

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 Uberness and Companion cards. *Our Companions have served us well but they have personal matters to attend to.* This would also be a good time for players to sort their remaining cards into piles. Characters may now withdraw their holdings from the Bank and add it to their 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.

Once things are settled we move on to the Bargaining Round

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 exchanged or given to another player.**

Victory Badges: Whoever earns the most Badges at the end of the game wins the admiration of the crowd and the Hero Award, granting special bonuses to one Character above all others. Who will it be? The time has arrived at last to find out, beginning with 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*
- *Nuttier 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*

- ❑ **Treasure Hunter** – Count up all those precious 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 the badge will be awarded to whichever character has diligently contributed the most money to their Retirement fund. After that, it comes down to whoever can most closely guess the number of Copper Pieces in the other candidate's coin purse.
- ❑ **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 it will have to come down to this, whoever can create the most accurate list of: a) the criminals who came out, b) the criminals who did not come out, c) the other party members
- ❑ **Trouble Solver** – This one is all about characters who do good by helping others. 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 character who has donated the most money to the Poor & Needy (back of the Character Sheet). If the candidates are still tied then it goes to whoever can make a higher Persuasion roll. Keep rolling until a winner is determined.
- ❑ **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** – 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

- ❑ **Spending Our Treasure** – The time has come for our characters to spend whatever Copper Pieces they have left in their coin purse. It can help to think about what might interest your character or how they would go about allocating their hard-earned Copper Pieces. The main thing to understand is that the Copper Pieces in our coin purses **do not carry over** to the next game. Well then! Perhaps we ought to put a down payment or two on a fine home, or attend a few classes at the Fishing Academy. Of course one can always make a responsible contribution to their Retirement Fund, a Donation to the Poor & Needy, or (depending on what sort of character you have) Squander it Recklessly. As the name implies the Accumulated Wealth slots always increase as more Copper Pieces are thrown into them ~ by adding to the current amount. Just for fun you can even start thinking about what your character might do after they retire...

Questions and Special Circumstances

What happens after my character earns eight Hero Awards? Is it possible to get an even greater Health bonus? 10 Additional Hit Points is the maximum possible Health Bonus for any character. However, your character can still continue earning Hero Awards and increasing their Rank & Reputation, which will probably take much longer to max out. *Very few characters ever achieve the monumental status of "Legend."*

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.

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

Yes. All fishing sessions count toward the Fishing Badge.

Why can't I use my retirement fund to pay for things, like fishing lessons or an abode, or to adopt a permanent Mount? In keeping with the spirit of the game the Victory phase is all about spending Copper Pieces earned during the Adventure. Accumulated Wealth, specifically your character's Retirement Funds, are intended as merely a symbolic representation of their success over the course of a long career. And, as Villagetown's Bank Manager Mr. Hogglebottom is keen to remind us,

"Hrem-hrm. Retirement funds were never intended for such frivolities... and you hero types should be knowing this, and setting an example for the rest of the townsfolk."
Yes. Ah-hem."

Congratulations and a job well done. Tonight the townsfolk of Villagetown, and a few guests from other parts of Feonora celebrate your victory down at the Tavern. There will be song and dance and good cheer to be had by all.

Farewell ye Heroes of Feonora. Until next time...

Rank & Reputation Table

1	Unknown	19-21 Pigeon Master	42-46 Agent of Feonora
2-3	Muckabout	22-24 Adventurer	47-52 Emissary
4-6	Well Scrubber	25-27 Guide	53-59 Guardian
7-9	Apprentice	28-30 Ranger	60-67 Viceroy
10-12	Hall Monitor	31-33 Veteran	68-77 Protector of the Realm
13-15	Fishery Guard	34-37 Crest Bearer	78-89 Hero of the Ages
16-18	Sword for Hire	38-41 Keeper of Justice	90+ Legend

Once our characters have finished leveling up we'll finish out the Victory Phase with a look at some of those achievements found on the back of the Character Sheet. Some of our characters might also have an opportunity to adopt a friend or achieve a very special (once in a lifetime) Artifact Completion Bonus. Ready to continue?

