



ANCIENT CHRONICLES

Anvil of the Gods

Tutorial

S&S - TUTORIAL

Heroes, it's your time!

This Tutorial guides you through playing your first adventure in the world of *Sword & Sorcery*. Please keep your playing pieces and the three booklets below at hand:



Rulebook Storybook Book of Secrets

Reading the Rulebook is not necessary to play this Tutorial, but you should assemble the tokens and arrange the card decks, as shown in the Rulebook sections 1.3 and 2.1, pages 5, 6, and 7.

Step 1: Who are you?

To begin the Quest, each player must choose a Hero. The player controls their Hero during play. You can find a list of the available Heroes in the Rulebook, page 20. Choosing your Hero is explained in the Rulebook section 2.2.1, page 7. For this Tutorial, we prepared 2 Heroes {the minimum required to play} with easy abilities to use in our examples of play.

Next, each player should perform these 5 steps in order:

- 1) Select their favorite Hero from the available Hero cards. Each player chooses one of the two available classes for their Hero. The classes are listed under the Hero's name and also denoted by the dominant color of the Hero's illustration.



- 2) Place the Hero Sheet with the illustration that matches their chosen Hero and class in front of them.



- 3) Place the the character's Soul Gem {matching the class color} above the Hero Sheet and turn the dial to **Soulrank level I** {with the "I" on the very top of the dial as pictured}.



- 4) Place a Hero Bookmark token below the Hero Sheet. The color doesn't matter; choose the one you prefer. You will use this token to keep track of which Hero has already acted in each round.



- 5) Choose their starting Powers and Talents {Power and/or Talent cards} and place them to the right of the Hero Sheet.



The number of Powers and Talents each Hero can take is noted on the Soul Gem beside this icon:



The digit represents the number of Power cards, while the number of asterisks indicate the number of Talent cards {usually none or one at early **Soulranks**, up to two at **Soulrank VII**}.

For this Tutorial, we prepared the following Heroes:



Jeanne – Avenger {Class},
with **Healing Wave** {Power}.

Note: Jeanne has no Talents at **Soulrank I**.



Robin – Thief {Class},
with **Acid Strike** {Power} and **Expert** {Talent}.

You can find information about the Heroes in the Rulebook, section 6, page 21.

Tip: Character Creation

Character creation may seem complex because each Hero has many Powers to choose from, but you may reduce your choices by discarding some Powers:

- ◆ Powers you can't acquire nor activate at **Soulrank I**: 

For example, this Power can only be acquired and activated at **Soulrank III**. To acquire and use a Power at **Soulrank I**, the Power must show the roman numeral I.

- ◆ Powers that don't match the Soul Nature of the chosen Hero: 

For instance, this Power is reserved for Chaos nature Heroes, it can't be used by a Law nature Hero.

Nature is indicated on the Hero Card:

Law  - Neutral  - Chaos 

- ◆ Powers which don't match the Class of the chosen Hero: 

For instance, this Power is reserved for **Robin** of Alchemist class, and it can't be used by **Robin** of Thief class.

You can find any information about Powers in Rulebook, section 8, page 27 and following.

On the side of the page, you can see the tokens you need to place on the map. Mostly, you just need to look for the matching tokens and place them as indicated on the map. For example:



Doors should be placed vertically on their bases and are identified by color:



Shadow Tokens require more attention: they have different backs, and they change in number and type depending on the number of players. Shadow Tokens represent hidden Enemies that jump out of the gloom to harry the heroes.

On the side of the page, you can see the required number of Shadow Tokens to be placed later on map, depending on the number of Heroes in play:



- ◆ "2+" shows the number of Shadow Tokens you need when you play with 2 Heroes or more.
- ◆ "4+" shows the number of Shadow Tokens you must add to the previous ones if there are 4 or more Heroes in play.

In this Tutorial, we have 2 Heroes, so we'll use 1 Shadow Token only. If we had 4 or more Heroes, we would use 2 Shadow Tokens {1+1}.

The following table shows the type and the number of Shadow Tokens you need to select and then shuffle face down to form the Shadows Reserve:

Shadows Reserve		
Heroes		
	Enemy	Champion
2-3	0	1
4-5	1	1

This table indicates that:

- ◆ If we play with 2-3 Heroes, we use 1 Champion Shadow Token only {pictured in the top row}.
- ◆ If we play with 4-5 Heroes, we use both 1 Enemy and 1 Champion Shadow Token.

In this Tutorial, we have 2 Heroes, so we'll use 1 Champion Shadow Token only.

It is possible to have more tokens in the Shadow Reserve than you have Shadow Tokens marked on the map.

Step 2: Where are you?

In this tutorial, we'll face **Quest I** of the campaign: **Anvil of the Gods**, which you can find in the **Storybook** pages 8-9.

First of all, we'll assemble the map, as shown on **Storybook**, page 9.

At the top of the page, you'll find the tiles you should use, each identified by a number, which indicates the tile itself, and the letter **A** or **B** which indicates the side you should use.

Just below the list of Map Tiles, you can see the map you need to assemble. Now arrange the map in the middle of your table. Some Quests also indicate a list of map tiles to "keep aside" ; these tiles may be used later in the Quest, depending on the Heroes' actions.

Map Tiles: 4A, 7A, 15A, 17A, 19A, 20B.



Lastly, you place the Shadow Tokens, face down, on the map: Use the following steps to prepare the card decks you need during the game:



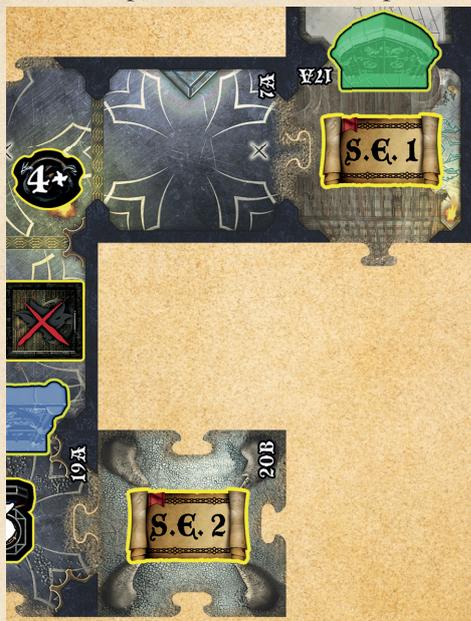
Select the Shadow Tokens randomly from the Shadows Reserve and place them in the areas marked by the icon “2+”. If you are playing with 4–5 Heroes, also place Shadow Tokens where you see the icon “4+”.

In this Tutorial we have 2 Heroes, so place only 1 Shadow Token in the indicated area.

Next, you need to place the elements shown on the opposite page, Storybook, page 8:



In this Quest, you must place the Story Event 1 and Story Event 2 cards, face up, as shown on the map.



