

# Game Manual

*Heroes of Feonora*

RPG Board Game

FLAT VERSION

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## *History of Feonora*

**U**p in the windswept hills is the old cottage of a lonely inventor. Nestled in the woods with autumn leaves drifting from the trees a small stream meanders past the vegetable garden. And an old rickety water wheel attached to the side of the building is slowly turned by the babbling brook. Inside there is a workshop; tools and contraptions, wood shavings and spare parts are scattered about and a small steam-powered machine pumps quietly in the corner. The latest device waits patiently on the workbench and the soft glow of candles gently illuminates the small room. An old wooden door on the far side of the room leads to a small greenhouse, filled from floor to ceiling with plants so peculiar and varied that they must come from many distant places. The air is fresh and clean and the melody of a songbird melts through the glass walls. Warm beams of sunlight filter through the old oak tree outside filling the room with an air of enchantment. An elaborate watering system of thin copper pipe snakes its way through pots and plants and up and down the shelves. Several butterflies have made their home here and flutter happily about, tending to the plants & flowers under their care. Resting atop a short wooden stool is a lone potted plant. Compared to the others it is rather plain and small and not much to look at. But looks can be deceiving after all; for this simple plant possesses a special secret.

**A** long winding stem bends under the weight of a nearly perfect round, green bulb. The passing sunbeam has given it a faint glow, which is pleasant to look at, but does not fully reveal what is hidden inside. But if you could shrink yourself down to the size of the tiniest molecule you'd see thousands of miniature planets floating within. One of the smallest of these little worlds is a nearly spherical shape with no name. But the lands are full of life and contain the most fascinating creatures, animals and other inhabitants. Across the Great Ocean is a middle sized continent, which in the grand scheme of things is really rather small. But to those that live here it is a vast world indeed. The people call their world Feonora.

**N**o one knows how long Feonora has existed, only that it is home to many wonders and things not easily explained. The land seems vast and distant and there are still many far away and unexplored places. Stories and Legends of brave explorers are recounted in front of the evening fire, and inspire young hearts to grow up and set out on adventures of their own. There is good and bad here but mostly things stay the same, which is well and dandy as that is the way most folks prefer it. The Royal Family resides in the castle which is surrounded by a large city bustling with activity. Half a day's journey on the main road leads to the quaint town of Villagetown. Bogwood Swamp lies to the south and is best known for its bountiful harvest of herbs and

natural remedies, as well as the occasional band of wandering Goblins. But Goblins are not known to be the smartest of creatures and they are rarely a threat. The nearby Forest of Rhinn stretches as far as the eye can see, right up to the base of the Rugged Mountains. It produces trees and wildlife so numerous and varied that most have yet to be discovered. As it happens the forest is home to the great Elven clans of Feonora, who mostly keep to themselves and their own affairs...mostly. It takes a truly brave soul to travel the Rugged Mountains, which are home to many unknown mysteries and dangers. To the Dwarves these mountains are a place of opportunity, containing many wondrous treasures waiting to be dug up and polished off for good use. Stretching out to the north are the Frozen Lands which are not always frozen mind you but are ever cold and windy and often covered in snow. And yet, many creatures live quite comfortably there. Beyond the great Frozen Tundra lies the distant Northlands, home of the tribal folk, who are (it is commonly thought) content to be left alone.

**M**erchants, adventurers and travelers often pass through Villagetown on their way to the Great Marketplace within the city walls. Those that stop for a spell always end up at Wayfarer's Rest, which is run by Normund and Hildegard, who are a most jolly pair indeed. The tavern on the bottom floor is filled with tables and lively patrons and lit with lanterns and a large fireplace that washes the room in soft, warm light. Many fascinating decorations adorn the walls and hang from the great wooden beams crisscrossing the room. The delicious aroma of hearty food cooking in the kitchen fills the air, along with the sounds of laughter and chatter. This is where you and your companions now sit around a sturdy wooden table near the back of the room, so far unaware of the great journey that lies ahead...

# Basic Rules to Get Started

All of the Basic Rules for the game are covered in the *How to Get Started* booklet. For those new to the world of Feonora we recommend going through the booklet first, following along step-by-step as a group. Once the adventure has begun refer to this Manual to learn about each of the various mini-games, special rules and other features as you encounter them. Learning how the game works and discovering how all the pieces fit together along the way is the best way to go.

More experienced players may find it preferable to use a simple checklist for getting a new game up and running. Once you've graduated from the *How to Get Started* booklet the Setup Checklist below instructs in the proper way to set up for a new adventure.

## Setup Checklist

- ☐ Set up the Board, making sure all the decks have been shuffled
- ☐ Choose (or create) Characters & fill out Health Trackers
- ☐ Collect your starting Coin Purse and set the Town Timer
- ☐ Reveal Tynafir's First Daily Special ~ the top Item Card
- ☐ Choose a Group Leader

*Hero Awards ⇨ Rank ⇨ Movement ⇨ Charisma ⇨ Persuasion*

At this point, if there are going to be any seating adjustments they should be made now. The *Getting Started* booklet offers a more detailed explanation (See: End of the Rotation).

- ☐ Choose figurines and place them in the Tavern
- ☐ Each Magic User may collect one Spell card
- ☐ Each Hauflin character may collect 3 Fish from Ned's Fish Cart
- ☐ Treasure Hunters 5CP, Group Leader 3CP in Bank deposit box
- ☐ Introduce the Party Members
- ☐ Select a Story Card ~ chosen at random by the Group Leader
- ☐ Discuss the situation, form a plan and Begin the Adventure

## Base Health

	1-3 Players	4-5 Players	6 Players
<b>Human</b>	25	20	15
<b>Elf</b>	20	15	12
<b>Dwarf</b>	35	30	25
<b>Hauflin</b>	20	15	12
<b>Khajathi</b>	30	25	20
<b>Malornian</b>	40	35	30

# Creating a Custom Character

Creating a unique, custom character can be a fun and rewarding experience, and is a big part of what makes roleplaying games special.

This first chapter is designed to help you craft your very own character. Be sure to work through each step as a group and follow along in the order provided. By the end of this section we'll have brought to life a character that's one of a kind, and hopefully fits your personality and play style. And because of the way *Heroes of Feonora* is designed no character should have an unfair advantage over another. One last thing before we begin; some parts of the Character Sheet can be filled in with a pen or a permanent marker while others should be done with a pencil. *We'll highlight places where it matters throughout the chapter and wherever else is appropriate.*

**Tip:** A pre-made sample Character Sheet has been included to offer a helpful point of reference during character creation. It may also be useful to read through the entire chapter and then return here to begin creating characters as a group.

Ready to get started? The first thing to do is select our Character Class.

**Class** – Here the word “Class” represents each of the six playable races. This will probably be the most important choice concerning the character you’re about to create. As you look over the Class profiles think about how you want to play your character and what activities sound the most interesting. Would you like to have a character that’s good at bargaining? They’ll have to be persuasive. Maybe they’ll be a great fighter and spend lots of time down at the Fighter’s Fighting Guild. Do you want to travel with multiple Companions? Perhaps your character will excel in Agility and Magic, or specialize in Thievery or Treasure Hunting. Each game can be special and unique depending on the kind of character you play.

The graphic on the next page offers the basic characteristics of each Class. This should give a good idea of their unique strengths & weaknesses. Notice how the hearts vary in size. These represent the relative Health of each Class. A Character Class with a big heart starts the game with more Hit Points, allowing them to take more damage before getting killed. Those with small hearts have lower health.

By now each player should have a blank Character Sheet ready to go. Once you’ve chosen a Class for your Character write it in the appropriate space on the Character Sheet. *Don’t worry about the character’s name just yet.* In the space next to that, write down the number of Special Skills available to that Class. *Let’s not be concerned about checking any Special Skills boxes just yet; we’ll get to that in a moment...*

**Movement** - This represents how many spaces your character is allowed to move during Town Time. Notice that some Classes have a higher Movement than others. *If your character wishes to get around town a little faster why they can always rent a Mount from the local stables – See Horses and Mounts on page 28.*

## Human



Humans are natural fighters with a knack for negotiation

Human gets 1 Special Skill. Movement is 5

Ability Bonuses: Fighting +2, Persuasion +1

Ransom rating is 5

## Elf



Elves are swift and cunning and can also be very persuasive

Elf gets 2 Special Skills. Movement is 5

Ability Bonuses: Persuasion +2, Agility +1

Ransom rating is 4

## Dwarf



Courageous, tough and natural born Treasure Hunters

Treasure Hunter plus 1 additional Special Skill

Movement is 4. Ability Bonus: Fighting +2

Toughness: Dwarf gets 3 Fortitude Hit Counters

Ransom rating is 3

## Hauflin



Hauflins may be small, but they're also good at many things

Hauflin gets 3 Special Skills. Movement is 4

Ability Bonuses: None

Experienced fishers who start out with three fish

Ransom rating is 2

## Khajathi



These catlike humanoids are quick and stealthy

Khajathi gets 1 Special Skill. Movement is 7

Ability Bonuses: Agility +2, Fighting +1

Ransom rating is 3

## Malornian



These noble reptilian warriors are born with tough skin

Malornian gets 1 Special Skill. Movement is 6

Ability Bonuses: Fighting +1, Agility +1

Toughness: Malornian has 5 Fortitude Hit Counters

Ransom rating is 3

**Ability Bonuses** - Having a look at the Character Sheet notice a short line to the far right of each Basic Ability. These spaces are reserved for any bonuses associated with your Character Class. *Mind you not all of them will be used.* Based on the attributes given for your chosen Character Class write each number in the appropriate line. For example, a Human would write +2 next to Fighting and +1 next to Persuasion (the rest would remain blank). From now on every time this character makes an Attack roll 2 points would automatically be added to the roll, and so forth. *These are permanent qualities intrinsic to your character and will never change.*

**Special Skills** - Since we already know how many Special Skills our character has let's go down to the Special Skills box and make our selection. Before choosing, this might be a good time to start thinking about your character's personality (which we'll cover in a minute) and how you'd like to roleplay this character. Continue reading for more detailed information on how each one works.

## Clarification of Special Skills

- **Magic** – Magic Spells are extremely powerful (and highly unpredictable) and only characters with this skill are allowed to use them. A character with the right mix of Spells will be able to take on powerful foes, some of which can only be defeated with Magic. Some spells may even help you catch Criminals or those elusive, enchanting Butterflies. To purchase Magic Spells head on over to *Fessiwig's Magic Emporium*, page 25.
- **Charisma** – Maybe it's your stunning beauty, simple charm or natural leadership qualities. Perhaps it's the way you speak or carry yourself. It seems there is something about you that people are drawn to. This is the essence of Charisma; for one reason or another people are just naturally attracted to you. At least one advantage of Charisma is that more Companions will be interested in joining you on your quest. Characters with Charisma are allowed to recruit and travel with two Companions instead of just one. *Regular recruitment rules still apply however (For example: only one Companion card can be pulled per turn).*
- **Thievery** – The Special Skill of Thievery allows your character to steal from the Town Treasury and other places in Villagetown. It also allows them to pick the locks of Big Wooden Doors. Since these are mini-games in their own right we offer a more detailed description on how Thievery works in a special chapter dedicated to the *Tradecraft of Thievery*, page 30.
- **Treasure Hunter** – The ongoing search for loot & artifacts is a natural part of being an adventurer, but some have dedicated their lives to the art of Treasure Hunting. In the case of Dwarves well, they are natural born Treasure Hunters. With this special skill your character has the ability to locate hidden stashes of lost treasure that have been scattered across the land. Throughout the journey your party may wander into an area brimming with hidden loot. When this happens every character with this special skill is allowed to search for treasure by rolling the Loot die and collecting whatever booty they may find.

Might we suggest taking care in choosing this skill, for it will serve your character well and can pay off handsomely...

...but only some of the time.

**Portrait** – Next, it's time to choose a portrait for our character. Consider looking through both the Male and Female portraits as you never know when you might find one that inspires you. For instance, it's perfectly acceptable to base an entire character on nothing more than a compelling portrait. Cut out the one you like and tape it in the space provided. Or, if you're feeling creative you might even draw one yourself...*although other players might prefer this be done on your own time.*

**Gender & Age** – With a portrait picked out this next part should be easy. Of course, there's always room for a bit of fun here. For example, maybe your character would rather people didn't know their exact age. In that case we could enter something vague like Young, Middle Aged, Unknown or think about what the character themselves might say to the question.

**Name** – By now we know enough about our character to finally give them a proper name. Feel free to be as creative or silly as you like here. For those who have difficulty with thinking up fictional names try thinking about some of your favorite books or movies...or even other games you've played. If you're still stumped there are resources on the internet called *Fantasy Name Generators* that may help.

**Personality** – Since this is a roleplaying game it helps to know as many of the details of your character as possible. Take a moment to imagine what kind of personality your character has, or what kinds of hobbies & interests they enjoy. Are they 'Serious and brave, but not very friendly' or perhaps 'Good-natured and always willing to lend a hand.' Maybe they're shy or sneaky or dim-witted and 'the butt of all jokes.' What sorts of activities do they do in their free time? Look at the portrait; think about their skills and background...how you plan to roleplay the character, and how they will interact with others. *A well thought out personality does wonders to help bring our characters to life when it comes time to roleplay.*

**Weapon** – No decent adventurer would leave home without a trusty weapon by their side. The only question is what *kind* of weapon does your particular character prefer in a fight? Are they your traditional swordfighter? If so what kind of sword? Long Sword? Short Sword? Or maybe just Plain old Sword...or maybe they're a little more adventurous and prefer using a Staff or a Spear; what about a Giant Battle Axe or a Mighty Mace? This is another chance to be creative and unique. Maybe your character is a bit quirky and prefers something less traditional like a Stick or a Large Radish. As you can see the kind of weapon your character uses is limited only by your imagination – and never affects their true fighting ability. Here's a few more to help get the wheel turning: Boomerang, Wand of Wonders, Cardboard Tube, Crusty French Fries, Rubber Bands, Large Wooden Spoon...

**Mounts** – A brand new character wouldn't yet have anything to put here. Go ahead and leave the Mount area blank for now. Eventually, if all the conditions are right, your character will have a chance to adopt a trusty mount. Renting and Purchasing Mounts is covered in more detail in the section titled *Horses and Mounts* on page 28.

**Basic Abilities** – The last step in creating a new character is selecting their Basic Abilities. Every character has four: Fighting, Agility, Persuasion, and Fishing. What makes each character unique is how you decide to *specialize*. As we look back on the Character Sheet notice that Fishing has already been assigned a (d6), so we're only concerned with picking *Ability Dice* for the remaining three. Here's how it works. Every player will now choose one die for each Ability...



It's true, the higher the number the better. But the trick is that each die can only be chosen once. *Have a look at the Sample Character Sheet for an example.* Every character gets **one six, one eight and one twelve** plus their natural fishing ability. Choose your Character's abilities and darken the unchosen dice. *Another way to go about it is to give your Character's Ability dice a unique color of their own, while leaving the others blank white.* Choose carefully as your character's Basic Abilities will never change.

## Clarification of Basic Abilities

- **Fighting** – As the group sets out on the perilous journey ahead they're going to encounter all manner of hostile creatures & foes. Characters with a good fighting ability are best equipped to deal with these encounters. And when they're not out adventuring, characters with a gift for combat are welcome down at the Fighter's Fighting Guild, where skilled pit fighters can earn their way to fame and fortune...*or get themselves beat up and tossed into Wash Out Lane.* If you enjoy laughing in the face of danger then Fighting is the way to go.
- **Agility** – Agility represents how well your character dodges and moves to avoid danger, especially when it comes to running away from hostile foes. The higher a character's agility the better their chances at avoiding injury all around. It also comes in handy for avoiding pickpockets or catching those wily Criminals and elusive Butterflies. If you like to keep your character safe and out of trouble Agility is a good skill to focus on.
- **Persuasion** – This unique ability reflects how well your character can negotiate with others. Negotiation is a fairly common activity on any adventure. For instance, your character might negotiate with a potential Companion to determine their contract fee, or use their persuasive abilities to solve a Trouble. Some characters will need to talk their way out of Jail. Or, they might be called upon to negotiate during certain special encounters. Those who enjoy the art of negotiation (and bartering for goods & services) will find that Persuasion is the best way to go.

Some of the most famous Bounty Hunters are known for their persuasiveness



- **Fishing** - It is known far and wide that the fish in this region have special qualities. Not only are they valued as a source of food, but they seem to possess subtle healing properties as well. When your character has fish they can eat them and recover 3 Hit Points per fish, trade them in for Copper Pieces at Ned's Fish Cart...or save em for later. A good supply of fish should be considered essential to any adventure as you never know when health may be running low. To learn more about the fine art of *Fishing* turn to page 35.

**Fishing Lessons** - Every character has a basic knowledge of this skill, but that's just the beginning. Fishing enthusiasts can boost their ability to a whole new level by taking fishing lessons at the Ichabod School of Master Class Fishing. It won't be easy (or cheap) and only the most dedicated students will make it to graduation day.

**Hauflins Have a Knack for It** - While not Master Class at first, it seems that Hauflins are naturally good at fishing, making them nearly Master Class Fisherkins from the get-go. If your character is a Hauflin turn over the Character Sheet and fill the same number of fishing lesson boxes equal to your age (*the player not the character*). A few more lessons and they'll be ready to graduate from the Fishing Academy in no time.

With lessons based on player age it would seem that even among Hauflin characters individual skill must vary rather a lot, not an uncommon phenomenon for Hauflins.

