

Victory Phase

We Did It!
Now who gets the Hero Award?

FLAT VERSION

Victory Badges, Leveling Up and the Hero Award

It was a journey fraught with trials and tribulations, yet everyone managed to pull together and save the day. Congratulations! Your arrival back at Villagetton is met with cheers and revelry as everyone anxiously awaits the news of your adventure. Now it's time to see how well each of our characters made out. The Victory phase is all about leveling-up our characters and spending those shiny Copper Pieces. *Of course, it's also when we find out which of our brave adventurers' performance and accomplishments have earned them the glorious Hero Award.*

The Victory Checklist will take you through several rounds, each one building up to the next. In order for things to go smoothly it's important to play each one in order. Since much of the activity takes place on the back of the Character Sheet let's have a quick look at some of the things to be found there.

Don't start any of the activities until you get to the Checklist

Found Artifacts – This list contains all of the various Artifacts scattered throughout Feonora (including, especially its many caverns & dungeons). Similar to a scavenger hunt, the goal is to see if your character can track down each of these rare treasures. It will no doubt take many adventures before you find them all. *Of course, Artifacts can also be traded with other players during the game and the upcoming Bargaining Round.*

Abodes for the Discerning Adventurer – Even the most adventurous Adventurer needs a place to kick up their feet and relax after a long hard journey. Sure there are always the rooms upstairs at Wayfarer's Rest, but there's something special about having a place to call home. If your character has enough money at the end of the Story they might be able to afford a payment on one of several fine abodes. *To learn what happens after the final payment, refer to page 62 of the Game Manual.*

Fishing Academy – Everyone knows how to fish... but for those who want to excel at it there's no substitute like good old fashioned training. Ichabod the Malornian is a legendary fisherman, and he's opened up a school just on the outskirts of Villagetton. If you're serious about improving your fishing skill this is the way to go. It's all about patience, timing and intuition... skills you'll develop over many lessons.

Turning now back to the front of the Character Sheet

Rank & Reputation – Whenever your party completes a Story each character's Rank is going to increase. Very soon we're going to find out by how much. After increasing their Rank enough times your character's Reputation will also improve. Having a higher Reputation is a matter of prestige and shows how experienced your character is compared to others. *Higher Rank also brings with it a few perks now and then.*

So you see, there's much more to completing a Story than merely the satisfaction of success. Alright, now on to the Victory Checklist.

Ready to get started?

Victory Checklist

- ❑ **Clean Up** – Let's start by turning in only the following cards and items: Magic Spells, Protective Gear, Items of Recovery, Weapons of Ubertness and Companion cards. *Our Companions have served us well but they have personal matters to attend to.* This would also be a good time to sort the remaining cards into piles.

Withdraw all of your Character's money from the Bank and add it to your Coin Purse. Next, trade in all collected Trinkets for the value stated on the card. Lastly, all of your remaining Fish may be traded in (for half the value of their worth during Town Time). Not being freshly caught, and with the long journey having taken its toll, Ned is willing to trade at **1 Copper Piece** per Fish.

Bargaining Round – For the next few minutes everyone has a chance to barter and trade *only* their Butterflies and Artifacts. *Some of those Artifacts can be tough to find, especially when you're trying to round out a collection.* Trade one for one, two for one, or barter with Copper Pieces. The choice is yours. **Once the Bargaining Round is over no other money or cards can be traded or given to another player.**

Victory Badges: The Player who earns the most Victory Badges at the end of the game wins the distinguished Hero Award. This special award lets your character level up *two* Ranks instead of one, and earns them a Hero Bonus on the front of the Character Sheet. The Hero Bonus is explained in the Game Manual in the section on *Health Trackers*, page 9. Ready to get started? The first Badge we're going to award is the Roleplaying Badge...

- ❑ **Outstanding Roleplayer** – *Note: This badge is only awarded in games with 3 or more players.* Roleplaying is the secret ingredient that makes Heroes of Feonora an especially enjoyable experience for groups and families. This Badge rewards the player that did a great job bringing their characters to life, and making the game more fun for everyone. Perhaps it was the way they responded to Roleplaying Cards, or livened up combat...or simply the way they roleplayed in small ways throughout the game. Remember, there are many ways to roleplay a Character or Companion, and players should be rewarded for both. Here's how it works. For this Badge the Fish Tokens are going to become *Voting Tickets*. Every player should start with 8 Tickets (let's pass them out). Now we're going to reward each other based on the categories below. Take a look at the first category...