Finally, place the figures of the Heroes in play in the **Begin** area indicated on the map:



Some Quests have multiple **Begin** areas for the Heroes to choose from.

The map is ready!

Now you must prepare the card decks (you can follow the picture on Rulebook, page 9, to organize the elements on the table).

- ◆ Shuffle and place at hand the following decks: Encounter, Enemy Power, Trap, and Treasure.



- ◆ Create the Enemy deck using only the cards indicated in the Storybook (in this Quest, take the 2 green Giant Spider Enemy cards).



- ◆ Shuffle this deck and place it face down. Take also the Enemy Scrolls of the Enemies included in the deck (in this Quest, the green Giant Spider) and keep them at hand. Note: Each Enemy Scroll is shared between the two copies of the same Enemy. Enemy Scrolls describe how the Enemies act (see Rulebook section 15.1, page 47 for additional details).
- ◆ Arrange the Event Deck as shown:



For this Quest, shuffle the Event Cards 12 and 14 together and place them face down, then place the Event Card 20 face down above them.

Setup is now complete, and the Quest can start!

You can find detailed information about how to set up the Quest in the Storybook section 2, pages 3–5.

Step 3: Adventure

To start the Quest, read the Introduction in the Storybook, page 8.

After the Introduction, read the Starting Conditions in the Special Quest Rules, below:

Special Quest Rules

Starting Condition: Regardless of the chosen game mode (Campaign/Standalone), Heroes start without any Items and in Ghost Soul Form (Hero card flipped).

Quest Fail: The Quest fails if the last Event card is discarded, see Paragraph §1.12.

The Special Quest Rules for this Quest mean that you can't equip your Heroes and you have to turn the Hero Cards to the **Ghost Soul** Form side. The Heroes are ethereal spirits, not yet resurrected.



As stated at the end of the Introduction, you now have to read **Book of Secrets Paragraph §1.1, page 26**.

Here the Heroes are given a task:

- ◆ During his Turn, each **Ghost Soul** Hero must move onto the open **Shrine's** area and wait there until next Time Phase. Then go to §1.2.

So, in their first Turn, the Heroes will have to reach the area containing the **Shrine**:



and wait for the Time Phase there to resurrect thanks to the Gods' aid.

Now it's time to talk about the Game Sequence.

A Sword & Sorcery Quest is played over a number of Rounds, which follow one another until the Quest is completed or failed.

Each Round is subdivided into the following phases and subphases:

- 1) **Time Phase** - which begins the Round and is the time when players resolve Damage over Time effects, clear some effects, manage the cooldown of their Hero Powers, and have the opportunity for their Heroes to resurrect or increase their **Soulrank**.
- 2) **Battle Phase** - which includes and repeats the following two steps **FOR EACH HERO**
 - ◆ **Hero Turn** {in which a single Hero acts}
 - ◆ **Enemy Turn** {in which the Enemies act based on a drawn Encounter card}
- 3) **Event Phase** - which closes the Round by resolving {if hidden} or discarding {if revealed} the top card of the Event deck.

Let's start now and see how it plays out.

ROUND I

1) Round I - Time Phase

For the first Round, we can ignore this step. We'll explain the effects of this Phase later.

2) Round I - Battle Phase

During the Battle Phase, each player must play their Hero Turn, **IMMEDIATELY FOLLOWED BY** an Enemy Turn. So, each time a Hero gets a Turn, the Enemies also get a Turn. Players can decide in which order they perform their Hero Turns. Let's begin with **Jeanne**.



Jeanne's Turn:

In their Hero Turn, a Hero can perform their Activities {movement, combat, actions, etc.}, but while they are in **Ghost Soul Form**, a Hero is limited to the 3 **Ghost Soul** Activities. They can perform these **Ghost Soul** Activities once each per Turn, in any order. These Activities are shown on the Hero Card:

- ◆ **Soul Shout**
This is a special Power detailed on the Hero Card. **Jeanne**, for instance, can heal Heroes, while **Robin** can make Traps less effective. Neither of these abilities would be useful to us at this point, so we can ignore this Activity for now.
- ◆ **Recall**
This activity lets the Hero teleport instantly to an area containing an open **Shrine** { }. As the first Turn's goal is to move onto the **Shrine**, **Jeanne** may simply perform a Recall and pass the Turn.
- ◆ **Move**
A **Ghost Soul** can perform a Movement activity. The **Ghost Soul** Hero has 5 movement points and moves using the rules for flying creatures: in short, they can't cross walls and doors, but they don't interact with anything on the map {hindrances, figures, tokens, cards, etc.}.

Jeanne chooses to perform a Move activity. She could have used her Recall activity but wants to try movement.

- ◆ She may enter 1 adjacent area for each movement point she spends
- ◆ She can't cross blocking sides or closed doors

You can find a complete description of Movement in the **Rulebook sections 7.1-7.1.3, pages 24-25**.

An area of the map is divided from other areas by blocking edges or a band of different soil, and it's always indicated by an X.

See the example in the **Rulebook section 4, page 12**.

Now **Jeanne** spends 3 movement points to pass through the areas needed to reach the **Shrine**:



Jeanne's Hero Turn is complete. Now, she should perform an Enemy Turn, but Heroes in **Ghost Soul** Form skip their Enemy Turns. So **Jeanne** has completed her Turn and may keep track of it using her Bookmark Token, placed below her Hero Sheet. At the beginning of each Round {Time Phase}, the Bookmark is turned to the Gem Up Side side, then at the end of the Hero Turn it's turned to the Gem Down Side. In this way, the player knows whether their Hero has acted for the current Round.



Robin's Turn:

Now **Robin** can perform his Hero Turn. He can reach the **Shrine** with a Move activity, or instantly with a Recall activity, and his Turn is over. He chooses to use his Recall activity and ends his Hero Turn (turning his Bookmark Token to the Gem Down Side).

Robin is in **Ghost Soul** Form too, so his Enemy Turn is also skipped.

The Battle Phase of Round I is now over.

3) Round I - Event Phase

In this Phase, the Active Hero (which is the Hero who has played the last Hero Turn—now the Active Hero is **Robin**) must check the status of the Event Deck:

- ♦ If the top card is unrevealed, they must reveal it and resolve its effects, then they must place it face up on top of the Event Deck.
- ♦ If the top card is face up on top of the Event Deck, they must move it into the discard pile.

This means an Event Card is revealed and resolved every 2nd Round.

Robin reveals the top card of the Event Deck, which is this one:



The Heroes gain 2 **Soul Points** for their shared pool, 1 for **Jeanne** and 1 for **Robin**. **Soul Points** can be gained by killing Enemies or from game events like this. They are stored in a shared pool, and Heroes may use them to resurrect from death or to increase their **Soulrank**.

You can use the Soul Counter to keep track of the Party's **Soul Points**. **Robin** can now adjust it to "2."

Soul Counter



The first Round is now complete.



