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History of Feonora

Up in the windswept hills is the old cottage of a lonely inventor. Nestled in the woods with autumn leaves drifting from the trees a small stream meanders past the vegetable garden. And an old rickety water wheel attached to the side of the building is slowly turned by the babbling brook. Inside there is a workshop; tools and contraptions, wood shavings and spare parts are scattered about and a small steam-powered machine pumps quietly in the corner. The latest device waits patiently on the workbench and the soft glow of candles gently illuminates the small room. An old wooden door on the far side of the room leads to a small greenhouse, filled from floor to ceiling with plants so peculiar and varied that they must come from many distant places. The air is fresh and clean and the melody of a songbird melts through the glass walls. Warm beams of sunlight filter through the old oak tree outside filling the room with an air of enchantment. An elaborate watering system of thin copper pipe snakes its way through pots and plants and up and down the shelves. Several butterflies have made their home here and flutter happily about, tending to the plants & flowers under their care. Resting atop a short wooden stool is a lone potted plant. Compared to the others it is rather plain and small and not much to look at. But looks can be deceiving after all; for this simple plant possesses a special secret.

A long winding stem bends under the weight of a nearly perfect round, green bulb. The passing sunbeam has given it a faint glow, which is pleasant to look at, but does not fully reveal what is hidden inside. But if you could shrink yourself down to the size of the tiniest molecule you'd see thousands of miniature planets floating within. One of the smallest of these little worlds is a nearly spherical shape with no name. But the lands are full of life and contain the most fascinating creatures, animals and other inhabitants. Across the Great Ocean is a middle sized continent, which in the grand scheme of things is really rather small. But to those that live here it is a vast world indeed. The people call their world Feonora.

No one knows how long Feonora has existed, only that it is home to many wonders and things not easily explained. The land seems vast and distant and there are still many far away and unexplored places. Stories and Legends of brave explorers are recounted in front of the evening fire, and inspire young hearts to grow up and set out on adventures of their own. There is good and bad here but mostly things stay the same, which is well and dandy as that is the way most folks prefer it. The Royal Family resides in the castle which is surrounded by a large city bustling with activity. Half a day's journey on the main road leads to the quaint town of Villagetown. Bogwood Swamp lies to the south and is best known for its bountiful harvest of herbs and

natural remedies, as well as the occasional band of wandering Goblins. But Goblins are not known to be the smartest of creatures and they are rarely a threat. The nearby Forest of Rhinn stretches as far as the eye can see, right up to the base of the Rugged Mountains. It produces trees and wildlife so numerous and varied that most have yet to be discovered. As it happens the forest is home to the great Elven clans of Feonora, who mostly keep to themselves and their own affairs...mostly. It takes a truly brave soul to travel the Rugged Mountains, which are home to many unknown mysteries and dangers. To the Dwarves these mountains are a place of opportunity, containing many wondrous treasures waiting to be dug up and polished off for good use. Stretching out to the north are the Frozen Lands which are not always frozen mind you but are ever cold and windy and often covered in snow. And yet, many creatures live quite comfortably there. Beyond the great Frozen Tundra lies the distant Northlands, home of the tribal folk, who are (it is commonly thought) content to be left alone.

Merchants, adventurers and travelers often pass through Villagetown on their way to the Great Marketplace within the city walls. Those that stop for a spell always end up at Wayfarer's Rest, which is run by Normund and Hildegard, who are a most jolly pair indeed. The tavern on the bottom floor is filled with tables and lively patrons and lit with lanterns and a large fireplace that washes the room in soft, warm light. Many fascinating decorations adorn the walls and hang from the great wooden beams crisscrossing the room. The delicious aroma of hearty food cooking in the kitchen fills the air, along with the sounds of laughter and chatter. This is where you and your companions now sit around a sturdy wooden table near the back of the room, so far unaware of the great journey that lies ahead...

