

### Side Quest M4 – Discovery of Discoveries

The surrounding path is a mixture of colored rock and patchwork green moss, plants, and even a few trees. There is a pleasant feeling here, as if this were the perfect place to stop and rest for a spell. If there is a Thief or a Treasure Hunter in the party continue reading. Otherwise, the group continues on its merry way... Just then, one of you notices something sparkling in a small mossy nook near a shady patch of ground.

What could it be? The impulse to check it out is overwhelming and the party member reaches in to see what is there, waiting to be discovered. That's when the ground beneath you gives way, and the whole lot of you (mounts and all) are suddenly falling, falling through a sparkling black abyss...A few moments later you are all floating weightless in a giant, magnificent chamber, filled with piles and piles of the most amazing collection of trinkets and artifacts any of you has ever seen before. The room glows from soft lights, dancing gently to and fro. Where are you? What is this place? That's when you are greeted by a small Willow Wisp.

It doesn't appear surprised to see you, but then, Willow Wisps don't communicate the same way you do. There are only whispered hums and tones. You do your best to explain the importance of your mission, and apologize for the intrusion. A small writing tablet then floats up from below. On it a message begins to appear, as if written by an invisible writing stick. The Willow Wisps are sympathetic to your noble task and offer a trade. They will let each of you trade one Artifact for three Mystery Items. Under the circumstances, there is no way to trade among yourselves first, and it seems you may decline if you wish. Those who wish to accept the offer, starting with whoever pulled this card, may trade one (and only one) Artifact for three Item Cards. No peeking. Afterwards, your group is whisked back to the pleasant mountain path.

### Side Quest M2 – A Pathway Blocked

Up ahead a large rockslide blocks your path. What's this? A group of Dwarven Miners are spread out in small clusters atop various oddly shaped rocks & boulders. They seem busy exchanging words, eating with gusto (or trading food from their lunch boxes), and don't seem to mind at all that a party of adventurers has just arrived. "Ho there strangers!" shouts one Dwarf, his hands clenched around a half-eaten triple sandwich. "How fares the lowlands?" After a bit of friendly banter you find out the Dwarves aren't actually here to fix the rockslide. They have merely come out for a lunch break and a bit of fresh air. But the leader of the group makes an offer. Beat them in a game of dice and they will clear a path for you. It would seem you've little choice in the matter – "Agreed." Everyone gathers around.

Starting with the Group Leader each player will take a turn putting up between 1 and 26 Copper Pieces. This is your "number" as well as your character's wager. Then, individually, roll all three dice. If your "number" is showing on any of the dice, or any two or three dice add up to your number, double the wager from the Town Treasury and leave it on the board. This counts toward the player pot. However, if none of the dice show or add up to your number, the wager goes toward the Dwarf pot. Take turns understanding that players cannot be skipped. After everyone has gone count up the Copper Pieces on both sides. Whichever side has the bigger pot wins the game of dice. Win or lose, after the two pots have been counted, players may keep their individual winnings.

If the group wins (or ties) the dice game: the Dwarves merrily proceed to clear a path, using some rather...unconventional methods. If the group loses the dice game: the Dwarves offer another solution. Pay 5 Copper Pieces each for their time and trouble and they will clear the path. Trinkets are accepted as well. With a hearty farewell they pack up their tools and lantern helmets and head back into a nearby cavern, humming a jolly tune.

### Side Quest F3 – A Traveler in Need

Up ahead a Khajathi is frantically running back and forth chasing away birds and searching through the grass. The ground has been disturbed, as if a skirmish had recently taken place here. She looks terribly distressed, and you stop to ask if she needs your help. “Oh my” she declares. “Something terrible has happened. I was sent on an important journey to collect rare seeds for my clan folk back home. We need them to build up our supply of food and medicine. I have traveled the land, searching and collecting. But just a short while ago I was ambushed by a group of filthy Orcs. In the midst of the battle my pouch tore open and the seeds scattered everywhere. If I don’t find them soon I’m sure they will be lost forever.” With daylight fading quickly, the group fans out to search...