Heroes at the end of Round 1

ROUND II

1) Round II - Time Phase

As instructed by **Paragraph §1.1** of the **Book of Secrets**, players now read the **Book of Secrets Paragraph §1.2**, page 26.

In this Time Phase, Heroes must spend the **Soul Points** they just gained to Resurrect (See the **Rulebook section 12.3**, page 43). To Resurrect, they must be in an area containing an open **Shrine** and spend a number of **Soul Points** equal to their current **Soulrank**.

Note: remember that in most cases, the **Soulrank** is decreased by 1 just after the death. So, for instance, a **Soulrank II** Hero who dies becomes **Soulrank I** and needs only 1 **Soul Point** to resurrect.

Now that the Heroes are on an open **Shrine** and have enough **Soul Points** to spend, they can spend 1 **Soul Point** each to resurrect at **Soulrank I**.

The players flip their Hero Cards and return to full health state, as indicated on their Soul Gem.



The Time Phase of Round II is over.

From now on, Heroes can play their regular Turns.

Let's see how they work:

2) Round II - Battle Phase

During the Hero Turn, when not in **Ghost Soul Form**, the Heroes can perform a variety of activities:

Movement activity

A Hero's Movement Points are indicated on the bottom-right corner of the Hero Card:



The Movement activity is performed—as we saw in our example—by spending 1 Movement Point for each area the Hero enters. But, when not in **Ghost Soul Form**, a Hero now interacts with the map in several ways:

- ♦ If a Hero enters an area containing a Waypoint Token or an Event Card, Movement immediately pauses to resolve the corresponding effects, as described in the Storybook and Book of Secrets. Any remaining Movement Points can be spent after resolving the effects.
- ♦ If a Shadow Token is ever in a Hero's Line of Sight, they must immediately reveal it and resolve its effects as described in the Storybook and Book of Secrets. This will be explained in more detail later in this Tutorial.
- ♦ Heroes can't interrupt Movement to perform a Combat activity and resume Movement afterward. But they can pause Movement to perform a number of Actions or Free Actions (for instance: opening doors, using Items such as Darts or Bandages, or even using Powers, as long as they don't require a Combat activity) and resume Movement after the Action is complete. In other words, Heroes can perform a Combat before or after but not during their Movement activity.
- ♦ If a Hero moves into an area with one or more Enemies, the Hero is immediately Engaged in combat.

Please note that spending a Combat activity and performing an Attack are not necessarily the same thing. In fact, there are some Items and Powers that permit Heroes to perform attacks using an Action activity; these can be done during Movement without forfeiting unspent Movement Points. In addition, while the Combat activity **can** be spent to perform an attack, it can also be spent to activate certain Items and Powers. So please, do not confuse the Combat activity with performing attacks.

Combat activity

A Hero can perform a number of Combat activities equal to the number on the Hero's Soul Gem {we'll explain combat later}:



Action activity

A Hero can perform a number of Action activities equal to the number on the Hero's Soul Gem:



You can perform an Action at any time during your Turn, including in the middle of other activities.

You can find the list of the possible Actions in the **Rulebook section 7.3, page 25**:

- ◆ **Focus an Attack**: enhance the damage of the next strike.
- ◆ **Dash**: to move further than the maximum movement normally allowed.
- ◆ **Bash a Chest or a Locked Door***: to discover what lies behind the lock.
- ◆ **Exchange an Item***: pass or receive an item to/from another Hero.
- ◆ **Reorganize Equipped Items***: rearrange equipped weapons, armor, and artifacts.
- ◆ **Pray***: ask for the Gods' intervention.
- ◆ **Search***: look for Crowns and treasures.

*= The Hero must not be engaged in combat to execute these Actions.

Free Action activity

Like Actions, you can perform Free Actions activities anytime during your Turn, including in the middle of other activities. Free Actions are not limited; a Hero can perform any number of Free Actions during their Turn. You can find a list of possible Free Actions in the **Rulebook section 7.4, page 26**:

- ◆ **Open Normal Doors.**
- ◆ **Pick up/drop an item.**
- ◆ **Evade.**

Hero Powers and Items can provide additional activities.

An icon on the card shows what kind of activity the Hero must spend to activate the Power or Item:

 **Passive.** The effect is always active, even outside the Hero's Turn, without requiring an activity.

 **Movement.** The effect can be activated by forfeiting the Hero's entire Movement activity.

 **Combat.** The effect can be activated by forfeiting one Combat activity.

 **Action.** The effect can be activated by forfeiting one Action activity.

 **Free.** The effect can be activated using a Free Action activity.

 **Reaction.** The effect can be activated **anytime inside or outside the Hero's Turn**, without requiring an activity.

You can find a complete explanation of Activities in the **Rulebook chapter 7, pages 24-26**.

During this Tutorial, we'll see examples of Movement and Combat activities, as well as some Actions and Free Actions.

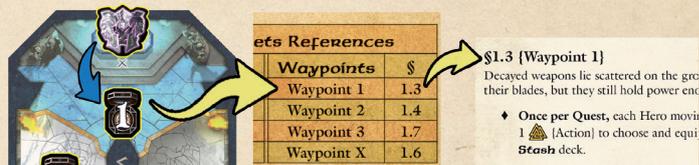
This time, we'll let Robin start the Battle Phase.

Robin's Hero Turn:

Robin decides to perform a Movement activity, moving toward the door. He has 5 Movement Points.

With the first Movement Point, **Robin** enters the area with the Waypoint 1 token. He must execute the effects of the Waypoint before resuming his Movement activity {see the **Storybook, page 5**}.

The player should now look at the number of the Waypoint, written on the token on his area of the map. He should find the same number on the table on the **Storybook, page 9**, then he should read the corresponding Paragraph in the **Book of Secrets, page 26**.



Waypoints	\$
Waypoint 1	1.3
Waypoint 2	1.4
Waypoint 3	1.7
Waypoint X	1.6

§1.3 [Waypoint 1]
Decayed weapons lie scattered on the ground, but they still hold power energy.

- ◆ **Once per Quest**, each Hero moving 1 [Action] to choose and equip 2 Items from the **Stash** deck.

Robin reads Paragraph §1.3. He discovers that he can spend an Action here to equip himself with 2 Items from the Stash. **Robin** has 2 available Action activities, so he decides to do it immediately. To equip a Hero, you need to know something about Item management. Each Hero can carry the following items:



1} Here you can equip a Strong Hand Weapon  or a Two-Handed Weapon  : it's the "Primary Weapon" slot.

2} Here you can place a Secondary Weapon  {only when you are equipped with a Two-Handed Weapon}.

- 3) Here you can place **Armor**. Each Hero has a default defense value printed here, which is replaced by defense value on any Armor Card you place over it.
- 4) Here you can place an **Artifact**.
- 5) This is that Hero's Inventory. You place all Items carried—but not equipped—by the Hero here. Place the cards here in a horizontal row. The maximum number of Item cards you can carry {Hero's capacity} is printed on the bottom-left corner of the Hero Card.