Human



Humans are natural fighters with a knack for negotiation

Human gets 1 Special Skill. Movement is 5
Ability Bonuses: Fighting +2, Persuasion +1

Ransom rating is 5

Elf



Elves are swift and cunning and can also be very persuasive

Elf gets 2 Special Skills. Movement is 5
Ability Bonuses: Persuasion +2, Agility +1

Ransom rating is 4

Dwarf



Courageous, tough and natural born Treasure Hunters

Treasure Hunter plus 1 additional Special Skill
Movement is 4. Ability Bonus: Fighting +2

Toughness: Dwarf gets 3 Fortitude Hit Counters

Ransom rating is 3

Hauflin



Hauflins may be small, but they're also good at many things

Hauflin gets 3 Special Skills. Movement is 4
Ability Bonuses: None

Experienced fishers who start out with three fish

Ransom rating is 2

Khajathi



These catlike humanoids are quick and stealthy

Khajathi gets 1 Special Skill. Movement is 7
Ability Bonuses: Agility +2, Fighting +1

Ransom rating is 3

Malornian



These noble reptilian warriors are born with tough skin

Malornian gets 1 Special Skill. Movement is 6
Ability Bonuses: Fighting +1, Agility +1

Toughness: Malornian has 5 Fortitude Hit Counters

Ransom rating is 3

Ability Bonuses - Having a look at the Character Sheet notice a short line to the far right of each Basic Ability. These spaces are reserved for any bonuses associated with your Character Class. *Mind you not all of them will be used.* Based on the attributes given for your chosen Character Class write each number in the appropriate line. For example, a Human would write +2 next to Fighting and +1 next to Persuasion (the rest would remain blank). From now on every time this character makes an Attack roll 2 points would automatically be added to the roll, and so forth. *These are permanent qualities intrinsic to your character and will never change.*

Special Skills - Since we already know how many Special Skills our character has let's go down to the Special Skills box and make our selection. Before choosing, this might be a good time to start thinking about your character's personality (which we'll cover in a minute) and how you'd like to roleplay this character. Continue reading for more detailed information on how each one works.

Clarification of Special Skills

- **Magic** - Magic Spells are extremely powerful (and highly unpredictable) and only characters with this skill are allowed to use them. A character with the right mix of Spells will be able to take on powerful foes, some of which can only be defeated with Magic. Some spells may even help you catch Criminals or those elusive, enchanting Butterflies. To purchase Magic Spells head on over to Fessiwig's Magic Emporium, page 25.
- **Charisma** - Maybe it's your stunning beauty, simple charm or natural leadership qualities. Perhaps it's the way you speak or carry yourself. It seems there is something about you that people are drawn to. This is the essence of Charisma; for one reason or another people are just naturally attracted to you. At least one advantage of Charisma is that more Companions will be interested in joining you on your quest. Characters with Charisma are allowed to recruit and travel with two Companions instead of just one. *Regular recruitment rules still apply however (For example: only one Companion card can be pulled per turn).*
- **Thievery** - The Special Skill of Thievery allows your character to steal from the Town Treasury and other places in Villagetown. It also allows them to pick the locks of Big Wooden Doors. Since these are mini-games in their own right we offer a more detailed description on how Thievery works in a special chapter dedicated to the *Tradecraft of Thievery*, page 30.
- **Treasure Hunter** - The ongoing search for loot & artifacts is a natural part of being an adventurer, but some have dedicated their lives to the art of Treasure Hunting. In the case of Dwarves well, they are natural born Treasure Hunters. With this special skill your character has the ability to locate hidden stashes of lost treasure that have been scattered across the land. Throughout the journey your party may wander into an area brimming with hidden loot. When this happens every character with this special skill is allowed to search for treasure by rolling the Loot die and collecting whatever booty they may find.

Might we suggest taking care in choosing this skill, for it will serve your character well and can pay off handsomely...

...but only some of the time.

- **Fishing** - It is known far and wide that the fish in this region have special qualities. Not only are they valued as a source of food, but they seem to possess subtle healing properties as well. When your character has fish they can eat them and recover 3 Hit Points per fish, trade them in for Copper Pieces at Ned's Fish Cart...or save em for later. A good supply of fish should be considered essential to any adventure as you never know when health may be running low. To learn more about the fine art of *Fishing* turn to page 35.