Every player will roll all their dice into one big pile, pulling out all of the Odd numbers that are rolled. Take the remaining dice (with the Even numbers) and roll those again, all at once. Again, pull out all the Odd numbers. You’re going to do this four times. The final roll must produce either an equal number of Odd and Even, or more Odd than Even dice.

After successfully gathering the Khajathi’s scattered seeds: she carefully looks them over, comparing each specimen to the entries in her journal. With gratitude, and an expression of relief beyond words, she offers you her thanks with a few freshly caught fish. Everyone may collect 3 Fish.

If the search is unsuccessful: the hours pass. Birds and other small forest critters have done only what is in their nature to do. By morning, whatever seeds remain will be lost. She will have to return with only a small handful of what she had collected, on a long and difficult journey.

Regardless of the outcome, pass the Initiative Token and move the Group Leader’s figurine seven spaces forward

### Side Quest F1 – Protectors of the Forest

The quiet forest mood is abruptly broken by the swift sounds of arrows thunking into the trees around you. Wide eyed and alert you cautiously scan the surrounding trees. No one is hit, but where did the volley come from? Your question is soon answered as your party suddenly finds itself surrounded by a large group of very capable looking Elvish warriors. After deciding that you pose no real threat, the leader explains that you have unwittingly stumbled into their secret training grounds, a violation they are willing to overlook...this time. Normally the price for freedom in this case would amount to a small “tax,” used for the ‘greater good’ of course. But you sense that the leader is a wily character and he offers an alternative.

Beat them in a battle of wits and your group may pass freely.

Everyone is expected to participate in the contest. First, take your Persuasion die and separate it from the other two dice. All at once everyone will roll the other two dice. Next, add up the total of all the dice just rolled and write that down somewhere. Now, all at once everyone will roll their Persuasion dice. Add up all the Persuasion dice, including any Ability or Companion bonuses. To win this battle of wits against the Elves, the Persuasion total must match or beat the other total.

If your group succeeds: the Elvish leader is most impressed. In fact, so impressed are him and his men that they offer you a chest of mostly useless loot taken in a recent skirmish against a band of Orcs. Starting with whoever pulled this card, every player may take one Item card.

Should you fail the contest: the Elvish leader simply smiles and gestures you along. Before departing, every player must pay 6 Copper Pieces.

If you have less than 6 Copper Pieces pay only what you have.

Regardless of the outcome, pass the Initiative Token and move the Group Leader’s figurine seven spaces forward

### Side Quest S2 – Mix-up in the Marsh

A large horse-drawn cart has tipped over, its contents spilling out over the pathway and partly into a nearby bog. Among the scattered debris are several small cages. Those are what the frazzled traveler appears most distressed about. "Can we help?" one of you inquires. "Oh yes! What a mess; what a mess! My baby crocodiles have gotten loose and that *creature* is trying to steal them..." at which point you notice a large motherly looking crocodile with little crocs swimming lazily near her among the reeds. She seems to understand that some of the babies are not actually hers. "You see" says the traveler. "Those crocs have been specially bred. They're on the way to RPG University. A fresh supply of book couriers they are...well, after a bit of growing up. But if I deliver swamp crocodiles...Why there's no telling how they'll behave around the students, if, if you get my meaning." Oh my. This is a dilemma. He's fairly sure how to tell them apart, and does his best to convey the technique. Now it's up to you.

Have everyone roll only their d6 and d8 into one large pile. These are not Ability rolls. Now look for pairs of numbers. Any pair is ok, but it must be made of two (and only two) numbers of the same kind.

For example, if three fives are rolled you have one pair and one leftover.

Remove all the pairs from the pile and roll the remaining dice. Once again, match up all the pairs; remove them from the pile, and roll only the remaining dice. You're going to do this five times. In order to complete the task you must produce all pairs by the last round. If your group manages to get the little crocs sorted out: the traveler thanks you kindly with a few meager supplies. Each player may roll the Loot die once. On the other hand, should you happen to recover one or two of the wrong kind: well... Neither you, nor the traveler, nor even mother crocodile are the wiser. Everyone still gets one Loot roll. RPG University gets a special helper.