Note: Items with negligible weight are indicated by this icon ; they are ignored when calculating Inventory capacity limit.

Robin now takes the Stash deck, which represents all Items that are always available to the Heroes during the campaign. At the start of the campaign, it's formed only by the cards with a "**Stash**" tag in the lower-right corner:



As the Heroes proceed with their campaign, they can purchase other Items and add them to their Stash deck to carry them over from Quest to Quest {following the limits you find in the **Rulebook section 3.4, page 11**}.

When choosing an Item, **Robin** must consider his Fighting Style, indicated by the Rune icon on the top-right corner of his Hero Card:



Item cards have one or more runes beside the name, to indicate which fighting style a Hero needs in order to use or equip them:



This "generic" rune indicates any Hero can use the item.



This rune indicates only a Hero with this fighting style can use the item.



These runes indicate only Heroes with at least one of these fighting styles can use the item.



The red cross over the right rune indicates this item cannot be used by a Hero who has only the fighting style. All other fighting styles are allowed by the generic rune on the left.

Even if a Hero is not able to use/equip the item, he can still transport it in his inventory.

Note: Heroes with multiple fighting styles can use the item if at least one of their fighting styles is compatible.

Robin chooses a **Shortbow** Weapon card, which equips as a Two-Handed Weapon {using the Primary Weapon slot}, and a **Scimitar**, which he carries in his Inventory {see picture above}. **Robin** won't be able to use the **Scimitar** in Combat as long as he keeps it in the Inventory: to use the **Scimitar**, he will have to spend an Action, while not engaged in Combat, to Reorganize Equipped Items, and swap it with the **Shortbow**. {Some Items can be used from the Inventory, but Weapons can't.}

Robin has spent an Action to equip himself, and now he can resume his Movement.

With his 2nd Movement Point, he enters the area with Waypoint 2.

He has to read the **Book of Secrets Paragraph §1.4, page 26**, as indicated on the table on **Storybook, page 9**.

Now he is in front of a Normal Door. Here he may prudently wait for **Jeanne** to come, but he feels lucky and decides to open the door and continue his movement.

Opening a Normal Door is a Free Action . **Robin** can remove the door from the map, but afterward he must immediately draw a Trap Card! **Robin** is perfect for this kind of activity because of his special Power, printed on his Hero Card:



Before opening the Door, he can use a Free Action and look at the top card of the Trap deck, because he has a Door within range:



Numbers between these kind of brackets indicate the Range, which is the distance which can be reached by the effect of a Weapon, Item, Power, etc. Range {0} means the current Hero's {or Enemy's} area, {1} means the current area or any adjacent area, {2} means up to 2 areas of distance, and so on. A Door is a special case: it lies on the border between 2 areas, so each adjacent area is considered at range {1}.

Robin draws the first Trap Card and finds—for instance—**Spawning Pentacle**. Fearing the appearance of a monster under his feet may be unpleasant, he prefers returning the card to the bottom of the deck. Now he can use a Free Action to open the Door and draw his Trap card, hoping for a better one.

Traps may have too many complex effects to explain them all in a tutorial, but let's take a look at one to understand the basic mechanics. **Robin** draws **Fire Crater**: a boiling pit of lava opens under his feet!



The Trap affects each Hero within 2 areas {so only **Robin** is affected this time}.

Robin suffers **Fire 1**. "Suffer" means he can't defend from this damage. "ACT" is the current phase of the campaign: the entire Ancient Chronicles story campaign included in this box is set in **ACT 1**, so anytime you see "ACT," you should read "1."

Afterward, he must attempt to **Save**: if he fails, he can suffer more damage, but if he succeeds, he avoids this fate.

"**Save**" means he must roll a **Blue** Die and try to achieve the result indicated on the bottom of his Hero Card:



If you achieve the indicated result, the negative effect is avoided. {In this situation, **Robin** would suffer 0 damage anyway, because the Trap indicates he should suffer 1 HP per his **ARMOR** value, which is 0... so there's no need to actually roll the Die in this case.}

Let's resolve the **Fire 1** effect **Robin** suffered {see the **Rulebook section 11.7.4, page 41**}. This is one of the many special effects and conditions that may occur during play; they are explained in the **Rulebook, section 11, pages 38-42**. **Fire 1** produces two consequences:

- ◆ **Robin** immediately suffers 1 wound {HP}, so he places a **HP** token on his Hero Card to keep track of it.



- ◆ **Robin** is burning, so he must place a **Fire 1** token on his Hero Card.



Robin now has 5 **HP** left and has a **Fire 1** token, which will be resolved, like many of these effects, in the next Time Phase.

Let's resume the Turn.

Robin may be satisfied and end his Turn there, but he still has 3 Movement Points, so he decides to cross the doorstep and continue moving.

With his third Movement Point, two things happen:

1. First of all, **Robin** steps into the area containing the Story Event 1 card. Therefore, he must check the table on the **Storybook, page 9**, to see which Paragraph of the Book of Secrets he has to read {just like he did for the Waypoints}.

Book of Secrets	
Events	\$
Story Event 1	1.5
Story Event 2	1.10

\$1.5 (Story Event 1)
The door opens on a forgotten corridor, w and undisturbed. Once a glorious shrine, i by... giant spiders! As they spot the heroes mandibles and shake their limbs, ready to invaded their hunting ground.

- ◆ Open the **Spawn Gate**.
- ◆ Discard the Story Event 1 card.

In this case, **Robin** reads Paragraph **\$1.5**, which tells him to open the **Spawn Gate**. He flips the **Spawn Gate** token over:



This means Enemies may be spawned from that Gate from now on!

2. From this area, **Robin** can see the Shadow token. To check if a Hero or an Enemy can "see" a target, you must check if they have Line of Sight {L.O.S.}. To have L.O.S. between 2 areas, you must be able to trace a straight line between the Sight Marks {X} printed on the 2 areas. You have L.O.S. if the line does NOT cross:

- ◆ blocking terrain/elements {barriers, doors, etc.}
- ◆ external map tile edges
- ◆ areas with Enemy figures, apart from those in the target area {this is only for Heroes, because Enemies always have L.O.S. through both Enemy and Hero figures}
- ◆ L.O.S. is limited to a maximum of 5 areas.

L.O.S. is explained in detail in the **Rulebook section 4.4, page 15**.

In this case, from his previous area, **Robin** couldn't see the Shadow Token, not even when he opened the door {see red line}, but he has L.O.S. to the token from his new position {see green line}.



When a Hero has a Shadow Token in his L.O.S., the token must be revealed immediately. **Robin** flips the token, which is a "Champion."

Champion Represents an Enemy with an additional Power.



Discard and replace it with the first Enemy from the Enemy deck and immediately draw an Enemy Power card for it, even if the Enemy drawn already has its own Enemy Powers {up to 3}.

You can find a list of the Shadow Tokens and their effects in the **Rulebook section 15.4, page 50**.

