

Band of Pillaging Goblins

You've finally caught up with the pillaging miscreants who've stolen the Medallion. Looks like you arrived just in time too...for some of the Goblins have already begun setting up their steam-powered melting machine. Naturally the Goblins did not bother to post a guard, allowing the lot of you to stroll quite casually into the large, noisy chamber. Being rather distracted by their various duties you even have a few moments to survey the rabble as they carry on.

As your eyes scan across the giant room... There! On one of the piles of scrap, you notice it; the medallion is there, waiting to be melted down. Eventually, a few nearby Goblins look up from their knitting and notice you standing in the room...at which point the entire chamber erupts into chaos.

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



Epic Battle

Sevorik the Wizard

As you step cautiously into the chamber a tall wizard slowly looks up, almost as if he'd been expecting you. With a calm look he surveys the beleaguered group of adventurers standing before him, a nefarious grin creeping across his face.

"So, a fresh batch of laboratory rats hmmm? For a while there I was beginning to think you wouldn't make it. I should say I am impressed that you managed to fight your way to my personal quarters. Yes I see. You will make a fine addition to my collection..."

And just as suddenly the air around Sevorik begins to sparkle and swirl as he readies himself against your pathetic weapons.

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



Epic Battle

Orcish Ambush

There is a brisk wind as a thick layer of snow falls around you. In the distance a low rumble. Then the earth begins to tremble. Suddenly, from out of the snowy fog a clan of Snow Orcs comes rushing toward you. The brigandish beasts have laid an ambush for your beleaguered party. There is barely time to react before the creatures are upon you...

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

If you survive the ambush... The skies are calm as you arrive at the outskirts of the farm. As Palonia rushes down ahead you notice that the fields have not been tended to for some time. The only signs of life are a few weak animals and the faint smoke rising from the chimney of the small cottage below. A few moments later you step cautiously through the door to find Pelonia at her brother's side, surrounded by children with bright smiles...and sense that all will be well.



Epic Battle

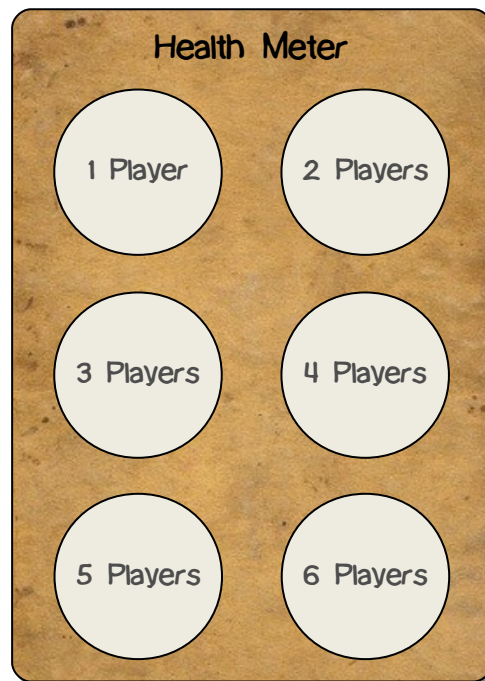
A Plot Unfolds

As you enter the giant underground chamber a disfigured Human turns to face you; he is surrounded by a mishmash troop of confident looking Goblins armed with even stranger looking weapons. All around you are huge war machines and parts moving along on conveyers, with sparks and smoke billowing up from furnaces tended by Goblin workers. It is a sight to behold.

"So, you've come to inspect our little factory have you?" declares the Human. "I am Merodach, but I take it you were not sent by those who have hired my services. Are you sure you know what you're getting yourself into?"

Turning to his eager henchmen Merodach calmly issues the order, *"Kill them."*

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



Epic Battle

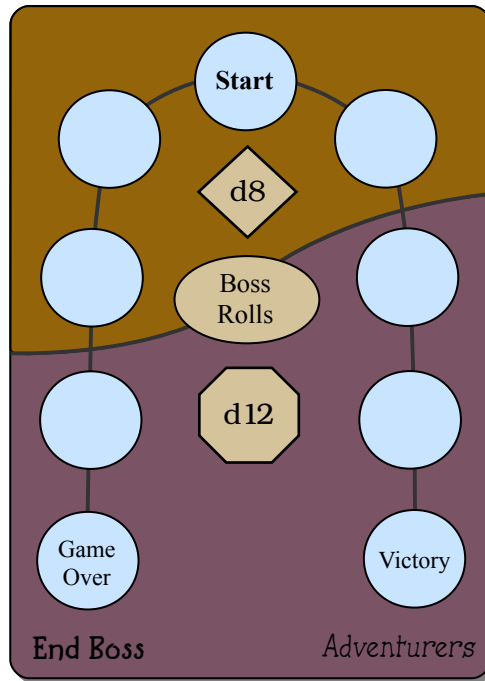
Persnickety Perrigrin

The cavernous room is filled with the lights of a thousand fireflies, floating about lazily. There is just enough light to make out the surroundings. On the far side of the chamber a small dark figure is slumped carelessly on a throne of twisted root extending all the way down from the ceiling.