### Side Quest F5 – Undiscerning Treasure Hunters

Making your way quietly through the forest, the sounds of a nearby disturbance catches your ear. It's coming from a thicket of trees just off the main path. Creeping over quietly you decide to scope out the trouble. Through the branches of thick brush you see a small band of Goblins wielding shovels and pick-axes. They're accompanied by a pair of Pack Mushroom Creatures loaded with supplies. It seems you've just stumbled upon a group of Goblin Treasure Hunters, and they've gotten into a scuffle over the latest find – a pair of rotten old snuggly pajamas sized for a Hauflin. They seem pretty excited about the find, but then, Goblins never were very good at seeing things for their true value. It crosses your mind to ambush the Goblins then and there, when someone has the idea of instead following them to their hidden stash of loot. But you'll have to be very careful not to be spotted, lest they flee into the woods.

To see if everyone in the group is quiet and stealthy enough roll all 3 dice. Everyone roll together. You must avoid rolling the highest number on any of the dice. In other words, avoid rolling a 6 on your d6, an 8 on your d8 and a 12 on your d12. This is not an Ability roll. If anyone rolls one of these numbers they've made too much noise and the attempt fails.

If the entire group stays quiet and hidden: you follow the Goblins to a large tree just a short ways away. They stop briefly to stash their loot into a small hole dug out under a giant root, and then depart noisily back into the forest. Not wanting to leave them completely empty-handed you decide to make a swap. Anyone who wishes to leave behind one Item or 2 Copper Pieces may pull an Item card. Each player can do this once.

Should someone end up alerting the Goblins to your presence: they cry out in fright and scatter in multiple directions back into the woods.

### Side Quest T1 – Trouble on the Commons

The frozen lands of the north are known for being covered in ice and snow the year round. But this isn't true of all parts of the region, and these are the places where peoples have made their homes, to tend fields and keep cattle. The rolling hills before you are a mixture of green and brown, with small patches of white from a recent snowfall. The skies are clear today and you can see a small village in the distance. Up ahead appears to be one very large herd of Yakabeast, and two Yakabeast herders who seem to be having some sort of argument. It turns out their herds have gotten mixed up and now they can't agree on how to separate them. The herders don't trust each other and ask for your assistance in sorting out the two herds, which seem to be enjoying each others' company. It seems the right thing to do and you agree to help.

Have everyone roll only their d6 and d8 into one large pile. These are not Ability rolls. Now look for pairs of numbers. Any pair is ok, but it must be made of two (and only two) numbers of the same kind.

For example, if three fives are rolled you have one pair and one leftover.

Remove all the pairs from the pile and roll the remaining dice. Once again, match up all the pairs; remove them from the pile, and roll only the remaining dice. You're going to do this seven times. In order to complete the task you must produce all pairs by the last round. If your group manages to get the Yakabeasts sorted out: the herders are most grateful. They gladly offer you a few fish and some trinkets they have no real use for. Each player may take one Item card and two Fish.

If the task is a failure then there's nothing left to do but move along.

Regardless of the outcome, pass the Initiative Token and move the Group Leader's figurine seven spaces forward

### Side Quest S4 – Legend of the Scara-Breac

The group gets a hearty laugh when one of you unceremoniously trips over a turtle shell and into the mucky bog below. Little did you know what events lay in store... "There's something down here!" shouts the fallen character through a thick cluster of cattails. "You may want to come have a look at this." ...It's a rotting wooden door attached to the side of (what appears to be) a giant sunken ship. But how could a ship of this size have gotten here!? Could it be the remains of a floating pirate airship? The door is tremendously thick and heavy, protected by an amazing lock. It looks like only a skilled Thief or an Unlock Spell will do the trick. Treat the lock as if it were a 'Big Wooden Door' with a lock rating of 8. As with dungeons, the booby-trapped door will zap you at the end of every round. Keep taking damage, or losing coins until you succeed, or give up.