**Rank & Reputation** - Taking on quests and saving the land is a good way to make a name for yourself. The distinctive plaque on the front of the Character Sheet is where your character's Rank & Reputation will be displayed for all to admire. Here's how it works. Every time the group completes a Story your Character's Rank increases by one level. Rank determines their Reputation, which is given at the end of the Victory phase. Since this character is new they have a starting Rank of 1. Therefore we're going to start them off with the Reputation of "Unknown." Use light pencil marks to fill in the appropriate spaces now. As your Character levels-up their Rank & Reputation will slowly improve over time, eventually earning them a title worthy of their bravery, skill and experience.

**Hero Bonus** - Hero Bonuses will be discussed in the next section, which will provide a brief tutorial on filling out and *Using the Health Tracker*.

Congratulations! You've just created your first character for the world of Feonora. If you haven't already done so feel free to add a name and date to the top of the Character Sheet. *Go ahead and grab a Health Tracker now in preparation for the next step.*

And remember, if you find you enjoy playing this character you can continue roleplaying and improving them over time. Earn enough victories and they'll eventually end up with things like a Permanent Mount, a better Reputation, more Starting Health, and possibly even a cozy place of their own to call home.

## Using the Health Tracker

Each Character starts the game with a limited number of Hit Points. Try not to lose them. When their Hit Points reach zero, the Character is defeated...  
...and that means the game is over for everyone.

The Health Tracker is a disposable widget (a scrap of paper) used for keeping track of your character's Health throughout the game. As you play more games you'll notice that your character's Max Health changes depending on a variety of things, such as their Class, Hero Bonus level, the number of players in the game, and even the Companions they manage to recruit during Town Time. Whenever a Companion joins your Character the *Health Calculator* at the top of the sheet is used to adjust their *Max Health*. Let's walk through it with an example. Imagine we're using a brand new Human character and there are five players in today's game.

At the top of the sheet is the Health Calculator. This little tool is going to help us determine our character's Max Health, which is also going to be our Starting Health. As you can see on the sheet the first thing we need to do is enter the Base Health in the first slot. This will always be based on your Character's Class and Number of Players. Let's take a look at the table to see what our Human's *Base Health* will be.

### Base Health

	1-3 Players	4-5 Players	6 Players
<b>Human</b>	25	20	15
<b>Elf</b>	20	15	12
<b>Dwarf</b>	35	30	25
<b>Hauflin</b>	20	15	12
<b>Khajathi</b>	30	25	20
<b>Malornian</b>	40	35	30

Ok, according to the number of players in today's game it looks like our Human's Base Health is 20. That's 20 Hit Points for the first slot (as shown in the example on the next page).

Before we go any further understand that throughout this Manual the words "Health" and "Hit Points" (abbreviated as HP) will be used interchangeably...  
...but they are the same thing.

## Health Tracker

Health Calculator: 20 +    +    +    =   

Base Health      Hero Bonus      Companion 1      Companion 2      Max Health

☐ ☐ ☐ Dwarf  
☐ ☐ ☐ ☐ ☐ Malornian

☐ Starting Health

☐ Fishing Streak

Next, we move on to the Hero Bonus. Hero Bonuses are located at the very bottom of the Character Sheet. Why don't we pause for a moment to talk about these.

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
								Special

Should your characters succeed in their quest the group will have earned the right to move on to the Victory phase. During the Victory phase one of the characters will take away the shiny copper *Hero Award*, and along with it an added power-up in the form of a permanent health boost. Floating above each box is an HP (Hit Point) bonus. When a character earns their first Hero Award they'll be instructed to fill in the first box with a permanent mark. That first Hero Bonus would allow a player to add 2 Hit Points to the Hero Bonus line of the Health Tracker. Earn a second Hero Award and your character gets to fill in the second box. Now the bonus has increased from 2 additional Hit Points to 3 ...and so on. *Bear in mind that Hero Bonus health increases are not cumulative but rather more like a meter. In other words they don't add up; players should only apply the highest (or rightmost) Bonus to the Health Calculator.*

Since this is a brand new character they haven't had a chance to earn any Hero Awards yet. So we're going to place a zero in the Hero Bonus slot.

## Health Tracker

Health Calculator: 20 + 0 +    +    =   

Base Health      Hero Bonus      Companion 1      Companion 2      Max Health

☐ ☐ ☐ Dwarf  
☐ ☐ ☐ ☐ ☐ Malornian

☐ Starting Health

☐ Fishing Streak

As you can see, there are two spaces reserved for Companions. That's right; our Companions' Health is going to be integrated with our Main Character's Health. *It may prove helpful to pay attention to a potential Companion's Health before attempting to recruit them.* Now, even though there are two spaces, remember from the previous section that only characters with *Charisma* are allowed to recruit two Companions. Since the game hasn't started yet we can leave these blank for now.

Max Health – Your character’s Max Health is the total of all entries on the Health Calculator. **It is also the highest level your character may heal up to.** For now, let’s add up the numbers. Our Base Health of 20 plus 0 for the Hero Bonus gives us a Max Health of 20, which is also the Starting Health for this character. Copy the number to the Starting Health circle down below.

Health Tracker

Health Calculator:  $\frac{20}{\text{Base Health}} + \frac{0}{\text{Hero Bonus}} + \frac{\phantom{0}}{\text{Companion 1}} + \frac{\phantom{0}}{\text{Companion 2}} = \frac{20}{\text{Max Health}}$

20

Starting Health

Dwarf

Malornian

Fishing Streak

With that we’re ready to begin the game. If this is your first game feel free to complete your Health Trackers now; then go back to the *How to Get Started* booklet and continue with Step Two. Or, continue reading to learn more...

Adding Companion Health

Eventually our Human character is going to want to recruit a Companion. For the sake of this next example let’s pretend they’ve gone down to the Fighter’s Fighting Guild and taken a wallop or two. Looks like they’re now down to 12 Hit Points.

Health Tracker

Health Calculator:  $\frac{20}{\text{Base Health}} + \frac{0}{\text{Hero Bonus}} + \frac{\phantom{0}}{\text{Companion 1}} + \frac{\phantom{0}}{\text{Companion 2}} = \frac{20}{\text{Max Health}}$

20

Starting Health

17 14 12

Dwarf

Malornian

Fishing Streak

But...along the way they’ve earned enough money to hire a solid Companion. Our recruiting efforts in the Tavern went well and we managed to get Ishnell the Warrior, who brings 30 Health. This will really help us out. The important thing to remember when adding a Companion is that you update both your Max Health and your current health (whatever it happens to be at the time). Here’s how our Health Tracker looks after adding Ishnell to the Health Calculator and to our current health.

## Health Tracker

Health Calculator:  $\frac{20}{\text{Base Health}} + \frac{0}{\text{Hero Bonus}} + \frac{30}{\text{Companion 1}} + \frac{0}{\text{Companion 2}} = \frac{50}{\text{Max Health}}$



~~20~~ ~~17~~ ~~14~~ 12 + 30 = 42

Starting Health



Not only has our Max Health gone up from 20 to 50, but our current health just went up as well. See how we also added Ishnell's Hit Points to our current health? Our Human is doing pretty good now with 42 Hit Points and a quick trip to the *Fountain of Recovery* (page 37) should easily get us up to our new Max Health of 50. *Imagine how much Health we'd have with two Companions.* From here on out we have one Health Tracker that represents both characters under our control. *And, with a good Companion we also have a much better chance at staying alive.*

## Tough Character Classes

By now some players may be wondering about those little check boxes in the upper/right portion of the Health Tracker. Let's talk about these elements as they represent something special with the Dwarf and Malornian Character Classes.

During the character creation process it might have been observed that both Dwarves and Malornians are presented as tougher than the other character types. This is true, and a well-known fact in Feonora (*that the Dwarves in particular are fond of reminding the others...especially, for some reason, those high-heeled Humans and Elves*). This means that they not only have a higher Starting Health, but can also absorb a certain amount of damage or 'hits' throughout the course of the game.

Here's how it works. Each check box counts as a single 'Hit Counter.' Together they reflect an additional level of fortitude for each of the two character classes. Dwarves, with their natural rugged toughness have a higher than average fortitude, giving them three Hit Counters. Malornians, with their extra tough skin as well as their natural toughness, have the highest fortitude of all. They get five Hit Counters. Whenever your Dwarf or Malornian Character takes an especially big hit they have the option to absorb the entire damage by checking off one of the boxes. *No other rules concerning combat or the use of Companions are affected by this feature.* The main thing is that **you get to choose when to absorb a hit**, any hit or damage, at any point throughout the entire game. Checking a fortitude box means that the damage does not get subtracted from your Character's Health Tracker. This will certainly come in handy during tough encounters, or down at the Fighter's Fighting Guild. Once they're all used up fortitude hit counters are spent (but only for the remainder of the game). At that point, for the rest of the game all damage is added to the Health Tracker just like normal. *Oh, and yes. There's a bit of strategy in using these wisely.*

Here's an example of a Malornian character that has already absorbed three large hits. So far, this character has not taken any real damage, and they still have two fortitude boxes left...to be used at any time during the remainder of the game.

Health Tracker

Health Calculator: 

Base Health

 + 

Hero Bonus

 + 

Companion 1

 + 

Companion 2

 = 

Max Health

Starting Health

Fishing Streak

Dwarf

Malornian

To keep things simple, remember that these special hit counters may absorb any kind of damage, no matter the circumstances or how you roleplay combat.

Companions have no effect on fortitude Hit Counters, nor do they get a separate one of their own. They are for your main Player Character only.

### Experienced Characters and the Hero Bonus

One of the main features built into Heroes of Feonora is the idea of character progression and improvement. Whenever you fill out the Health Tracker for an experienced character be sure to include their Hero Bonus. Take the highest Bonus and add it to the second slot. *Remember, Hero Bonuses are not cumulative.* For example, after earning two Hero Awards our Human character would have the first two boxes filled in. We take the rightmost box, which is **HP + 3** and add it to the second slot. The character's Max and Starting Health would have looked like this instead...

Health Tracker

Health Calculator: 

20

 + 

3

 +  +  = 

23

Starting Health

Fishing Streak

Dwarf

Malornian

As you can see, victories and Hero Awards improve your character and even give them a boost in later games. This is often referred to as “character development” or “leveling up” and is part of what makes a ‘Roleplaying game’ so much fun.

And don't forget; whenever you recruit a Companion always update your Character's Max Health and Current Health right away.

# Town Time

As was discussed in the *How to Get Started* booklet your preparation time is limited by the number of days left on the Town Timer. As each Town Card is drawn you will find that either **0 Days** have passed or **1 Day** has passed. Each time a Day passes move the marker one space in the direction of the arrows. When the marker reaches the “Group” space it’s time to form a Group. For more information on *Grouping and Travel* turn to page 38. *Note: Some cards, such as Bounty and Troubles cards, don’t mention anything about Days Passed. When these come up no day has passed.*

Town Cards not only mark time, but they also present challenges and opportunities in the form of Random Events. Below are several of the Random Events you may encounter. Always deal with the Random Event *before* moving the Timer token.

**Ode to the Tax Man** – Occasionally, Mortimer the Tax Man comes around to collect taxes from all the fine citizens of Feonora. Naturally these go strait into the king’s coffers to pay for...well, all those fine public services of course. Taxes aren’t optional so there’s no use trying to talk your way out of it. When tax day comes citizens are expected to pay directly, and straight away. If you don’t have enough to pay the full amount he’ll accept the few Copper Pieces you have on hand (in your coin purse).

**Fortunately, money in the Bank is immune to taxes.**

**Pickpockets** – Villagetown is a bustling city full of travelers, merchants and all manner wide-eyed adventurers. Perhaps that’s also why it seems to attract so many thieves and criminals. You’d do well to keep a close eye on your coin purse at all times. Pickpockets will make regular attempts at parting you from your coin and only your character’s abilities will determine whether they are successful or not. Follow the instructions on the card to see how well you fare against these crafty pickpockets.

**Bounties** – Catching a wanted criminal is no easy task, for they never stay in one place very long. Those who do catch a Criminal will earn themselves a nice Bounty. For details on how Bounty Cards work see the section titled *Bounties* on page 36.

**Butterflies** – The King and Queen are both avid butterfly collectors who maintain a truly splendid collection of live specimens. They are always looking to expand their collection which is why they offer a Badge to the person who returns with the most butterflies (alive and undamaged) at the end of the journey. Characters with a high Agility will have the greatest chance at catching butterflies.

**Troubles** – These brief little mini-quests revolve around the lives of Villagetown’s colorful inhabitants. You see, sometimes the folks in this town have small problems they just can’t work out on their own. When a Trouble comes up your character can lend a hand to earn a few Copper Pieces (or an Item)...if one of the other players doesn’t get to it first.

Here’s how it works.

When a Troubles card comes up read it aloud then set it aside (face up) somewhere near the main board. This card is now ‘active’ and available for any willing player to tackle. Each card will describe a problem or situation and the reward offered for completing it. Most of the time this will involve heading to a specific part of town and making a dice roll. For instance, you might be called upon to negotiate a problem using Persuasion, to deliver a message or fish to another part of town, or you might be asked to deal with something that’s causing a ruckus. Every Trouble is unique. After solving a Trouble immediately collect the reward and **keep the card**. You’ll find out why this is important at the end of the game. A few other things to remember about Troubles:

- Unlike Bounty Cards there is no limit to the number of Troubles cards that can be out and ‘active’ at any given time.
- Once a Troubles card is out anyone may attempt it, so long as they are positioned in the proper space or building.
- There is no limit to the number of times a Trouble may be attempted before it is solved. If it doesn’t get solved the first time, try again on the next turn.

**Bank Day** – If your character has a little extra money they may want to deposit some of it at the Bank. Money in the Bank has a chance of earning interest over time and bringing in extra Copper Pieces at the end of the game. Then again, it could lose value if there’s a Stock Slump. Bank Day cards will let you find out how your Bank Deposit is faring throughout the course of the game. For more detailed information on Banking and Bank Day cards see the section titled *Banking* on page 22.

**Tynafir’s Daily Special** – Tynafir the Traveling Merchant makes regular stops in Villageton on her way to the City. During her stay she sets up a small tent next to the Town Treasury. Whenever an Item goes up for sale a new Item card comes out and remains ‘active’ (Set it aside somewhere). The first player to arrive at Tynafir’s Trinkets may attempt to barter for the Item. But you’d better bring plenty of Copper Pieces for few can match the shrewd negotiating skills of this expert Merchant. To learn more about bartering with Tynafir, turn to the section dedicated to *Tynafir the Traveling Merchant* on page 23.

**Roleplaying Cards** – Roleplaying Cards are found in the Town Card, Adventure Card and Dungeon Card decks and will show up throughout the game. This is where Heroes of Feonora becomes a *Roleplaying Game*. Let’s talk about what it means to ‘roleplay’ your character. One of the fun things about having a unique character is exploring their background & personality and watching as the character develops over time, also known as “character development.” When a Roleplaying card comes up this is your opportunity to share about your character’s interests & background with the other players. Your responses can be funny, sad, deep or light-hearted. It all depends on the kind of character you created and how you feel like roleplaying them. It’s ok to think about your responses ahead of time, or make em up as you go. There’s no right or wrong way to respond to a Roleplaying Card... *just so long as your character doesn’t say mean things about other characters for no good reason.*



Here's how it works. The player that drew the card is going to roll a d12 and refer to the list of questions on the back of the 'How to Get Started' booklet. *Let's pull that out now and take a look.* The number on the die refers to the question the player is going to ask. Looking back at the card, you'll see that the question is always directed at two specific Character Classes. For instance, it might start out by saying, "If your character is Elf or Malornian..." Read this part aloud then finish the question by referring to the back of the booklet. A complete question might sound like this, "If your character is Elf or Malornian, what are your thoughts on the current situation?" Now, starting with the player to your left, they can respond for any of their characters who (in this case) are Elf or Malornian. Of course you'll want to keep it brief but try to be creative as well. This is your opportunity to really bring your character to life and help the other players get to know them better. After the first player goes, move around the board clockwise. Everyone gets a chance to go, ending with the player that read the question aloud. *The player holding the card should always go last.* A Roleplaying Card might ask your character to reveal what they think or feel towards other characters in the party. Do they like the other characters? What about Companions? Are there trust issues? Perhaps there's a romantic interest brewing. It's whatever you decide or make up as you go. This is all for fun of course but you might be surprised to learn just how unique and interesting our characters can be as they slowly come to life through Roleplaying Cards.

**No Random Events** (*Free Movement*) – When a round concludes with no random events you'll notice certain characters will have a chance at some free extra movement. Think of this as a strategic opportunity to catch up or swoop in on that just out of reach Troubles card. *Note: If players are aiming for the same spot, and it can only be occupied by a single figurine, then turn order takes precedence. The player who would have otherwise reached it first in the next round gets the spot.*

Aside from those discussed here a few other special Town Cards will come out from time to time... but we'll let you discover those on your own.

Simply follow the instructions on the card. If you ever get stumped, take a look at the Questions & Answers for Special Circumstances below.

### Questions and Special Circumstances

**What if another character is blocking my way?** If your character has enough movement remaining they may pass through the occupied space, which counts as one step. Otherwise your character will have to stop short. The *Alleyway* and *Washout Lane* are the only cobblestone spaces that may be shared.

**What if a Criminal shows up but someone's figurine is occupying the space?** Move the Player's figurine to any adjacent space and place the Criminal on the board.

**What about Companions? Can I roleplay my Companions as well?** Absolutely. In fact, you might say it's your job to make them more interesting. Feel free to respond to Roleplaying Cards and other opportunities with your Companion also.

***If my character is in Jail can they fix the pipes?*** Only upstanding citizens are allowed access to the Jail's plumbing system. In order to fix the pipes your figurine must be on the special pipe space on the other side of the Jail.

***Can I use a Weapon of UBERNESS on the Scribbles or the Sewer Monster?*** Yes, but it will only have the same effect as a successful attack roll, which is to run the creature out of town for good. Neither will drop any loot but at least there's a decent reward awaiting the character who steps forward to confront these intruders.