"I see my old friend has once again declined my invitation," he snidely remarks as the dark shape glides toward you. (You can't help noticing the creature casts no shadow). *"Sending a band of hired hands to save his queen. How typical. I suppose I shouldn't be too surprised as the King has never been one for adventuring through my little caverns. Still, I will keep my word..."* (He gestures to the stone figure of the queen).

"So...Thought much about my little riddle have you, hmmm? Oh this will be fun..."

The Group Leader will roll for the End Boss

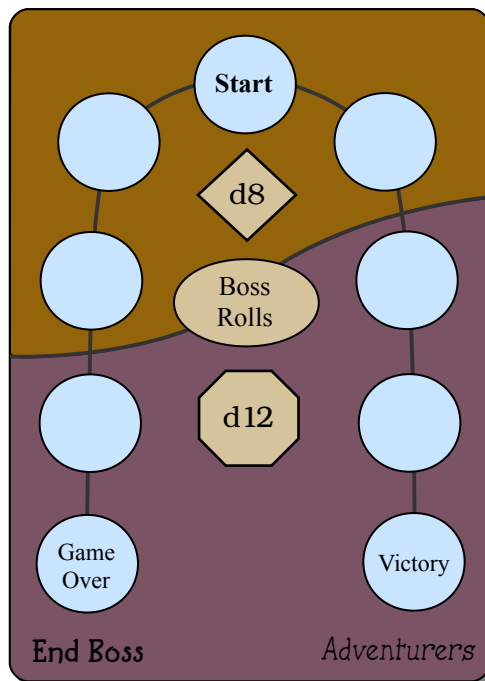


Diplomacy

Audience with Lord Geriand

You have traveled deep into the majestic and dangerous Forest of Rhinn. Finally, arriving at the Elvish compound, you are granted an audience with Lord Geriand. With a defiant tone he assures you his people have had nothing to do with the disappearance of Corfilia llynfel. He is outraged at the very accusation of it. *Most people know that the two Houses have not always had the best of relations.* Then Lord Geriand confides in you... His son Fobert has also recently gone missing. Apparently the two young Elves have eloped, without the consent of their parents. Geriand did not want others to see that all was not well in his esteemed House. He especially did not want his chief rival Lord llynfel to find out. *You must convince him it is for the best to share this news so that the matter may be resolved without bloodshed. It is a task that will not be easy.*

The Group Leader will roll for the End Boss



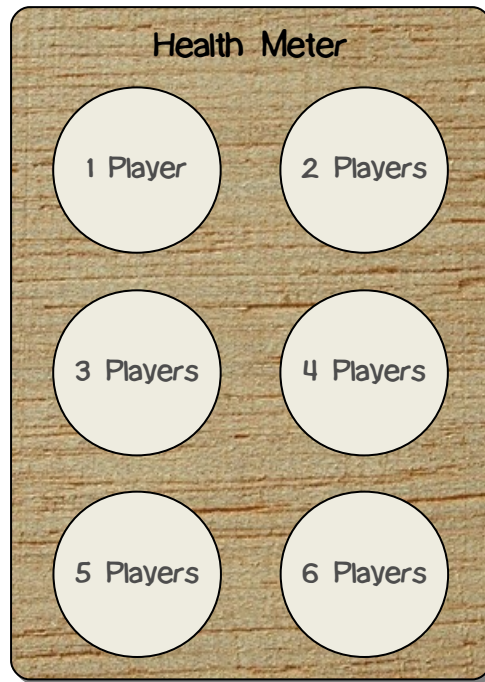
Diplomacy

Let the Hauflin Go

Creeping through the darkness you see a dim light up ahead...and voices. As you near the entrance to the main chamber the exuberant sounds of a singing Hauflin can be heard echoing through the caverns, followed by the desperate cries of *"Quiet! Stop that blasted racket!"* As you sneak into the room you are somewhat surprised to see a happy looking Hauflin swinging back and forth in a large bird cage, legs dangling. He's holding up a curious looking seed and seems barely aware of the exasperated Brigands down below. Just then, one of the men notices you and is so startled he falls backwards right out of his chair. The remaining Brigands leap to their feet. You aren't sure, but they look almost relieved to see you.