- **Good Hearted and Kind**
- **Nuttiest or most Quirky**
- **Funny, Uplifting or just plain Jovial**
- **Most Diplomatic, Level Headed and Reliable**
- **Most Entertaining Combat or Combat Follies**
- **Most Interesting Background, Battle Scar or Pet Story**
- **Best All-Around Roleplaying**
- **The Character you would most like to attend the Town Festival with**

After everyone has had a moment to think about how each player's Character or Companions have contributed to the spirit of the game (starting with the first category) the Group Leader will ask if everyone is ready. When everyone is ready the Group Leader will say "Go" and all at once everyone will pass one *Voting Ticket* to the player they have in mind. You must give one ticket to another player – no keeping it for yourself. Repeat the exchange for each roleplaying category, *only passing your ticket when the Group Leader says "Go."*

When all the rounds are complete have everyone count the number of *Voting Tickets* they received. The player with the most tickets wins the Outstanding Roleplayer Badge. Now, if two or more players are tied with the most votes then the Badge is awarded based on player age. Thinking only of the candidates who are tied, find the appropriate scenario below...

- A) If the candidates are peers – it goes to the *oldest* player
- B) If it's kids vs. grownups – the Badge goes to the *youngest* player

Fantastic performance! Roleplaying is a sign of talent (and sometimes takes practice)

- ☐ **Fishing Badge** – This one should already be with the correct person. Whoever has this in their possession when the game ends already has one Badge. *Nice work out there.* If by some amazing stroke of misfortune no one earned the Fishing Badge this game (by catching 2 Fish in a row) then we're going to have to settle this with a quick Fishing game down at the pond. Everyone do one fishing session all together. Whoever catches the most fish wins. If players tie for the most, then only those players will go again until the tie is broken.
- ☐ **Battle Badge** – Now it's time to see who among the party contributed the most effort against all those dastardly foes. Was it pure skill and masterful weaponry? Excellent use of magic? Sheer blind luck from wading into the fray and then flailing about with reckless abandon? Let's find out by counting up our cards now. *Any encounter (Adventure and Dungeon card decks) that resulted in a foe being destroyed counts toward the Battle Badge, including those pesky Fairies.* The player with the most cards wins the Badge. If players are tied on this one then it's going to be settled with a display of might against a practice dummy. Have only the players who are tied make one Attack roll now. *Remember, our Companions have already departed so only Ability bonuses count for this one.* Whoever gives the mightier showing wins the Badge. Keep rolling until a winner is decided.
- ☐ **Treasure Hunter** – Count your Artifact cards. Whoever has the most Artifacts in their possession gets this Badge. Ties: If two or more players are tied for the most, or no Artifacts were collected, then it automatically goes to the character with the Treasure Hunter skill. If two or more candidates have the Treasure Hunter skill (or no one has it) then we move on to the next round. Among the remaining candidates the Badge goes to the character with the most collected Artifacts on the back of their Character Sheet. If players are still tied for the most collected Artifacts then have only the remaining candidates roll all three dice. The Badge goes to the first player who rolls a Set, Sequence or Combo.