***Do the Scribbles or the Sewer Monster Troubles cards count toward the Battle Badge?***  
The other players had better watch out for the player who asks this question...  
In short, no. Even though an attack is used to drive these pests away the result, unlike with traditional combat encounters, does not result in a battle card or a loot roll. Collect the card (and the reward) and keep aiming for that Troubles Badge.

***What happens if I try to catch a butterfly with a spell but the spell fizzles or backfires? Does the butterfly get away?*** It is safe to say that your spell-casting shenanigans were enough to frighten the butterfly away.

***Can players attempt a Bounty even when they don't have a chance at success?***  
No. Only characters with a chance at success may attempt to capture a criminal. Don't forget that Negotiator Companions add a bonus to a Character's Persuasion roll.

***Can somebody 'call it' when a card comes out?*** While cards are generally open to whichever player completes it first, some can only be attempted by the first character to arrive. Bounties, Butterflies and some Troubles cards fall into this category. In these cases it can sometimes be a race to get there first (Hint: It won't always be the closest character). In the spirit of teamwork, we recommend players communicating whether they intend to go for a card so that other players don't waste any more movement during Town Time than they have to. Then again, random movement at the end of the round can sometimes change the situation...

***What if during a random movement phase two figurines try to occupy the same space?***  
In these situations precedence goes first to the Group Leader followed by the Character with the higher Rank. In the case of equal Rank defer to turn order.

***What if the last day just passed and now we have to form a Group? But the card says we have to pay taxes or deal with a pickpocket?*** Remember, the Random Event must always be dealt with first, before the Town Timer token is moved.

# Companions and Wayfarer's Rest

## What are Companions? What's their purpose?

The best way to think about Companions is that they temporarily boost the health and abilities of your Main Character. For example, if your Player Character has a (d6) Fighting Ability you can recruit a Companion with a +2 or +3 Fighting Ability. Then, when the group engages in combat the Companion will automatically assist when you make an attack (*by adding another bonus to your roll*). Or, maybe no one in the group has Thievery ability, a requirement for getting through Big Wooden Doors, page 41. Someone can recruit a Thief, adding an important member to the party.

Companions come in all shapes and sizes and are much more than just a lineup of hired swords. Each one has their own unique personality and background. You will also notice however that every Companion has exactly one specialty, which is why it is important to choose carefully when selecting and recruiting one. Let's go over the five types of Companion available for hire down at the tavern.

**Fighters** – Combat is their primary skill. Whenever you make a Regular Attack during combat add the Companion bonus to your roll (on top of an Ability bonus if you have one). That's right; those bonuses can really add up. Although, tougher Fighters are more expensive, and at times more difficult to recruit than others.

Companions and the Fighter's Fighting Guild – When your Main Character goes into the Fighting Pit they must go alone. Your Companion cannot join you. This means that Companion bonuses do not apply while fighting at the Fighter's Guild. *But pay attention to the rules of the Guild because they may bring a benefit of another sort.*

**Negotiators** – These characters have trained in the age old art of negotiation. This unique specialty will help you do things like solve Troubles, barter for Spells, talk your way out of Jail or even catch Criminals. Whenever you make a Persuasion roll add your Companion bonus to your roll (on top of any Ability bonus if you have one). Skilled Negotiators are more expensive than less skilled ones.

**Thief Companions** – Sometimes it helps to have a Thief around. In fact, getting through a dungeon will be much more difficult, *perhaps nearly impossible*, without a Thief in the party. If you'd like to enjoy the benefits (and risks) of having the Thievery skill then Thief Companions are the way to go. Thief Companions enable you to use the Thievery Skill throughout the game, and even make your character immune to Pickpockets. But you'd better plan on spending some time in the tavern as Thieves don't usually advertise their services and are tough to find.

**Magic Users** – The right selection of Spells can sometimes make the difference between victory and defeat, especially when traveling through Caves and Dungeons. Sometimes, the only way to add magic ability to the group is to recruit a Magic User. Skilled Magic Users come with more spells, but are also more expensive to recruit.

**Treasure Hunters** – It is said that searching for Hidden Treasure is both an art and a science. Only those with the knowledge of these closely guarded secrets can truly call themselves ‘Treasure Hunter.’ Whenever the group lands on a Treasure space all the characters with this skill get to search for Hidden Loot. With a Treasure Hunter at your side that’s one extra roll of the Loot die.

### Our favorite place away from home

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Folks come from far and wide to enjoy the warmth and good company of **Wayfarer's Rest**. On most nights one can find an assortment of travelers & locals, there to relax and enjoy a hot meal. Some of them are on the lookout for a worthy party to join up with. The challenge is finding and recruiting the right one...

After a long journey saving the world even heroes need a place to kick up their boots and enjoy a big frothy ale. In the town of Villagetown that place is called Wayfarer's Rest, a somewhat famous Inn with a large Tavern on the lower floor, where adventurers and townsfolk alike gather to enjoy good company and regale one another with their tales of high adventure and daring do. The proprietors of this popular spot are Normund and Hildegard, who always have a warm fire and a steamy pot of soup awaiting those who visit their fine, friendly establishment.

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**Recruiting a Companion** – When you’re ready to recruit a Companion head on down to the tavern. Pull a card and note the character’s specialty: are they a *Fighter*, *Thief*, a *Magic User*? How much Health do they have? Is this the right person for the job? If they’re simply not what you’re looking for return the card face down to the bottom of the deck. On the other hand, if this is just the sort of character you’ve been looking for it’s time to pay their contract fee. Some Companions will require that you negotiate their fee; others will simply ask for a flat sum. Follow the instructions on the card to find out how much your Companion will cost. If it turns out you cannot afford the Companion then the matter is closed. The fee may not be renegotiated on the next turn. Instead, immediately return the card face down to the bottom of the deck. A new card must be drawn each turn. *Not surprisingly, characters with good Persuasion have a better chance at recruiting worthy Companions.*

Here are a few other things worth noting about Companions:

- Once you’ve hired a Companion they are with you for the remainder of the game. Companions may not be traded or let go for any reason.
- Companions are unaffected by things like Taxes and Pickpockets. Even with multiple Companions you only need to manage *one* coin purse.

### Questions and Special Circumstances

**Can I change my mind about recruiting a Companion after making a Persuasion roll?**

Yes. Recruiting is always optional. But if you can’t afford a Companion or choose not to recruit them right away the card must immediately be returned face down to the bottom of the deck.

**What about roleplaying? Can I roleplay my Companions as well?** Absolutely. In fact, you might say it's your job to make them more interesting.

**Can other players help me pay for a Companion?** Only if their character is also in the tavern. When two or more players occupy the tavern (or any other building) Copper Pieces and Items can be traded freely. This does not consume an Action.

## Pennyblum's Bakery

Have you noticed the delicious aroma drifting from the Bakery? There are many famous people in Feonora but few as famous as Pennyblum and her delicious loaves of soft, steamy bread. Needless to say Pennyblum's bakery is a popular place for the locals as well as the traveling merchants that stock up whenever they're in town. This is why Pennyblum is always looking for a little extra help and will pay a fair wage for quality work. Do you have what it takes to put the finishing touch on some of those famous loaves of bread? There's only one way to find out...

Go into the Bakery and roll all three Dice. Your job is to add *just the right amount* of each ingredient. After all three dice have been rolled, match the numbers to the ingredient icons. Beginning with Yeast (d6) you need to roll a 2-5. A 1 or a 6 means you added too little or too much yeast. The same goes for Water (d8), which needs a 2-7. For Flour (d12) you need to roll a 3-10. If you didn't add the right amount of each ingredient then the batch was no good and Pennyblum cannot use it, nor will she pay for the work. You'll have to try again on your next turn. If you do add the right amount of each ingredient Pennyblum will pay 5 shiny Copper Pieces and thank you for a job well done. *Baking bread can be a great way to earn some honest coin.*

Here are two examples of how a batch of bread might turn out...

In this example our player has clearly added the right amount of Yeast (d6), Water (d8) and Flour (d12). They've just baked a fine loaf of Bread! Pennyblum pays this helper 5 Copper Pieces, ending the turn.

**Example:**

3

5

8

This is an example of a blundered batch. Our helper has added the right amount of Yeast (d6) and Flour (d12) but put too much Water (d8). It would seem that no bread can be made from this batch. They'll just have to try again on the next turn, *unless... your character can meet one of the conditions for an ingredient fix.*

**Example:**

2

8

4

*In cases where only a single ingredient has gone wrong it may be possible to salvage the batch. Details and examples can be found in the "Ingredient Fix" addendum.*

# Fighter's Fighting Guild

So, your character thinks they're tough do they? Then maybe they'd like to see how they match up against some of the other local Fighters. The Fighter's Fighting Guild is where skilled exhibitions take place for the entertainment of its lively patrons. More importantly, it's a great way for tough characters to earn some extra money (possibly even fame and fortune) during Town Time. Here's how it works.

Move your character into the Fighting Pit and place 1 Copper Piece onto the reserved space. Each Fighter is required to put up a Copper Piece before every match. Now pull an Opponent card. This is the fighter that has been chosen for you by the Guild Boss. Once your Opponent is chosen the fight is set and there is no backing out. Each card will describe your Opponent and reveal how tough or skilled they are, *in other words, which die they roll to Attack*. Now the match begins. Always roll for the Opponent first, and then roll for your character using your character's Attack die.

**A Note about Fighter Companions:** Since Companions are not allowed into the Fighting Pit (during a match) only your Player Character's Ability bonus may be added to your attack roll. This is one of the few times Companion bonuses do not apply.

**Winning a Match** - If you *match* or *beat* the Opponent's roll your character wins the exhibition and the crowd goes wild. The size of the winnings will be determined by your Character's performance during the match. Whatever the difference between your roll (including your Ability Bonus) and your Opponent's roll is the prize money. For Example, let's pretend your character has a Fighting Ability bonus of +2

- The Opponent goes first and rolls a 9
- Your Character follows with a rolled 10 (+2) = 12
- Your prize for this match is the Difference,  $12 - 9 = 3$  **Copper Pieces**

**The Guild Fee** - According to the rules, the *Guild Fee* is only collected from the *losing* fighter. After claiming the prize money from a winning match return the defeated opponent to the bottom of the Opponents deck and collect the Copper Piece used for the bucket & towel deposit. *If the match ends in a tie no prize is awarded or fee collected.*

**Losing a Match** - If you fail to match or beat your Opponent's roll you've just lost the match and your character takes damage. Whatever the amount showing on your Character's Attack die (and only the number on the die) is the amount of Hit Points that must be subtracted from their Health Tracker. Return the card to the bottom of the Opponents deck and move your character to Washout Lane. According to tradition, defeated fighters get tossed out into Washout Lane and since your character is still stunned from their defeat they are not allowed to move until the next round. Oh, just one other thing; the Guild will now collect its fee. Move the Copper Piece into the Town Treasury. **Being defeated in the Fighting Pit is no fun, but there are ways of minimizing the humiliation and the loss of momentum...**

Companions by Your Side – Although Companions aren't allowed to help during the match, they do help in one critical way. Once your Character has a Companion (any companion) they do not get tossed into Washout Lane after losing a match. It's a brave soul who enters the Fighting Pit without support. But a fighter with ringside help stands a much better chance at building up their winnings. After losing a match your character is still stunned and may not move until the next turn.

*Note: Player Characters will never fight one another in the Fighting Pit. Although there is no limit to the number of figurines that may occupy the Pit at one time, your characters will always fight an Opponent from the Opponents deck.*

Weapons of Uberness and Magic Spells are strictly forbidden in the Fighting Pit. After all, these are exhibitions for fame and fortune, not fights to the death.

### Questions and Special Circumstances

**Can another player put up the Guild Fee for me?** Only if their character is positioned inside the Fighting Guild at the time.

**My Opponent ran out of the building screaming. Do I get my towel deposit back?**

The Guild Master, still bemused & bewildered, slowly hands you back the Copper Piece and then begins to laugh uproariously. Another opponent will not be available until the next round (giving time for all to speculate on what just happened).

**If Companions aren't allowed in the Fighting Pit then what about the extra Health?**

The moment you hire a Companion their Health automatically gets added to (and integrated with) your Character's Health Tracker. From then on there's no need to worry about which character takes damage. The combined Hit Points always apply.

**My main Character is a Dwarf/Malornian and I've just lost a match, but instead of taking damage I choose to absorb the hit with my fortitude hit counter...Does my character still get tossed into Washout Lane? Are they still stunned?** In this case no. If the character still has Movement they may use it, after paying the Guild Fee.

**What about Protective Gear?** Yes, using Protective Gear would have the same effect as using a hit counter, preventing your Character from being knocked out and tossed into Washout Lane. But it's still a loss and the Guild will collect its fee.

**Is it possible for my character to be killed while fighting in the Pit?** Theoretically, yes. Although that would have to result from some very poor planning (and fighting) on your character's part. Perhaps they wanted to die all along.

There have been rumblings in the Fighting Guild lately of a ruthless band of Rogues about. They are no good thieves and low-down hooligans to boot. Characters low on health should head to the Fountain of Recovery as quickly as possible, lest they be caught off guard by the ruffians.

# Banking

Villagetown's local Bank offers your characters a chance to invest their coin, and possibly earn a handsome profit along the way. To make an investment go to the Bank and place any amount in your Deposit Box. Notice that there is a Deposit Box reserved for each player in the game. The Group Leader is considered Player 1 and so forth in a clockwise direction. From this point the mysterious and unpredictable 'Market' will decide the fate of your investment in the form of Bank Day Cards.

**Bank Day Cards** – Throughout the course of the game Bank Day cards will pop up at random. The card will instruct players with an active Bank deposit to roll a (d8), with the resulting roll revealing how well each deposit is doing. *Making a deposit consumes the player's Action.* There are eight possible outcomes on a Bank Day card that range from *Stock Slump* to investments being *Doubled!* Stashing Copper Pieces away in the Bank carries a small amount of risk, but overall the chances of earning interest are greater. Whatever amount is earned from deposits gets collected at the end of the game. Characters wishing to make a withdrawal during Town Time may do so as well. Just like before they will have to show up at the Bank 'in person' to conduct a transaction, which consumes the player's Action for that round.

**In order to earn interest a Deposit box must contain at least one Copper Piece.**

**Rank Guarantee** – Rank has its privileges. For instance, whatever money your character has on deposit at the Bank is guaranteed up to their current Rank. In other words, any time there's a Stock Slump you lose only the amount that exceeds your character's Rank. Here's an example. If one player's character has a Rank of 20 with 30 Copper Pieces in her Deposit Box, the Bank will Guarantee 20 Copper Pieces in the event of a Stock Slump. Should this player ever roll a 1 (Stock Slump) on *Bank Day* she only loses 10 Copper Pieces. 20 Copper Pieces stay safely in her Deposit Box thanks to the Rank Guarantee offered by the Bank. Of course this doesn't help characters with a lower Rank so much, but over time investing money in the Bank will get safer as your character progresses up the chain of heroism.

## Additional Notes on Bank Deposits

- During Town Time all transactions must take place inside the Bank
- Changes to a Deposit happen at the Bank only. For instance, if a Deposit earns interest the Copper Pieces are added directly to the Deposit Box.
- Money in the Bank is immune to Taxes, Pickpockets and the Local Guards

## Questions and Special Circumstances

**Can I add or withdraw funds for another player?** Oh no. The Bank has very strict rules about this. Characters are only allowed to add or withdraw money on their own Deposit Box - No Exceptions.



## Tynafir the Traveling Merchant

Tynafir's Daily Special - Tynafir sells all manner of goods, including rare Items and Artifacts, which is why you'll want to be on the lookout for *Tynafir's Daily Special*. Whenever a *Daily Special* comes out a new Item goes up for sale. These are the only Items that will be available for purchase during Town Time.

Here's how it works. When an item is up for sale go to Tynafir's tent and then take a peek at the number hiding under the Town Timer Token. Now make a Persuasion roll. The number on the Town Timer minus your Persuasion roll is the amount Tynafir is willing to accept for the Item this round. Just be aware that Tynafir will not sell any Item for less than 1 Copper Piece, no matter how good your Character is at bartering. If you don't like the price Tynafir will gladly renegotiate with you on your next turn. But keep in mind that Items for sale are put up for a limited time. The current Item will only be available until the next *Daily Special* comes out.

Don't forget to include Ability and Companion bonuses to your Persuasion roll.

Selling Trinkets to Tynafir - Like many of the Merchants in Feonora Tynafir is particular about which types of Items she'll buy and which ones she won't buy. The easiest way to figure this out is to look for Items that have a coin icon along with a *Trade In Value*. These curious oddities are the *only* Items Tynafir will purchase. To sell your trinkets to Tynafir go to her stall and collect the number of Copper Pieces stated on each card. Then turn in the card or cards by placing them at the bottom of the deck. *Tynafir will purchase multiple trinkets on a single turn.*

As you may have guessed, bartering with Tynafir gets easier the closer you get to Grouping time. Perhaps this is her way of lending a hand to your noble quest.

## Items, Artifacts and Trading

There are several different ways to get items throughout the game. They can be earned by solving Troubles, recovered from a defeated foe or discovered in a stash of Hidden Treasure. This section will introduce the various kinds of things found in the Items deck. They range from useful stuff, to mostly worthless trinkets, to rare and valuable Artifacts. The common question with Items is: *When can they be used?* The short answer is: *It depends on the type of item, and the situation.* Whenever there's a doubt read the Item card, or visit the Q&A on page 25.

Items of Recovery - Items of Recovery are similar to Fish, except that they come in many different forms and level of potency. Like Fish they can be used *any* time without penalty. Examples include *Steamy Potato Soup* and *Fine Herbal Tea*.