Fishing Lessons - Every character has a basic knowledge of this skill, but that's just the beginning. Fishing enthusiasts can boost their ability to a whole new level by taking fishing lessons at the Ichabod School of Master Class Fishing. It won't be easy (or cheap) and only the most dedicated students will make it to graduation day.

Hauflins Have a Knack for It - While not Master Class at first, it seems that Hauflins are naturally good at fishing, making them nearly Master Class Fisherkins from the get-go. If your character is a Hauflin turn over the Character Sheet and fill the same number of fishing lesson boxes equal to your age (*the player not the character*). A few more lessons and they'll be ready to graduate from the Fishing Academy in no time.

With lessons based on player age it would seem that even among Hauflin characters individual skill must vary rather a lot, not an uncommon phenomenon for Hauflins.

Rank & Reputation - Taking on quests and saving the land is a good way to make a name for yourself. The distinctive plaque on the front of the Character Sheet is where your character's Rank & Reputation will be displayed for all to admire. Here's how it works. Every time the group completes a Story your Character's Rank increases by one level. Rank determines their Reputation, which is given at the end of the Victory phase. Since this character is new they have a starting Rank of 1. Therefore we're going to start them off with the Reputation of "Unknown." Use light pencil marks to fill in the appropriate spaces now. As your Character levels-up their Rank & Reputation will slowly improve over time, eventually earning them a title worthy of their bravery, skill and experience.

Hero Bonus - Hero Bonuses will be discussed in the next section, which will provide a brief tutorial on filling out and *Using the Health Tracker*.

Congratulations! You've just created your first character for the world of Feonora. If you haven't already done so feel free to add a name and date to the top of the Character Sheet. *Go ahead and grab a Health Tracker now in preparation for the next step.*

And remember, if you find you enjoy playing this character you can continue roleplaying and improving them over time. Earn enough victories and they'll eventually end up with things like a Permanent Mount, a better Reputation, more Starting Health, and possibly even a cozy place of their own to call home.

Using the Health Tracker

Each Character starts the game with a limited number of Hit Points. Try not to lose them. When their Hit Points reach zero, the Character is defeated...
...and that means the game is over for everyone.

The Health Tracker is a disposable widget (a scrap of paper) used for keeping track of your character's Health throughout the game. As you play more games you'll notice that your character's Max Health changes depending on a variety of things, such as their Class, Hero Bonus level, the number of players in the game, and even the Companions they manage to recruit during Town Time. Whenever a Companion joins your Character the *Health Calculator* at the top of the sheet is used to adjust their *Max Health*. Let's walk through it with an example. Imagine we're using a brand new Human character and there are five players in today's game.

At the top of the sheet is the Health Calculator. This little tool is going to help us determine our character's Max Health, which is also going to be our Starting Health. As you can see on the sheet the first thing we need to do is enter the Base Health in the first slot. This will always be based on your Character's Class and Number of Players. Let's take a look at the table to see what our Human's *Base Health* will be.

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

Ok, according to the number of players in today's game it looks like our Human's Base Health is 20. That's 20 Hit Points for the first slot (as shown in the example on the next page).

Before we go any further understand that throughout this Manual the words "Health" and "Hit Points" (abbreviated as HP) will be used interchangeably...
...but they are the same thing.

Health Tracker

Health Calculator: 20 + 0 + 30 + 0 = 50


Base Health Hero Bonus Companion 1 Companion 2 Max Health

20 17 14 12 + 30 = 42

Starting Health

☐ ☐ ☐ Dwarf

☐ ☐ ☐ ☐ ☐ Malornian



Fishing Streak

Not only has our Max Health gone up from 20 to 50, but our current health just went up as well. See how we also added Ishnell's Hit Points to our current health? Our Human is doing pretty good now with 42 Hit Points and a quick trip to the *Fountain of Recovery* (page 37) should easily get us up to our new Max Health of 50. *Imagine how much Health we'd have with two Companions.* From here on out we have one Health Tracker that represents both characters under our control. *And, with a good Companion we also have a much better chance at staying alive.*

Tough Character Classes

By now some players may be wondering about those little check boxes in the upper/right portion of the Health Tracker. Let's talk about these elements as they represent something special with the Dwarf and Malornian Character Classes.

