

AGEMONIA

THIS TUTORIAL

This Tutorial builds on Tutorial 1 and will guide you through the second introductory scenario “The Road to Runedale”, teaching you the rules you need to know as you progress.



TUTORIAL 2

THE ROAD TO RUNEDALE

INTRODUCTION

You fly from the flooded city of Ambergate with the mysterious Shantor Three-Birds in her strange wagon Birdie as far as the agura crystal can power it. After you land, the wings are folded, and the calm and pleasant togrel, Legionary, climbs out of the wagon to pull it. The road through the dense wisptree forest is well paved and the sun is shining. You lack your belongings, but there is food and a few basic tools in Birdie's trunk.

Every night while camping, Shantor tells you about her quest. She is looking for beacons built by the Ancients, millennia ago. She hints that she is the last person who can do what must be done to save Agemonia. When asked for more details, she winks, and promises to tell you when you get to Runedale.

On the third day, you see a red light emanating from the horizon ahead of you. Legionary whimpers in fear, and Shantor has to calm him. “A great evil is afoot. I must go ahead to investigate,” Shantor says solemnly, and shows you a stone with odd markings. “Protect this runic plate. Make sure Legionary pulls Birdie and the plate to yonder hill.”

You grab the tools from the trunk, and encourage Legionary to move on. He needs to stay on the road, but you are free to roam the wilderness. Not that it looks very inviting with the razor-sharp slavethorns and the steep cliff on the right.

As Shantor runs off, you have an ominous feeling that something will go horribly wrong if you are delayed...

Set Up

Any set up you need to perform yourself is highlighted in **red**. All other setup has already been completed.



1. Scenario map for “The Road to Runedale”.
2. Togrel & Wagon token.
3. Each player: Hero board, Action Selection marker, and starting Vitality disk for your selected Hero.
4. Each player: Stacked on your Vitality disk are a number of Vitae chips, vitae (blue) side up. The number of Vitae chips is determined by the Hero you are playing.
5. “Togrel Whisperer” Story card from Tutorial 1. **If you gained this card as a reward in Tutorial 1, give it to the Hero who calmed the Togrel.**
6. Other possible rewards from Tutorial 1. **If you gained any of these during the conclusion of Tutorial 1, give each to a Hero of your choice.**
7. Starting equipment.
8. Bag of Star tokens. **If you gained any Star during the conclusion of Tutorial 1, distribute it amongst your Heroes as you choose.**
9. Bag of X-markers.
10. Bag of Star Lotus Herb tokens.
11. Bag of Blightcap Mushroom tokens.
12. Bag of numbered Skitterer figures. **Shuffle this bag.**
13. Initiative cards. **Shuffle these cards.**
14. Story cards for “The Road to Runedale”. **Do not shuffle this deck or read any of the Story cards.**
15. Fate cards. All 20 Fate cards are used in this scenario.
16. Item cards.
17. Action dice (red).
18. Reaction dice (blue).
19. Choose one player to be the narrator. That player reads aloud the Introduction section. **This will provide additional setup instructions such as where to place your Hero miniatures on the Scenario map.** Alternatively, you can use the Agemonia App and click on [●] for a voice-acted introduction.

Items Gained

Reveal the following items **7** and divide them among your Heroes as you choose:

Item 1 “*Hand Axe*” Item 2 “*Shovel*” Item 3 “*Hook & Rope*”

Item 4 “*Small Hunting Bow*” (we recommend giving this item to Lunara, as she is the only Hero that can use it).

If the Hero “*Torrax*” is being used, reveal item 5 “*Fist of Torrax*” and give it to him. This item may not be given to any other Hero.

Place your items below your Hero board for now.

Additional Scenario Rules

There are additional rules in this scenario for the togrel and wagon.

SIZE OF TOGREL AND WAGON

The combined size of the togrel and wagon is 3. This means they take up the same capacity in an area as 3 normal figures. Consequently they may only move into areas with a maximum capacity of at least 3, and in areas with a maximum capacity of 4, there may be no more than 1 other figure in that area at the end of the togrel and wagon’s movement.

