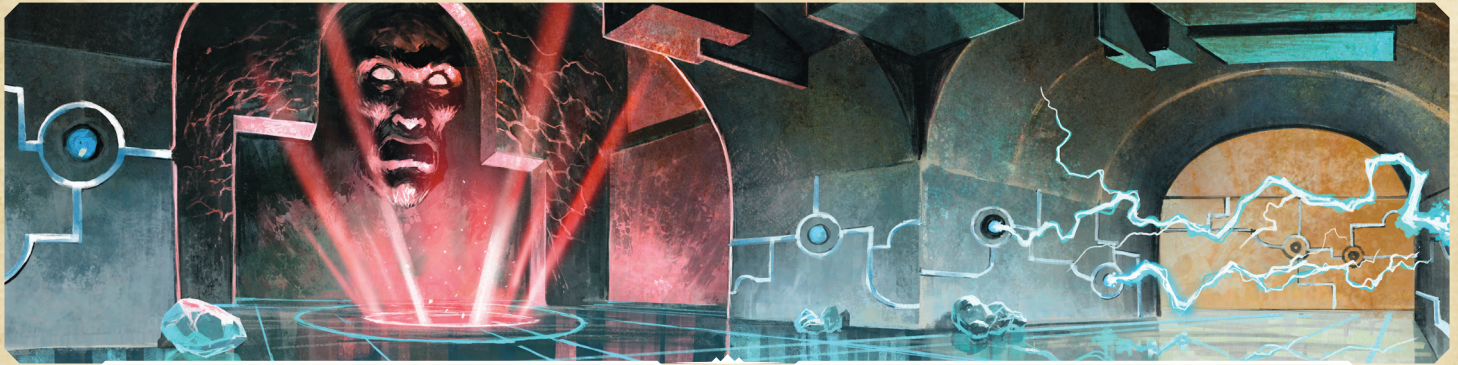


AGEMONIA

THIS TUTORIAL

This Tutorial builds on Tutorials 1 & 2 and will guide you through the third and final introductory scenario “The Secret of the Ancients”, teaching you the rules you need to know as you progress.



TUTORIAL 3

THE SECRET OF THE ANCIENTS

INTRODUCTION

You are still shocked from the magic bolt, the leaves in the trees behind you still smoldering. Desperate not to get hit again, you run from the forest towards the strange lights. As you follow the road you find the derelict ruins of an old pagan town built around a strange round hill. On top of the hill your friend Shantor Three-Birds is caught in a magical battle against a menacing robed figure. He must be the one who cast those magic bolts into the forest! Powerful magics radiate in all directions, painting the clouds first in scarlet, then in blue. Something about them or the hill itself seems to attract your runic plate, which has started to vibrate.

You witness the enemy grab Shantor with his powerful magic and throw her down inside the hill itself. How is that even possible? The evil sorcerer looks your way. He is holding a crimson orb, its light reflected from inside his hood, as if he had a glowing red eye. He hesitates for a moment, perhaps preparing a spell, but then glances at the orb again. Instead of attacking you, he steps on a metallic disc which starts to levitate, and then takes him northwards, away from the scene of battle.

Before you have a chance to react, you see a strange vision. It is Shantor. She tells you that the hill was built by the ancients but is now full of harmful aox magic created by the powerful sorcerer she was fighting against. The evil energy is clashing with her good magic, and is about to cause an implosion that will pollute this whole region. You must enter the hill and stop this from happening. You must hurry, since Shantor herself is in trouble, too!