- ☐ **Best Coin Purse** - Characters are competing with themselves on this one, regardless of who earned the Coin Purse Badge. If this is the most Copper Pieces this character has ever earned in a single game write it in the Best Coin Purse slot on the back of the Character Sheet. Try to beat your previous high score.
- ☐ **Best Fishing Streak** - Characters are competing with themselves on this one, regardless of who earned the Fishing Badge. If this is the most Fish this character has ever caught write it in the Best Fishing Streak space on the back of the Character Sheet. Try to beat your previous high score.
- ☐ **Tavern Tab** - Normund and Hildegard have a business to run don't you know. And all those fine meals, mugs of ale and comfortable beds don't come free. Every character must pay a Tavern Tab of **7 Copper Pieces** before they spend their money elsewhere... with one exception: If your character has Charisma they only have to pay a Tavern Tab of 4 Copper Pieces.
- ☐ **Care & Upkeep of Permanent Mounts** - Having a good Mount can be a big advantage when it comes to moving about in Villagetown; but they also require food and proper care (or regular maintenance) in order to keep healthy and happy. All characters with a Permanent Mount must now pay for Care & Upkeep by adding the Movement value of their Mount to the highest (earned) Hero Bonus at the bottom of the Character Sheet. Do this now. If your character doesn't have enough money on hand then pay what you can. *Your friend can skip a meal or two, but do this too often and they may start dreaming about life back at the Stables.*
- ☐ **Found Artifacts** - Every Story brings with it an opportunity to track down those rare and elusive Artifacts, which can sometimes be acquired through bargaining. As your character adds each new piece to their collection check or fill in the box (we recommend filling in with colored pencil to give it a nice fresh look). Then, enter the date in the space provided. *Who will be the first to find them all?*

Special Achievements for the Young and Mighty!

...and the Mighty Young. And the Beautiful... or the rest of us

Here are some things that don't happen every game,
but today might be different.

Artifact Completion Bonus - Some day, one of our characters will place the last remaining artifact into their collection. When that day comes a very special, one-time bonus is awarded. If that moment is now there are two choices for how the windfall may be collected. Your character, if they prefer, may collect 200 Copper Pieces *right now* and add them to their coin purse. Or, instead of collecting the bonus now your character may start the *next game* with 200 extra Copper Pieces. You must make a decision and choose only one of these options. Choose carefully, for this special bonus may only ever happen once during the lifetime of any character.

Adopt a Mount - At last. If your character has a Rented Mount this is their chance to adopt a lifelong friend. If you can afford the full Purchase price then the Mount is yours. Add its information to the Character Sheet (using a pencil) then turn in the card.... and don't forget to give it a name. A few things to remember about Permanent Mounts. The next time this character comes along for an adventure they will automatically start Town Time with the Mount's Movement instead of using the character's natural movement; there is no need to take the card from the deck.

Remember, Copper Pieces can only be traded or given to another player during the Bargaining Round. And only the funds in your coin purse (right now) may be used.

Upgrading a Permanent Mount - After they've spend enough time together it's easy for our characters and their mounts to grow fond of one another. This special bond between a mount and its rider can make it difficult when the time comes to part ways, but that may not be necessary if you're willing to go the distance. It turns out that many of these fantastic creatures has the potential for increasing their ability to get around during Town Time (and on long overland journeys). *Think of it as dedicated training sessions with Merrick, or the discovery of a special potion. Sometimes the explanation is more mysterious and may seem to emerge as an evolution of the creature, while at other times it might be that experience has given them improved capability.* However players prefer to imagine it... so long as the conditions below are understood.

How it works. If your character has enough Copper Pieces to pay an amount equivalent to the purchase price for your adopted companion then the mount's movement can go up one point. *This is the movement value used during Town Time.* Joy!

But of course, there are some limitations to this leveling-up business.

Newly adopted mounts cannot be simultaneously upgraded (if you just adopted you'll need to complete another Story before upgrading). Only one movement upgrade can be done at a time (even if your character can afford more). All mounts are limited to a maximum of three improvements, that is to say 3 points above the starting value. And no matter what else, no mount can be upgraded beyond a Movement value of 11.