During the character creation process it might have been observed that both Dwarves and Malornians are presented as tougher than the other character types. This is true, and a well-known fact in Feonora (*that the Dwarves in particular are fond of reminding the others...especially, for some reason, those high-heeled Humans and Elves*). This means that they not only have a higher Starting Health, but can also absorb a certain amount of damage or 'hits' throughout the course of the game.

Here's how it works. Each check box counts as a single 'Hit Counter.' Together they reflect an additional level of fortitude for each of the two character classes. Dwarves, with their natural rugged toughness have a higher than average fortitude, giving them three Hit Counters. Malornians, with their extra tough skin as well as their natural toughness, have the highest fortitude of all. They get five Hit Counters. Whenever your Dwarf or Malornian Character takes an especially big hit they have the option to absorb the entire damage by checking off one of the boxes. *No other rules concerning combat or the use of Companions are affected by this feature.* The main thing is that **you get to choose when to absorb a hit**, any hit or damage, at any point throughout the entire game. Checking a fortitude box means that the damage does not get subtracted from your Character's Health Tracker. This will certainly come in handy during tough encounters, or down at the Fighter's Fighting Guild. Once they're all used up fortitude hit counters are spent (but only for the remainder of the game). At that point, for the rest of the game all damage is added to the Health Tracker just like normal. *Oh, and yes. There's a bit of strategy in using these wisely.*

Here's an example of a Malornian character that has already absorbed three large hits. So far, this character has not taken any real damage, and they still have two fortitude boxes left...to be used at any time during the remainder of the game.

Health Tracker

Health Calculator: _____ + _____ + _____ + _____ = _____


Base Health Hero Bonus Companion 1 Companion 2 Max Health

20

Starting Health

☐ ☐ ☐ Dwarf

☒ ☒ ☒ ☐ ☐ Malornian



Fishing Streak

To keep things simple, remember that these special hit counters may absorb any kind of damage, no matter the circumstances or how you roleplay combat.

Companions have no effect on fortitude Hit Counters, nor do they get a separate one of their own. They are for your main Player Character only.

Experienced Characters and the Hero Bonus

One of the main features built into Heroes of Feonora is the idea of character progression and improvement. Whenever you fill out the Health Tracker for an experienced character be sure to include their Hero Bonus. Take the highest Bonus and add it to the second slot. *Remember, Hero Bonuses are not cumulative.* For example, after earning two Hero Awards our Human character would have the first two boxes filled in. We take the rightmost box, which is **HP + 3** and add it to the second slot. The character's Max and Starting Health would have looked like this instead...

Health Tracker

Health Calculator: 20 + 3 + _____ + _____ = 23


Base Health Hero Bonus Companion 1 Companion 2 Max Health

23

Starting Health

☐ ☐ ☐ Dwarf

☐ ☐ ☐ ☐ ☐ Malornian



Fishing Streak

As you can see, victories and Hero Awards improve your character and even give them a boost in later games. This is often referred to as "character development" or "leveling up" and is part of what makes a 'Roleplaying game' so much fun.

And don't forget; whenever you recruit a Companion always update your Character's Max Health and Current Health right away.

Here's how it works. The player that drew the card is going to roll a d12 and refer to the list of questions on the back of the 'How to Get Started' booklet. *Let's pull that out now and take a look.* The number on the die refers to the question the player is going to ask. Looking back at the card, you'll see that the question is always directed at two specific Character Classes. For instance, it might start out by saying, "If your character is Elf or Malornian..." Read this part aloud then finish the question by referring to the back of the booklet. A complete question might sound like this, "If your character is Elf or Malornian, what are your thoughts on the current situation?" Now, starting with the player to your left, they can respond for any of their characters who (in this case) are Elf or Malornian. Of course you'll want to keep it brief but try to be creative as well. This is your opportunity to really bring your character to life and help the other players get to know them better. After the first player goes, move around the board clockwise. Everyone gets a chance to go, ending with the player that read the question aloud. *The player holding the card should always go last.* A Roleplaying Card might ask your character to reveal what they think or feel towards other characters in the party. Do they like the other characters? What about Companions? Are there trust issues? Perhaps there's a romantic interest brewing. It's whatever you decide or make up as you go. This is all for fun of course but you might be surprised to learn just how unique and interesting our characters can be as they slowly come to life through Roleplaying Cards.