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 Ruins of the Ancients”.
2. Each player: Hero board, Action Selection marker, and starting Vitality disk for your selected Hero.
3. Each player: Stacked on your Vitality disk are a number of Stamina chips, stamina (blue) side up. The number of Stamina chips is determined by the Hero you are playing.
4. Each player: 3 Action bars. **Before you select your first action of the game you will have to choose 2 of these and slot them into your Hero board. The Action bar you don't choose will be removed from the game. For now, feel free to look at them, but leave them where they are.**
5. Bags of Star tokens, Star Lotus Herb tokens, Blightcap Mushroom tokens, Agura Crystal tokens, Moonegg tokens, Blood Crystal tokens and Achievement tokens. **Distribute any of these tokens you have from earlier scenarios amongst your Heroes as you choose.**
6. Item from earlier tutorials. **Distribute any of these items you have from earlier scenarios amongst your Heroes as you choose.**
7. Counters.
8. Bag of Lumin Demon figures, bag of Skitterer figures, and Hive Mother figure. **“Shuffle” these bags.**
9. Bag of X markers.
10. Initiative cards. **Shuffle these cards.**
11. Injury cards. **Shuffle these cards.**
12. Condition cards.
13. Story cards for “Ruins of the Ancients”. **Do not shuffle this deck or read any of the Story cards.**
14. Fate cards. All 20 Fate cards are used in this scenario. **Shuffle these cards.**
15. New items you may gain during this scenario.
16. Runic Plates.
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.

Runic Plates

Runic Plates are items, and are used as described on various Story cards.

Placing Skitterers

Reveal and flip Story card '❖' now, and place Skitterers accordingly.

Additional Scenario Rules


X MARKERS ON THE SCENARIO MAP

Five of the lines between areas on the Scenario map are shown as a dashed white line along with a line of blue lightning, and are covered with an X marker. There is also a line of red lightning covered by an X marker. Each of these represents an opaque shimmering force field.

Until the marker is removed, treat each of these lines as a solid barrier (impassible). If the X marker is removed, treat it as a normal white line.

Slavethorn Bushes

Just like the Scenario map for The Road to Runedale, the Scenario map for this tutorial has areas containing Slavethorn.

Whenever you enter an area containing :



SCENARIO END CONDITIONS

You successfully complete the scenario when a Story card tells you to read Climax 1: Scenario Success. Play to the end of that round. You fail the scenario if all Heroes are exhausted, or if a Story card tells you to read Climax 2: Fail Forward. If you both succeed and fail in the same round, count it as a success.

In either case, read the relevant Conclusion (Scenario Success or Fail Forward) at the end of the tutorial.

FOR NOW...

Place your Hero miniatures in the area marked "Start Here" in the bottom left of the Scenario map.

TUTORIAL 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, page 5
 Active ability checks, tutorial 1, page 9
 Reactive ability checks, tutorial 2, page 6
 Applying damage to Heroes, tutorial 2, page 7
 Using items, tutorial 2, page 8
 Being Hindered, tutorial 2, page 14

Actions

Focus action: tutorial 1, page 8
 Extra Maneuver action: tutorial 1, page 3
 Hero Attack actions: tutorial 2, page 12

Maneuvers

Move maneuvers: tutorial 1, pages 4 & 5
 Recover maneuver, tutorial 1, page 8 &
 tutorial 2, page 5
 Spending maneuvers, tutorial 1, page 9

OTHER RULES

Scenario map

Areas on the Scenario map, tutorial 1, page 5
 Maximum Capacity, tutorial 1, page 8
 Range, tutorial 1, page 7

Story cards

Story points and Story cards, tutorial 1, page 6
 Flipping Story cards, tutorial 1, page 10
 Overlay cards, tutorial 1, page 10

Enemies

Enemies and Combat, tutorial 2, page 9

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 use. If you attempt to use an action that costs stamina during your Hero turn, but you have no stamina left, you may not take that action. Remember: You may instead perform the Rethink action (at no stamina cost).



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 2, 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 3, and heals damage equal to the successes you roll on 2 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.

Before selecting your Hero action in the first round, you must choose 2 of your 3 Action bars to slot into the spaces provided on your Hero board. Remove the Action bar you don't choose from the game. Note: This choice only affects the actions you may choose in this scenario; you may make a different choice of actions at the start of each future scenario.

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.



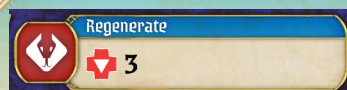
ENEMY SPECIAL ABILITY SYMBOLS

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.

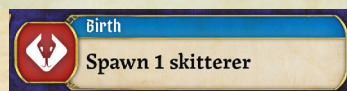


Snake special ability symbol

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



Heal 3 damage.