Robin must now generate an Enemy to replace the Shadow Token. He follows these steps:

1. Draw the first card from the Enemy Deck. He draws this card: It's a **Green Giant Spider**!



2. Place the drawn Enemy's {**Giant Spider**} figure in the area with the Shadow Token and discard the token.

3. Take the drawn Enemy card {**Green Giant Spider** Enemy card} and assign it, together with the matching Enemy Scroll, to the active Hero {himself}. He does this by placing it in his game area. Since the Scroll is shared between the two copies of the same Enemy, the controlling player will have to check it and, when needed, activate {by checking the behaviors listed in the Scroll} all the **Green Giant Spider** Enemies in play as long as he controls the Scroll.



To maintain the game balance, the Enemy card drawn is normally assigned to the Active Hero if he does not control an Enemy yet. Otherwise, the Enemy is assigned to the first Hero in clockwise order who does not have Enemy cards, or has fewer Enemy cards assigned than other Heroes. In case of a tie, assign the Enemy card to the Active Hero. The only exception to this rule is when a second copy of an Enemy already in play is drawn {for example, a second **Green Giant Spider**}; in this case, the card goes to the Hero who already controls that Enemy Scroll.

4) This Enemy is a “Champion” {due to the Shadow token revealed}, so **Robin** must also draw an Enemy Power card to assign to the Enemy, placing it with the appropriate side up alongside the Enemy card. Like Traps, Enemy Powers have a lot of complex effects, so for this Tutorial we will choose a simple Enemy Power card:



We use side “I” of this card because we are playing **ACT I**.

Note: Each Enemy can be assigned a maximum of 3 Enemy Powers, one of each kind: , , and .

You can find rules about Enemy Powers in the **Rulebook** section 15.3–15.3.2, page 49.

So, a dangerous Enemy has appeared a few steps away from **Robin**. **Robin** is armed with a **Shortbow**, so he decides to spend his Combat activity to perform an attack with his Weapon against the monster. {This ends **Robin**'s Movement, and he won't be able to use any unused Movement Points even after the Combat.}

It's time to activate **Robin**'s Powers and Weapons.

Robin is wielding a **Shortbow**:



The card says that it may attack up to 3 areas of distance {3}. {The **Giant Spider** is 2 areas away, and within L.O.S., so **Robin** can shoot it.}

The **Shortbow** attack deals 1 automatic hit , plus additional damage based on the result of 2 **Blue** Dice .

If at least a is rolled on the **Blue** Dice, **Robin** can use it to deal 1 additional hit.

Now let's have a look at **Robin**'s Powers:



Acid Strike requires an Action to be activated. **Robin** already used an Action to pick up his **Weapon**, but he can use 2 Actions per Turn, so he can spend his second Action to activate his Power. It's a Power with different levels of effects depending on the Hero's **Soulrank**. **Robin** is **Soulrank I**, so he can select and use the first level only:



Robin activates his Power: his next attack will inflict +1 and the **Break** special effect. {**Break** usually damages the Enemy's **Armor** , but this Enemy has no Armor, so it will suffer 1 HP instead.}

Note: **Robin**'s used Powers are now in cooldown! **Robin** must flip the Power cards face down and rotate them so that the Hourglasses at the top of the card {relative to **Robin**'s player} matching the cooldown shown on the level of the Power used. {In this case, both Powers are rotated to 2 Hourglasses.}



Using the **Expert** Talent is a Free Action. **Robin** activates the Talent to roll 1 fewer Die and have instead an automatic result. He can use it to activate the effect of his **Shortbow** to inflict +1 .

Robin's Attack.

Robin rolls 1 **Blue** Die {2 Dice for **Shortbow** -1 Die due to his **Expert** Talent}, and the result is 1 + .

He adds 1 , but he can't use the second to activate the **Shortbow** effect again, because each effect can be activated only once.

All together, he deals a total of 1 HP {for the **Break** effect} and 4 {1 automatic from the **Shortbow**, 1 automatic from **Acid Strike**, 1 for the **Shortbow** effect activated with , and 1 from the **Blue** Die}. A very lucky shot!

The **Green Giant Spider** doesn't have any defense {which can include defense Dice to roll, Magic Shields, Armor, etc.}, so the unopposed 4 + the 1 HP dealt with **Break** make a total of 5 HP, leaving the **Giant Spider** with only 2 HP remaining.

Combat is explained in detail in the **Rulebook** chapter 10, pages 34–37.

Robin's Turn is now over.

But now there is an Enemy in play, so the player must execute an Enemy Turn.

Enemy Turn {Active Hero, **Robin**}.

First of all, **Robin**'s player draws an Encounter card from the deck. The Encounter deck makes the Enemies unpredictable, so the Heroes won't know on which Turns they will act. The card drawn indicates which Enemies to activate. **Robin** draws this card:

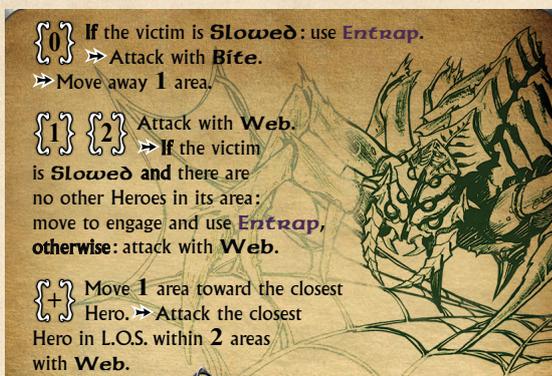


Usually, an Encounter card has 2 effects: if the first one can't be performed (even partially), you activate the second effect. If even the second effect can't be performed, you discard the card with no other effects.

Note: later in the game, Heroes will fight against **Minions**, evil little creatures that act in every Enemy Turn, regardless of the presence of Enemies or the Encounter card drawn.

The "B" Encounter card instructs the players to activate all Enemies. **Green Giant Spider** have the Fighting Style, as indicated in their Scroll. Since there are no other Enemies, this effect can't be applied, but the second effect is to activate up to 2 Enemies, so the **Green Giant Spider** activates!

To activate the Enemy, the player must check the corresponding Enemy Scroll, searching the top half of the card for the first behavior that applies to the Enemy's current situation based on the distance from the Enemy to the closest Hero. Read the behaviors from the top down and activate the first one that can be activated.



What matters first is the distance of the Enemy from the nearest Hero. In this case, the nearest Hero is **Robin**, at a distance of {2}, so the second of the 3 behaviors listed is chosen. (The last one, with Range {+}, is activated when the nearest Hero is farther away than the highest Range listed, or out of L.O.S.)

Note: Each Enemy has its own preferred victim (top left icon of the Enemy and Scroll cards) that is used when more than one Hero is in range of the chosen behavior. When the preferred victim is not enough to determine a single target for the attack, the following priority list is used to determine the victim, from the top down:

1. The most wounded Hero.
2. The Hero with the fewest HP remaining.
3. The closest Hero.

The Enemy executes the various parts of his behavior. These parts are separated by an arrow icon.

