Using an Item as a Weapon

Some Item cards may be used as weapons. This is shown by the icons [icon] or [icon] and the weapon's modifier in the effect box (see **Enemies and combat**, p. 12). To use an item as a weapon, that item must be an active item.

Active Items

Item cards that show one or two hand symbols ([icon]1/[icon]2) must be active in order to be used. At any time, you may have up to two active Item cards showing one hand, or one active Item card showing two hands. Your active Item cards should be placed below your Hero board on the left hand side, while other Item cards and tokens you own should be placed below your Hero board on the right hand side.

> **Exception:** The Hero Matajam is a four-armed pattangan, and so may have twice as many active items, but may never have two active Item cards showing two hands.

Changing Your Active Item Cards

Once during your turn, you may change your active Item cards. Place the Item cards you no longer wish to be active below your Hero board on the right hand side, and place the Item cards you now wish to be active below your Hero board on the left hand side.

Each subsequent time you wish to change your active Item cards in the same turn, you must spend a maneuver to do so.

If you wish to use an item for a bonus during an ability check or as a weapon during an attack, and that item is one that must be active in order to be used, you must have that item as an active item before you make the roll for the check or attack.

Giving Items to other Heroes

You may give one or more of your Item cards or tokens to another Hero in the same area as your Hero, on your turn or theirs. Any items you give them must be placed below their Hero board on the right hand side.

One-Use Items

Some Item cards and tokens are discarded when they are used, meaning they can only be used once. This is signified by the discard symbol [icon]. These items may be used at any time during your Hero's turn.

[icon] Discarding a Star Lotus Herb token allows your Hero to heal 2 damage.

[icon] Discarding a Blightcap Mushroom token allows your Hero to restore 2 spent stamina.

Cube of Annihilation

To use a Cube of Annihilation your Hero must spend a maneuver and discard the Item card. Doing so will allow them to make an area attack.

Note: When rolling the Cube of Annihilation's attack, any [icon] rolled counts as 2 successes. You may not spend stamina to increase the number of successes further.

Overlay cards: new areas

The ☐ Overlay card splits an area into several new areas. When this occurs, any figures in the area that is overlaid will have to be placed in one of these new areas. You may decide which of the new areas each of these figures is placed in, being careful not to exceed the maximum capacity of any of these areas.

Overlay cards: combining areas

The ⋀ Overlay card combines several areas into a single new area. When this occurs, any figures in the areas that are overlaid will have to be placed in the new area. If this exceeds the maximum capacity of the new area, place some of these figures in adjacent areas until the maximum capacity is no longer exceeded. In this case an area is only considered adjacent if it is separated by a single white line.

Spawning Enemies

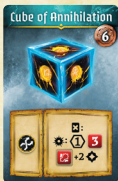To spawn an Enemy, place its figure on the Scenario map in the specified area. An Enemy does not take a turn during the round it is spawned. You may want to place the Enemy on its side as a reminder that they will not take a turn this round. If you do, place it in an upright position at the end of the round.

You should take a random figure from those available when spawning an Enemy.

Enemies count towards the maximum capacity of an area, just as Heroes do. If the specified spawning area is at maximum capacity, instead place the Enemy figure in any area at the shortest range possible from the specified area, that is not at maximum capacity. In this case, measure range over single white lines only.

Enemies and combat

Revealing an Enemy card 🔖1

When you are instructed to reveal an Enemy card, take the card from the Story card deck and place it on an Enemy board. Use the 6-Enemy side of the Enemy board if there are 6 or fewer figures for that Enemy. Use the 8-Enemy side of the Enemy board if there are more than 6 figures for that Enemy. If there is only 1 figure for that Enemy then you do not need to use an Enemy board; simply place the Enemy card directly on the table.

Enemy Initiative

3 Enemy initiative bars are shown on each Initiative card. The initiative bar that corresponds to the Skitterers is the one displaying the blue Enemy symbol 🐺, as it matches the symbol shown in the upper left corner of the Skitterer Enemy card. The other 2 Enemy symbols 👹 & 👽 should be ignored in this scenario, as there are no Enemy cards that display those symbols.

Area Attacks

An attack on an Item card is shown as a ☀.

An area attack is further signified with a number in a hexagon. The number shows the range of the attack (in this case 1).

Each Enemy within range and line of sight of your Hero is affected. The attack will not affect your Hero or any other Allies.

The area attack also indicates the number of Action dice you should roll (in this case 3). Roll the dice once and apply the result to all Enemies within range.

Area attacks are never reduced by Obstructed Aim, but may be blocked by Line of Sight.

A Skitterer initiative bar

Enemy Symbol
Enemy symbol matching the one in the top left of the Skitterer Enemy card.

Enemy action symbol
This determines which action the Skitterers will perform on their turn, as indicated by the matching symbol on the right of the Skitterer Enemy card.