No Random Events (*Free Movement*) – When a round concludes with no random events you'll notice certain characters will have a chance at some free extra movement. Think of this as a strategic opportunity to catch up or swoop in on that just out of reach Troubles card. *Note: If players are aiming for the same spot, and it can only be occupied by a single figurine, then turn order takes precedence. The player who would have otherwise reached it first in the next round gets the spot.*

Aside from those discussed here a few other special Town Cards will come out from time to time... but we'll let you discover those on your own.

Simply follow the instructions on the card. If you ever get stumped, take a look at the Questions & Answers for Special Circumstances below.

Questions and Special Circumstances

What if another character is blocking my way? If your character has enough movement remaining they may pass through the occupied space, which counts as one step. Otherwise your character will have to stop short. The Alleyway and Washout Lane are the only cobblestone spaces that may be shared.

What if a Criminal shows up but someone's figurine is occupying the space? Move the Player's figurine to any adjacent space and place the Criminal on the board.

What about Companions? Can I roleplay my Companions as well? Absolutely. In fact, you might say it's your job to make them more interesting. Feel free to respond to Roleplaying Cards and other opportunities with your Companion also.

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 on the other side of the Jail.

Can I use a Weapon of UBERNESS on the Scribbles or the Sewer Monster? Yes, but it will only have the same effect as a successful attack roll, which is to run the creature out of town for good. Neither will drop any loot but at least there's a decent reward awaiting the character who steps forward to confront these intruders.

Do the Scribbles or the Sewer Monster Troubles cards count toward the Battle Badge? The other players had better watch out for the player who asks this question... In short, no. Even though an attack is used to drive these pests away the result, unlike with traditional combat encounters, does not result in a battle card or a loot roll. Collect the card (and the reward) and keep aiming for that Troubles Badge.

What happens if I try to catch a butterfly with a spell but the spell fizzles or backfires? Does the butterfly get away? It is safe to say that your spell-casting shenanigans were enough to frighten the butterfly away.

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. *Don't forget that Negotiator Companions add a bonus to a Character's Persuasion roll.*

Can somebody 'call it' when a card comes out? While cards are generally open to whichever player completes it first, some can only be attempted by the first character to arrive. Bounties, Butterflies and some Troubles cards fall into this category. In these cases it can sometimes be a race to 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 card so that other players don't waste any more movement during Town Time than they have to. Then again, random movement at the end of the round can sometimes change the situation...

What if during a random movement phase two figurines try to occupy the same space? In these situations precedence goes first to the Group Leader followed by the Character with the higher Rank. In the case of equal Rank defer to turn order.

What if the last day just passed and now we have to form a Group? But the card says we have to pay taxes or deal with a pickpocket? Remember, the Random Event must always be dealt with first, before the Town Timer token is moved.

What about roleplaying? Can I roleplay my Companions as well? Absolutely. In fact, you might say it's your job to make them more interesting.

Can other players help me pay for a Companion? Only if their character is also in the tavern. When two or more players occupy the tavern (or any other building) Copper Pieces and Items can be traded freely. This does not consume an Action.

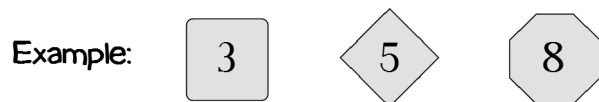
Pennyblum's Bakery

Have you noticed the delicious aroma drifting from the Bakery? There are many famous people in Feonora but few as famous as Pennyblum and her delicious loaves of soft, steamy bread. Needless to say Pennyblum's bakery is a popular place for the locals as well as the traveling merchants that stock up whenever they're in town. This is why Pennyblum is always looking for a little extra help and will pay a fair wage for quality work. Do you have what it takes to put the finishing touch on some of those famous loaves of bread? There's only one way to find out...