MOVEMENT OF TOGREL AND WAGON

Once per round, at any time during a Hero’s turn, the togrel and wagon may move up to 2. The togrel and wagon always move together; they may never be in different areas.

The togrel and wagon may move through an area that contains Heroes, and Heroes may move through an area containing the togrel and wagon, even if doing so would exceed the maximum capacity of the area.

The togrel and wagon do not reveal Story cards.

Togrel Movement Restriction

As well as the normal restrictions on movement, such as the maximum capacity of an area, there is one further restriction on the movement of the togrel and wagon; they may not move closer to an enemy if that enemy is within range 3.

Enemies and the Togrel and Wagon

Enemies will not attack the togrel and wagon.

SCENARIO END CONDITIONS

You successfully complete the scenario if, at the end of any round, the togrel and wagon are in the rightmost road area (where story point **P** is located). You fail the scenario if all Heroes are exhausted (exhausted will be explained during the first Hero turn). The quicker you can successfully complete this scenario, the better the outcome will be for you and your traveling companions.:

Fate cards revealed	Reward level
10 or fewer	The best result
11–13	A moderate result
14 or more	An unfortunate result

If you successfully complete the scenario, read the Conclusion at the end of the tutorial. If you fail, you can always try again.

FOR NOW...

Place your Hero miniatures in the area marked “Start Here” near the bottom of the Scenario map. Do not reveal Story cards **H** and **E** yet; they will be revealed at the start of the first Hero turn.

TUTORIAL 1 REMINDER

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

YOUR HERO

Spending vitae, page 5
Active ability checks, page 9

Actions

Focus action: page 8
Extra Maneuver action: page 3

Maneuvers

Move maneuvers: Run and Walk, pages 4 & 5
Meditate maneuver, page 8
Spending maneuvers, page 9

OTHER RULES

Scenario map

Areas on the Scenario map, page 5
Maximum Capacity, page 8
Range, page 7

Story cards

Story points and Story cards, page 6
Flipping Story cards, page 10
Overlay cards, page 10

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 4 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:



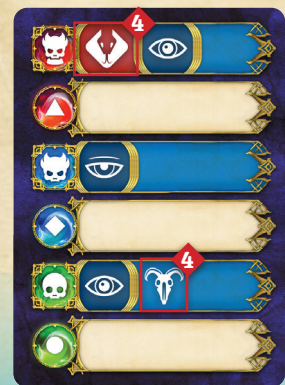
1. Hero and Enemy initiative. From top to bottom, the order in which Heroes and Enemies will take turns this round. Your Hero's turn is represented by the circular symbol which matches the symbol of your Hero's chosen action. An Enemy's turn is represented by the square symbol which matches the symbol shown in the top left of the Enemy's Encounter card. 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's Encounter card. In this example, enemies with the red enemy symbol will perform their blue, 'N' action, while enemies with the blue or green symbol will perform their green, 'C' action.

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

4. Enemy special ability symbols. Enemies in Tutorial 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 appear you can ignore the Enemy initiative bars.

A HERO TURN

Heroes take their turns in the same way as in Tutorial 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 **H** and **E**. 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 Tutorial 1, many of the Story cards in this scenario will direct you to certain parts of the rules, located towards the end of this tutorial. This is signified by a brown box around the text on the Story card. Make sure you have read those rules as well as the Story card.



Recover Maneuver

Your recover maneuver may now be used either to recover spent Stamina chips or to heal your Hero. Each time you use your recover maneuver you must decide which of these 2 options to use. The amount of damage healed is shown on your Recover maneuver on your Hero board. To heal an amount of damage, flip an equal number of Vitae chips showing their wound (red) side, back to their vitae (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.

4. Discard Fate Card

Just as in Tutorial 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 (as described in the Scenario Introduction).

