

Victory Phase

We Did It!
Now who gets the Hero Award?

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 Villagetown 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 the rooms upstairs at Wayfarer's Rest are comfy enough, 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 Villagetown. 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.
Is everyone ready?

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, always passing one ticket to another player 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.
- ☐ **Prize Fighter** – The Fighting Guild is that sort of unique establishment where skill, finely honed technique (and starry-eyed hopefuls) come together for grand entertainment. As nearly every Guild Member knows the best matches are those with inspiring displays of style and swagger rather than brute strength. But to truly earn a reputation a Fighter has also got to get plenty of wins under their belt. This badge awards the character who consistently dazzled the crowd with jolly good fighting, and goes to the player with the most Opponents cards. Only players who are tied with the most number of cards move on to the next round. Now, whichever candidate has the greater number of d12 Opponents cards is the winner. After that the badge goes to whoever has the greater number of d8 Opponents cards. If players are still tied then get the popcorn ready because it goes to a tie-breaker match *between characters* over at the Guild, best of three.
- ☐ **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. Whoever gives the mightier showing wins the Badge. Keep rolling until a winner is decided.

Let's break this down with a few examples.

A Mount with a natural Movement of 8, as stated on the card, could go up three more times to 11... but of course this would take a few successful adventures to complete the upgrades/improvements. A Mount with a 7 Movement could, at most, only go up to 10 on account of the 3-point limit (*that's still pretty good come think of it*). On the other hand, some horses would only be able to improve by one point (from 10 to 11) while something like the Giant Snail, well, that is a special creature that cannot be improved any further as far as movement goes.

How does this affect travel movement (dice)?

As players might already have observed there is a correlation between the static movement value of a given mount and its corresponding Group travel die. It goes like this. Any mount with a Movement value of:

- 4, 5 or 6 rolls a (d6) for Group travel
- 7, 8 or 9 rolls a (d8) for Group travel
- 10 or higher rolls a (d12) for Group travel

Whenever a mount's basic (or starting) movement value gets bumped up to a new level the die to be rolled for Group travel adjusts accordingly. *This is why it is always recommended to use a pencil for keeping mount information on the Character Sheet.*

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!

Did anyone get to experience one of these special events?

The time will come, and always remember that sometimes your character will have a great game. Other times it'll be the best you can do just to make a contribution to the group effort (and survive the adventure).

In the meanwhile, there's still one last thing for us to do

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. Characters may go after any butterfly they want, but must use only Agility (no items or spells).

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 their way back to Villagetown. 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 a hearty cheer from 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 colored pencil, 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 were 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 in pencil on the line provided.