Weapons of UBERNESS - These rare and special weapons are truly magical. They can destroy just about any foe, including those that can only be defeated with Magic. Weapons of UBERNESS can only be used during a player's turn, and will use up an Action during Town Time. Examples are the *Hammer of Smiting* and *Wedril's Wand*.

Very rarely, the group will come across a kind of unique encounter in which the adversary is immune to both weapons and magic. It would seem that these same mystical creatures of the realm are also immune to Weapons of UBERNESS.

**Protective Gear** - These helpful pieces of armor and gear can protect your characters from those really big hits, which makes them a very good find indeed. Protective Gear can absorb *any* kind of hit or damage and using it never consumes an Action. Examples include *Helmet of Deflection* and *Armor of Absorption*.

**Artifacts** - These rare and legendary treasures have been lost through the ages, and scattered across the land. Even though Artifacts cannot actually be used they are still quite special as they are an essential part of the “Treasure Hunter” mini-game. Whoever collects the most Artifacts earns a Badge at the end of the game. *Don't forget though, Artifacts are still Items and can be stolen by mischievous thieving Fairies.*

**Trinkets** - A mish mash of knickknacks & do-dads, trinkets are both loved and despised. On one hand, they can bring in extra Copper Pieces during Town Time or the Victory phase. On the other hand, they aren't really good for anything else. Trinkets are easily identified by the *Trade In Value* stated at the bottom of the card. No matter what the description on the card Trinkets cannot actually be used during the Adventure. To learn more about selling Trinkets turn to page 23.

**Other Stuff** - Some items are so distinct the only thing they have in common is that each one is special in its own way. Examples are the Wizard's Hat, Treasure Map and Talisman of Teleportation. Individually, these miscellaneous items have a unique function and the card will explain its use and how it works. These cards will also tell you *when* they can be used. For instance, some can be held onto until your character has a need for them while others have to be used right away. *Note that items of special movement never get used up and don't cost an Action during Town Time.*

Trading is a common activity throughout the game with a few basic rules.

1. During Town Time characters must be in the same building or on adjacent spaces in order to trade. **Trading with other characters does not disrupt Movement or use up any player's Action for that round.** In other words, as long as your characters are positioned correctly they may trade freely.
2. Items, Fish, Magic Spells, Butterflies and Copper Pieces are the main goods available for trading. *Players can also purchase and sell stuff to one another at whatever price you negotiate.* Once the characters have formed a group, in other words during the Adventure Phase, all trading may be done freely. Players do not have to wait for their turn to trade or give away these items, nor does it use up a turn. This is true even during a combat encounter.
3. Mounts, Companions, Bounty cards, Defeated Foes and Troubles cards may not be traded or sold during any phase under any circumstances.

## Questions and Special Circumstances

**Can I share my Steamy Potato Soup with the rest of the Group?** No. Only Items that are labeled “Group Recovery” may be shared amongst the party members.

**Can I combine my Boots of Speed with another item of special movement?**

Combining the Boots of Speed, Flying Carpet or Staff of Walking has been known to cause spontaneous combustion. Just to be safe, they should not be combined with Mounts or each other. A Mount’s movement value will always override these items.

**Can I sell my Fish or Trinkets to one of the Traveling Merchants?**

Tynafir the Merchant and Ned the Fish Peddler are the only two characters you’ll encounter who buy stuff. Fish and Trinkets may not be sold to Traveling Merchants.

**Are Items cards (or any card for that matter) public information?**

It is up to each player whether or not they wish to reveal their cards to the other players. Being a game of cooperation there is little need to hide your cards, but by no means are you required to show them or reveal your card count to another player.

**Are Spells considered Items?** Only in the minds of Fairies, Trolls & Genies, who consider them a worthy prize. When it comes time for a Fairy to steal something they *can* steal one of your Spells. Or, if need be, a spell can be used to pay a toll.

## Fessiwig’s Magic Emporium

A good selection of Spells is difficult to come by, but can also make the difference between defeat and victory. As fortune would have it, one of the most famous Magic Shops in all of Feonora is located right here in the town of Villagetown. Fessiwig’s Magic Emporium is stocked from floor to ceiling with all manner of Spells and all at bargain prices. Of course, to get a *really* good deal you’ll have to negotiate.

Negotiating with Fessiwig – Fessiwig loves to barter which means you may be able to get your Spells at a bargain price...if you’re persuasive enough.

Here’s how it works:

- Any character is allowed to purchase Magic Spells.
- The starting price for each Spell is 15 CP. First, pull a card. If you like the Spell and want to buy it make a Persuasion roll (be sure to include your Ability and Companion bonuses) then subtract that amount from the starting price. This represents the amount Fessiwig is willing to accept for the Spell in question.
- No matter how well you negotiate no Spell may be purchased for less than **1 Copper Piece**. For example, a Persuasion roll of 15 or higher still means you must pay Fessiwig at least one shiny Copper Piece. That’s a bargain!
- If you change your mind and decide not to purchase the spell return the card to the bottom of the deck. *A new card must be drawn each turn.*

# Using Magic Spells

By the time your party sets off on their journey you'll want at least one Magic User in the group along with a well-rounded selection of spells. Each spell belongs to one of five 'Schools of Magic.' Foes and creatures you see, are only vulnerable to certain kinds of magic, and there are some that can *only* be defeated with Magic. Think of Magic in terms of rarity and potency. For instance, Yellow Magic is common and will work on many different creatures, but these are mostly weaker foes anyway. Red and Blue Magic on the other hand are much more powerful, and will enable your Magic User to take out some of the toughest foes in the game. But these spells are more difficult to find, and so are the foes they counter. Magic Users who want to participate in more battles will want a good selection of spells, preferably one from each *School of Magic*. Here's a quick breakdown on the five types (or colors) of Magic.

*Yellow • Purple • Red • Blue • Gray*

Once your character has a Magic Spell it stays with them for the duration of the Adventure. *Spells never get used up.* But using magic does use up your turn, just like an Attack would do. You'll also need to pay attention to the card as different spells do different things. For example, most spells *destroy one foe*. Others might allow you to catch a butterfly or a criminal. The main thing to remember is that in order to use a spell against a foe it must match the color of the encounter card...

...and it must pass a *Success Check*.

How it works - Whenever a character is ready to cast a Spell pick up a (d6) and roll the die. In the case of Magic rolling a (d6) is referred to as making a 'Success Check.' The Success Check is required any time a character is attempting to use any kind of magic, and the results will come up as one of the following:

- 1 – The Spell has Fizzled (no effect). Turn the Spell Card Over.
- 2 – The Spell has Backfired (oops), take 2 Damage. Turn Card Over.
- 3 to 5 – Success!
- 6 – Super Fizzle. You've just dissolved 2 Copper Pieces. Turn Card Over.

A successful attack spell instantly vanquishes a foe. Immediately collect the card and roll for Loot. However, if a spell fails (Fizzles or Backfires) it becomes useless for the remainder of the encounter. Flip the spell card over until the group moves on to another space. *This is the time it takes for a spell to recharge, which is also why putting together a good collection of spells can be a wise strategy.* Just remember, using Magic will consume a player's full turn (one Action) no matter what type of spell is used.

This concludes the basics of magic types and using a spell.

Now it's time to introduce the very special "Gray" School of Magic.

Gray Magic spells are extremely rare and also extremely powerful. Should your Magic User acquire one of these you are in good shape. What makes Gray Magic unique is that it can work on *any other color type*. In other words, Gray Magic can be used on any foe that is vulnerable to magic, regardless of what School of Magic is showing on the card. *Needless to say Gray spells are highly sought after, but it is still a good idea to supplement one's spell book with multiple schools of magic.*

While most spells are geared toward combat, be on the lookout for certain unique spells that may do a little more, or something entirely different than smiting a foe.

Criminals and Butterflies – It is rumored there are some spells designed especially for catching butterflies, and others that are good for nabbing wanted criminals. *Perhaps there is a secret profession of wizarding bounty hunters.* Depending on the situation these spells can be used in place of an Ability roll. Of course, as with all magic they will still have to pass a Success Check.

Treasure Hunting with Magic - Fessiwig has mentioned at least one rare spell, *created by an eccentric and rather misunderstood colleague of his*, that enables Magic Users to engage in that tricky craft of Treasure Hunting. Just be sure to remember that the spell must pass a Success Check in order to be useful. *Some members of the Wizard's Guild have reported finding these rather counterproductive to their intended purpose.*

Unlocking Big Wooden Doors – One of the greatest obstacles to overcome on some journeys are Big Wooden Doors, usually found in dungeons and old ruins. Thieves are able to pick the locks of these crafty barriers, but Magic Users can sometimes get in the mix as well. With an Unlock spell a Magic user can make an attempt along with the others. But as always, the spell will have to pass a Success Check. For more detail on dealing with Big Wooden Doors turn to page 41.

Companions – Whenever your Character hires a “Magic User” the new Companion will already possess a certain number of spells. Immediately collect the number of spells stated on the Companion card. If none of the Player Characters in the party has magic ability these companions can be a valuable addition to the group. *If your Player Character is already a Magic User and you hire a Magic User Companion, feel free to roleplay their magic using antics however you like.* All spells in your possession are available to any of your Magic Users, and either character may use them.

## Horses and Mounts

Venturing out into the wild lands on foot is a daring move, and quite often the result of misfortune or poor planning. Mounts on the other hand provide reliable transportation and a fantastic way to get about town (in style). That's why the local stable "Horses and More" offers would-be heroes all manner of trusty steed and other modes of transport. *Mind you the prices and selection do tend to vary.* Whenever your character is ready to enjoy the benefits of a Mount move the figurine to the Stables and pull a card. Merrick the Stable Keep will describe what type of Mount is available that turn, its Movement, and how much it costs to Rent or Purchase.

Travelers should be aware that Merrick does not like to haggle over prices. This means that Rental Fees and Purchase Prices are what they are - and cannot be negotiated.

Let's briefly discuss the difference between Renting and Purchasing.

**Renting a Mount** – During Town Time renting from the Stables is the only option for obtaining a mount. Rented Mounts remain the property of *Horses and More* and will have to be returned at the conclusion of the adventure. **Rented Mounts do not get written down on the Character Sheet.** If the card in hand is acceptable you may pay the Rental Fee right away and claim your trusty steed by collecting the card. Otherwise, return the card face down to the bottom of the deck. A new card must be drawn each turn. *Be aware that some Mounts have a Class Restriction (meaning they can only be ridden by certain Character Classes). The card will let you know.*

**How do they work?** Essentially, Mounts replace your character's natural Movement with a *new* Movement value. You'll find that the speed and quality of Mounts varies, and so too does their enthusiasm for adventure. When your character has a Mount during Town Time always refer to the Movement value of the Mount (instead of the character). **Do not add the two.** Once your party has formed a Group turn to the section on Grouping and Travel (page 38) to find out how Group Movement works.

As you'll soon find out, moving while in a Group is different than moving about during Town Time, and Mounts play a big role in this.

**Purchasing a Mount** – In some respects adopting a good Mount can feel even more satisfying than winning the Hero Award. It is no small feat to earn enough coin in a single adventure to afford a Mount. But Merrick wants to be sure you know how to properly care for the animal (or fine machinery) which is why the group must first successfully complete its quest. It is only during the Victory phase that your characters will be given the opportunity to purchase (or adopt). *This cannot be done during Town Time.* Once a Mount has been adopted its information may be added to the Character Sheet. Then it's time to give it a fitting name. Permanent Mounts will stay with your character until they are traded in or your character is killed.

Since Permanent Mounts can be lost they should always be written in with a pencil.  
Please, no jokes about our dubious use of the word "Permanent."

**Trading In a Permanent Mount – Upgrading Mounts** is a process with no small amount of risk, but often it's the only way to get that truly amazing Mount your character's been pining for. Here's how it works. Go to the Stables and begin the search (*as usual only one card may be pulled per turn*). Once your character has found the Mount that they would like to rent the player may declare a "Trade In." As part of this transaction any Permanent Mount will be accepted in place of the usual Rental Fee. To complete the *Trade In* erase the Permanent Mount from the Character Sheet and collect the new Mount card. The *Trade In* process swaps a Permanent Mount for a newly Rented Mount and consumes the player's Action for the round.

**Releasing a Permanent Mount** – A Permanent Mount can also be released back to Merrick in exchange for a few Copper Pieces. The proper way to go about it is to let the other players know your intentions and then simply erase the Mount from the Character Sheet. *This must be done at the Stables*. In this situation Merrick will pay no more than the Movement Value of the Mount, a price that is not negotiable.

### Questions and Special Circumstances

***What about Companions; won't they slow me down?*** Companions always move at the same rate as your character and therefore have no impact on your character's Movement. You can safely assume your Companion or Companions have comparable Mounts of their own, and the contract code demands that they not leave you behind.

***Can I exchange a Rented Mount for another one?*** Yes and no. Rented Mounts can be returned to the Stables and have no Trade In value. In other words, you can release the current Mount by turning in the card (at the Stables). This consumes an Action. Afterwards, a new Mount can be rented following the usual method.

***Can I trade Mounts with other players?*** Trading Mounts with other players is not allowed. They're kind of touchy about that sort of thing.

***What if my Mount is slower than my character; do I have to use it during Town Time?*** Yes. Once you have a Mount using it is no longer optional. The Movement value of a Mount always takes the place of Character Movement (and speed boost items).

***Can a Permanent Mount ever be lost?*** When your character dies any Mount (rented or purchased) is lost. Turn in the card or remove the Mount from the Character Sheet. You should also refer to the *Defeat Checklist* on page 61.

***How is it that Domesticated Mushroom Creature is able to use the faster movement symbol during Group Travel?*** This has long been a point of curiosity (and much discussion & debate in the halls of RPG University). The prevailing theory is that many varieties of domesticated beast, Mushroom Creatures in particular, behave decidedly differently in populated areas than they do in open spaces. Then again, you are riding the only Mushroom Creature known to have been domesticated, which means that some of the professors are eager to study *you* as well.

# The Tradecraft of Thievery

The illicit tradecraft of Thievery is truly a mixed bag of tricks. On one hand a skilled (or lucky) thief might manage to acquire a lot of stuff during Town Time. Or, they might end up spending the majority of their days trying to talk their way out of Jail. In short, being a criminal is a risky business. Fortunately, those characters that choose to pursue this dubious trade will get the chance to help the rest of the party, for only Thieves have the skill required to pick the locks of Big Wooden Doors (page 41). As for stealing during Town Time, here's how it works:

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## Thievery die

The first thing to understand is that your (d12) is always used as the *Thievery die*. It does not have bonuses and is completely separate from Basic Abilities. Use this whenever your character steals, pick locks or whenever a Thievery roll is called for.

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**Stealing from the Town Treasury** – Thieves with a knackering to pilfer the vault may sneak onto the specially marked space in front of the Town Treasury. When you think the guards aren't looking make a Thievery roll. **If your roll is 4 or higher this is the amount of Copper Pieces you may remove from the Treasury.** On the other hand, if you roll a 3 or lower you've just been spotted by the guards. **Return all the money in your Coin Purse and go strait to Jail.** That's right; all the money in your Coin Purse goes back to the Town Treasury and cannot, at this point, be passed off to another party member. *The guards aren't interested in your pitiful explanations.* Fortunately, any coin stashed away in the Bank is safe from the guards.

As you can see Stealing can earn you a lot of Copper Pieces in a short amount of time, but it can also get you into a heap of trouble; try not to let greed get the best of you.

**Stealing Fish** – To swipe a fish from Ned's Fish Cart go to the Fish Market space and make a Thievery roll. Any Thievery roll of 4 or higher equals success and earns you **1 Fish**. A 3 or lower means you've just been caught and promptly lands you in Jail (*and probably hurts poor Ned's feelings as well*). Immediately turn in all your Fish and go straight to Jail. At this point no fish can be passed off to another party member.

**Stealing Items** – Only items that are on display can be stolen (meaning the card is out and active). To make away with a *Daily Special* sneak up to Tynafir's Tent and make a Thievery roll. If your roll is a 4 or higher you've just swiped the Item out from under Tynafir's nose – *very unscrupulous indeed*. On the other hand, if your roll is a 3 or lower you've just been caught red handed. Immediately turn in all Item cards in your possession and go straight to Jail. At this point items cannot be handed off.

**Stealing Spells** – If your character thinks they can get away with swiping a few spells when Fessiwig's back is turned then head into the Magic Emporium and make a Thievery roll. *No peeking at the Spell card beforehand*. If the roll is a 4 or higher then you've just managed to steal **1 Spell**. A roll of 3 or lower means you've just been



caught. Immediately return all of your spell cards to the bottom of the deck and go strait to Jail. At this point it is too late to pass off any spell cards to another player.

Just be glad Fessiwig didn't turn you into something 'unnatural.'

A few other notes on Thievery:

- In a single turn you *or* a Thief Companion can steal, but not both
- Companions, Mounts, and Bank deposits cannot be stolen
- Whenever one of your characters is caught stealing all of the other characters under your control are considered accomplices and hauled off to Jail too

Getting Out of Jail - It isn't just thieves who end up in Jail. More information on dealing with this new dilemma will be covered in the next section.

Picking Locks – When traveling through Dungeons *and other such places* the group will eventually run into thick wooden doors that are virtually impassable. One way to get through these doors is to have a skilled Thief pick the lock, something that is covered in more detail under *Big Wooden Doors* on page 41.

Secret Passageways – It is thought that some caves & dungeons contain Secret Passageways. But only those with the trained eye of a Thief can find them...

### Questions and Special Circumstances

*Can I use Thievery to steal from other players?* No; Thieves are not permitted to pick the pockets or pilfer the goods of fellow adventurers. *Shame on you.*

## Getting out of Jail

Mischief and hooliganism are dealt with swiftly around here. Fortunately, there are two ways to get a character out of Jail and back into the thick of things.