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 on its side as a reminder.







The enemy will perform this attack.

Horns special ability symbol

The horns ability on an Enemy's card either enhances their normal action, or grants an extra attack:

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

 **Focus**
+1  Increases the Enemy's attack.

 **Venom**
Weaken  **Rend**
Bleed 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, page 10).

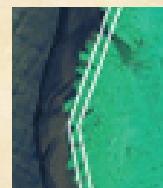
3. Hero and Enemy Turns

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


DOUBLE WHITE LINES ON THE SCENARIO MAP

For the sake of clarity, some Scenario maps use double white 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 double white 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.



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.


When you drop an Item card in an area...

When you pick up a previously dropped item, place it beneath your Hero board. You may not pick up an item if your Hero is hindered.

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 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 the same area, just as with any other items dropped on the Scenario map.

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

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

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, page 10).
- » 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 face 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.

OTHER RULES

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

1. 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 Tutorial 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, page 8).

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.



2. Timers

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

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. This will also reset the timer. You may want to use one of the Counters provided to record the current total of the Fate cards in the Timer pile.

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 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.

3. 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 a Counter 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. Otherwise they 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 , , and . Even if Tony spends 2 stamina he cannot immediately succeed at the check. He decides to spend 1 stamina and places a Counter 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.

4. Hive Mother

OVERVIEW

The Hive Mother card features the following details:

- Character:** Hive Mother (Beast · Large), Agura Crystal.
- Health:** 25 (5 + 5 + 5).
- Shield:** 1.
- Birth:** Spawn 1 skitterer.
- Web:** Initiative 1, Range 3, Fail Entangle, Focus +1.
- Stomp:** Initiative 3, Range 3, Charge +1.
- Spike:** Initiative 2, Range 3, Weaken.

- 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). It also has 1 shield 3, meaning that each time it takes damage, that damage is reduced by 1.
- 4 The Hive Mother's Punish 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 1 area 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 stamina symbol ▼, and the Hero rolls an active ability check to resist it rather than a reactive ability check.

If the Hero does not get 3 or more successes from their agility active ability check they gain the Entangled condition (see Conditions, page 10). If the horns special ability symbol 🐉 is shown on the Initiative card, the Hero needs 4 or more successes from their agility active ability check instead of 3 or more.

Note: If the Hero has selected the Focus action this turn, they will get to roll 1 extra Action die against this attack **even if the attack occurs before the Hero has had their turn.**



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 Enfeebled condition (see Conditions, page 10).

5. Conditions

Heroes may gain 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.



BLEEDING

At the start of each of your turns, take 1 damage. When you next receive healing (from a Recover maneuver, or in any other way), heal no damage, but discard this Condition card.



WEAKENED

When you next roll 1 or more Action die (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.



ENTANGLED

You may not move (by using a Move maneuver, or in any other way) until you spend a maneuver to discard this Condition card.



7. Injury card effects

- 1** ♦ Get one fewer success when performing a melee attack (does not apply to magic melee attacks).
- 1** ♦ Get one fewer success when performing a ranged or magic attack.
- 1** **-1** **-1** Roll one fewer die when performing an active or reactive ability check using the ability shown.
- 1** ♦ Get one fewer success when performing an active or reactive ability check.
- 1** Get 1 fewer movement point when you perform a Move maneuver.
- Recover: **-1** Restore 1 fewer stamina when you perform a Recover maneuver.
- Recover: **-1** Heal 1 fewer damage when you perform a Recover maneuver.
- 1** You have one fewer hand for your active items, meaning you may not have an active 2-handed item, and may only have one active 1-handed item. If necessary, immediately move one of your active items into your backpack area.

Cannot use Potion items You may not use any potion items.



For all purposes, the initiative symbol on each of your actions counts as a different symbol. If that initiative symbol is green, you will have your turn last of all that round.

8. Items in Tutorial 3

There are several items you may find in tutorial 3. These last few sections of "Other Rules" detail these items. We recommend you do not look at these sections until you find the corresponding item, in order not to spoil the surprise.