So, the **Giant Spider** starts attacking **Robin** with **Web**.



Web inflicts 1 automatic and rolls 3 Blue Dice to determine additional and effects (the player with the Enemy card assigned reads the Enemy Scroll and rolls the Dice). If the results show at least one Star, the Hero suffers the effect: **Slow**.

The Enemy rolls the Dice and scores a and a Star with the first Die, and 2 with the other 2 Dice.

The results sometimes activate special effects that are negative for the Heroes, but fortunately, this Enemy can't use them.

The attack deals a total of 2 and the **Slow** effect triggered by the Star.

Now **Robin** can defend himself with his Defense values:



Robin can roll a maximum of 2 Blue Dice, but no more Dice than the Hits he needs to parry (in this case, 2).

He can cancel 1 for each and 1 for the first rolled. **Robin** rolls 2 Dice and the result shows only one 1.

Robin was unable to parry one of the, but he could use Powers and abilities that let him reroll or modify Defense rolls at this point; unfortunately **Robin** don't have any, then he suffers 1 HP (now he has 3 HP left).

The **Slow** effect is a **Body Condition** and is applied regardless of the obtained with the attack or HP suffered after the defense. **Robin** places the black pyramid token and suffers the negative effects as shown:

A Slowed Hero can only perform Free Action activities plus only one of the following (regardless of his Soul Gem):

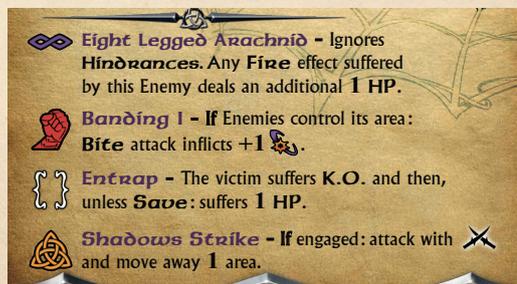
1 activity OR 1 activity OR 1 activity.

Now let's see how the Enemy behavior proceeds. Continue read the Scroll after the first arrow icon.

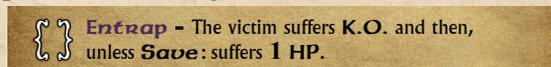


Robin has been **Slowed**, and there are no other Heroes in its area, so the **Giant Spider** moves to **Robin**'s area and uses **Entrap**.

Entrap is an Enemy Power. Powers are listed on the bottom half of the Enemy Scroll:



Entrap has the following effects:



Robin suffers the **K.O. Body Condition** (lay the figure down on its side to represent this), and he must **Save** or suffer 1 more HP! Luckily, **Robin** succeeds in his **Save**, rolling a on a Blue Die (matching the **Save** result listed on his Hero card), and he doesn't have to suffer another wound.

The **Giant Spider** has completely executed its behavior. No other Enemies remain to be activated, so the Enemy Turn is over.

Note: if **Robin** had suffered 3 more **HPs**, he would have died! A Hero who dies loses 1 **Soulrank** (to a minimum of **Soulrank 1**); discards all effects, conditions, and tokens on his Hero Card; drops all cards from Inventory (not the equipped cards) and all his carried Crown (coin) tokens in his area; and must turn the Hero Card to the **Ghost Soul Form** side, like it was at the beginning of this adventure. But pay attention: if **ALL** Heroes are in **Ghost Soul Form** at the same time, the Quest is usually lost!

Now that both **Robin's** Turn and the Enemy Turn are completed, it's **Jeanne's** time.



Heroes and Enemies at the end of **Robin's** Turn of Round 2 **Jeanne's** Hero Turn.

Jeanne has 3 Movement Points, enough to reach **Robin** and try to save him from the Enemy's attack. She could even heal him with an Action using her **Healing Wave** Power or her Innate Ability **Lay On Hands**. This Turn, she decides to use her only Action to pick up some **Weapons** in Waypoint 1; otherwise, she would have to fight bare-handed, which would mean she would only roll 1 **Blue** Die to attack the Enemy.

Using her Movement activity, she spends 1 Movement Point to move to the Waypoint 1 area and spends 1 Action activity to equip a **Mace** {Strong Hand Weapon slot} and a **Buckler** {Secondary Weapon slot}:



Now she can advance and engage in combat well-armed!

Looking at **Jeanne's** Hero card, she has 3 Movement Points for each Movement activity. After her Action, she can resume Movement and spend the remaining 2 Movement Points to enter the area with **Robin** and the **Green Giant Spider**.

She does this and engages the Enemy in Combat. Since this is a Combat activity, it ends her Movement; even if she had unspent Movement Points, they would be lost.

Jeanne chooses to attack with her primary Weapon {**Mace**}. She has no Powers to add, but the **Mace** Weapon card allows her to roll 1 **Red** Die and 3 **Blue** Dice.

She scores 3 and 2 . She may use the two to activate the **Stun** Condition, or she may use one of them to reroll any Dice, but 3 are enough to kill the defenseless **Giant Spider**, so she decides not to activate any effect.

Note: The effects activated by spending Die results (identifiable by “:”) are optional; all others are mandatory.

The Enemy is defeated! **Jeanne** gains the reward indicated on the bottom left of the Enemy Card: she picks up 5 Crowns , the common currency used in all Sword & Sorcery Realms. Rewards are usually Crowns, which you can spend between Quests to buy Items at the **Emporium**, or **Soul Points**, which you can use to Resurrect if you Die or to increase Heroes' **Soulrank**—but some Enemies may also drop Treasures or other benefits!

Note: Remember that **Soul Points** are shared in a common pool, while Crowns belong to the Hero who gained them, who can choose to trade them to other Heroes.

After receiving the Reward, remove the **Green Giant Spider** figure from the map and discard its Enemy Card and Enemy Power Cards, if any. The Enemy Scroll is left with the player who controls it if there are any other Enemies of the same kind {**Green Giant Spider**} on the map; otherwise, if there are no more Enemies of that kind, you put it aside.

With no other **Green Giant Spider** in play, **Robin** returns the **Green Giant Spider** Scroll for now.

Jeanne's Turn is over.

There are no Enemies (or Minions) in play, so her Enemy Turn does not have any effect (and so she don't need to draw an Encounter card).

The Battle Phase of Round II is now over.

3} Round II - Event Phase

At the start of the Event Phase, Event 20 lies revealed on top of the Event Deck. This card is discarded, and a further event is NOT drawn until the next Event Phase.

The second Round is now complete.



Heroes at the end of Round 2

Tip: Advanced Combat

This combat has been made easy for teaching purpose, but you can find yourself in pesky situations where one more hit may make the difference between a glorious victory or the death of the party. It's better to highlight a couple of common tricks to gain advantage in combat:

- ♦ A Hero with an unspent Action can always perform one "Focus an Attack" Action to gain +1  to his next attack (before rolling the Dice)! Limit once per Turn, no matter how many attacks the Hero may perform.
- ♦ It's important to check which faction **Controls** or **Dominates** the area where the Combat takes place.