Pay the Fine – For less persuasive characters, sitting in jail can eat up precious time. If you'd rather just pay the fine and be on your way then 5 **Copper Pieces** will buy your freedom (*All characters under your control are covered under a single fine*). As soon as the fine is paid immediately move your figurine onto the Alleyway space. This does not count as Movement, it merely symbolizes that your characters are free.

Talk Your Way Out – Thieves tend to land in Jail without a single Copper Piece left in their Coin Purse. In this case your only chance at freedom is talking your way out. But unfortunately for you the Town Guards are a serious and stubborn lot, which is why it will take a lot of convincing to change their minds. This battle of wits with the local guards is known as the Jail mini-game. Here's how it works:

Looking at your three dice, think about an imaginary dialog between your character and two guards who happen to be on duty. Start by rolling your character's Persuasion die. But this time, look only at the *face value* of the number rolled. Bonuses come in later and are used differently for the Jail mini-game.

Next, roll the other two dice for the guards. Hopefully, the number showing on your Persuasion die is *equal to* or *higher than* the number showing on each guard die. In other words, you want to roll low numbers for the guards. Don't add the two guard dice. Instead, compare your number side-by-side to each guard die. Was your Persuasion die *equal to* or *higher than* each one?

If your number was equal to or higher than the other two numbers your wayward character has offered a convincing alibi and is free to go. Immediately move your figurine to the Alleyway space. If not, then your character is stuck in jail.

Remember, for the Jail mini-game you don't get to add your Persuasion bonuses to your roll. This is one time when bonuses are used differently than the usual way.

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## Applying an Ability or Companion Bonus

If your character didn't make a convincing argument the first time around then you may get a second chance. This is where Ability and Negotiator Companion Bonuses come into play. For each bonus you can either re-roll:

- One Guard die
- Both Guard dice together   ...or...
- Your Character's Persuasion die

Keep rolling until all your bonuses are used up. Hopefully, as the dialog progresses, the guards will become more and more convinced by your witty argument, simple charm or good old fashioned smooth talking. If so, your character has won their freedom and immediately moves to the Alleyway space. Nicely done.

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## The Jail Mini-Game: An Example

Why don't we go through this one more time using an imaginary character. Let's pretend we have a character with a d8 Persuasion, a +1 Ability Bonus and a +2 Negotiator Companion. Our character has just been caught stealing from the Town Treasury. As expected, he and his companion have been hauled off to jail and now they have no other choice but to talk their way out. The first thing we do is roll our character's Persuasion die, followed by the guard dice.

Here's what it looks like...

### Initial Roll:



Character



Guard 1



Guard 2

Comparing our Character's Persuasion attempt to each Guard shows that neither guard was convinced. Four is not *equal to* or *higher than* Five, and it certainly isn't equal to or higher than Nine. That didn't go so well. However, with a +1 Ability Bonus and a +2 Negotiator Companion this gives us 3 Bonus points to work with. Let's start by rolling both Guard dice together...our first bonus roll.

### Bonus Roll 1:



Character



Guard 1



Guard 2

Ah Ha! Our second attempt has convinced at least one of the Guards. Maybe Guard 1 is feeling generous today. Four is *equal to* Four which means Guard 1 is willing to let us go. But it looks like Guard 2 still isn't convinced. Maybe our character needs to try a different approach. For our second bonus roll we're going to re-roll our Character's Persuasion die. Hopefully, we'll get a six or higher. Let's find out...

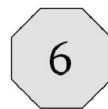
### Bonus Roll 2:



Character



Guard 1



Guard 2

Oops...a Five. Looks like that didn't quite do it. We've still got Guard 1 on our side, but that Guard 2 is being stubborn. Maybe he'll reconsider. For our third and final bonus roll we're going to try re-rolling just the die for Guard 2. Here we go.

### Bonus Roll 3:



Character



Guard 1



Guard 2

Woo Hoo! That did it! Guard 2 has amazingly changed his mind. Maybe we finally wore him down (or perhaps it was a friendly reminder about the time we helped him out of that sticky situation involving the one of the Nobles). Whatever it was, our character and his companion have talked their way out and are now free. The figurine is immediately moved to the Alleyway space.

Remember that re-rolling both guard dice together only uses up one bonus roll.

The more you play the Jail mini-game the more you'll realize there's a degree of strategy involved. If you get stuck, try getting help from other players on which die or dice to re-roll. And remember, if you don't succeed the first time, you can always Pay the Fine or try again on your next turn.

**Getting Your Friends Out of Jail** – If another player has landed in Jail you have the option to take pity and try to win their release. Go to the Jail space and either pay the Fine (5 Copper Pieces) or try your own luck at convincing the guards to let them go. *Winning the release of a prisoner automatically frees their companions as well.* As soon as a character is freed immediately place the captive player's figurine onto the Alleyway space. *Note that only one figurine may be helped in a single turn.*

### Questions and Special Circumstances

***Can I use money from the Bank to pay the Fine?*** Money in the Bank can only be taken out by going there in person. And the guards have no intention of escorting your character to the Bank let alone risk having you escape. Plus they're lazy.

***If I'm in Jail can I pay the Fine for someone else?***

You cannot. But you can give 5 Copper Pieces to the other player (and they can pay their own fine when their turn comes around). Or, you could get yourself out of jail and on your next turn go to the window and pay for the other character's release.

***Once a guard has been convinced can I set him aside and only focus on the other guard?*** This is similar to the question of whether a guard can change his mind about letting you go. It turns out that guards can (and will) change their mind both ways. During the Jail mini-game both guards remain engaged throughout the conversation and what matters most is the final disposition of the dice. Your character or characters might convince a guard at one point to release you, but this should not be construed as a commitment of any sort (thus the one guard die cannot and should not be set aside). It is possible in the next moment to turn around and say something that will change the guard's mind. *Try to keep your story straight next time.*

***If my character is in Jail can they fix the pipes?*** Only upstanding citizens are allowed access to the Jail's plumbing system. In order to fix the pipes your figurine must be on the special pipe space at the other end of the Jail.

***What if it's time to Group but one of the party members is still in Jail?***

In this case imagine that the group has pooled its resources and freed the prisoner. No Fine is needed and the character is automatically released for the journey ahead.

***Can I still get pickpocketed while in Jail?*** Oh yes indeed. There are always one or two pickpockets sitting in Jail and they are crafty, opportunistic rogues.

## Fishing and Ned's Fish Cart

The Fish in this region of Feonora are very special as they can provide a much needed health boost. Each fish restores 3 Hit Points. They can also be bought & sold at Ned's Fish Cart for a little extra money, or taken on the adventure - to be eaten when characters are running low on health. Fortunately, every character has the ability to fish right from the get-go. It's only a matter of finding a good spot and hoping that the fish are biting. Here's how it works...

When you want to fish move your character to one of the fishing icons on the main board. Then cast your line by rolling a (d6). *This is separate from the other Ability dice.* Now, any roll that produces an Odd number means you just caught one fish. Here's the special part, **every successful catch may be followed by another roll.** That's right, as long as you keep rolling Odd numbers you can keep reeling in those fish. Take the fish tokens from Ned's Fish Cart. However, as soon as you roll an Even number your fishing is over for that round. *You'll have to try again on your next turn.*

Trading Fish for Copper Pieces – After a successful fishing trip your character can take his or her catch over to Ned's Fish Cart and trade them in. Ned will be more than happy to take them and pay you 2 Copper Pieces per Fish. You may notice that he also sells Fish for 3 Copper Pieces each. *It's helpful to know that Ned believes in fair prices for all and doesn't go in for this bargaining business. Some folks are like that.*

Remember: Fish can be eaten absolutely any time without penalty.

Simply state that you are eating fish and add the Hit Points to your Health Tracker, then return the tokens to Ned's Fish Cart.

Fishing Badge – Concentration, timing and rhythm. The Fishing Badge is somewhat unique compared to the others. It goes to the player who achieves the longest fishing streak during the game. Here's how it works. **The first person to catch two fish in a single fishing session automatically takes possession of this Badge.** But don't get too comfortable, because the next player that beats a 2-Fish streak gets to take the Badge from the first player. Each time someone bests another player's fishing streak they take possession of the Badge. Whoever has it at the end of the game automatically carries it with them to the Victory phase.

Notice the space on your Character's Health Tracker for keeping track of fishing streaks. The current high fishing streak should always be stated for the other players.

Master Class – Characters who graduate from Ichabod's Fishing Academy earn the distinctive title of "Master Class" Fisherman. A Master Class Fisherman has honed his or her fishing skill to levels above and beyond, and gains an advantage when fishing. Master Class Fishers automatically get to re-roll the first Even number that shows up during a fishing session. *This level of fishing prowess gives a better chance at catching fish and producing a long (and profitable) fishing streak.*

## Questions and Special Circumstances

***What happens when Ned runs out of fish?*** As soon as there are no more fish available at Ned's Fish Cart the rest of the fish have stopped biting. When this happens there's no point in fishing any further until someone sells or eats some of their fish.

***What happens if I'm in the middle of a fishing streak when Ned runs out of fish?*** Sorry, but when the fish stop biting that's all there is. No other odd numbers will produce a catch. You'll have to try again when more fish are available.

***If we encounter a Fish Pond does that count toward the Fishing Badge?***

Yes. All fishing sessions count toward the Fishing Badge.

***Concerning the Fishing Badge, what happens if the person holding the Badge beats their previous fishing streak?*** This counts as the new highest fishing streak, which the other players will now have to beat in order to swipe the Badge. The current high fishing streak should always be communicated to the other players, and noted on the Health Tracker.

## Bounties

Wanted Criminals are on the loose and may occasionally turn up during Town Time. Those quick enough to catch up to one can earn a hefty Bounty, and start earning a reputation as a Bounty Hunter as well. Here's how it works...

The first thing you should notice is there are six Criminal spaces on the board, each one with a letter code ranging from B1 to B6. These Bounty Spaces are usually in out-of-the-way parts of town. Then there is "The Criminal." This is an extra figurine included with the game that is going to represent whichever criminal has come out of hiding. The Criminal figurine stays off the board until one of the Bounty cards are drawn from the Town Card deck. When a Bounty card is drawn it will tell you which Bounty Space to place the figurine on. Your characters then have a limited amount of time to move up to the figurine and try to capture the criminal depicted on the card. Bounty cards are special in that they remain out and 'active' until someone catches them...or until another Bounty card is drawn. *Place the card face up somewhere near the Main Board.* When another Bounty card comes up the figurine moves to a new spot and the previous Bounty card goes to the discard pile.

Capturing a Wanted Criminal – Each card describes what a character will have to do in order to catch the criminal. Be forewarned that the task will not be easy, *which is probably why the local authorities have had to issue a bounty in the first place.* Catching a Criminal usually means rolling a very high Agility or Persuasion roll. Remember, the criminals are wanted *alive*. Catch them with adept and agile moves, or convince them to give up their misguided ways and turn themselves in - using Persuasion. Once your character is next to The Criminal choose a tactic and make your roll.

**You only get one shot at it so try not to mess it up. If the roll (including bonuses) isn't high enough the criminal slips away.** Remove The Criminal figurine from the board and place the Bounty card in the discard pile. If you succeed in catching a Criminal then the authorities will be most grateful. Collect your well deserved Bounty, remove The Criminal figurine from the board, and keep the Bounty card. *You may also bask in the admiration of the other nearby Bounty Hunters.*

We Almost Had Em – Whenever a Criminal is spotted you can bet they won't wait around for someone to catch up with them. As you already know criminals will move on when another Bounty card comes up. There is also a Town Card that indicates when they've gone back into hiding. You'll know it when you see it. Pull one of these and the Bounty card currently in play must immediately be placed in the Town discard pile... *Don't forget to remove The Criminal figurine from the board as well.*

### Questions and Special Circumstances

***Can my Negotiator Companion help me try to persuade the Criminal?***

Absolutely. When you try to talk to a Criminal don't forget to add up all your bonuses (including any bonus from a Negotiator companion).

***Can players attempt a Bounty even when they don't have a chance at success?***

No. Only characters with a chance at success may attempt to capture a criminal.

***Can somebody 'call it' when a Bounty card comes out?***

Bounties are big competition since they can only be attempted by the first character to arrive. The result is usually a race to see who can get there first (*Hint: It won't always be the closest character*). In the spirit of teamwork, we recommend players communicating whether they intend to go for a Bounty so that other players don't waste any more movement during Town Time than they have to. *Then again, random movement could come into play and throw all predictions for a loop.*

## Fountain of Recovery

It is said that the old Fountain was blessed by the founders of Villagetown, who built this town through toil and sweat (with help from family & kinfolk). Through it all the natural spring offered a ceaseless supply of clean, refreshing ground water. As the centuries passed the waters of Villagetown have never failed nor faltered, and to this very day travelers and townsfolk still enjoy its healing properties. To do so, position your figurine on any space next to the Fountain and toss in 1 Copper Piece for every Hit Point you wish to recover. *Place the money in the Town Treasury.* Characters may recover as many Hit Points as they can afford in a single turn.

### Questions and Special Circumstances

***Can Dwarves and Malornians use the Fountain to restore their Hit Counters?***

No. Fortitude hit counters cannot be replenished during the game.

## Grouping, Travel and Treasure Hunting

When the Town Timer reaches the “Group” space it’s time for the party to make ready for the perilous journey ahead. At this point the game switches to the Adventure phase. Regardless of where your characters are or what they’re doing in town players are going to form a Group by placing the Group Leader’s figurine on the *Start Adventure* space (the bridge). **The Group Leader’s figurine represents the entire group during the Adventure** so at this point all other figurines can be removed from the board. Next, make sure your Health Trackers are up-to-date. All set everyone? Now, before the group sets out take a moment to introduce your Companions and Mounts to the rest of the group, starting with the Group Leader.

Now that we know what this party is made of it’s time to depart. Let’s take a few moments to talk about Group Movement and the different kinds of travel spaces.

Traveling in a Group – Movement during the Adventure phase is paced more steadily than it is during Town Time. It’s not that your characters have gotten slower, but rather because they are covering a much greater distance. Think about the town as being zoomed in and the Story maps as being zoomed way out...as if you were looking at a vast expanse of land. This is the terrain your group must cover, which can make for a long journey even with Mounts.

Your Group’s movement depends on whether *everyone* has a Mount. Since your Companions already have Mounts we’re only concerned with whether your Player Character has one. Take a look at the sample card to the right. The two symbols show a pair of walking boots and a horse. These represent walking or riding Mounts. If every Player Character has a Mount refer to the number on the horse. If just one Player Character doesn’t have a Mount then you’re only as fast as your slowest member. Refer to the number on the pair of boots. The numbers will vary, but as a general rule Mounts are faster and will let you cover more ground.



The Movement Value – You’ll always know which deck to reference for the group’s Movement Value by noting the space directly in front of the Group Leader’s figurine. If the space has a letter “A” look at the card on top of the *Adventure* deck for your Movement. If the space has a letter “D” refer to the card on top of the *Dungeon* card deck. Sometimes the space directly in front of the figurine won’t have a letter (such as with a Treasure or a Door space). In these situations refer to the space just beyond it for the Group’s Movement Value.



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## The Card Pulling Rotation

**Pulling Cards** – Each time the group lands on a space with a letter someone will pull a card. If it's an Adventure space (with an "A") the player will pull an Adventure card. Likewise, whenever you land on a Dungeon space (with a "D") someone will pull a Dungeon card. But instead of just having the Group Leader pull all the cards, everyone is going to take turns pulling Adventure and Dungeon cards. This is known as the *Card Pulling Rotation*. To help with this we're going to use the Initiative token.

**Passing the Initiative Token** – The Group Leader will start with the Initiative Token and pull the first Adventure card. After dealing with the encounter, the Initiative Token is passed to the next player clockwise who will pull the next card for the Group...and so on. Even when a card wasn't pulled (such as with a Treasure space or a Door space) the Initiative Token is still going to be passed to the next player before moving forward. To sum up here's how the flow for group travel should go.

### Pass Token ⇨ Move Figurine ⇨ Pull Card

It's important to remember that no matter which player took the last action during the encounter always return to the *Card Pulling Rotation*, which is controlled by the Initiative Token. For example, it doesn't matter which player defeats a foe or where that player is sitting, the next person to pull a card is always the next player in the Card Pulling Rotation. The *Initiative Token* will help you stay on top of this.

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**The 'Pushing Ahead' Rule** – Unlike Town Time, Group Movement is more rigid. When the group is traveling you must move forward (always forward) the full number of spaces stated on the card. In other words, there is no *stopping short* to search for Hidden Treasure. Likewise, characters may not walk alongside their mounts in order to use the walking symbol.

Now, on to Treasure Hunting...

## Treasure Hunting

Whenever the group lands on a treasure chest every character with the Treasure Hunter skill gets to take a turn rolling the Loot die (sometimes referred to as a "Hidden Loot" roll). *With multiple Treasure Hunters this means some players may be able to roll more than once.* When it comes time to search for Hidden Treasure it's important to follow the usual flow of things. The first Loot die should be rolled by whoever has the Initiative Token, followed by the next player clockwise and so forth. In this way fate will always decide which player gets which Item (in case Items are discovered).

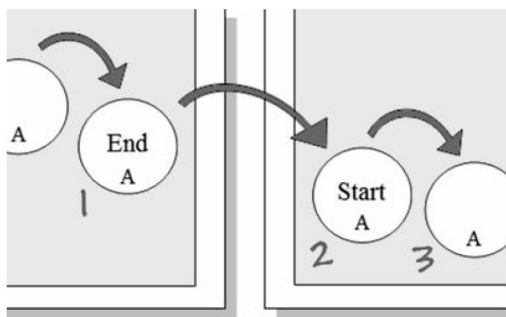


**The Initiative Token Bonus** – There's a special bonus for whichever player has the Initiative Token when the group lands on a treasure space. For only this player, all Hidden Loot rolls are *doubled*, and...blanks don't count. If a blank comes up on the Loot die, roll again! Remember, the bonus applies only to the player in possession of the Initiative Token (and only comes into play if this player has Treasure Hunters).