Enemy special ability symbol
The Skitterers in this scenario have no special abilities, so these symbols should be ignored.

If there is more than one Skitterer on the Scenario map, they take turns in numerical order (shown on the Skitterer figure), from lowest to highest. Perform each Skitterer's entire turn before moving on to the next.

An Enemy Turn

During its turn, an Enemy will perform the action on its Enemy card that matches the one indicated on its initiative bar on the Initiative card. An Enemy action typically consists of two parts: a move and an attack. Complete each part in full before moving on to the next.

Example: Initiative card: Skitterer Enemy card:
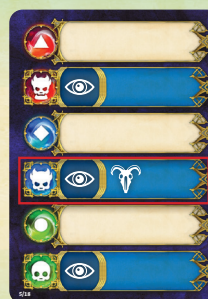
This Initiative card shows that the Skitterers will have their turns after any Heroes who are performing red or blue actions, and before any Heroes who are performing green actions.

The Initiative bar on the Initiative card shows the Skitterers will perform their topmost action. The special ability symbol is ignored in this scenario.

Looking at the Skitterer Enemy card, we can see the topmost action is a Move 1 followed by a Melee Attack.

Enemy Movement

If the Enemy Action shows 🐾 with a number below it, this indicates the Enemy may move up to the indicated number of areas on the Scenario map.

Enemies may move **through** an area already at maximum capacity as long as there are only other Enemies in that area. Similarly, Heroes may move **through** an area already at maximum capacity as long as there are only other Heroes in that area. If, for any reason, a Hero or Enemy ends their turn in an area that is above its maximum capacity, move that Hero or Enemy back to the previous area they were in that was not above maximum capacity.

When moving an Enemy:
1. If it is already in an area it can attack from, it does not move.
2. Otherwise, it moves towards the area it can attack from that requires the least amount of movement to reach.
3. If two or more areas are tied in this respect, it moves towards the one that allows it to attack a Hero with a higher Taunt value.
4. If two or more areas are valid in this respect, you may choose which of these areas it moves towards.
5. If the Enemy cannot reach this area with the movement it has this turn, it will move towards the area, as far as its movement allows.

Note:
» The areas an Enemy can attack from are determined by the attack it is performing on its turn (see **Enemy Attacks**, below).
» If an Enemy is not performing an attack on its turn, for the purposes of movement, assume it is performing a melee attack.
» An area that an Enemy cannot end their turn in due to its maximum capacity being exceeded does not count as an area they can attack from.
» An Enemy will always use the most direct (shortest) route it can when it moves towards an area.

It may sometimes happen that there is no area an Enemy could attack from, even if it had an unlimited amount of movement points during its turn. For example, all Heroes could be in an area that is at the shortest range to an area containing a Hero, breaking ties with Taunt value as above.

Enemy movement example 1: The skitterer needs to move 3 areas to attack either Lunara or Zuva'sai. As Lunara has the higher Taunt value the skitterer will move towards her.
However it is only moving 2 areas this turn, so will end up in an adjacent space.

Enemy Attacks

In this scenario the Skitterers will only perform melee attacks. A melee attack may only be performed against a Hero in the same area as the attacking Enemy, or against a Hero in an adjacent area to the attacking Enemy if that area is at maximum capacity. i.e. Being in an area that is at maximum capacity does not prevent an Enemy from being able to use a melee attack against you. It is important to remember this rule when determining which areas an Enemy may attack from during that Enemy's movement.

Enemy movement example 2: The skitterer needs to move 1 area to be able to attack Lunara with a melee attack. However, it also only needs to move 1 area to be able to attack Torrax or Venia, as the areas they are in are at maximum capacity.
As Torrax has the highest taunt value, the skitterer will move towards him.
You may choose which of the 2 possible areas it moves into.

A Skitterer attack
Name of attack
Leg stab
▼ 2

Attack Type
Shows that this is a melee attack.

Attack Effect
Shows that a reactive ability check using agility is required to avoid damage.

If only a single Hero may be attacked by an Enemy, that Hero will be the target of the attack. If there is more than one Hero that may be attacked by an Enemy, the Hero with the higher Taunt value will be the target of the attack. If no Heroes may be attacked by an Enemy, skip that Enemy's attack.

Exception: If there are 1 or more other Heroes in the same area as the Hero being attacked, one of those Heroes may become the target of the attack instead, as long as both players whose Heroes are involved agree.

Melee Attacks into Adjacent Areas

When performing a melee attack into an adjacent area (usually because that area is at maximum capacity) the two areas may be separated by either a single or double white line. The two areas may not be of different heights (see **Height of an Area** to the right).

Outcome of an Enemy Attack

To determine the outcome of an Enemy attack, the attacked Hero must roll a reactive ability check, the type of which is determined by the Enemy attack (see **Applying Damage to Heroes** on p. 11). In this scenario, you will roll either a Might or Agility reactive ability check against the Skitterers' attacks.