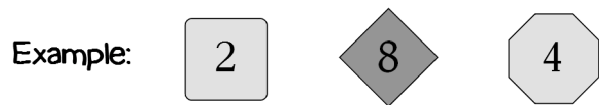
Go into the Bakery and roll all three Dice. Your job is to add *just the right amount* of each ingredient. After all three dice have been rolled, match the numbers to the ingredient icons. Beginning with Yeast (d6) you need to roll a 2-5. A 1 or a 6 means you added too little or too much yeast. The same goes for Water (d8), which needs a 2-7. For Flour (d12) you need to roll a 3-10. If you didn't add the right amount of each ingredient then the batch was no good and Pennyblum cannot use it, nor will she pay for the work. You'll have to try again on your next turn. If you do add the right amount of each ingredient Pennyblum will pay 5 shiny Copper Pieces and thank you for a job well done. *Baking bread can be a great way to earn some honest coin.*

Here are two examples of how a batch of bread might turn out...

In this example our player has clearly added the right amount of Yeast (d6), Water (d8) and Flour (d12). They've just baked a fine loaf of Bread! Pennyblum pays this helper 5 Copper Pieces, ending the turn.



This is an example of a blundered batch. Our helper has added the right amount of Yeast (d6) and Flour (d12) but put too much Water (d8). It would seem that no bread can be made from this batch. They'll just have to try again on the next turn, *unless... your character can meet one of the conditions for an ingredient fix.*



In cases where only a single ingredient has gone wrong it may be possible to salvage the batch. Details and examples can be found in the "Ingredient Fix" addendum.

Fighter's Fighting Guild

So, your character thinks they're tough do they? Then maybe they'd like to see how they match up against some of the other local Fighters. The Fighter's Fighting Guild is where skilled exhibitions take place for the entertainment of its lively patrons. More importantly, it's a great way for tough characters to earn some extra money (possibly even fame and fortune) during Town Time. Here's how it works.

Move your character into the Fighting Pit and place 1 Copper Piece onto the reserved space. Each Fighter is required to put up a Copper Piece before every match. Now pull an Opponent card. This is the fighter that has been chosen for you by the Guild Boss. Once your Opponent is chosen the fight is set and there is no backing out. Each card will describe your Opponent and reveal how tough or skilled they are, *in other words, which die they roll to Attack*. Now the match begins. Always roll for the Opponent first, and then roll for your character using your character's Attack die.

A Note about Fighter Companions: Since Companions are not allowed into the Fighting Pit (during a match) only your Player Character's Ability bonus may be added to your attack roll. This is one of the few times Companion bonuses do not apply.

Winning a Match - If you *match* or *beat* the Opponent's roll your character wins the exhibition and the crowd goes wild. The size of the winnings will be determined by your Character's performance during the match. Whatever the difference between your roll (including your Ability Bonus) and your Opponent's roll is the prize money. For Example, let's pretend your character has a Fighting Ability bonus of +2

- The Opponent goes first and rolls a 9
- Your Character follows with a rolled 10 (+2) = 12
- Your prize for this match is the Difference, $12 - 9 = 3$ **Copper Pieces**

The Guild Fee - According to the rules, the *Guild Fee* is only collected from the *losing* fighter. After claiming the prize money from a winning match return the defeated opponent to the bottom of the Opponents deck and collect the Copper Piece used for the bucket & towel deposit. *If the match ends in a tie no prize is awarded or fee collected.*

Losing a Match - If you fail to match or beat your Opponent's roll you've just lost the match and your character takes damage. Whatever the amount showing on your Character's Attack die (and only the number on the die) is the amount of Hit Points that must be subtracted from their Health Tracker. Return the card to the bottom of the Opponents deck and move your character to Washout Lane. According to tradition, defeated fighters get tossed out into Washout Lane and since your character is still stunned from their defeat they are not allowed to move until the next round. Oh, just one other thing; the Guild will now collect its fee. Move the Copper Piece into the Town Treasury. **Being defeated in the Fighting Pit is no fun, but there are ways of minimizing the humiliation and the loss of momentum...**

Tynafir the Traveling Merchant

Tynafir's Daily Special - Tynafir sells all manner of goods, including rare Items and Artifacts, which is why you'll want to be on the lookout for *Tynafir's Daily Special*. Whenever a *Daily Special* comes out a new Item goes up for sale. These are the only Items that will be available for purchase during Town Time.