- ❑ **Bounty Hunter** – This Badge goes to whichever player captured the most Bounties. However, it's not uncommon for players to be tied for most Bounty cards, or for having no Bounty cards. Both of these count as a tie. In the case of a tie the Badge goes to the player who is willing to return the most Copper Pieces to the Town Treasury...right now. *Remember, now that the Bargaining Round is over no Copper Pieces may be traded or given away.* The player who commits the largest amount is the only one who actually has to pay the Treasury, after which they may collect the Badge. If somehow two or more players are still tied (they are willing to give the same amount back to the Town Treasury) then only those candidates move on to the next round. The Badge will now go to the first of the remaining competitors who can make an Agility or Persuasion roll of 10 or higher. Continue rolling at the same time until a winner emerges.
- ❑ **Trouble Solver** – Count up all your Troubles cards. Whoever solved the most Troubles during Town Time wins this special Badge. If two or more players are tied with the most cards then the Badge goes to the player who has donated the most money to the Poor & Needy. If the candidates are still tied then it goes to whoever can make a higher Persuasion roll. Keep rolling until someone wins. *Only the candidates still in the running should roll.*
- ❑ **Biggest Coin Purse** – Alright, now let's count up our coins. Whoever has the most Copper Pieces gets the Badge for Biggest Coin Purse. If by chance two or more players are tied with the most then we're going to have a special Roll-Off. Have each of the candidates roll a d6 and collect the amount of Copper Pieces showing on the die. *This is not an Ability roll.* If this puts one of the candidates on top then that player instantly becomes the winner of the Coin Purse Badge. If not, keep rolling (and collecting Copper Pieces) until a winner emerges.
- ❑ **Butterfly Collector** – Count your Butterfly collection. Whoever collected the most of these elusive and beautiful creatures wins this special Badge. If two or more players are tied with the most, or no butterflies were caught, then we move on to the next round. In the case of players who are tied with the most:
 - Take all the butterflies, for only the players who are tied, and place them in a pile in the center of the board. Next, we're going to release them in the tavern and our candidates are going to try to re-catch them as the townsfolk and patrons look on. But first, we need to establish *turn order* for the upcoming event. Here's how it goes. Start with the older female players, followed by the younger female players. Next in line are the younger male players, followed (at last) by the older male players. Figure out the *turn order* now. *Note that position around the board no longer matters.*
 - Now, take turns trying to recapture the butterflies. You can go after any butterfly you want, but must use only Agility.

Oh. There is one other thing. All players who are eligible for the Butterfly tavern game must participate, regardless of badge count. Think of it as a matter of good sportsmanship in the presence of an eager crowd of onlookers.

- If the butterfly catching extravaganza results in another tie, repeat the game using only the characters who tied in the previous round. Keep going until a winner emerges...

If no butterflies were caught during the game: Then it just so happens the group spotted an injured butterfly on your way back to Villageton. Everyone's in the running this time, using traditional turn order. This poor little butterfly can be caught with an Agility roll of 5 or higher. Starting with the Group Leader, take turns rolling until someone catches the butterfly. Whoever manages to catch it wins the admiration of the crowd, and may claim the Butterfly Badge.

Hero Award – Ok; this is it...the moment we've been waiting for. Whoever has the most Victory Badges right now wins the *Hero Award*. Congratulations! Now, if two or more players are tied for most Victory Badges then it automatically goes to the candidate with the fewest Hero Awards. If candidates are still tied then the award goes to the character with the highest Rank. After that it goes to the first player who rolls a Set, Sequence or Combo (roll at the same time). Well Done. As there can be only one per game this Character above all has earned the glorious Hero Award ~ along with a permanent increase to their Hero Bonus meter. Using a pen or thick pencil mark, fill in the next box at the bottom of the Character Sheet.

- ☐ **Leveling Up** – The trials and combat and daring escapes throughout our journey have given our brave adventurers valuable experience. As a result each character's Rank has just gone up, and for some, their Reputation as well.
- **Rank Increase** – Those who where unable to secure a Victory Badge this time may now increase their Character's Rank by one. Those who managed to earn any number of Victory Badges increase two Ranks, and last of all the noble Character who earned the Hero Award goes up three Ranks.
 - **Reputation Increase** - Refer to the *Rank & Reputation Table* to see if your character's Reputation has improved. If it has, upgrade their Reputation by marking it gently on the line provided (*remember to use light pencil marks*).

Rank & Reputation Table

1 Unknown	19-21 Journeyman	42-46 Agent of Feonora
2-3 Trainee	22-24 Adventurer	47-52 Emissary
4-6 Novice	25-27 Guide	53-59 Guardian
7-9 Squire	28-30 Captain	60-67 Viceroy
10-12 Apprentice	31-33 Veteran	68-77 Protector of the Realm
13-15 Traveler	34-37 Keeper of Justice	78-89 Hero of the Ages
16-18 Sword for Hire	38-41 Knight Errant	90+ Legend

Once our characters have finished leveling up we'll finish out the Victory Phase...