A faction (Heroes or Enemies) Controls the area if it has more figures in that area than the opposing faction. A faction Dominates the area if it has at least the double the figures of the opposing faction.

During the last Combat, Heroes should have Dominated the area, being 2 against 1 Enemy figure, but **Robin** was **K.O.ed** (K.O.ed figures don't count for Control or Domination). Some Enemies (and few Heroes, thanks to their extraordinary Powers) count as more than 1 figure: their "Figure Count" value is indicated in the Enemy cards using the Presence icon (Giant Spiders have the  icon, so each of them counts as 1 figure). Domination of an area grants some advantages, like +1  to each attack performed by the Dominating faction. But beware: Enemies can also Dominate areas!

Note: No one can control or dominate an area if the other faction is not present at all.

ROUND III

1) Round III - Time Phase

We still haven't looked at the details of the Time Phase subphases.

You can find them in the **Rulebook section 5.3, page 17**:

This phase has four steps:

- ♦ **Effects Cleanup:** all item and power effects and cleanups are applied following this order:
 - ❖ Apply damage, such as **Fire**, **Poison**, etc.
 - ❖ Apply all other effects simultaneously.
 - ❖ Clean up and Refresh tokens, like regenerate magic shields, etc.
 - ❖ Hero bookmarks get flipped up.
- ♦ **Powers Refresh:** each used power with the refresh icon in the first position must be refreshed by flipping the card over.
- ♦ **Powers Cooldown:** each used power without the refresh icon in the first position rotates clockwise 90° to reduce its cooldown (section 8.1, page 30).

- ♦ **Soul Enhancement/Resurrection:** Heroes can spend as many **Soul Points** contained in the shared pool as desired to perform the following functions, in any order they wish:

- ❖ **Enhance Soulrank** (section 6.3.1, page 23), to increase their powers and stats.
- ❖ **Resurrect a Ghost Soul** (a dead Hero, section 12.3, page 43) in an area with an open **Shrine**.

We have some things to do in the Time Phase of this Round:

- ♦ First of all, we must apply the effects of the **Fire I** token that **Robin** placed on his Hero card: **Robin** suffers 1 **HP** (he only has 2 **HP** remaining now), and then he discards the token.
- ♦ Hero Bookmarks are flipped to the "gem" side.
- ♦ Any Hero Powers in cooldown (in this case, **Robin's** two used Powers) start to recharge: rotate all Power cards in cooldown 90° clockwise. Now **Robin's** Powers show the Refresh icon on top , which means in the Time Phase of the next Round, the Powers will be fully recharged and available to use.
- ♦ Finally, Heroes may spend **Soul Points** to Resurrect (as in the previous Round) or improve their **Soulrank**. But at the moment, the Heroes don't have **Soul Points** to spend.

The Time Phase of Round III is over.

2) Round III - Battle Phase

Who starts this Phase?

Robin is **Slowed**; this means he can only perform Free Actions and just one other activity (either Movement, Combat, or Action). Moreover, he's **K.O.ed**, so he must spend an Action or a Movement Point just to stand up... his Turn would be quite miserable.

On the other hand, **Jeanne** is perfectly fit. Also, she is in the right place to cure **Robin** with her Powers. For this reason, **Jeanne** decides to start her Turn first. Remember, the Heroes can take their Turns in any order, as long as each Hero gets a Hero Turn and an Enemy Turn each Round.

Jeanne's Hero Turn.

With her Action, **Jeanne** activates **Healing Wave**. She can remove one **Body Condition** from **Robin**, and she decides to remove the **Slow** Condition. Also, she can heal 1 **HP**, plus as many **HP** as her **Soulrank** level divided by 2, rounded up. **Jeanne** is **Soulrank 1**, so she can heal 1+1 = 2 **HP** to **Robin** (who can discard the corresponding **HP** tokens from his Hero card).

Jeanne then flips the used card face down and rotates the card so that the 2 Hourglasses are on the top side relative to her player.

Now **Jeanne** performs her Movement activity. With her 3 Movement Points, she reaches Waypoint X and reads the **Book of Secrets Paragraph §1.6, page 26**.

Oh, no! Some **Venoms** leap at the Heroes! **Venoms** are **Minions**: small, annoying creatures, not real Enemies, whose behavior and stats are detailed on an Enemy Scroll. They have tokens to keep track of their position (or figures, sold separately), but no Enemy cards.

Note: Usually, **Minions** activate in various Phases of the game (depending on what's written on their Scroll), and they don't require an Encounter card to be activated!

Now we must place a **Venom** in the area with Waypoint X. Another **Venom** has leaped on **Jeanne**, so it must be placed on her Hero Sheet. We can now remove Waypoint X token from the map. You can read the rules about Minions on the **Rulebook, page 58**.

To understand how **Venoms** behave, you need to read their Minion Scroll:



A **Venom** has 1 **HP** {as we are in **ACT 1**} and has 4 Powers, all indicated by the icon which means they are always active.

If the Heroes don't react quickly, the second **Venom** will leap on **Jeanne** in the next Enemy Turn. Any **Venoms** on **Jeanne's** Hero Sheet will then deal a **Poison 1 Body Condition** to her during the following Event Phase before being discarded.

Fortunately, there are no other Enemies to distract the Heroes. **Jeanne** can easily spend her Combat activity to attack the **Venom** on the map {not the one on her}. With her Mace, she easily deals 1 **HP** to the **Minion**, which is enough to kill it. Discard the **Venom** token from the map.

Jeanne Turn is over.

Enemy Turn {Active Hero, Jeanne}.

No Enemies are in play, but the **Minion** has an effect to activate during Enemy Turns: see **Chesthugger** power on the **Venom** Scroll. By the end of the Enemy Turn, **Venoms** try to leap on Heroes... but now the only **Venom** is already on **Jeanne**, so nothing happens. It's **Robin's** Turn.



Heroes at the end of **Jeanne's** Turn of Round 3
Robin's Hero Turn.

Robin is **K.O.ed**, but he can simply spend 1 Movement Point to stand up {stand the figure up}. Now he can spend 3 more Movement Points to reach **Jeanne**. Spending a Combat activity, he may free **Jeanne** from her **Venom**... however, if he performs a Combat activity, he won't be able to resume his Movement afterward, and he's really curious to explore the areas ahead. He thinks **Jeanne** won't have any problem

dealing with a single **Venom** bite {she can heal herself, after all}, and he prefers to continue his movement instead.

Having one last Movement Point, he decides to open the Door and continue.