🔻 Provoke

Skitterers (and most other Enemies) have an ability called "Provoke" (signified by the symbol 🔻). This ability causes an amount of damage (in this case 1) to any Hero that moves out of the same area as a Skitterer. If there are multiple Skitterers in the area that the Hero moves out of, they each cause this damage. This damage cannot be reduced by a reactive ability check.

A Hero may only suffer Provoke damage from the same Skitterer once during that Hero's turn, but each Skitterer may inflict Provoke damage on more than one Hero in the same round.

Hero Attack Actions

When your Hero performs an attack action, you must first select the Enemy you are attacking. The Enemies you may attack depend on the type of attack your Hero is performing. There are 3 types of attack in Agemonia:

⚔ Melee   🏹 Ranged   ★ Magic

⚔ Melee Attacks

Your Hero may perform a melee attack if the following 3 conditions are true:
» Your chosen action for this round shows the melee attack symbol ⚔
» You have an active melee weapon; an Item card placed in your active Item cards area, showing the melee attack symbol ⚔ in its effect box
» There is an Enemy in the same area as your Hero, or in an adjacent area to your Hero that is at maximum capacity

Raging Smash ⚔ +2
Shadow Strike ⚔ +2

Example: Torrax and Venia's attack is a melee attack. It deals damage equal to the number of successes you roll on 2 Action dice, added to their weapon's modifier.

The attack action on your Hero board shows the number of Action dice you should roll in a **red box** 🟥. To calculate the damage caused by your melee attack, add together:
» The number of successes you roll.
» Any weapon modifiers you may have, shown in the effect box of your active melee weapon. In this scenario, many of the weapons have weapon modifiers of -1 damage, they don't make particularly good weapons.

🏹 Ranged Attacks

Your Hero may perform a ranged attack if the following 4 conditions are true:
» Your chosen action for this round shows the ranged attack symbol 🏹
» You have an active ranged weapon; an Item card placed in your active Item cards area, showing the ranged attack symbol 🏹 in its effect box
» There is an Enemy within the range shown in the effect box of your active ranged weapon. Ranged weapons commonly have both a minimum and maximum range
» That Enemy is in line of sight

Line of Sight

Ranged attacks (and some other effects) require line of sight from one figure to another figure, or from a figure in one area to another area. In order for a figure to have line of sight to an area, it must be possible to draw a straight line from a part of the area the figure is in to a part of the other area, without going through a solid barrier. Additionally, line of sight may only go through a border showing the height symbol if the higher of those two areas is either the area where the figure is, or the area they require line of sight to.

A figure that has line of sight to an area also has line of sight to all figures in that area.

🔺🔺 Height of an Area

A height symbol on a border between two areas signifies that one of those areas is at a different height to the other.

The height symbol points towards the higher level areas and away from the lower level areas.

Example 1: *While some of the area the skitterer is in is blocked from Lunara's view, she can choose any part of the area she is in and any part of the area the skitterer is in to see if she has line of sight. She does, so she may perform a ranged attack against the skitterer.*

Example 2: *Lunara may **not** perform a ranged attack against the skitterer, as the attack would go through an area of a higher level than the area the skitterer is in (as shown by the circled height symbol); she does not have line of sight to the area containing the skitterer.*

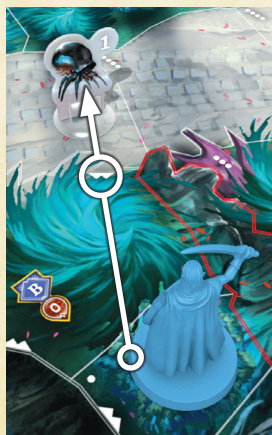**Example:** *Lunara, Matajam, and Drenosh's attack can be use as either a melee or ranged attack. It deals damage equal to the number of successes you roll on 2 Action dice, added to their weapon's modifier.*

Example: *Jonai's True Strike attack can be use as either a melee or ranged attack. It deals damage equal to the number of successes you roll on 1 Action die, plus 2 additional successes, and added to her weapon's modifier.*

The Ranged Attack on your Hero board shows the number of Action dice you should roll in a **red box**. To calculate the damage caused by your ranged attack, add together:

» The number of successes you roll (plus 2 in the case of Jonai's True Strike).
» Any weapon modifiers you may have.
» Additionally, ranged attacks may have their damage reduced by 1 due to your Hero's aim being obstructed.

Obstructed Aim

Reduce your Ranged Attack damage by 1 if any of the following conditions are true:

» There are one or more Enemies in the same area as your Hero.
» There are any Heroes or Enemies in the same area as the Enemy being attacked.
» There are any Heroes or Enemies in any areas that the line of sight of the ranged attack passes through. Remember, you may determine line of sight from any part of the area your Hero is in to any part of the area the Enemy being attacked is in.