Pass the Token – Even though a card wasn't pulled this round the group is still preparing to continue the journey and move forward. Once all the Treasure Hunting is over pass the Initiative Token to the next player. The same flow for Group Travel applies: *Pass Token > Move Figurine > Activity*, which might involve pulling a card, searching for treasure, dealing with a Big Wooden Door or engaging a Side Quest.

*Even if there are no Treasure Hunters in the group, the token will still be passed to the next player since the Initiative Token always gets passed before moving forward.*

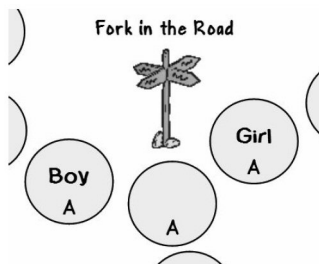
Connecting Spaces – When the group reaches the edge of a map the last space will usually read “End.” From here you’ll move directly to the “Start” space on the next map. Always treat these connecting spaces as one continuous path. For example, in the picture to the right notice that the Group’s Movement continues unbroken from one board to another. In other words, Connecting Spaces should be treated just like normal spaces.



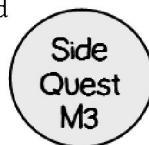
If transitioning into a Cave, Dungeon or any other underground area finish out the full Movement as stated on the back of the Adventure card. It works the same way in reverse; always finish out the full movement stated in the movement icon...

...at least until you run full stop into a Big Wooden Door.

Fork in the Road – Occasionally the group will encounter a peculiar *Fork in the Road*, offering a chance at two possible paths. In these situations, if the Group Leader’s Player Character is a Boy, continue your movement and follow the path with the word “Boy.” If the Group Leader’s main Character is a Girl follow the corresponding path. *Since your characters don’t actually know where each path leads, imagine that the Group Leader is guessing at which is the best path to take.*



Side Quests – Whenever the Group Leader’s figurine lands on one of these spaces pull the corresponding card from the Side Quest deck. Everything you need to know about a Side Quest should be fully contained within the card. Just follow the instructions and... Good luck. After the Side Quest is over pass the Initiative Token just like you normally would. *When it comes time for a Side Quest pay close attention to the instructions, for unless a card indicates otherwise all players are expected to participate.*



Mounts Follow Behind – A glance at the Dungeon cards deck reveals that the only movement icons are walking symbols. Given the cramped nature of deep dungeon-y spaces and underground caverns, it isn't practical to ride Mounts through such areas. This means that any time the group ventures into these areas your characters will have to continue on foot, as their trusty Mounts follow cautiously a safe distance behind. *Brave Adventurers need not worry about the safety of their steeds as they have an amazing, almost uncanny knack for staying out of harms way. Whenever the group emerges from the darkness of cramped quarters your Mounts will be there, ready to continue onwards.*

## Big Wooden Doors

Dungeons are dastardly places brimming with all manner of creatures and obstacles designed to thwart our brave adventurers. One of those are heavy wooden doors with complicated locks.

Whenever your group reaches a door they must come to a full stop and all remaining Movement is cancelled out. Your task is to find a way through the door. But be careful, for all Big Wooden Doors are enchanted with a diabolical booby trap ready to zap your Health (or Copper Pieces). There are only two ways to get through any Big Wooden Door.



**Pick the Lock:** Each door features a *Lock Rating*, which represents the complexity of the lock. Only characters with the Thievery skill can attempt to pick this lock. To do this a character must make a Thievery roll (d12) that is *equal to or higher than* the Lock Rating on the door.

**Cast an Unlock Spell:** Every so often a Magic User in the party will come into possession of an Unlock Spell. In this case the Magic User can make an attempt on the door alongside the others. *All the usual spell casting rules apply (page 26).*

**Getting Through the Door - Starting with whoever has the Initiative Token every Thief (or Magic User) in the party is allowed one attempt at unlocking the door.** Use all characters at your disposal. At this point one of two things will happen:

If someone succeeds in unlocking the Door you've beaten the booby trap. Nice job. Pass the Initiative Token and continue the journey.

On the other hand, if every Thief (and Magic User) fails his or her attempt in a single round, the magical booby trap is sprung and you've just been *zapped* by the Door. All players in the group must now roll a d6. Only roll once. This is not an Ability roll. Whatever number is showing on the die represents the amount of damage dealt ...or... how many Copper Pieces are disintegrated. Each player may decide how their characters are affected by the booby trap.

**A Special Note on Unlock Spells** – If an Unlock Spell failed to work the first time, then just as you normally would the spell card must be turned over. It is no longer good until the group moves from the current space. This means that only Thieves

may attempt to unlock the door from this point forward. If it happens that the party doesn't have any Thieves you're in a pickle. After the Booby Trap move the figurine to the space just beyond the previous door (same side as you are now). If there is no previous door move the figurine back to the first Dungeon space on the map. *Next time try to be sure one of the characters or companions in the party has Thievery ability.*

Continue trying to get through the door until someone succeeds, or one of the party members is killed. *Naturally, if you run out of Copper Pieces, your character(s) must take damage from the booby trap. Trading is still allowed of course.*

You will notice that as the party delves deeper into the Dungeon the Doors become increasingly more difficult. *Isn't that just wicked?* This is yet another reason why only well-prepared adventurers stand a chance at conquering a Dungeon quest.

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The Final Encounter – The moment of truth (and glory)... or crushing defeat is at hand. Upon reaching the Final Encounter space have the Group Leader turn over the Story Card and read it aloud. The fate of the entire journey rests on this final test. To learn all about *Final Encounters* turn to page 50.

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## The Flow of Group Travel: A Recap

Pass Token ⇨ Move Figurine ⇨ Pull Card

~ or ~

Treasure Hunt  
Side Quest  
Big Wooden Door  
Final Encounter

## Questions and Special Circumstances

***What if it's time to Group but one of the party members is still in Jail?*** In this case imagine that the group has pooled its resources and freed the prisoner. No payment is required, and the character is automatically released for the journey ahead.

***Can I stop using an Item of Special Movement in order to use the walking symbol?*** During travel time any item of special movement your character has must be used until it is replaced with a mount, or, the item gets traded to another player.

***What if I have multiple Treasure Hunters and the first one finds a 'Bag of Burping.'*** ***Can I use it at the end of my turn or does it have to be used right away?*** According to the instructions on the card 'Bag of Burping' must be used immediately, affecting all contents of the player's coin purse. Following the spirit of the card means that, upon discovering this item, all action comes to a stop while the Bag of Burping does its thing. Afterwards, the remaining Treasure Hunters may continue their efforts.

**Is it Ok to search the same Hidden Treasure spot twice?** Yes, if you happen to land on it a second time. In rare cases the group may find itself on a Hidden Treasure spot that's already been searched. Feel free to search again... Who knows, maybe the Treasure Hunters missed something the first time around.

**During group travel is it normal to use the same movement symbol twice?** Yes.

**What if I have a Mount AND an Item of Special Movement?** Once your character has a Mount they must use the Movement value for the Mount. The character's regular movement, along with any Items of Special Movement no longer apply.

**If everyone has an Item of special Movement can we move faster in Caves and Dungeons?** This has been known to cause excessive bumping into walls (and formal complaints from the Dungeon Dwellers Union). Just as with Mounts, Items of Special Movement may not be used in Caves & Dungeons, or any underground areas.

**How is it that Domesticated Mushroom Creature is able to use the faster movement symbol during Group Travel?** That's an interesting question, addressed in greater detail on page 29.

**Can I use the Treasure Map with the Initiative Token Bonus?** Yes, the Treasure Map and the Initiative Token Bonus work together splendidly. One determines how many rolls you get while the other determines how those rolls turn out. Example: If a player has two Treasure Hunters and one of them uses the Treasure Map, that's four Hidden Loot rolls total. And if the same player has the Initiative Token then *all* of those rolls are automatically doubled! That's a heap of treasure matey. Just remember, the Treasure Map can only be used by a *single* Treasure Hunter.

## Adventure and Dungeon Cards

Adventure and Dungeon Cards bring to life the many dangerous, helpful and other encounters your characters will face on their journey. Presented here are but a handful of the more common encounter types to expect.

**Hostile Creatures & Foes** – When the group stumbles into something hostile and dangerous it usually leads to Combat (page 46), unless you decide to flee. This is the most common type of encounter, for the wild lands of Feonora are fraught with danger and the deeper you go the more dangerous it gets. One good thing about hostile encounters is the opportunity to roll for loot when the battle has been won.

**Troublesome Fairies** – The Fairies of Feonora can be rascally little critters, never missing an opportunity for mischief. They especially love picking on small groups of adventurers. Unfortunately, due to their magical nature Fairies cannot be squashed or destroyed with normal weapons. Only Magic Spells will do that job; otherwise you'll just have to do your best to put up with their mischievous tricks.

**Helpful Encounters** – Not all encounters are bad. Sometimes you may run across someone or something helpful, like a Traveling Merchant or a hidden Fish Pond. As a famous explorer once noted, “Good fortune can turn up in the darndest places.”

**Bank Day** – Bank Day cards will pop up now and then even while you’re traveling. Indeed, the wheels of commerce continue to grind and churn, casting shadow and light into the remotest (and meager) Bank Deposit box. Follow the instructions on the card to see whether the whims of the Market are in your favor.

**Booby Traps** – Exclusive to Dungeons and other such places are the dreaded Booby Traps. These nefarious devices are designed to hinder and harm your party as much as possible. Only those with Thievery skill can contend with these deadly devices.

**Trap Doors** – Trap Doors are often placed in Caves and Dungeons to impede the progress of unwelcome intruders (namely *you*). Take care not to drop precious loot into the gaping maw of a Trap Door, or worse...fall into one yourself.

**Butterflies** – The King and Queen’s fascination with butterflies is widely known, as are the magnificent and numerous varieties yet to be discovered. The tricky part about wild butterflies is they must be caught unharmed, which requires pretty good Agility (or the right kind of magic). The player with the most Butterflies at the end of the game is sure to be handsomely rewarded.

**Roleplaying Cards** – As with Town Cards players will have plenty of opportunity to roleplay their characters while out adventuring. As you respond to the questions try to pretend that you are the character making the comment or telling the story. *Feel free to do this on behalf of your Main Character, or even your Companions.* The more you get into it the more fun roleplaying is for everyone. Roleplaying Cards are covered in more detail under the *Town Time* section, page 14.

**Group Roleplaying** – When a card with this symbol comes up it’s time for a group roleplaying session. Read the scenario on the card and let your characters (and imagination) run wild. These are similar to Roleplaying Cards, except that instead of referring to the question list these cards will describe a situation and then ask how your character (and/or companions) respond. Group Roleplaying cards are intended strictly for fun and “character development.” Players may roleplay however they like...but regardless of how your characters respond, no cards, coins, abilities or health may be altered for any character in the party. *Unless the card states otherwise, always start with whoever pulled the card.*



**Other Encounters** – Not really fitting into any of the previous categories are the many other special encounters that may help or hurt your party. Each card will explain the situation, tell you what to do, or present the group with options. Simply follow the instructions on the card. Refer to the Questions & Answers below if you get stuck. Examples include *Troll-Bridge*, *Two Headed Giant* and the *Wishing Well*.

As you can see your adventure is going to be filled with a variety of interesting, challenging and dangerous situations. Best keep on your toes out there.

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**Item Card Etiquette** - Occasionally the Group will have an encounter that results in each player getting an Item card. When this happens it's important to follow proper *Item Card Etiquette*. When dealing them out the first Item should go to the player that pulled the encounter card, followed by the next player clockwise and so forth. In this way fate will always decide which player gets which Item.

**Collecting Cards** - Card collecting continues during the Adventure phase as players compete for the sought after Battle Badge. Whenever a player destroys a hostile foe (or one of those pesky fairies) that player should collect and keep the card before rolling the Loot die. The player whose fighting prowess shined through the most will be revealed in grand fashion... in the final phase of the game.

**Reaching the End of the Deck** - If you reach the end of the Adventure or Dungeon card deck reshuffle the remaining cards and reset the deck before continuing.

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### Questions and Special Circumstances

***Some cards say that "Everyone" must make an Agility roll. Does this mean Companions have to roll for Agility?*** No. In this case "Everyone" is referring to all the Players. For better or worse, Companions stick with your character and are always covered under the Player Character's Agility roll.

***I have the ability to destroy a Fairy, but for this or that reason I just don't want to. Am I required to engage the Fairy?*** Not at all. Those with Magic Spells and Weapons of UBERNESS may (or may not) attack a Fairy at their own discretion.

***I destroyed one of those pesky Fairies with a spell. Do I get to keep the card?***  
***Do I get to roll for loot?*** Yes. Collect the card and roll the loot die. You might be amazed at how much loot those little Fairies have stashed away.

***Is my Butterfly considered an Item? That is, can it be stolen by a Fairy?***  
No. Fairies only steal Items, Spells and Artifacts. If you haven't got any of these the Fairy has nothing to steal from you this time. Lucky you.

***How is it that the Troll is immune to both weapons and magic!?*** Ahh but yes; this is the Troll's most closely guarded secret. Rumors suggest it has something to do with an old family recipe passed down through generations of Troll Bridging Trolls.

***Does everyone get to purchase from the Traveling Merchant, or just the player that pulled the card?*** Traveling Merchants will gladly trade with everyone in the group; but remember, they do not purchase Trinkets or Fish.

***This Genie is making a tempting offer, but we'd really rather pass and keep moving. Is the riddle optional?*** You may decline the genie's offer and continue moving; though he will no doubt think you a poor sport and heckle you with gusto.

***Are there any weapons the Two-Headed Giant is vulnerable to?*** It is thought that the only person who knows the answer to this question is the charismatic (and widely published) explorer Nils Griffinshire. His current whereabouts...unknown.

***Can Dwarves and Malornians use the Spring or Pond of Replenishment to restore their Hit Counters?*** No. Fortitude hit counters cannot be replenished during the game.

***Come now, do Trap Doors really exist in Caves?*** Oh indeed they do, for many caves have been explored, used as a hideout, and quite often guard something valuable.

***Concerning the Lost Adventurer...Is the reward being offered to the entire group?*** No; the reward is only being offered to the Player Character of the person that pulled the card. Only they are allowed to choose and accept a reward.

***Concerning the Potion of Curiosity...Just what kinds of effects is the potion allowed to have?*** Keep in mind this is a 'Group Roleplaying' card and is meant only for fun and roleplaying. Copper Pieces, Items, Abilities, etc may not be affected or given.

## Combat and Running Away

The wild lands of Feonora are fraught with danger at every turn, resulting in combat encounters with many a hostile foe. As discussed previously players will take turns passing the Initiative Token and pulling a card. We call this the *Card Pulling Rotation* (page 39). Taking turns is important because whoever pulls the card gets the first opportunity to attack, and possibly earn Loot for defeating the foe. The main thing to understand with combat is that during your turn you only get **one Action with respect to the foe**, regardless of how many characters you control. For example, a player may choose to attack or cast a spell, but not both. Actions that use up a turn include making a Regular Attack (by rolling your Attack die), using Magic (by attempting a Spell) or stepping up and smiting a foe with a mighty Weapon of UBERNESS. If a player fails to defeat a foe on the first try, or chooses not to attack, the rotation automatically shifts to the next player. This is called the *Combat Rotation*.

Combat, like card pulling, is all about taking turns. However, there are some things that can be done freely (just like during Town Time). These activities include trading, eating Fish, or using an Item of Recovery. That's right, even during a hostile encounter trading and health recovery may be carried out freely, without penalty.

Let's look at an example of how one hostile encounter might play out. The player with the Initiative Token has just turned over a card to reveal a Band of Brigands...



According to the card she needs an Attack roll of 11 or higher to defeat the Brigands. The player decides to go for it with a Regular Attack and rolls her character's Attack die. The number on the die shows a 5. But she also gets to add her bonuses. Let's pretend her character has a +2 Fighting Ability and a +2 Fighter Companion. That brings her total roll up to 9 (5 + 2 + 2 = 9). If the roll had been an 11 or higher the filthy Brigands would have been defeated automatically. The player would then collect the card and get to roll for loot. However, a 10 or lower means her characters missed the Brigands, or somehow failed the attempt and must now take Damage from the resulting counter attack. **The number showing on the die (and only the number on the die) represents the amount of damage your character takes.** Subtract this amount from the character's Health Tracker (In this case her character takes 5 Damage – Ouch!). Since our first player failed to defeat the Brigands the Combat Rotation moves to the next player clockwise.

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B

### Band of Brigands

*(Small group of dastardly looking rogues)*

As always these guys are up to no good and intend to relieve you of your lives and loot

Defeat it with an Attack roll of 11 or higher

*Special If you defeat the Brigands double the result of your loot roll*

Brigands chase with a d8

Fighting bonuses really add up. Sometimes a Player Character may have so many bonuses that they can defeat a weaker foe without even having to roll. In this case you can simply roleplay the attack, collect the card, and then roll for Loot.

Using Magic – Let's say the next player has a Magic User with a Blue Magic Spell. They can try to defeat the Brigands using the spell. This could be lights out for the poor Brigands who, as you can see above, are vulnerable to Blue Magic. For the sake of our example, let's pretend the spell worked. The Brigands are instantly destroyed. This player gets to collect the Brigands card and roll for loot. The encounter is over. To learn more about *using magic* turn to the corresponding section on page 26.