*Will you pay the Ransom and claim Victory?
Or teach these thugs a lesson...*

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



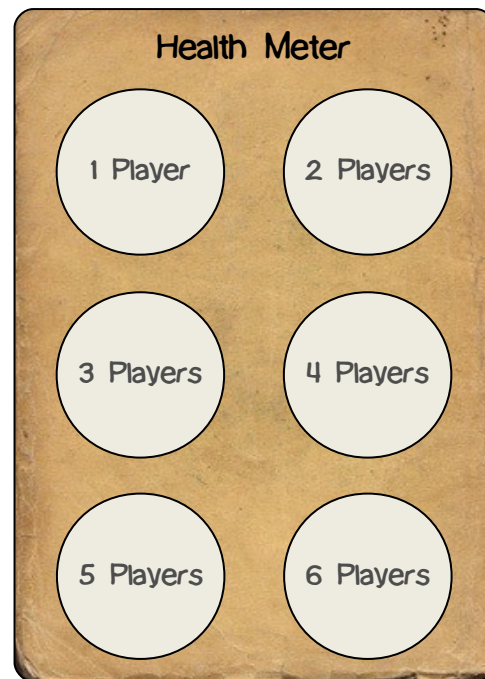
Pay or Fight

Mercenary Hideout

As you burst into the room the Mercenaries turn to face you; looks of amazement reveal their shock at your having discovered their secret hideout. After quickly regaining his composure the group leader approaches. *"Looks like you've decided to deliver the money in person,"* he sneers. *"Very well, we will forgive this intrusion and spare your lives...this time. As you can see your friend has not been harmed."* He then gestures to your imprisoned companion across the room. *"For your sakes, and your friend's, you'd better have the money. And make it quick. I may just change my mind."*

You must make a choice. Pay the Ransom now and immediately claim Victory. Or teach the slimy criminals a lesson they will not soon forget.

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

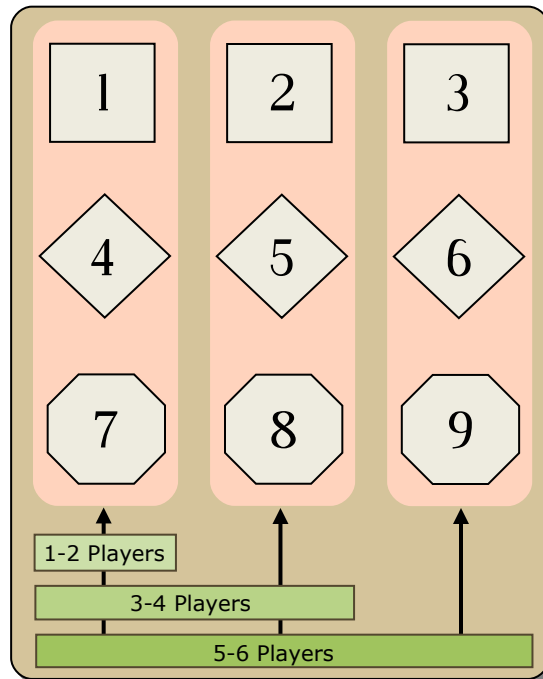
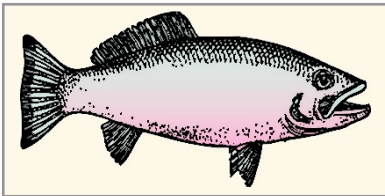


Pay or Fight

Halig's Ailing Mum

You are met at the door by a small elderly man who is most likely Halig's father, though there is barely any resemblance. Seeing your battle-weary party brings a look of relief to his worried face, and he invites you in out of the cold. The warm room is filled with family and friends who have gathered here to await your arrival, or to pay their last respects. *"She has been getting worse every day. But we knew you'd make it. Halig has spoken very well of you in his letters. Thank you for coming."*

Roll, place and then pay Fish
Will it be enough?

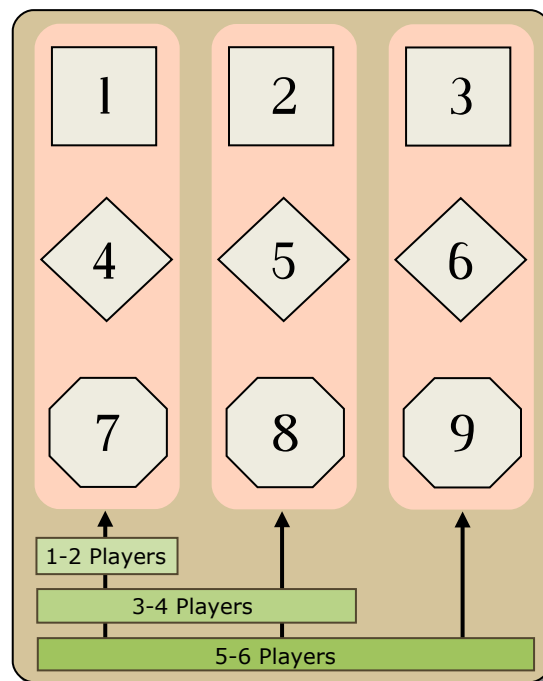
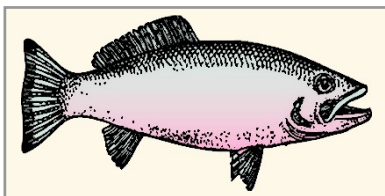