Apply this reduction once only to each ranged attack, no matter how many of these conditions apply.

Example: *Lunara is performing a Ranged Attack against skitterer number 4. There is an Enemy* (a) *in the same area as her, there is a Hero (Zuva'Sai)* (b) *and an Enemy* (b) *in the same area as the Enemy being attacked, and there is a Hero (Torrax)* (c) *and an Enemy* (c) *in an area that the line of sight passes through. Regardless of how many times her aim is obstructed, Lunara only gets a -1 penalty to her Ranged Attack damage.*

★ Magic Attacks

All magic attacks are ranged magic attacks. The maximum range of a magic attack is shown as a number in a ◯. The minimum range of a magic attack is 0.

Unlike with melee and ranged attacks, your Hero does not require an item with the magic attack symbol in order to perform a magic attack, and any weapon modifiers on items with the melee or ranged attack symbol are ignored. Otherwise, magic attacks follow the same rules as ranged attacks, including the damage reduction for obstructed aim.

Your Hero may perform a magic attack if the following 3 conditions are true:

» Your chosen action for this round shows the magic attack symbol ★
» There is an Enemy within the range shown on your Magic Attack action.
» That Enemy is in line of sight

Example: *Zuva'Sai's attack action is a magic attack that can be used from range 0 up to range 3. It deals damage equal to the number of successes you roll on 2 Action dice. This damage is not modified by any melee or ranged weapon modifiers.*

Applying Damage to Enemies

Each Enemy starts with the amount of health shown on its Enemy card. The health of an Enemy is tracked on its Enemy board using a 12-sided Counter die. Place the die on the Enemy board in the area corresponding to the number on the Enemy figure. For Enemies with more than 10 health you will need to use 2 Counter dice, one for the "tens" and one for the "units", to represent a 2-digit number.

Each time an Enemy takes damage, reduce its health by the amount of damage taken.

Once an Enemy is reduced to 0 health or less, it is defeated and removed from the Scenario map. Place its figure back in the supply, and remove its Counter die from the Enemy board.

Many Enemies have health values that vary depending on the number of Heroes. This is shown as a simple equation using 👤.

Example: *The Skitterers in this scenario have 2👤 health. This means they have 4 health when playing with 2 Heroes, 6 health when playing with 3 Heroes, and 8 health when playing with 4 Heroes.*

❶ Hook & Rope ❶

Some Story cards allow your Hero to move between areas of different height (see Height of an Area on p. 13). However, the **Climb** ability of the Hook & Rope also allows you to create your own climbing point.

A Hero with a Hook and Rope who is in the higher of two areas separated by a double white line showing a height symbol may:

🌀 discard the Hook & Rope » Place a Hook & Rope token on that double white line.

A Hero with a Hook and Rope who is in the lower of two areas separated by a double white line showing a height symbol may:

🌀 » ⚡5

Success » Discard the Hook & Rope » Place a Hook & Rope token on that double white line.
Fail » You may spend another maneuver to try again this turn.

A Hero in an area with a Hook & Rope token on one of it's borders may spend 1 movement point to:

⚡4 **Success »** Move into the area on the other side of that border.
Fail » You may spend another movement point to try again this turn.

A Hero in an area with a Hook & Rope token on one of it's borders may discard the Hook & Rope token to gain Item card 006 Hook & Rope.

❶ Falling ❶

A Hero may move from an area of higher ground across a double white line into an adjacent area of lower ground by spending 1 movement point and:

🔻 4 🎲

Note: In later scenarios, you also gain the Slowed condition if you take damage from falling, but conditions aren't introduced until tutorial 3.

3 The Secrets of the Ancients

Tutorial rules

Set Up

1. Open the Scenario book to page 11 and place it in the middle of the table. This shows the introduction and additional rules for "The Secrets of the Ancients".
2. Place the Player Reference in easy reach of all players.
3. **Each player:** Take the Hero miniature, Hero board, Action Selection marker, and starting Vitality disk (showing your Hero name followed by " - 1" on it) for your selected Hero. Place your Vitality disk in the top right corner of your Hero board, unwounded (blue) side up.
4. **Each player:** On your Vitality disk is a number. Take that number of Stamina chips, and stack them on top of your Vitality disk, stamina (blue) side up.
5. **Each player:** Take your Hero's 3 Action tokens with either "Unlocks after The Flooded Inn" or "Unlocks after The Road to Runedale" on the back, and place them face up next to your Hero board.
6. Place a supply of Action dice and Reaction dice within easy reach of all players.
7. Take the Story cards for "The Secrets of the Ancients" and place them next to the Scenario map. Do not shuffle this deck or read any of the Story cards.
8. Create the following decks, and shuffle and place each one next to the Scenario map: Fate cards, Initiative cards, Injury cards. Remember to use just the 15 Initiative cards with a blue border on their front.
9. Take the following Condition cards and place them face up in 3 separate piles: Bleeding, Held, Weakened.
10. Place a supply of ⊙ tokens and ✖ tokens next to the Scenario map.
11. Place all 8 single-sided Runic Plate tokens next to the Scenario map.
12. Make sure that each Hero has any items and Achievement tokens they gained from tutorials 1 & 2. Place these below the respective Hero boards.
13. Place 2 Enemy boards (one 8-Enemies side up, and one 6-Enemies side up), and all of the 8-sided Counter dice next to the Scenario map. Alternatively, you may use the Agemonia App to keep track of Enemies' Health.
14. Place 8 Skitterer figures, 3 Lumin Demon figures and the Hive Mother figure next to the Scenario map.