This is a Locked Door, so he needs to spend 1 Action to open it. **Robin** spends 1 Action, removes the Door and, as usual, he must draw a Trap card! Here there is a risk for **Jeanne** to be affected by the Trap effects too, but before drawing a card, **Robin** can again use his **Find Traps** power to have a look at the first card of the Trap deck and choose to return it to the top or bottom of the deck. With a bit of luck, he might manage to draw a "No Trap" card.

Spending his last Movement Point, he reaches Waypoint 3. **Robin** reads the **Book of Secrets Paragraph §1.7, page 27**.

Here you must perform a check: following the instructions given in this Paragraph, the Hero can roll the Dice and, if he rolls a particular result, he can find something precious.

You can try the roll and follow the instructions, if you like.

Robin still has 1 Action left. Eager to end the Quest, he performs a **Dash** Action so he can move 1 more area and reach the area with the Story Event 2 card.

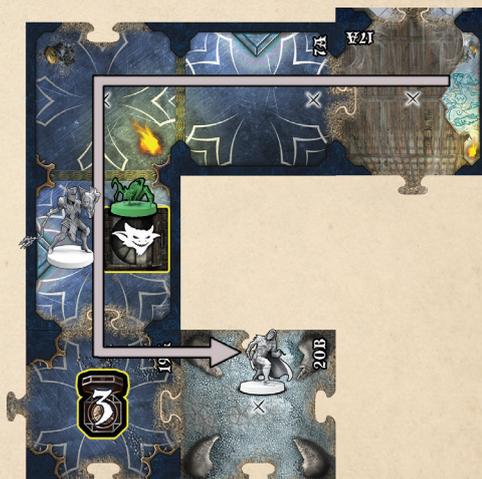
He reads the **Book of Secrets Paragraph §1.10, page 27**.

Oh, no! Another Enemy arrives!

Robin must draw 1 Enemy card: the last **Green Giant Spider**. {If the deck is empty when you have to draw a card, just reshuffle the discard pile.} He places the figure on the open **Spawn Gate**... exactly where **Jeanne** is standing!

As before, he takes the Enemy card and Enemy Scroll to check the Enemy's behavior and characteristics. He does not draw an Enemy Power this time, because the Enemy is not a Champion.

Robin used up his Movement and Actions, and he can't use Combat activities because the Enemy is not in his L.O.S., so all he can do is pass the Turn... to the Enemy!



Heroes and Enemies at the end of **Robin's** Turn of Round 3
Enemy Turn {Active Hero, Robin}.

Now **Robin** draws an Encounter card. If the **Green Giant Spider** activates, being at distance from **Jeanne**, it will attack her with **Bite** and move away 1 area. We have already seen a Combat sequence, so there's no need to see another one in this Tutorial {but you can try one your own for practice!}.

The Battle Phase of Round 3 is over.

3} Round III - Event Phase

The first card of the Event Deck is face down, so you have to reveal it and activate its effects.

- ♦ It may be Event 12, so the **Green Giant Spider** {if it didn't move out of **Jeanne's** area} may activate its **Shadows Strike Power** to attack **Jeanne** and move away 1 area.
- ♦ Or it may be Event 14, so **Robin** would have to roll 1 **Red Die** and, depending on the outcome, place 1 **Treasure** {drawing it from the **Treasure deck**} or 1 or 2 **Loot tokens** {which you can reveal, and may contain a **Treasure** or **money**} in his area.

Remember that, at the end of the Event Phase, **Jeanne** suffers the bite of the **Venom** on her Hero Sheet. Read "**Infection**" on the **Minion Scroll** and follow instructions...

The Round III is over.

ROUND IV ONWARD

The basic game mechanics should be clear enough now. You can continue by yourselves until you get rid of the last **Enemy** {killing it, or letting it get away} and reach the area with **Story Event 2 card**, as required in the **Book of Secrets Paragraph §1.10**, page 27. If this happens, you can read **Paragraph §1.11**, gain your **Rewards**, and continue the campaign with the journey into the **Underreign**.

But beware: don't forget the **Special Quest Rules** on the **Storybook**, page 8:

Quest Fail: The Quest fails if the last Event card is discarded, see Paragraph §1.12.

If you waste too much time and you need to discard the last card of the Event Deck on an Event Phase, you will have to immediately read the **Book of Secrets Paragraph §1.12**, page 27 and face the consequences of your defeat!

JOURNEYS

After the Quest is over, the campaign proceeds on the **Underground map** you can find on the back of the **Storybook**. Use the **Party marker** to track the movement of the party on this map.

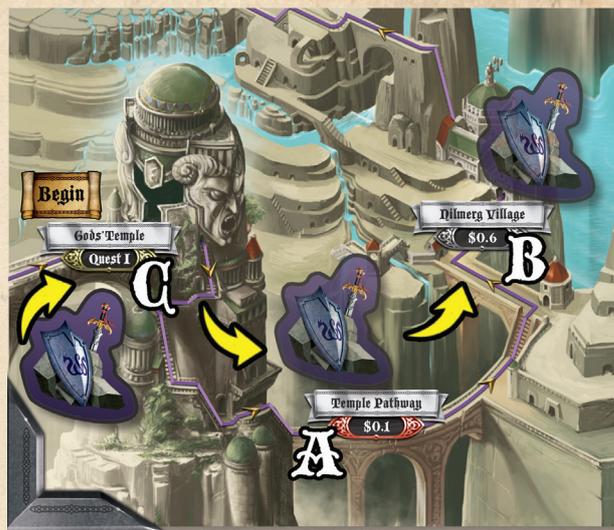


You begin your **Journey** with **Quest 1**, the one you have just played. Then, you can follow the path marked by the arrows, and whenever you reach a label on the map, you should read the corresponding **Paragraph** of the **Book of Secrets**.

You will receive **Hourglass tokens** to add to the party's **Time Reserve**; you may spend them to visit buildings when in a city or town, and for a few other uses during the campaign. Also, you'll be instructed to use **Site Sheets** when you reach a notable site. On a **Site Sheet**, you may freely visit buildings, spending **Hourglass tokens** when required, and you'll find more **Paragraphs** of the **Book of Secrets** to read.

For instance: soon after completing the **Quest 1 - God's Temple**, where your adventure begins, you'll cross the **Temple Pathway**, where you'll have to read the **Book of Secrets Paragraph §0.1**, page 3. Afterward, you'll arrive at **Dilmberg Village**, where you'll have to read the **Book of Secrets Paragraph §0.6**, page 4.

This Paragraph will tell you to place the **Party marker** on **Dilmberg Site Sheet**.



You'll find all the rules regarding **Journeys** on the **Rulebook**, page 10.

THE END

During this Tutorial, you've had an overview of the rules of **Sword & Sorcery - Ancient Chronicles** and become familiar with the base mechanics, but the game has many more surprising elements. Now one {or more} of you must read the full **Rulebook** and the **Storybook pages 2-7** to know all the rules.

Then, you will be able to start the campaign of **Ancient Chronicles ACT I!**

We hope you have fun!

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