OTHER RULES

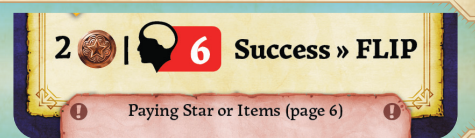
This section details the rules that various Story cards in “The Road to Runedale” may direct you towards.

1. Paying Star or items

Some Scenario cards require you to pay Star or items in order to interact with them. The Star or items paid are removed from the game.

Sometimes you will have a choice between either spending Star or items, and making an ability check. In this case, both options are shown, separated by a ‘|’. If you attempt the check and fail, you may not choose to spend the Star or items in the same round.

Example: *In this example the Hero may either pay 2 star, or make a Will active ability check that requires 6 successes. If they attempt the check and fail, they may not choose to pay the 2 Star this round.*



2. Reactive ability checks

While active ability checks (detailed in Tutorial 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 may allow you to choose between 2 abilities. In this case, both ability symbols are shown, separated by a ‘|’.

Reaction dice

There are various symbols on a Reaction die:

-  0 successes
-  1 success
-  2 successes
-  Once your Hero has developed further this symbol will activate various effects you may have gained, but for now it counts as 0 successes.


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.

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 suffer. Reactive ability checks and the focus action

When choosing the focus action as your Hero's action for the round, your Hero's abilities are immediately increased by 1 for the entire round, even before you 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.

3. Applying damage to Heroes

Reducing Damage with a Reactive Ability Check

The vitae symbol  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.



Example: This example shows that your Hero will take 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 Vitae 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 Vitae chips left on your Vitality disk, any remaining damage is taken by flipping over previously spent Vitae chips (that are vitae 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 Vitae 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 Vitae chips. Return that number of Vitae chips, vitae side up, to your Vitality disk. While wounded you may not have more Vitae 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 Tutorial 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.

4. Damage from overlays

Sometimes when a card is overlaid, Heroes and Enemies in the area(s) overlaid may take damage. This is signified by the vitae symbol and a reactive ability check, as shown in "2. Applying damage to heroes" above.

Heroes in these area(s) overlaid perform a reactive ability check to try to reduce the damage. Enemies in these area(s) take half of the indicated damage (rounded up).

5. Overlays changing areas

Sometimes when a card is overlaid, one or more of the areas it overlays are either split up into separate areas, or are merged together into a single area.

When this occurs you may decide which of these areas each of the Hero and Enemy figures affected is placed in. You must observe the maximum capacity rule when doing so.

6. Using items

Items can be used in various ways in Agemonia: to improve ability checks, as weapons, etc. Some items must be active in order to be used. An item is either an Item card or a token.

Layout of an Item card



Name

Picture of item

Item type

Effect box

USING AN ITEM TO IMPROVE AN ABILITY CHECK

Some ability checks you make may be improved by using the correct item. These improvements are shown to the right of the ability check, in the form of extra successes.



Example: A Hero performing this ability check using the Hook and Rope 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 item type "Weapon", and the weapon modifier in the effect box (see 5. Enemies and combat).

ACTIVE ITEMS

Item cards that show one or two hand symbols (/) 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.

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.

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

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.

ONE-USE ITEMS

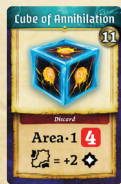
Some Item cards and tokens, such as potions and herbs, are removed from the game when they are used, meaning they can only be used once. These items may be used at any time during your Hero's turn.




Removing a Star Lotus token from the game allows your hero to heal 2 damage.



Removing a Blightcap Mushroom token from the game allows your hero to recover 2 vitae.



Removing a Cube of Annihilation card from the game allows your hero to perform a magic area attack.

Note: When rolling the Cube of Annihilation's attack, any  rolled counts as 2 successes.

AREA ATTACKS

An area attack is shown as "Area" followed by a number which indicates the range of the attack (in this case 1). Each Enemy within range of your Hero is affected. The attack will not affect your Hero or any other Heroes.