15. Choose one player to be the narrator. That player reads aloud the introduction to "The Secrets of the Ancients" on page 11 of the Scenario book. Alternatively, play the voice-acted introduction on the Agemonia App.
16. Read the additional setup, additional scenario rules, and scenario end conditions on page 12 of the Scenario book. Flip the top card of the Story deck; there is a reminder of the rules you will need during the scenario on the front of that card.
17. Turn the Scenario book to page 13 which shows the Scenario map for "The Secrets of the Ancients". Place your Hero miniatures in the area marked "Start" on the Scenario map.

Scenario 1 & 2 Reminder

Here is a reminder of some of the rules from tutorials 1 & 2, along with the page number in that tutorial.

Your Hero

Spending stamina, tutorial 1, p. 5
Active ability checks, tutorial 1, p. 8
Reactive ability checks, tutorial 2, p. 10
Applying damage to Heroes, tutorial 2, p. 11
Using items, tutorial 2, p. 11
Being Hindered, tutorial 2, p. 10
Hook & Rope, tutorial 2, p. 14
Falling, tutorial 2, p. 14

Actions

Focus action: tutorial 1, p. 6 & tutorial 2, p. 12
Extra Maneuver action, tutorial 1, p. 4
Hero Attack actions, tutorial 2, pp. 13–14
Rethink action, tutorial 1, p. 6

Maneuvers

Move maneuvers, tutorial 1, p. 5
Recover maneuver, tutorial 1, p. 6 & tutorial 2, p. 10
Spending maneuvers, tutorial 1, p. 8

Other Rules

Scenario map

Areas on the Scenario map, tutorial 1, p. 5
Maximum Capacity, tutorial 1, p. 6
Range, tutorial 1, p. 6
Identifying areas using Story Points, p. 8

Story cards

Story Points and Story cards, tutorial 1, p. 5 & 8
Flipping Story cards, tutorial 1, p. 8
Overlay cards, tutorial 1, p. 8

Enemies

Enemies and Combat, tutorial 2, pp. 12–13

Round Overview

The round structure remains the same as in tutorial 2:

1. **Select Hero Action**
2. **Reveal Initiative Card**
3. **Hero and Enemy Turns**
4. **Discard Fate Card**

1. Select Hero Action

New Actions

There are 2 new actions you may select for your Hero. Note that many of these new actions cost stamina to perform. You may only perform an action if you can pay the stamina cost for it. Remember: You may instead perform the Rethink action (at no stamina cost).

Read the description of your new actions. Choose 2 of your 3 Action tokens and place them face up in the corresponding action slots on your Hero board before you select your action for this round. Set your remaining Action token aside, it will not be used in this scenario.

> **Note:** This choice only affects the actions you may select in this scenario; you may make a different choice of actions at the start of each future scenario.

Runic Blast: A magic attack that costs 1 stamina, has a range of 2, and allows you to roll 3 Action dice.

Empower: Recover stamina that Zuva'sai or another Hero has spent. It has a range of 3, and recovers stamina equal to the successes you roll on 3 Action dice.

Void Bolt: A magic attack that costs 1 stamina, has a range of 3, and allows you to roll 2 Action dice.

Precise Shot: A melee or ranged attack that allows you to roll 2 Action dice.

Gallant Strike: A melee or ranged attack that costs 2 stamina, and allows you to roll 3 Action dice.

Flash Heal: Heal damage that Lunara or another Hero has taken. It has a range of 2, and heals damage equal to the successes you roll on 3 Action dice.

Boulder: A magic attack that costs 1 stamina, has a range of 3, and allows you to roll 2 Action dice.

Colossal Crush: A melee attack that costs 1 stamina, and allows you to roll 3 Action dice.

Fiery Strike: A melee or ranged attack that costs 2 stamina, and allows you to roll 3 Action dice.