MOONEGG TOKENS

Removing a Moonegg token from the game when your Hero is wounded allows them to become unwounded; set any Stamina chips on your Vitality disk aside, flip your Vitality disk back to its unwounded side, and replace the set aside Stamina chips back on top of it. However, any Injury cards your Hero has will remain.



BLOOD CRYSTAL TOKENS

Removing a Blood Crystal token from the game allows your hero to add 1 Action die to any magical attack. You must decide whether to use one or more tokens before you roll the 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.

Slot: Agura
+1 Agura Crystal Bonus

If you have an Agura Crystal token you may place it on the Ceremonial Spear card at any time during your turn. While an Agura Crystal token is placed on the card you may roll one extra Action die on each attack you make with the ceremonial spear. The Agura Crystal token may be removed from the card at any time during your turn.

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 over red lines as well as white lines.
- » You are not subject to any Enemy Punish 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.
- » You may ignore any symbols on the Scenario map in the area you teleport into.

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 action this turn. You may perform any of the actions on your Hero board.



POTION OF HEALING

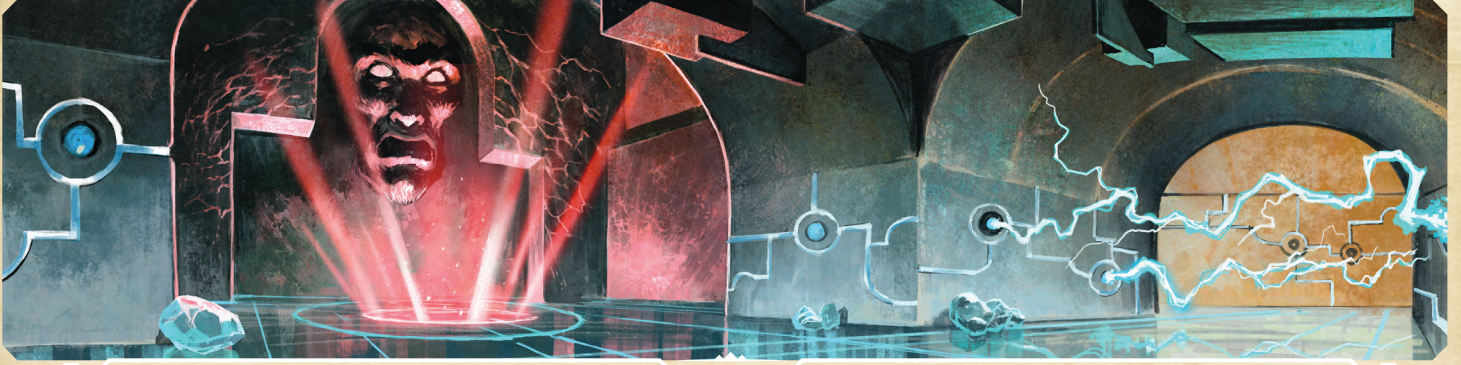


The potion of healing may be discarded to heal 5 damage to your Hero.

SCROLL OF EMPOWERMENT

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





CONCLUSIONS

CLIMAX 1: SCENARIO SUCCESS

You manage to redirect and shut down the clashing magical energies. The magical lightning is grounded and dissipates. The rumbling turns into a whisper and then dies out. In the vault's central chamber Shantor lies, barely breathing, as the magical bubble surrounding her vanishes.

She breathes heavily, as she turns to speak to you.

"I may well be the last Keeper of the Breach left. You must now fulfill my quest. Here, use this key to access Skyrender in Runedale. It is one of the beacons you must light to prevent aox from entering Agemonia from the Breach." You see she is in pain and exhausted, but still manages to conjure a weary smile. "I hope to see you again, Keepers."

She seems to have one last ounce of magic left, as the world turns around her, and her body disappears, leaving only her empty robes behind. You have a tingling sensation suggesting she is not dead, but gone to a different place. You have barely picked up the ancient key your newfound mentor left behind when something even stranger happens. The big stone head carved in the wall comes alive. Its ice-blue eyes stare at you and its voice booms low, but it is not menacing. Rather, you feel comforted by its presence.

