



This is the Top Page

Title Text should be to the right →

Do Not Fold

Game Manual

Heroes of Feonora

RPG Board Game

FLAT VERSION

This is the "Flat version" of the Game Manual, designed for people with a regular stapler who just want something that's easy to put together. With this version you'll be able to quickly produce a workable Game Manual without the need for a special stapler. It has been formatted to produce a flat stack of standard size paper with a staple in the corner. Nothing should be folded. Instead, there should be two small 'pages' on each side of the paper. As you flip through, the pages will continue front to back in sequence.

The Flat version still needs to print on both sides of the paper; otherwise the stack would be too thick to staple. For the "Booklet" version you will need the other PDF (called "Booklet_Game Manual") and a special stapler that is long enough to reach the center of the page. The booklet version is slightly more difficult to assemble, but looks more like a traditional Manual. Most office supply stores have a long stapler they will let you use inside the store. The content of both versions is exactly the same.

Blank

Contents

Basic Rules to Get Started	1
Creating a Custom Character.....	2
Using the Health Tracker	8
Town Time	13
Companions and Wayfarer's Rest.....	17
Pennyblum's Bakery	19
Fighter's Fighting Guild.....	20
Banking.....	22
Tynafir the Traveling Merchant	23
Items, Artifacts and Trading	23
Fessiwig's Magic Emporium	25
Using Magic Spells.....	26
Horses and Mounts.....	28
The Tradecraft of Thievery	30
Getting out of Jail	31
Fishing and Ned's Fish Cart	35
Bounties	36
Fountain of Recovery.....	37
Grouping, Travel and Treasure Hunting....	38
Adventure and Dungeon Cards	43
Combat and Running Away.....	46
Final Encounters.....	50
Defeat – We Were So Close.....	61
Special Rules and Other Miscellanea	62
Rules for Single Player Adventures	63

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
Human	25	20	15
Elf	20	15	12
Dwarf	35	30	25
Hauflin	20	15	12
Khajathi	30	25	20
Malornian	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.*

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

Health Tracker

Health Calculator: 20 + + + =

Base Health Hero Bonus Companion 1 Companion 2 Max Health

Starting Health

☐☐☐ Dwarf

☐☐☐☐☐ Malornian

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

Starting Health

☐☐☐ Dwarf

☐☐☐☐☐ Malornian

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: 20 + 0 + + = 20

Base Health Hero Bonus Companion 1 Companion 2 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: 20 + 0 + + = 20

Base Health Hero Bonus Companion 1 Companion 2 Max Health

20 17 14 12
Starting Health

☐☐☐ 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.

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 straight 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 Villagetown 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.*

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

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.

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.

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.

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.

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:

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.

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

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.

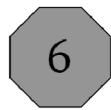
Bonus Roll 1:



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...

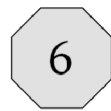
Bonus Roll 2:



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.

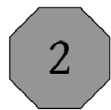
Bonus Roll 3:



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.

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.

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.

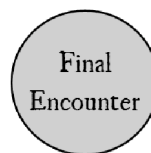
A Special Note on Unlock Spells – If an Unlock Spell failed to work the first time, then just as you normally would the spell card must be turned over. It is no longer good until the group moves from the current space. This means that only Thieves

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.

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.



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.

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.

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.

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...

(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

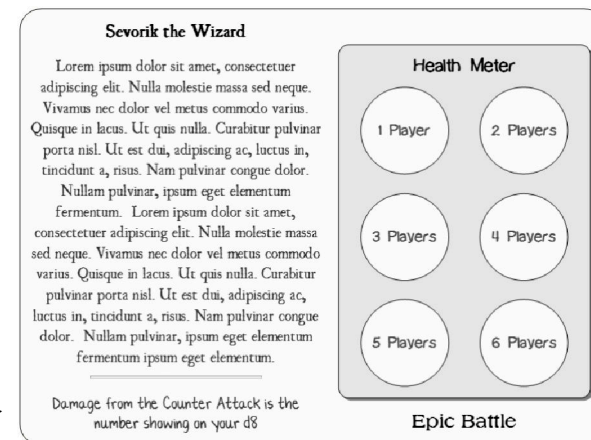
Following a long and dangerous journey the group suddenly finds itself face-to-face with a mighty foe. In these types of encounters it is a glorious fight to the finish between you and a powerful foe called an "End Boss." An End Boss might be a dastardly individual or an entire group of bad guys. The 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)