Disengage: A melee attack that costs 1 stamina, and allows you to roll 2 Action dice. It also gives Drenosh 1 point of Evasion this turn. Each point of Evasion you have prevents 1 point of damage from one Enemy provoke ability during your turn.

Aimed Shot: A ranged attack that costs 1 stamina, and allows you to roll 3 Action dice.

Dancing Blade: A melee attack that costs 1 stamina, and allows you to roll 2 Action dice. You may also spend 1 movement point to move your Hero, either before or after the attack.

Defender of Mion: A melee attack that costs 1 stamina, and allows you to roll 2 Action dice. It also gives you +1 success on each reactive check you roll from the start of the action until the end of this round.

Channel Energy: Mark another Ally in line of sight within range 3 with the Channel Energy token. The next time the marked Ally rolls 1 or more Action or Reaction dice, they roll 2 more dice and you take back the Channel Energy token. Later in the game you will encounter other types of Allies, but for now treat "Ally" as "Hero". To mark a Hero with a token, simply place the token on their Hero board.

2. Reveal Initiative Card

This phase remains the same as in tutorial 2, except that the Hero bonus maneuver symbol and Enemy special ability symbols are now used.

+ 🌀 Hero Bonus Maneuver Symbol

Some Initiative cards show a bonus maneuver symbol next to 1 or more Hero initiative symbols. Any Heroes who are performing an action of that color this round get an extra maneuver to use during their Hero turn.

🗡 🐏 Enemy Special Ability Symbols

Some Initiative cards show an Enemy special ability symbol next to 1 or more Enemy initiative symbols. Any Enemies with an Enemy symbol of the corresponding color get to use the relevant special ability during their turn this round. Remember to perform each Enemy's full turn (including any special ability) before moving on to the next Enemy.

🗡 Snake special ability symbol

The snake ability on an Enemy card activates before its normal action:

Regenerate — Heal 3 damage.

Birth — Spawn 1 skitterer — Spawn 1 Skitterer in the same area as the Enemy. Remember: An Enemy does not take a turn in the round they are spawned. You may want to place the Enemy figure on its side as a reminder.

Bite — The Enemy will perform this attack.

🐏 Horns special ability symbol

The horns ability on an Enemy card enhances their normal action:

Charge +1 — Allows the Enemy to move further during its move.

Pierce +1 — Increases the Enemy's attack.

Venom / Rend — Adds a condition to the Enemy's attack. If a Hero takes damage from the attack, they will also gain the specified condition (see **Conditions**, p. 19).

Reach +1 — Increase the range of the Enemy's attack.

3. Hero and Enemy Turns

Notice that, just like in tutorial 2, there is a Story point ◇F that will be triggered at the start of the first Hero's turn.

Double Red Lines on the Scenario Map

For the sake of clarity, some Scenario maps use red lines to indicate a solid barrier between 2 areas. The outer borders of the hill on this Scenario map are an example of this.

> **Note:** The Scenario map may still have other solid barriers that are shown normally, without these red lines. For example, the individual rooms within the hill.

Encumbrance

Each Hero can carry equipment totalling up to 5 encumbrance, as shown on the bottom right of their Hero board. Active items do not count towards this total. The encumbrance of an item is shown next to the backpack symbol 🎒 on the Item card. Item cards that do not show an encumbrance value have an encumbrance of 0. Item tokens always have an encumbrance of 0.

Loot

Some Enemies leave behind loot in the form of items (usually tokens) when they are defeated. The loot they leave is shown on their Enemy card underneath their portrait. When the Enemy is defeated, place the loot in the same area of the Scenario map that the Enemy was in. You may pick up these items if your Hero is in that area, just as with any other items dropped on the Scenario map.

No Loot.

Place an Agura Crystal token in the area where this Enemy was when it was defeated.

Place a Blood Crystal token in the area where this Enemy was when it was defeated.

Any loot items still in an area of the Scenario map may be gained at the end of this scenario. Note: This is not the case with all future scenarios.

Injury cards

From this tutorial onwards, a Hero who becomes wounded (all their Stamina chips are wound side up and they take more damage) also gains an Injury card:

» Reveal the topmost Injury card from the Injury deck and place it on your Hero board.

» Each Injury card has a different effect (See **Injury card effects**, p. 19).

» Your Hero retains the Injury card, even between scenarios, until some effect removes it.

» When removed, shuffle the Injury card back into the Injury deck.

You may also encounter other ways in which your Hero may gain an Injury card! Follow the same 4 bullet points above for these Injury cards.

Enemy Ranged Attacks

Enemy ranged attacks follow similar rules to Hero ranged attacks.

An Enemy ranged attack is obstructed if:

» There are one or more Heroes in the same area as the Enemy.

» There are any Heroes or Enemies in the same area as the Hero being attacked.

» There are any Heroes or Enemies in any areas that the line of sight of the ranged attack passes through. Determine line of sight in the most favourable way for the Enemy.