Here's how it works. When an item is up for sale go to Tynafir's tent and then take a peek at the number hiding under the Town Timer Token. Now make a Persuasion roll. The number on the Town Timer minus your Persuasion roll is the amount Tynafir is willing to accept for the Item this round. Just be aware that Tynafir will not sell any Item for less than 1 Copper Piece, no matter how good your Character is at bartering. If you don't like the price Tynafir will gladly renegotiate with you on your next turn. But keep in mind that Items for sale are put up for a limited time. The current Item will only be available until the next *Daily Special* comes out.

Don't forget to include Ability and Companion bonuses to your Persuasion roll.

Selling Trinkets to Tynafir - Like many of the Merchants in Feonora Tynafir is particular about which types of Items she'll buy and which ones she won't buy. The easiest way to figure this out is to look for Items that have a coin icon along with a *Trade In Value*. These curious oddities are the only Items Tynafir will purchase. To sell your trinkets to Tynafir go to her stall and collect the number of Copper Pieces stated on each card. Then turn in the card or cards by placing them at the bottom of the deck. *Tynafir will purchase multiple trinkets on a single turn.*

As you may have guessed, bartering with Tynafir gets easier the closer you get to Grouping time. Perhaps this is her way of lending a hand to your noble quest.

Items, Artifacts and Trading

There are several different ways to get items throughout the game. They can be earned by solving Troubles, recovered from a defeated foe or discovered in a stash of Hidden Treasure. This section will introduce the various kinds of things found in the Items deck. They range from useful stuff, to mostly worthless trinkets, to rare and valuable Artifacts. The common question with Items is: *When can they be used?* The short answer is: *It depends on the type of item, and the situation.* Whenever there's a doubt read the Item card, or visit the Q&A on page 25.

Items of Recovery - Items of Recovery are similar to Fish, except that they come in many different forms and level of potency. Like Fish they can be used *any* time without penalty. Examples include *Steamy Potato Soup* and *Fine Herbal Tea*.

Weapons of UBERNESS - These rare and special weapons are truly magical. They can destroy just about any foe, including those that can only be defeated with Magic. Weapons of UBERNESS can only be used during a player's turn, and will use up an Action during Town Time. Examples are the *Hammer of Smiting* and *Wedril's Wand*.

Very rarely, the group will come across a kind of unique encounter in which the adversary is immune to both weapons and magic. It would seem that these same mystical creatures of the realm are also immune to Weapons of UBERNESS.

Protective Gear - These helpful pieces of armor and gear can protect your characters from those really big hits, which makes them a very good find indeed. Protective Gear can absorb *any* kind of hit or damage and using it never consumes an Action. Examples include *Helmet of Deflection* and *Armor of Absorption*.

Artifacts - These rare and legendary treasures have been lost through the ages, and scattered across the land. Even though Artifacts cannot actually be used they are still quite special as they are an essential part of the "Treasure Hunter" mini-game. Whoever collects the most Artifacts earns a Badge at the end of the game. *Don't forget though, Artifacts are still Items and can be stolen by mischievous thieving Fairies.*

Trinkets - A mish mash of knickknacks & do-dads, trinkets are both loved and despised. On one hand, they can bring in extra Copper Pieces during Town Time or the Victory phase. On the other hand, they aren't really good for anything else. Trinkets are easily identified by the *Trade In Value* stated at the bottom of the card. No matter what the description on the card Trinkets cannot actually be used during the Adventure. To learn more about selling Trinkets turn to page 23.

Other Stuff - Some items are so distinct the only thing they have in common is that each one is special in its own way. Examples are the Wizard's Hat, Treasure Map and Talisman of Teleportation. Individually, these miscellaneous items have a unique function and the card will explain its use and how it works. These cards will also tell you *when* they can be used. For instance, some can be held onto until your character has a need for them while others have to be used right away. *Note that items of special movement never get used up and don't cost an Action during Town Time.*

Trading is a common activity throughout the game with a few basic rules.