Fish Delivery

A Beleaguered Army

Moving through the embattled encampment you can see that it will not hold up much longer. The tents are filled with soldiers who have endured much hardship and fierce battles. Many are cold, sick or dying. They have been without food now for five days, living only on scraps and water as the Orcs continue their onslaught against the beleaguered Army's weak defenses. The officers, tired and weary, greet you with a glimmer of hope in their eyes. They have been waiting anxiously for a chance at feeding and healing their men...

Will it be enough? Roll, place and then pay Fish



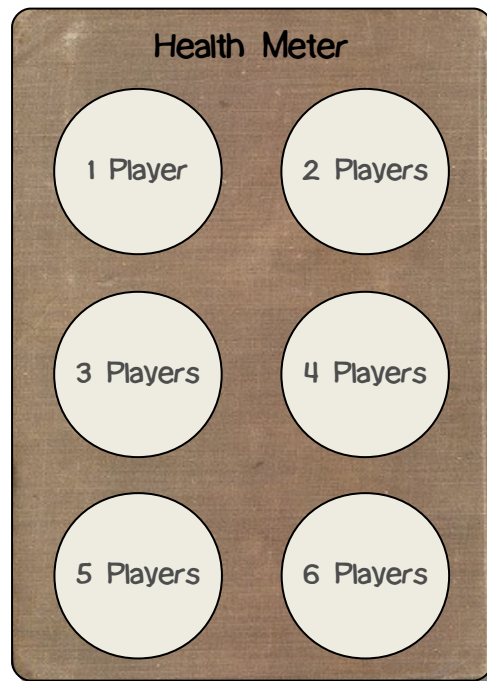
Fish Delivery

A Plan for the Storybooks

Throughout the poorly lit chamber clusters of Goblins tend to mounds of feed, which the cows munch away on seemingly oblivious to their plight. You notice immediately that several of the cows are wearing what appear to be poorly constructed saddles, and one rather animated Goblin seems intent on getting his stalwart 'steed' moving (to no avail). By now the leader of the group, along with some of his bolder cohorts, have approached to challenge your intrusion. They are proud to disclose their cunning plot to ride into the City and take over the cupcake factory. Your untimely arrival, according to the rules, demands a most heinous punishment followed by laughter and ridicule. But, after a bit of consulting, the goblins declare they are willing to settle for a ransom.

*Will you pay the Ransom and claim Victory?
Or drive off the filthy (misguided) Goblins by force...*

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



Pay or Fight

Grouping & Movement

Place the Group Leader's figurine on the Start Adventure space (the Bridge) and remove all the others from the board.

The Leader will represent the entire party while adventuring

Group Movement: Every player rolls their travel die (d6, d8 or d12). Refer to the icons to check for the possibility of a re-roll.

Characters with a mount refer to the Horse icon. Characters on foot refer to the Boots icon.

If the number on a player's die is equal to or lower than the number on the icon, the die may be re-rolled one time, but this is optional and up to each player.

The Group Leader figurine then moves the number of spaces according to the lowest number showing on all travel dice.

Regular Combat

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 attack or action on their turn. This can be a Regular Attack, Magic Spell or Weapon of Uberness. Attacking is optional.

Running Away must be a unanimous group decision.

Fish and Items of Recovery may be used freely without penalty.

Whoever defeats the foe keeps the card and gets to roll for loot. (You only roll once no matter how many characters you control)

Roleplaying makes combat more fun for everyone

Using Magic Spells

To cast a Spell pick up a (d6) and roll the die. Your (d6) is your Spell die and rolling it is called making a 'Success Check.' The results of your roll are always the same, regardless of spell.

Remember, this is not an Ability roll (no bonuses)

1 - The Spell has Fizzled (no effect) (turn card over)

2 - The Spell has Backfired (Oops), take 2 Damage and turn card over

3 to 5 - Success!

6 - Super Fizzle. You've just dissolved 2 Copper Pieces (turn card over) (no Damage)

If a Spell fails (meaning it has *Fizzled or Backfired*) it becomes useless for the remainder of the encounter. Flip the card over until the next encounter.