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

Ransom Formula

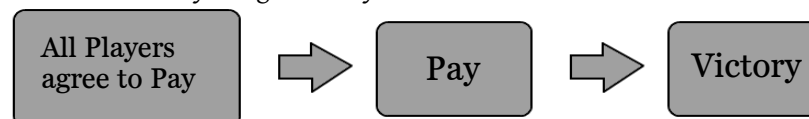
Your individual Ransom share is your character's Rank times their Ransom rating (page 3). Here's an example of one player's Ransom share. Let's pretend this character, an Elf, has a Rank of 5. We know from the table on page 3 that Elves have a Ransom rating of 4. This player's Ransom share is $5 \times 4 = 20$. *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.

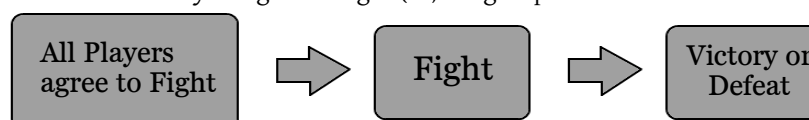
For those who may be wondering, Trinkets can, and if necessary must be used to pay a Ransom. Refer to the Trade In value on the bottom of the card.

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.

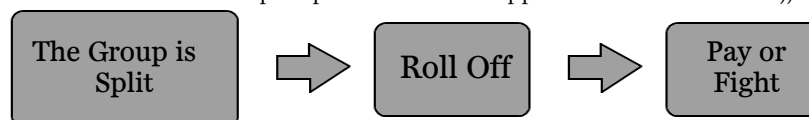
Scenario 1 – Players agree to Pay



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.*

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

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!

Thank you for playing Heroes of Feonora

Index

A

Ability Bonuses.....	3
Ability Dice.....	6
Adventure Cards.....	43
Adventure phase	38
Agility	6, 48
Alleyway	31
Artifacts.....	24

B

Baking Bread.....	19
Bank Day	14, 22
Base Health Table	8
Basic Abilities	6
Big Wooden Doors	41
Booby Traps	44
Boots of Speed	25
Bounties	13, 36
Butterflies	13, 16, 45

C

Capturing a Criminal	36
Card Pulling Rotation	39
Character Class	2
Charisma	4
Chase Game	48
Class Restriction	28
Combat	46
Collecting Cards	47
Roleplaying	48
Using Magic	26, 47
Combat Rotation.....	48
Combo.....	51
Companions	17
Agility Rolls.....	45
Capturing Criminals.....	37
Fighter's Fighting Guild.....	17
Going to Jail.....	31
Health Tracker	10
Magic Spells	27

Mounts	38
Movement	29
Pickpockets	18
Recruiting	18
Roleplaying	19
Sharing the Cost	19
Taxes.....	18
Trading	24
Connecting Spaces	40
Counter Attack	47, 52
Criminals	16, 36

D

Death Penalty.....	61
Defeat Checklist.....	61
Diplomacy	55
Dungeon Cards.....	43

E

End Boss	50
Epic Battle	50
Expert Fisherman.....	35
Extra Movement	15

F

Fairies	25, 43, 45
Fighter's Fighting Guild.....	
Magic Spells	21
Unsuspecting Boardgamer	21
Weapons of Ubernass.....	21
Fighting Ability.....	6, 46
Fighting Pit	20
My Character Just Died!.....	21
Player vs Player.....	21
Final Encounters.....	50
Diplomacy	55
Epic Battle	50
Fish Delivery	57
Pay or Fight.....	53
Fish.....	7
Fish Cart	
Stealing Fish.....	30