Collecting Cards – Card collecting continues during the Adventure phase as players compete for the sought after Battle Badge. Whichever player defeats a foe should collect and keep the card before rolling the Loot die. During the Victory phase all of the battle cards will be tallied up to reveal which player defeated the most foes on the way to the Final Encounter.

The *Combat Rotation* always starts with the player that pulled the card. Keep going around until the foe is destroyed, or the group Runs Away. After the encounter is over return to the *Card Pulling Rotation*, which is based on the Initiative Token. Just remember, regardless of how the encounter plays out (or how many times it goes around) always return to the original *Card Pulling Rotation* and continue the journey.

The Initiative Token doesn't get passed around during combat, only just before moving the Group Leader's figurine when it's time to continue the journey.

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## Roleplaying During Combat

Combat provides ample opportunity for roleplaying. Imagine that any one of your characters is doing the attacking, then describe briefly *how* the attack is carried out. For example, let's pretend we have a Male Hauflin who is about to attack with his enchanted pogo stick. You might say, "Wilberd leaps on his pogo stick and charges the Brigands..." *at which point you would roll Wilberd's Attack die.* Hopefully he didn't miss and get himself stuck in a tree. Someone could roleplay his or her Character and Companions attacking together. Or, if you'd rather pretend that a Companion is the one doing all the fighting that's fine too. The more you try it the more fun combat roleplaying can be. Nearly endless possibilities can ensure an added touch of fun and humor to any game, making it more enjoyable for everyone. And let's not forget...there's a reward at the end of the game for most Outstanding Roleplayer.

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Rolling for Loot – Defeated foes quite often drop treasure in the form of a Loot roll. Here's how it works. Any time you defeat a foe you've just earned the privilege of checking the field for coins and items. *It doesn't matter how your character or characters defeated the foe, including the use of Magic Spells.* Roll the Loot die to see what manner of treasure the foe was protecting. Loot can range from Copper Pieces to an Item...or in some cases nothing at all. *Remember, only the player that defeated the foe rolls for loot.*

## The Chase Game

Running Away to End the Encounter – Sometimes the group may find itself in a situation where fighting is no longer the best option. If this is the case you can always resort to that tried and true tactic of fleeing. Keep in mind however that **Running Away must be a unanimous group decision.** If just one person wishes to keep fighting they must be allowed to continue. Running Away can be a tricky proposition as most foes will give chase. This is called the "Chase Game."

Here's how it works...

Let's return to our Band of Brigands on the previous page. According to the card Brigands chase with a d8. Your Group has just decided to Run Away. How well each character pulls this off is going to be determined by their Agility. To kick off the first round the player that turned over the card is going to roll the Brigands' Chase die, in this case a d8. **Whatever number shows up on the die is the number everyone must match or beat with their own Agility roll.** Just for fun let's pretend the Brigands rolled a 7. Now have everyone roll their Agility dice (not forgetting to include any bonuses). *Players will only roll one time regardless of how many characters they control.* Each player that rolled a 7 or higher has successfully run away. Those Characters (and their Companions) are now safe and must wait for the rest of the group to catch up. They do not have to roll the next round. Meanwhile, everyone who rolled a 6 or lower did not get away from the Brigands and take damage as a result. Just as it does with combat **the number showing on the character's die**

**(and only the number on the die) represents the amount of damage to be subtracted from the Health Tracker.** Do not include an ability bonus for damage. Whoever failed to get away the first time must try again on the next round. Thus a new round of Chase Game begins. Start the next round by having the same player roll first for the foe, followed by the players still Running Away. Hopefully the Brigands will roll a lower number this time. The Chase Game continues, round after round, until the remaining characters have escaped. Once everyone has escaped return the card to the bottom of the deck and continue the journey.

Be aware that Fighting is no longer an option once the group decides to flee.

Here's a quick summary of Combat and Running Away:

- Always take turns pulling Adventure and Dungeon cards. The player with the Initiative Token pulls the card and gets to attack first. Play progresses clockwise.
- Every player gets one opportunity to attack on their turn. This can be a Regular Attack, a Magic Spell or a Weapon of UBERNESS. Attacking is optional.
- Running Away must be a unanimous group decision.
- Fish and Items of Recovery may be used (or traded) without penalty.
- Whoever defeats the foe keeps the card and gets to roll (once) for loot.
- Roleplaying your attacks can make the game more fun for everyone.

Cooperation is a big part of the Adventure phase. This often involves trading & sharing Fish and Items of Recovery, especially during battles. Selective use of Protective Gear and Weapons of UBERNESS should not be underestimated.

### Questions and Special Circumstances

***We've decided to run away from a foe but I already know that I can't beat the foe's Chase die. Do I still have to make an Agility Roll?*** Yes. In this case you are now rolling to see how much damage your characters took this round. Hopefully they'll escape on the next round (after the foe rolls a lower number).

### ***What happens to the Group Leader figurine after the Chase Game?***

The figurine is unaffected by the chase game, for the main goal of running away is merely to end the encounter. Once all the characters have successfully run away, return the card to the bottom of the deck and continue the journey by passing the Initiative Token to the next player in the Card Pulling Rotation.

# Final Encounters - Concluding the Story

To complete the Story and win the game the group must beat the Final Encounter at the end of the Journey. In addition, any *Special Criteria* stated on the Story Card must also be met. The game is over the moment any Character is killed or the party fails to resolve the Final Encounter. And when that happens there is no Victory phase.

In this section we'll talk about the four Final Encounter types, how they work and (most important) how to beat them. Each of these carefully crafted mini-games calls for a slightly different strategy – one that usually begins all the way back at Town Time. The back side of each Story Card will present one of the following: *Epic Battle*, *Pay or Fight*, *Diplomacy*, or *Fish Delivery*. Let's start with the Epic Battle.

## Epic Battle

Following a long and dangerous journey the group suddenly finds itself face-to-face with a mighty foe. In these types of encounters it is a glorious fight to the finish between you and a powerful foe called an “End Boss.” An End Boss might be a dastardly individual or an entire group of bad guys. The important thing is that Epic Battles don't play out like regular combat. And, as you might imagine, there is no running away from an Epic Battle.

The Epic Battle Encounter is presented on the back of the Story Card. The left side describes the encounter while the right side displays the End Boss' Health Meter. Now, instead of each player taking a turn to attack (as done in Regular Combat) everyone is going to attack together in one big group attack.

In a way, Epic Battles could be thought of as a form of roleplaying. We're not worried about whether characters are attacking with weapons, casting spells or lobbing witty insults. Instead it's all about the dice mini-game from here on out. This is why Spells and Weapons of Uberness don't come into play during an Epic Battle.

Here's how it works.

In the following example we've just run into Sevorik the Wizard; looks like it's going to be a gruelling fight to the finish. Before the battle begins the first thing we need to do is fill up Sevorik's Health Meter. Place a Silver Piece (from the Town Treasury)

**Sevorik the Wizard**

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Damage from the Counter Attack is the number showing on your d8

**Health Meter**

1 Player

2 Players

3 Players

4 Players

5 Players

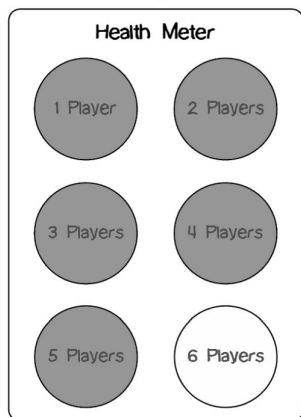
6 Players

**Epic Battle**

on each slot up to the one that matches the number of players. For this example let's say there are five players in today's game. You would place a Silver Piece over slots 1 through 5, just as we've done here. *Ignore the number of characters in the group.* Sevorik's Health Meter is now full and shows us that we will have to make 5 successful "Hits" in order to defeat him. Let's talk about what it means to get a "Hit."

In Epic Combat the Player Group always gets the first attack. During each Attack Round every player is going to roll all three of their dice. That's right; simply roll all 3 dice. This is a group effort so everyone should roll together. Go ahead and roll now for practice.

Alright, we've just made our first attack. Now we need to see if anyone got a successful "Hit" on Sevorik. To score a Hit an individual player's 3 dice must combine to form a *Set*, *Sequence* or *Combo*.



Take a look at the following examples...

**Set** – All 3 dice are showing the same number



**Sequence** – A continuous sequence of 3 numbers. *It doesn't matter which dice produce the numbers; any sequence is acceptable.*



**Combo** – Your (d6) and (d8) add up to the number showing on your (d12)



Take note of the following examples which are not valid Combos...



Group attacks during an Epic Battle are all about scoring Hits from each player's own 3 dice. These are not Ability rolls so bonuses don't apply.

Now take another look at your dice. Did anyone roll a Set, Sequence or Combo? If so, they would just have scored a “Hit” on Sevorik. Any time a player’s 3 dice combine to form one of these (it doesn’t matter which one) the result is a Hit on the End Boss opponent. Every time someone scores a Hit that player gets to take one Silver Piece away from the Health Meter. *Think of this as a Loot reward.* If multiple players score a Hit then each of those players gets to take one Silver Piece away from the Health Meter. *Again, only those players who scored a Hit may collect a Silver Piece.*

Let’s pretend this first attack resulted in one Hit, reducing Sevorik’s Health Meter to four. Because the group managed to score a Hit this round Sevorik was briefly stunned and did not have a chance to Counter Attack. That means the group gets to attack again. Remember that everyone rolls together during an Epic Battle. With the End Boss temporarily stunned we launch right into our second attack.

So far no one has taken any damage (thanks to our excellent fighting ability).

Let’s pretend for our second attack that no one rolled a Set, Sequence or Combo. In other words, everyone missed. Since no one managed to stun Sevorik this round he gets to make a Counter Attack, which simply means that everyone must take damage. Have a look again at the description card for this encounter. The bottom of the card instructs that *Damage from the Counter Attack is the number showing on your d8.* Everyone should now look down at their d8. This is the amount of damage dealt to your character. *Some will take more damage than others depending on what they rolled.*

After every player records their Damage it’s time for another group attack. Hopefully this time someone will roll a *Set, Sequence or Combo*. Continue fighting until the dastardly End Boss has been defeated, or one of your characters falls in battle. The moment any character’s Health Meter runs out the game is over.

Strategic use of health items and good management of Health Trackers are critical to success (and victory) in most Epic Battles. Share and trade freely as needed.

Here’s a quick recap of the rules for Epic Battles

- The Player group always gets the first attack. *Everyone participates in the attack.*
- Any time one or more players score a “Hit” the End Boss is stunned. Immediately follow up with another group attack.
- When everyone misses the End Boss delivers damage in the form of a *Counter Attack*. Damage is the number showing on your d8.
- Players that score a *Hit* take 1 Silver Piece from the Health Meter.
- When the Health Meter is empty the End Boss is defeated.

## Questions and Special Circumstances

***During the Epic Battle are we still allowed to use things like Fish or Items of Recovery?***

Yes, health and recovery items should be shared freely during an Epic Battle, and a close eye kept on the group's collective health status.

***What if an End Boss is down to their last Health Point and multiple players score a Hit?***

***Who gets the Silver Piece?*** Everyone that scores a Hit gets a Silver Piece. In this case have one player take the last Silver Piece from the Health Meter and the other players each take one from the Town Treasury.

***What if my dice combination produces a Sequence and a Combo, such as  $1 + 2 = 3$ ?***

While indeed a great roll worthy of a high five, it still only counts as a single Hit.

***What if I score the final Hit on the End Boss...Do I get to collect the card for the Battle Badge?***

Because it is almost certain that no End Boss could have been taken down single-handedly they don't count toward the Battle Badge, even if your characters were lucky enough to have scored all the Hits during the encounter.

***If multiple people get a Hit is the End Boss stunned for multiple rounds?***

No. Regardless of how many Hits the party gets during a group attack the End Boss is only stunned for that round. Each player with a "Hit" takes one Silver Piece.

## **Pay or Fight**

Pay or Fight is an Epic Battle with a twist. The difference is that instead of launching right into a battle the bad guy is usually willing to accept a ransom or payment in exchange for whatever it is you're after. In other words, if everyone is willing to part with some of their hard-earned Copper Pieces you can win the game without a fight. *The amount of Copper Pieces each player will have to give up always follows the same formula.* It may not be a glorious finish but sometimes it's the only way to secure a victory, especially after a long journey through a difficult dungeon or cavern. On the other hand, if you have no intention of bowing to such greedy demands the group may choose to fight, and an Epic Battle ensues - the decision is entirely yours. But it must be a group decision (the Group Leader does not get to decide). Which path you choose may depend on how well equipped you are, how much loot your characters have gathered along the way, or the general health status of the party.

First, let's talk about the Ransom Formula. Whenever a payment is demanded each player must contribute their own proportion according to the *Ransom Formula*.

Here's how it goes...

...Try working out your own Ransom share on your Health Tracker

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## Ransom Formula

Your individual Ransom share is your character's Rank times their Ransom rating (page 3). Here's an example of one player's Ransom share. Let's pretend this character, an Elf, has a Rank of 5. We know from the table on page 3 that Elves have a Ransom rating of 4. This player's Ransom share is  $5 \times 4 = 20$ . *Companions do not factor into the Ransom Formula.* Based on the formula this person's expected contribution to the entire amount being demanded, is 20. They must contribute at least, but no more than 20 Copper Pieces and all money in the Bank is safe.

If the group intends to pay the ransom you may find that some players will have to help make up the difference for characters who cannot afford their Ransom share. Otherwise, the group will have no other choice but to Fight.

For those who may be wondering, Trinkets can, and if necessary must be used to pay a Ransom. Refer to the Trade In value on the bottom of the card.

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To Pay or Fight... This can sometimes be a difficult decision, and there may come a time when players can't agree. When that happens it goes to a Roll Off and our characters will make the decision for us. But more on that in a moment. For now, find the scenario below that best fits your situation. And remember, it's ok to trade, bargain or give Copper Pieces to other players if that will help.

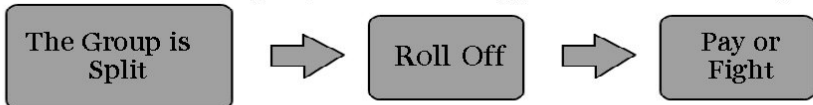
### Scenario 1 - Players agree to Pay



### Scenario 2 - Players agree to Fight (or, the group cannot afford the Ransom)



### Scenario 3 - The Group is split. When this happens it's time for a Roll Off...



The Roll Off - Every player on each side of the debate will make a Persuasion roll (don't forget to include your Ability and Companion bonuses). Now add up the rolls for each side. Whichever side rolls the highest collective total wins the discussion and the rest must go along with the decision...no matter the consequences (including making up for shortages). *Sometimes there's no telling which way it will go. For example, it is possible for one player to 'out roll' a group of opposing players during the Roll Off.*



### Questions and Special Circumstances

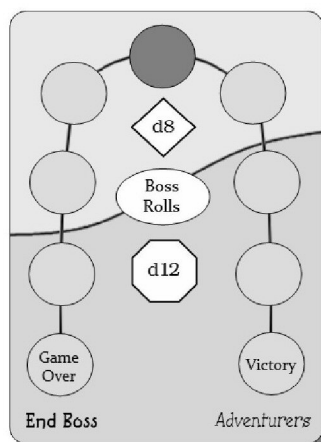
***We've starting battling the foe but things aren't going so well; can we stop the fight and pay instead?*** Once you've bravely (or foolishly) engaged the enemy they are no longer willing to discuss the matter. It is now a fight to the finish.

***That's not fair; why do some characters have to pay more?***

Criminals, mercenaries and the like have an uncanny knack for evaluating the perceived worth of their adversaries (that's you) and tend to stereotype based on their experience with pesky adventurers. Let's just say they are using this to exploit your good fortune to their own advantage in the most efficient way possible.

## *Diplomacy*

In Diplomacy missions your party must travel to a distant location and match wits with a different kind of End Boss. Instead of relying on weapons and brute force you must try to persuade your opponent using the age old art of diplomacy. These engagements cover a range of matters, such as convincing the other side to take action, solving a riddle or negotiating a peace agreement. Whatever the issue at stake all Diplomacy encounters follow the same method, requiring good teamwork and planning from the get-go. Here's how it works. Every encounter will describe the situation and present a Negotiation Meter like the one here...



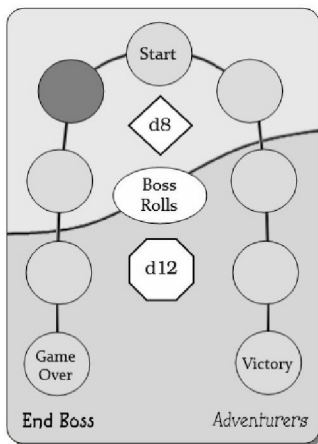
Begin by placing a Copper Piece on the “Start” slot in the middle of the meter. As the negotiations progress this meter is going to track how well you do as a group. *It may not be enough just to have one Persuasive character.* In the end you will either succeed in your Diplomacy by moving the Copper Piece all the way to the right, or fail when the Copper Piece moves all the way to the left.

Here's an example of how one Diplomacy encounter might play out. Let's imagine that we are trying to convince Lord Geriand not to start a war against another Elvish Clan. We begin by placing a Copper Piece on the Start slot. Now, the negotiations are going to progress in “Rounds.” In each round the Boss is going to roll first (the Group Leader always rolls for the End Boss) followed by the group, with players all rolling their Persuasion dice at the same time. As you can see in the example above, the Boss will roll either a (d8) or a (d12) depending on where the marker is on the card. *The negotiations get a little more intense as you near victory or defeat.* As Round One kicks off the Boss rolls first. Let's say he rolled a 7. After this it's the group's turn to enter into the discussion. Everyone rolls their Persuasion die (including the Group Leader who must also roll for his or her own character). Now, in order to win the round every player's Persuasion roll must *match* or *beat* the 7 just rolled by the End Boss. *Don't forget to include your bonuses.* If just one player's roll fails to match or beat

the Boss roll it could signal that the group has lost the round. But wait. There's one more thing to check before moving the marker. For this example let us pretend that two of our players didn't match or beat a 7. Look to see if the face value of any other player's die is showing the number 7. If the *face value* of any player's die exactly matches that of the Boss, the Boss die can be re-rolled one time. We're still in Round One of the Diplomacy encounter and hoping that the Boss will roll something less than seven on a re-roll, which could turn things around...