If an Enemy ranged attack is obstructed in any way, reduce the damage it causes by 1.

4. Discard Fate Card

Just as in tutorial 1 & 2, each round one Fate card is discarded, face up, into a discard pile next to the Fate deck. The front of the Fate card is relevant to the effects on some Story cards in this scenario. If you run out of Fate cards in tutorial 3, shuffle the discards into a new deck, and continue playing the scenario until one of the end conditions occurs.

Scenario Outcome

Once the scenario is over, read the Relevant Outcome, the Conclusion, Achievements and Epilog on p. 47 of the Scenario book.

Once you are ready, you may then turn to page 20 of this book to start playing the full Agemonia campaign.

Items in Scenario 3

There are several items you may find in tutorial 3. We recommend you do not look at these sections until you find the corresponding item, in order not to spoil the surprise.

Moonegg tokens

Discarding a Moonegg token allows your Hero to remove one Injury card they have.

Blood Crystal tokens

Discarding a Blood Crystal token allows your Hero to add 1 Action die to any magical attack. You must decide whether to use one or more Blood Crystal tokens before you roll the Action dice for your attack.

Ceremonial Spear

The ceremonial spear is a 2-handed melee weapon with a maximum range of 1. It may still be used to attack an Enemy in the same area as your Hero. Although it has a range, it is still a melee weapon (so it cannot be used to make a ranged attack, and is not subject to the obstructed aim disadvantage of a ranged attack).

1 **Extra damage:** The ceremonial spear inflicts 1 extra damage on each attack you make with it.

2 **Pierce:** The Pierce effect allows you to ignore an amount of shields that an Enemy has (in this case, 1 shield).

Cube of Teleportation

The cube of teleportation may be discarded to teleport your Hero into another area within range 5. To teleport:

» You must have line of sight to the area you teleport into.

» Your Hero is not considered to have entered any of the areas in between.

» You may teleport single and double white lines, but not through solid barriers

» You are not subject to any Enemy Provoke abilities from the area you leave.

» You may teleport into an area that is at maximum capacity whether it contains Enemies or not, although you may still not end your turn there.

Place your Hero figure into the area you teleport into.

Note: You may not teleport over any of the lines in this scenario that still have an X-marker on them as they count as a solid barrier.

Prismatic Jewel

The prismatic jewel may be discarded to give you an extra maneuver this turn.

Potion of Healing

The potion of healing may be discarded to heal 5 damage to your Hero.

Scroll of Stamina

By spending a maneuver, you may discard the Scroll of Stamina to allow each Hero (including your own) in the areas within range 2 of your Hero to restore up to 5 spent stamina each.

Other Rules

This section details the rules that various Story cards in "Ruins of the Ancients" may direct you towards.

Fate cards

Each Fate card displays a number and a directional arrow. They are used in various ways in different scenarios, often to trigger effects, or to measure the passage of time.

In Scenario 3, Fate cards are used in 2 ways:

To determine when and where Skitterers are spawned from the chasm.

To determine the count of a timer later in this tutorial (see **Timers**, below).

As discarding a Fate card is performed at the end of the round, any Enemy spawned as a result of that Fate card will start taking turns in the following round.

Timers

A timer uses the values on the Fate cards to count to a target number. On reaching this number an event will occur.

Starting a Timer

Once instructed to start a timer, from that round onwards, you should place the Fate card revealed at the end of each round in a separate pile from the Fate card discard pile. Any Fate cards that were discarded in previous rounds remain in the Fate card discard pile. This new pile is called the Timer pile.

Reaching the Target Number

Each time you place a Fate card in the Timer pile, total the values of all Fate cards in the Timer pile, including the newly placed one. If this total equals or exceeds the timer's target number, the given event will occur.

Resetting a Timer

To reset a timer, remove all but the most recently placed Fate card from the Timer pile, and place them in the Fate card discard pile. The timer will start its count again. This count will include the Fate card remaining in the Timer pile.

Example: A timer with a target number of 12 started 3 rounds earlier. The 3 Fate cards currently in the Timer pile show a 3, a 2, and a 4; a total of 9. At the end of this round, a Fate card is revealed showing a 5. The total is now 14 and so the given event occurs. The timer is reset, and so the Fate cards showing 3, 2, and 4 are placed in the fate card discard pile. The most recent Fate card, showing a 5, remains in the Timer pile. Not good news, as the timer is already well on its way to reaching its target of 12 again.

Progressive ability checks

A progressive ability check is an active ability check that allows your Heroes to build up successes over a number of attempts. Use one or more Counter dice placed on the Story card to record the number of successes achieved so far. A progressive ability check succeeds once the specified number of successes have been achieved. They otherwise follow the same rules as active ability checks. Often, the number of successes required for a progressive ability check will depend on the number of Heroes you are playing with.