The area attack also indicates the number of Action dice you should roll (in this case 4). 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.

ITEM ENCUMBRANCE

All of the bulkier items your Hero finds have an encumbrance value on them, shown next to the backpack symbol. However, backpack and encumbrance rules are not used in Tutorial 2, so this can be ignored.

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.


In Tabletop Simulator

Although you would normally not have to move figures when overlaying a card in Tabletop Simulator, in the case of an area being split into several smaller areas you may have to reposition figures afterwards, as described above.

In Tabletopia

Some of the Overlay cards in tutorial 2 need to be overlaid at an angle. To do so, rotate the camera to the desired angle (right click and move your mouse left or right) before placing the card.

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 white line.

7. Enemies and combat

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. In Tabletop Simulator you should "Shuffle" the bag of figures before taking one, to ensure you get a randomly numbered figure.

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 white lines only.

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 skull symbol (👁️), as it matches the symbol shown in the upper left corner of the Skitterer Encounter card. The other 2 Enemy symbols (👁️ & 👁️) should be ignored in this scenario, as there are no Enemy Encounter cards that display those symbols.

A Skitterer initiative bar:



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

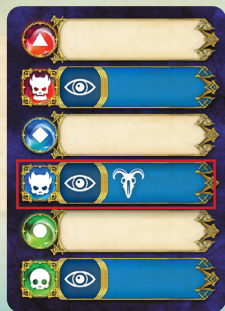


Enemy special ability symbol (👁️ or 👁️). The Skitterers in this scenario have no special abilities, so these symbols should be ignored.

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

Example:

Initiative 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, 'R'. The special ability symbol is ignored in this scenario.

Looking at the Skitterer Encounter card, we can see the 'R' action is a Move 1 followed by a Melee Attack.

Skitterer Encounter card:



AN ENEMY TURN

During its turn, an Enemy will perform the action on its Encounter card that matches the one indicated on its activation 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.

Enemy Movement

If the Enemy Action shows "Move" followed by a number, 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 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 where all adjacent areas are at maximum capacity, or all Heroes could be in an area that an enemy cannot reach. When this happens, move the enemy towards an area it can reach that is as close as possible (counted in adjacent areas) 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 area they are in is 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:

Shows that this is a melee attack



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

Leg stab

Name of attack

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 the 2 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 red or white line. The two areas may not be of different heights (see Height of an Area on page 13).

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 **2. Applying damage to Heroes**). In this scenario, you will roll either a Might or Agility reactive ability check against the Skitterers' attack.

**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 take Provoke damage from the same Skitterer once during that Hero's turn, but a 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
- » They have an active melee weapon; an Item card placed in your active Item cards area (to the left of your Hero board), 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**





Example: Torrax's attack action is a melee attack that allows him to roll 2 action dice.

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, except for the Fist Of Torrax, all weapons have weapon modifiers of -1 damage, as you are using items that 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 
- » They have an active ranged weapon; an Item card placed in your active Item cards area (to the left of your Hero board), 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. In order for one figure to have line of sight to another figure, it must be possible to draw a straight line from a part of the area the first figure is in to a part of the area the second figure is in, without:

- » Going through a solid barrier (a border of an area which is not a white or red line)
- » Going through an area of a higher level than the area the first figure is in.

Height of an Area

All areas are at ground level unless they show a height symbol:

 One level higher than ground level

 Two levels higher than ground level

Examples: 1. A line of sight where the corners chosen really matter. 2. A line of sight using a solid barrier as a corner but not going through it. 3. A figure in one area having line of sight to a figure in a lower level area while the opposite is not true.



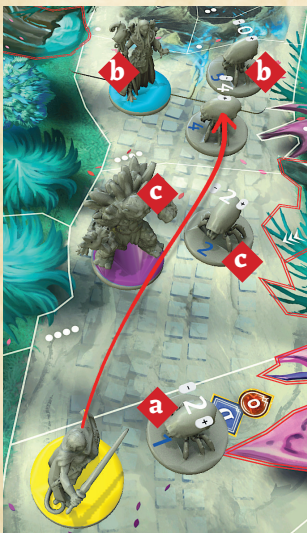
Example: Lunara's attack action can be used as either a melee or ranged attack, and allows her to roll 2 action dice.