Continuing the example let us imagine that none of the player's dice are showing a face value of 7. In this case the Boss die cannot be re-rolled, which brings us to the conclusion of Round One with a resulting loss for the group. Therefore the marker moves one space toward the End Boss.

That's the basic flow of each Diplomacy round. Notice that the group only gets to roll one time during each round but that the End Boss may roll twice, once at the beginning and once more after the group has rolled. The key thing to remember is that no matter what, the Boss die can only be re-rolled *once* during any given round (even if multiple players produce a matching face value).



As Round Two begins we are reminded that **every player must participate in the negotiations**. No one can be left out so... Hopefully you came prepared. Lord Geriand makes his next roll to start the round. Let's pretend this time he rolled an 8. The group rolls all together and, sure enough, a few players failed to match or beat a Persuasion roll of 8 (even with their bonuses applied). But this time, one of our players' dice is showing a face value of "8." That's Great. The Group Leader can re-roll the Boss die and does so. The resulting re-roll shows a 5 and that puts every player in the group at or above the Boss. Suddenly, the negotiations have turned around and the group comes out of this round with a small advance toward victory. Move the marker one space to the right. *Great work everyone; keep it up.*

And that's how things will continue until one side or the other emerges the victor. But here's where things get interesting. It is possible for the group to put into effect a maneuver that could change the entire flow of the encounter. This special tactic is called the **"Influence Boost of Desperation"** and works like this: At any time during the encounter the group may forfeit all Copper Pieces in the group's possession. This will have the effect of influencing the Boss to roll a d6 on all *subsequent* rolls for the remainder of the encounter. The influence boost must happen all at once and use up everyone's coin purse.

Naturally, the potential implications of an *Influence Boost of Desperation* cannot be understated. It may change the entire outcome of the Diplomacy Encounter. It may also change the outcome of the Victory phase...*should the group manage to get that far.*

Whenever there is disagreement on whether to employ the *Influence Boost*, or when to employ it, the majority position wins out. For example, as soon as a majority of players (not characters) wishes to pay out for the *Influence Boost* then all remaining players must go along with it and pay out as well. In the event of any deadlock on the matter the Group Leader has the authority to sway the decision in either direction. *Note that at no time does any sort of character Roll Off (page 54) come into play during a Diplomacy Encounter. This is a group decision to be sorted out among players.*

Trinkets can remain safely tucked away, and Bank deposits untouched. It should always be understood that the *Influence Boost* affects only Copper Pieces on hand.

Once the *Influence Boost* has been initiated everyone must hand over all Copper Pieces in their coin purse and the Diplomacy encounter picks up right where it left off. From this point forward all Boss rolls are now going to be with a d6, for the remainder of the encounter, no matter which space the marker is resting on. And so the engagement continues, round after round until finally the marker reaches "Victory" or "Game Over." With so much at stake it doesn't take much to realize the strategic importance of bringing along as many persuasive Companions as the game will allow. *Rumor has it there are a few excellent negotiators hanging around at Wayfarer's Rest.* Every player's contribution to the negotiations matters, which means that winning a Diplomacy mission demands a solid group effort.

## Here's a quick overview of Diplomacy encounters

- The Negotiations progress in "Rounds." Each round the Boss rolls first, followed by the group. The Group Leader always rolls for the End Boss.
- All players roll together and each player's resulting roll must be *equal to or greater than* the End Boss roll. Be sure to include your bonuses.
- If the face value of any player's die exactly matches that of the Boss, the Boss die can be re-rolled one time. *The Boss die can only be re-rolled once per round.*
- Move the marker one space toward whichever side wins the Round.
- If the group elects to pay out for the *Influence Boost of Desperation*, all subsequent Boss rolls will be on a d6 for the remainder of the encounter.

## Fish Delivery

Proper heroes don't just defeat bad guys and engage in diplomacy... sometimes it's about delivering food or aid to those in need. With a Fish Delivery your task is to collect and safely transport just the right amount of Fish to a far away place. Sometimes the Fish are needed for their unique healing properties, or to resolve a desperate food shortage. Then again, they might simply be needed as a form of payment. In these Stories the group must find a way to gather the right amount of Fish while also keeping your characters alive during the journey. Can you deliver the supply without first using it up yourself? That is often the greatest challenge.

Setting the Difficulty - Before the encounter begins we need to determine how many (d6s) will be available to the group. Start by collecting all of the (d6s) into the center of the play area. Next, let us direct our attention to the grid for a moment to see how much of it will need to be completed. Notice that groups of 5 to 6 players must complete the entire grid and get a minimum of 3 (d6) dice. Likewise, groups of 3 to 4 players need only complete two columns and get to use at least 2 (d6) dice. Two players would only need to complete the first column to achieve a victory. At a glance we are able to see the minimum number of (d6) dice available to the group. Using a five-player game as an example, the three highest ranking Characters may take back their dice now. *When Characters have the same Rank the Group Leader will decide who keeps and who rolls their dice.* The two remaining players must now make a roll, with d6 only, that is equal to or higher than the number of players (remember these are no longer ability rolls). In this case they need a 5 or 6 in order to keep their dice. **Low rolls must be set aside and away from the play area.** Do this now.

All set? It's time to prepare for the Fish Delivery game. At this point some players will have the usual 3 dice while others will have only their d8 and d12 - so long as the group has the minimum (d6) count. *It might be a good idea to go through this at least once just for practice before launching into the actual Final Encounter. If the group intends to do a practice run be sure to note the number of fish each player is holding (before the game begins).*

At the beginning of each round all dice will be rolled as a group into the play area. Thus we kick off the first round with everyone rolling their dice at the same time. *Once they have settled be careful not to disturb the dice until the round is completely over.*

The aim of each round is to place as many dice onto the grid as possible. *At times, this may involve a bit of strategy.* The moment the proper portion of the grid is completed the Final Encounter is won and the group has earned another victory. Let's check to see how many of our dice get to be placed this first round.

Right away players will probably begin finding numbers that match up to the grid and may, as they please, begin placing them onto the appropriate placeholder. As the results of the first roll are surveyed the group may also discover duplicates. This happens when players roll the same number on the same dice, such as three players with a (d8) each showing the number 4. Whenever duplicates show up we enter a strategic moment in the round, where the group must decide who should place.

Here's how it works.

Since there is only one space reserved for each designated number only one die can ever be placed onto each slot. Therefore, only one player can actually place a die. Meanwhile the other players with duplicates are given the chance to re-roll either the duplicate or any one of their other leftover dice. But who should be the one to place? That's the question the group needs to sort out before continuing; and you'll discover the more you play that there are risks and strategies associated with this decision. *Here is a good time for players to work through this and come to some manner of agreement.* If after discussing it players find they cannot agree on who should place

(and who should re-roll) then the right to place the die automatically falls to the Character with the highest Rank, followed by the player with the lowest age. Once a die has been placed onto the grid it will never move or go back into play.

Remember that players who are re-rolling may re-roll any one of their own dice and the decision about which die to re-roll is entirely theirs. Take note that these strategic re-rolls will only happen once per round. Therefore, a re-roll that produces another duplicate is left alone. An excellent re-roll that produces another proper match may be placed onto the appropriate space (filling yet another empty slot on the grid). After our re-rolls have taken place be sure not to disturb any of the dice still in play as we are only just approaching the final stage of the round.

### Time to deliver fish

With our first dice placed on the grid let us draw our attention back to the remaining dice. Comparing all of the leftover dice resting in the play field, identify the player or players who rolled the highest number. That player or 'those players' in the case of a tie, must now pay fish to the mini-game stack according to the lowest number showing. *The lowest number equals the amount of fish to hand over. Remember, we're looking at all of the leftover dice together rather than a single player's dice.* Once the fish have been paid players may collect their dice as we prepare for the next round.

Here is a good time to point out that every dice roll has a potential impact, in one way or another, during every stage of play. This is why it is important that every player participate and roll whatever dice they are holding, every round, so long as they still have a die (regardless of the grid status).

The next round begins with another group roll and all dice in play. Place solid matches on the grid, address duplicates with re-rolls, and pay in fish according to the highest and lowest numbers showing (on the remaining dice). Sometimes only one player will have to pay while other times multiple players will have to pay at the end of the round. **So long as the group is able to deliver the proper number of fish to the mini-game stack they may continue to the next round.**

Play continues in this manner until the grid has been properly completed or the group is no longer able to contribute the required amount of fish to the mini-game stack. Solving the grid equals victory. Not having enough fish to pay to the mini-game stack is a failure, meaning that the group did not manage to deliver enough fish to properly resolve the Story. Do take note that in some circumstances it is possible for the group to begin the next round (*by making one last roll*) after they have fully run out of fish. And of course, as always, players who are holding fish can (*and for the sake of victory may need to*) share fish with those players still holding dice.

Special note: Occasionally, players may have a die that -can- be placed, but for one reason or another they would prefer to hold rather than place it. This is another strategic moment that the group may face and the decision of whether to hold or place is up to the individual player. In other words, it is okay not to place.

*Wait! But what if we arrive at the Final Encounter with barely any fish left!? Ah. This could happen, especially when the party has taken a right beating along the journey.*

Here's another way to play the Final Encounter, designed for just such a scenario.

First, players will hand over to the mini-game stack all fish in their possession. This is a one-shot, all or nothing attempt. Next, everyone is going to make one big group roll with all dice in play (no need to set a difficulty adjustment for this one). It all comes down to the result of a single ~group~ roll. Based on the number of players the group must contend with either one, two or three columns of dice (on the grid). From the results of this single group roll... players must be able to place **at least one die per column**. Success equals instant victory. Failure equals a sad and most unfortunate Game Over. *It's a desperate move for a desperate situation to be sure.*

Upon arriving at the Final Encounter the group will need to have a good look at their fish supply and make a responsible determination as to which approach they should tackle. The traditional approach is more in-depth, but safer overall. The desperation attempt requires as little as a single fish for a Victory, but carries great risk.

The final decision rests with the Group Leader.

## Winning the Game – An Exposition

It is thought, by some, that winning the game means being the player who emerges with Hero Award from the Victory phase. This tends to feel true, though it is not entirely so. Each Story is its own adventure, and to complete the adventure requires communication, coordination and teamwork throughout the journey. While an individual player's contribution may (at times) outweigh the others, it is unlikely they could have carried the entire group through all on their own. Thus it remains the outcome of the Final Encounter which determines whether the group, working together, has successfully completed the Story and therefore won the game.

But of course this is a rulebook, and so we must be true and state the technical requirements for achieving the win. Here it is then.

In order to win the game...

1. Any Special Criteria stated on the Story Card must be met
2. Each member of the party must survive the entire adventure
3. The group must successfully resolve the Final Encounter

If the group can pull together and save the day then, Congratulations! Break out the Victory Phase booklet for the 3<sup>rd</sup> and final phase of the game. Otherwise, if a Player Character is killed at any point during the game or the group fails to complete the Final Encounter, then your quest has failed. We must now take a moment and refer to the penalties outlined in the Defeat Checklist (on page 61).

You'll do better next time.

## Defeat – We Were So Close

Well; you can't win em all. But despair not, for the land of Feonora will always have a need for brave and willing heroes. Consider taking a moment to think about what might have been done differently...and then continue with the checklist below.

Definition of Defeat: The moment one of the Characters in the party runs out of Health, or the group fails to complete the Story the game is over.

### Defeat Checklist

- ☐ Defeat Penalty – In Heroes of Feonora everyone wins together or loses together. In the event of a defeat there is one penalty which affects every character in the party, and that is the loss of one Rank. Each character's Rank is immediately reduced by one and, possibly, so too is their Reputation (it's best to make changes using light pencil marks). *Your Character's Hero Awards, bonuses and other achievements all remain unchanged.*
- ☐ Death Penalty – For those characters who have fallen in battle (thus ending the game) there is one additional penalty that applies to this character alone. Any Permanent Mount has just been lost. Remove the Mount's information from the Character Sheet. *Note that it is possible for more than one character to be killed in the last moment of the game, such as during an Epic Battle. The Death Penalty applies to all characters who fall.*
- ☐ Following a Defeat the only thing that may be noted on the back of the Character Sheet is your Fishing Streak (if it's a new personal best).
- ☐ Now that the game is over all other Items, Cards, Fish and Copper Pieces must be returned to the board. No Badges are awarded; no one gets the Hero Award and no Mounts may be adopted. *Where did it all go wrong?*

To fail in our quest is a difficult blow, but sorrow and grief when a beloved character meets their fate in such a manner. Take care, for all is not lost, as they can always return to join the next great adventure. Death & Defeat penalties are only a momentary setback for a character who has fallen.

After updating the Character Sheet, and a bit of rest, they will be fit and ready to go for the next journey.



## Special Rules and Other Miscellanea

**Selecting an Alternate Story** – Occasionally the Group Leader may draw a Story Card that everyone played recently or simply don't feel like playing this session. If this is the case it is fine to select another one. But in order to keep with the intended spirit of the game it is more appropriate to select a new Story Card at random rather than hand-picking one. Remember, part of the challenge of the game is not knowing ahead of time what skills will be needed to solve the quest. Having the Story Card chosen at random keeps the mystery alive and forces everyone to use their wit and ingenuity, which is part of what makes the game fun.

**Mixing Up the Roleplaying Questions** – If the person reading the Roleplaying card discovers that they've already asked the same question to the same Character Classes, they may re-roll the d12 or pick another question at random. Generally, this should only happen to avoid repeats, but is ultimately up to the players.

**Town Treasury of Plenty** – *What should we do if the Town Treasury runs out?* This is an excellent question because it may happen. Unlike the Fish supply, the Town Treasury should always have an unlimited supply of Copper and Silver pieces. If the supply runs dry (a possibility in 5 or 6 player games) look around for spare pennies & nickels. These can easily be substituted for Copper and Silver pieces.

**Abode Bonus** – Once your character has made that last, final payment on a fine home they've just earned themselves a special bonus. At the beginning of every game from now on this character gets extra Starting Copper Pieces based on the value of the Abode. Characters can purchase and own as many Abodes as they like, which means that for the most enterprising characters, the highest starting coin purse bonus can add up to 13 extra Copper Pieces. *But that will take a long time we think.*

**Artifact Completion Bonus** – Some day your character is bound to place the final piece into their beloved artifact collection. When this happens, something truly momentous is about to unfold. *To find out more have a look in the Victory phase booklet.*

**Special Hero Bonus** – Upon earning their eighth and final Hero Bonus your character magically undergoes a special transformation, for they have just earned a once-in-a-lifetime “Super Whoopee! Power-up.” This unique and entirely permanent enhancement may take the form of one additional *Special Skill* or a *+1 Ability bonus* where no other bonus exists (in other words, on a blank line). It must be one or the other; the choice is yours. Neither death nor loss of Rank can take the power-up away. Now, in the case of Hauflin characters, and only Hauflin characters mind, the effects of the “Super Whoopee! Power-up” are doubled. So, for example, a Hauflin could gain her fourth and final *Special Skill* on top of a *+1 Ability bonus*, or she could gain two discrete *+1 Ability bonuses*. Why? Because Hauflins are special that way.

Given that Super Whoopee! Power-up instills an unchanging quality to your character, it should be applied to the Character Sheet using a permanent mark. Well done indeed!



# Rules for Single Player Adventures

Be aware that venturing out on one's own can prove a difficult challenge and should not be taken lightly. In fact, rather than competition for Victory Badges, the focus of a single player game often comes down to seeing if your character can survive.

## Setup:

- Start by setting up the board just as you would with a group game. Shuffle all the decks, choose your character, and collect the starting Coin Purse (10 CP).
- Select a random Story just as if you were the Group Leader.

## Town Time:

- Naturally you won't need to respond to Roleplaying Cards during Town Time, but these cards are still part of the Town Timer. Be sure to note *Days Passed*.

## Adventure Phase:

- Roleplaying cards and Group Roleplaying cards can be treated as 'Nothing Happens' cards. *Same goes for the Campfire and Friendship Day cards.* They should remain in the decks to assist with movement while your character is traveling.
- If you encounter the Bidding Merchant during the Adventure Phase your character may purchase the Item for no less than 10 Copper Pieces.
- Side Quests - These work out just as well for single player as they do for group adventures. Simply follow the instructions outlined on the card. Note the following for Side Quest (M2): For single player it's *one* dice roll, win or lose. If the dice roll is good, collect the winnings and move on. If your character loses, the "bet" goes to the Town Treasury and you must pay the "fee" for clearing the road. For (M1) and (F2) the attempt must be made with all three of your dice.
- Fish Delivery Stories - For these final encounters a single player may use two sets of dice, including both d6s, with no need to set the difficulty beforehand.

## Victory and Defeat:

- Beware, for all of the regular death and defeat penalties still apply (page 61).
- The main focus of the Victory Phase is player competition. With that in mind there are no *Victory Badges* or *Hero Award* at the conclusion of a Single Player game. None-the-less the Victory Checklist should still be adhered to. For example, following a Single Player victory your character is allowed to level up their Rank (by one), improve their Artifact collection, spend Copper Pieces and Adopt a Permanent Mount. *Don't forget the Tavern Tab and Mount upkeep.*

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*Thank you for playing Heroes of Feonora*