"The fate of Agemonia now lies in your hands," it declares. "Each one of you has the power to make a difference, but also a chance to veer away from the light. Your destinies are unwritten, but they will be intertwined. The choices you make, individually and together, will determine the fate of all."

You realize this is not just a statue which speaks, this is the voice of aiun, the good energy that opposes aox and the demons. Its voice no longer booms in the chamber, but is now heard inside your heads, all of you experiencing a different vision.

Gain quest item card: Ancient Key

Gain group card: Shantor watches over you (not included in this Prototype)

Each hero gains a vision card: Read your hero's vision card to yourself. Do not show it to any other players.

CLIMAX 2: FAIL FORWARD

The hill has been humming and shaking all along, but now the sound turns thunderous and the vibrations into an earthquake. The two magics, aox and aiun, are clashing, feeding into each other in a vicious cycle, and you were not fast enough or strong enough to stop them.

You run back to the road for cover as the inner vault explodes. Rocks and dirt fly out from the hole on top of the hill. Magical pollution blows from every doorway and opening, covering the entire ruin with sparkles and mist. Then everything goes quiet.

You are drawn through the rubble towards the central chamber where Shantor Three-Birds, your friend and newfound mentor, is buried under the rocks. Next to her lies an ancient key, which you pick up.

As you touch it, the enormous stone head comes alive.

Its ice-blue eyes stare at you and its voice booms low, but it is not menacing. Rather, you feel comforted by seeing it.

"The key will open Skyrender in Runedale. The fate of Agemonia now lies in your hands," it declares. "Each one of you has the power to make a difference, but also a chance to veer away from aiun. Your destinies are unwritten, but they will be intertwined. The choices you make, individually and together, will determine the fate of all."

You realize this is not just a statue which speaks, this is the voice of aiun, the good energy that opposes aox and the demons. Its voice no longer sounds in the vault, but is now heard inside your heads, all of you experiencing a different vision.

Gain quest item card: Ancient Key

Shuffle World Encounter card number 1 "the Mutated Land" into the World encounter deck. (not included in this Prototype)

Each hero gains a vision card: Read your hero's vision card to yourself. Do not show it to any other players.

If Birdie is still in one piece

You have managed to protect Shantor's enchanted wagon Birdie and her togrel Legionary. Both have been waiting in a safe place by the road, and while they are physically unharmed, you can sense Legionary is distressed. Perhaps it sensed the loss of its mistress. You calm it down, and help it draw Birdie towards Runedale.

Gain group card: Legionary the togrel (not included in this Prototype)

Gain group card: Birdie (not included in this Prototype)

If just Legionary is still alive

The destructive magic has destroyed Shantor's enchanted wagon Birdie. Her togrel Legionary whimpers next to the wreckage. The beast's fur is slightly scorched, but otherwise it seems none the worse for wear. You calm it, and take it along to Runedale where it will perhaps meet others of its kind.

Gain group card: Legionary the togrel (not included in this Prototype)

ACHIEVEMENTS

Name	Type	Condition
Explorers	Group	Story cards 'H', 'U' and 'Y' have been drawn
Pacifists	Group	No Enemies were defeated
Demon Slayers	Group	All demons were defeated
Treasure Hoarders	Group	You succeeded at the progressive will check on Story card 'N' without discarding any Agura crystals and without placing one on the pedestal at 'Q'
Giant Killer	Individual	The Hive Mother was defeated, and your Hero applied the final damage to her
Bullheaded	Individual	Your Hero attempted the reactive might check on Story card 'W'
All For One and One For All	Individual	Your Hero took the ceremonial spear off the wall, but either gave it to another Hero, or dropped it and another Hero picked it up
Pacing Yourself	Individual	Finish the scenario unwounded, and on maximum stamina

EPILOG

You turn your backs on the ruins and the vault of the ancients, and continue on your way to Runedale. Each of you is silently pondering Shantor's fate, and the strange vision you beheld, wondering whether to share it with the others, or to keep it to yourselves.

The sun sets to your left, painting the sky with brushstrokes of cyan and rose. In the horizon you see the smoke rising from Runedale's chimneys.

As you keep traveling, one thing is clear to all of you: The fate of Agemonia lies in your hands!