Example: Tony is playing the Hero Torrax, while his 3 friends are playing 3 other Heroes. He is attempting a might progressive ability check that requires 12 successes when playing with 4 Heroes. Torrax has a might of 3 and Tony rolls ◇, ◈ et 🎲. Even if Tony spends 2 stamina he cannot immediately succeed at the check. He decides to spend 1 stamina and places a Counter die set to 4 on the Story card. 8 more successes are required to succeed at the check. Any of the other Heroes may attempt the check this round, and Torrax may have another attempt next round.

Hive Mother

Overview

1 The green Enemy symbol means the Hive Mother will tend to have an initiative later in the round.

2 The Hive Mother has either 15 health (2 Heroes), 20 health (3 Heroes), or 25 health (4 Heroes).

3 It also has 1 shield, meaning that each time it suffers damage from an attack, that damage is reduced by 1.

4 The Hive Mother's Provoke causes 2 damage to any Hero that moves out of the area containing the Hive Mother.

Large Enemy

5 A large Enemy takes up the same capacity in an area as 2 normal figures.

Consequently the Hive Mother may only move into areas with a maximum capacity of at least 2, and in areas with a maximum capacity of 3 (or 4), there may be no more than 1 (or 2) other figures in that area at the end of the Hive Mother's movement.

Normal figures may make melee attacks into an area that is at maximum capacity. In a similar way, large Enemies such as the Hive Mother may make melee attacks into an area they are prevented from moving into due to maximum capacity i.e. an area that is either at maximum capacity, or that has only 1 spare capacity.

Actions

The Hive Mother's snake special ability spawns a Skitterer in the same area as the Hive Mother.

> **Reminder:** If that area is at maximum capacity, instead place the spawned Enemy in the closest area that is not at maximum capacity.

An Enemy does not take a turn during the round it is spawned.

The Hive Mother will move up to 2 areas and perform a ranged attack (Web) with a range of up to 2. Note that this attack does not cause damage as there is no damage symbol 🔻.
The targeted Hero gains the Held condition (see **Conditions**, p. 19). If the horns special ability symbol 🐏 is shown on the Initiative card, the range increases to 3

The Hive Mother will move up to 3 areas and perform a melee attack (Stomp). If the horns special ability symbol 🐏 is shown on the Initiative card, the Hive Mother will move up to 4 areas instead of 3.

The Hive Mother will move up to 2 areas and perform a melee attack (Spike). If the horns special ability symbol 🐏 is shown on the Initiative card, a Hero that does not fully succeed at the reactive ability check (and so takes damage from this attack) will also gain the Weakened condition (see **Conditions**, below).

Conditions

Heroes may gain positive or negative effects called conditions. When your Hero gains a condition, take the corresponding Condition card and place it on your Hero board. The Condition card remains until its discard condition has been met, and is then discarded, and placed back in the relevant pile of Condition cards. A Hero may not have the same condition more than once at the same time.

Bleeding
At the start of each of your turns, suffer 1 damage. Spend a maneuver to discard this condition.

Weakened
When you next roll 1 or more Action dice (during an active ability check, attack, or any other ability or effect, such as Lunara's Flash Heal action) roll 1 fewer Action die, and discard this Condition card.

Held
You may not move until you spend a maneuver to discard this Condition card.

Injury card effects

Battered	
⚔ –1 ✧	Get one fewer success when performing a melee attack.

Injured Eye	
🏹 ⭐ –1 ✧	Get one fewer success when performing a ranged or magic attack.

Pulled Back / Broken Ribs / Cracked Skull	
🛡–1 ⚡–1 🧠–1	Treat your corresponding ability level as being 1 lower.

Winded	
🛡⚡🧠 –1 ✧	Get one fewer success when performing an active ability check.

Injured Ankle	
–1 👣	Get one fewer movement point when you perform a Move maneuver.

Strained	
Recover: 🔵 –1	Restore one fewer stamina when you perform a Recover maneuver.

Lacerated	
Recover: ❤ –1	Heal one fewer damage when you perform a Recover maneuver.

Injured Elbow	
–1 ✋	You have one fewer hands for your active items. If necessary, immediately move one of your active items into your backpack area. If this exceeds your encumbrance limit (see p. 16), you must drop items in your area until you are within this limit.

Injured Mouth	
May not ⊗ Potion, Elixir, Draught, or Herb items.	You may not use Potion, Elixir, Draught, or Herb items.

Dazed	
Initiative: 🔴Last	You always take your turn last each round.

Concussion	
Actions and Story cards: –1 ◇	All of your ranged attacks, magic attacks, and other actions with a range have their range reduced by 1. The range you can reveal and interact with Story cards is reduced by 1.

Enfeebled	
🎲: 0–1 ✧	You may only spend 0 or 1 🔵 on each 🎲 you roll.