If the door is unlocked successfully: You eventually find yourselves deep below decks. The light of your torches reveals the perfectly preserved skeletons of the crew...Pirates. The Khajathi Captain is holding a small scroll, closed with a wax seal. "To whoever finds me beloved Scara-Breac I offer me treasure...if ye be worthy." The elaborate booby trap protecting the treasure compartment is a sight to behold. Why didn't the crew leave when they had the chance? The one crew member pinned by a sword to the wall gives some indication. Perhaps the answers to this mystery lay below.

To disarm this amazing and elaborate trap, everyone will have to work together by passing an Agility check of 5 or higher. Every player must succeed. Roll one time all together (Be sure to include your bonuses).

If the group succeeds: the treasure compartment is booty bounty. Everyone gets four loot rolls, starting with whoever pulled this card. Among the loot, you find a second note from the Captain...detailing their fateful journey.

If the group fails: the trap is set in motion. You have just enough time to escape to safety before the ship explodes in a spectacular grand finale.



### Side Quest R2 – Plight of the Captives

You're beginning to wonder if the group has lost its way when something up ahead catches your eye. It looks like a large cage hanging from a thick post. Are those the King's Soldiers inside? That's when a distant guard tower suddenly comes into focus. It is occupied by an Elite Orcish Archer.

The creature is busy trying to smash a butterfly, giving one of you a chance to sneak up to the soldiers. "They captured us in an ambush" whispers one of the men. We were sent here to investigate some recent disturbances. But if that guard spots you he'll blow that Dragon's horn and the rest will come. Even if you stand to fight, the archers will surely kill us before you have a chance to set us free. You've got to take out that guard...quietly." The task is set. You sneak back to tell the others.

Starting with the Group Leader, each player may grab a handful of their own Copper Pieces and stand with their toes four feet away from the main board. Declare which of your characters is attacking and with what kind of projectile weapon (be it a bow & arrow, crossbow, dagger, stone...).

Then, without leaning forward, try to toss a Copper Piece into the Town Treasury. Feel free to make as many attempts as you like, roleplaying the attacks however you like. Keep going around until you quit or run out of Copper Pieces. *All tossed Copper Pieces go to the Town Treasury at the end of the Side Quest. (They cannot be recovered).*

If someone is able to take out the guard: the men are safely set free. With deep gratitude they point out a hidden stash of loot, and quickly depart for home. This heroic deed will not go unnoticed. Starting with whoever felled the Orc, each player may roll the Loot die thrice.

Should you fail or give up: the guards will remain captive, certain to meet a most unfortunate fate at the hands of the cruel Orcs.

### Side Quest T3 – Following a Dream

As the snow falls gently on the surrounding gray landscape you are pleasantly surprised at the sight of an approaching caravan. They stop briefly to exchange a polite hello and perhaps share a word of news from here and about. You learn that this is a merchant caravan on its way to the Great Marketplace back in the City. Just then a young and eager looking lad approaches, with a plea for help. It turns out he's right determined to join the Merchant's Guild, only no one here will take him in as an apprentice. He's been straggling along in the hopes they'll change their minds, but so far no such luck. The leader of the caravan rolls his eyes, and then turns to you with a look, as if some enterprising thought had just entered his mind. "I'll tell you what" he says. "If you can guess the secret to my shell game...I'll take the lad and train him up. It's 3 Copper Pieces per guess mind you, but I'll throw in a special prize for whoever gets it."

And at that the boy's eyes widen with hope.

Starting with whoever pulled this card each player may, if they like, take a stab at beating the shell game. Start by giving up 3 Copper Pieces. Then, roll all three dice. This is not an Ability roll. The first player to roll all Odds or Evens is the winner. Keep going around till someone wins, you run out of money, or decide to give up on trying.

If someone succeeds in cracking the game: the boy leaps for joy! "Woo Hoo!" The merchant raises an eyebrow, impressed with your skill. "Nicely done. As promised I will take the boy under my tutelage. Here is a small trinket for your prize." The winner may take one Item card.

If no one guesses the secret to the game, or you give up: the boy slowly lowers his head...He is trying very hard not to show his disappointment, but you can't help noticing a small tear running slowly down his cheek.