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.
- » 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 corner of the area your Hero is in to any corner 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 3. 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

A magic attack is a ranged attack if it shows a range, otherwise it is a melee attack. If it has a range, that range is shown as a number on a black background. This is the maximum range. The minimum range of a magic attack is 0. Although none of the Heroes in these tutorials have melee magic attacks, the rules are given here for both melee and ranged magic attacks.

Unlike with other 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 melee attacks and ranged attacks (as appropriate), including, for ranged magic attacks, the damage reduction for the obstructed aim of a ranged attack.

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

- » Your chosen action for this round shows the magic attack symbol ★
- » Your Magic Attack action does not show a range.
- » There is an Enemy in the same area as your Hero, or in an adjacent area to your Hero that is at maximum capacity

Your Hero may perform a ranged 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 ranged magic attack that can be used from range 0 up to range 3. It allows him to roll 2 Action dice.

Applying Damage to Enemies

The damage an Enemy receives is tracked on the Enemy model by clicking on the '+' and '-' shown above it. Once an Enemy has received a total amount of damage equal to or higher than the health value shown on its Encounter card, it is defeated and removed from the Scenario map. In Tabletop Simulator, place it back in the designated bag if there is one.

Some 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.

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, your Meditate maneuver restores 1 fewer vitae, and your Recover maneuver heals 1 fewer damage.



CONCLUSIONS



You made it past the obstructions and have outpaced any remaining Skitterers. More appear from the treeline as you rush off up the road towards the rising smoke.

You make it to the hill, where you can see the sky aglow with red and blue light. It is coming from beyond the ruins of the Ancients which mark the forest downhill. You hear faint yells, curses, and blasts, all seemingly coming from a magical battle being fought not far from here.

Then you see a nihtegri sorcerer rise into the sky on a flying disc, casting evil red energy down at Shantor as she levitates herself up, countering with blue magic.

Legionary starts to whine miserably. You do your best to calm him down before going to help his mistress. Just then you see the evil nihtegri cast a magical bolt your way. You hear the whistling sounds, and you realize you must run for your lives!

Count the number of discarded Fate cards. Consult the table below to see how you did. Additionally, the quicker you have completed this scenario, the more advantages you will have in the next.

10 ROUNDS OR LESS

You manage to drag Legionary and Birdie out of harm's way, safely towards the ruins ahead. The bolt hits the wisptrees behind you, causing many of them to splinter and fall.

You will place 2 skitterers on the Scenario map at the start of tutorial 3.

11-12

If only you had got here sooner, you could have taken cover in the ruins ahead. The bolt hits Birdie's back side, blowing the wagon into small pieces. You manage to cut Legionary away from the remains and save him, and you also save the runic plate from Birdie's destroyed wreck.

You will place 3 skitterers on the Scenario map at the start of tutorial 3.

13 OR MORE

You cut Legionary loose and grab the runic plate from Birdie, and then run as fast as you can. But Legionary does not realize what is going on, and the bolt destroys the wagon and also hits the poor togrel. He dies with a final sad grunt.

You will place 4 skitterers on the Scenario map at the start of tutorial 3.

ACHIEVEMENTS

Name	Type	Condition
Explorers	Group	Story cards 'A', 'L', and 'Q' have been drawn
Pacifists	Group	No Enemies were defeated
Slayers	Group	All Enemies were defeated
Togrel Friend	Individual	A Hero with the 'Togrel Whisperer' Story card from Tutorial 1 successfully calmed the Togrel (see Story card 'E')
Convincing Argument	Individual	Your Hero succeeded at the will check on Story card 'K'
Pacing Yourself	Individual	Finish the scenario unwounded, and on maximum stamina