1. During Town Time characters must be in the same building or on adjacent spaces in order to trade. **Trading with other characters does not disrupt Movement or use up any player's Action for that round.** In other words, as long as your characters are positioned correctly they may trade freely.
2. Items, Fish, Magic Spells, Butterflies and Copper Pieces are the main goods available for trading. *Players can also purchase and sell stuff to one another at whatever price you negotiate.* Once the characters have formed a group, in other words during the Adventure Phase, all trading may be done freely. Players do not have to wait for their turn to trade or give away these items, nor does it use up a turn. This is true even during a combat encounter.
3. Mounts, Companions, Bounty cards, Defeated Foes and Troubles cards may not be traded or sold during any phase under any circumstances.

Gray Magic spells are extremely rare and also extremely powerful. Should your Magic User acquire one of these you are in good shape. What makes Gray Magic unique is that it can work on *any other color type*. In other words, Gray Magic can be used on any foe that is vulnerable to magic, regardless of what School of Magic is showing on the card. *Needless to say Gray spells are highly sought after, but it is still a good idea to supplement one's spell book with multiple schools of magic.*

While most spells are geared toward combat, be on the lookout for certain unique spells that may do a little more, or something entirely different than smiting a foe.

Criminals and Butterflies – It is rumored there are some spells designed especially for catching butterflies, and others that are good for nabbing wanted criminals. *Perhaps there is a secret profession of wizarding bounty hunters.* Depending on the situation these spells can be used in place of an Ability roll. Of course, as with all magic they will still have to pass a Success Check.

Treasure Hunting with Magic – Fessiwig has mentioned at least one rare spell, *created by an eccentric and rather misunderstood colleague of his*, that enables Magic Users to engage in that tricky craft of Treasure Hunting. Just be sure to remember that the spell must pass a Success Check in order to be useful. *Some members of the Wizard's Guild have reported finding these rather counterproductive to their intended purpose.*

Unlocking Big Wooden Doors – One of the greatest obstacles to overcome on some journeys are Big Wooden Doors, usually found in dungeons and old ruins. Thieves are able to pick the locks of these crafty barriers, but Magic Users can sometimes get in the mix as well. With an Unlock spell a Magic user can make an attempt along with the others. But as always, the spell will have to pass a Success Check. For more detail on dealing with Big Wooden Doors turn to page 41.

Companions – Whenever your Character hires a “Magic User” the new Companion will already possess a certain number of spells. Immediately collect the number of spells stated on the Companion card. If none of the Player Characters in the party has magic ability these companions can be a valuable addition to the group. *If your Player Character is already a Magic User and you hire a Magic User Companion, feel free to roleplay their magic using antics however you like.* All spells in your possession are available to any of your Magic Users, and either character may use them.

Horses and Mounts

Venturing out into the wild lands on foot is a daring move, and quite often the result of misfortune or poor planning. Mounts on the other hand provide reliable transportation and a fantastic way to get about town (in style). That's why the local stable “Horses and More” offers would-be heroes all manner of trusty steed and other modes of transport. *Mind you the prices and selection do tend to vary.* Whenever your character is ready to enjoy the benefits of a Mount move the figurine to the Stables and pull a card. Merrick the Stable Keep will describe what type of Mount is available that turn, its Movement, and how much it costs to Rent or Purchase.

Travelers should be aware that Merrick does not like to haggle over prices. This means that Rental Fees and Purchase Prices are what they are - and cannot be negotiated.

Let's briefly discuss the difference between Renting and Purchasing.

Renting a Mount – During Town Time renting from the Stables is the only option for obtaining a mount. Rented Mounts remain the property of *Horses and More* and will have to be returned at the conclusion of the adventure. **Rented Mounts do not get written down on the Character Sheet.** If the card in hand is acceptable you may pay the Rental Fee right away and claim your trusty steed by collecting the card. Otherwise, return the card face down to the bottom of the deck. A new card must be drawn each turn. *Be aware that some Mounts have a Class Restriction (meaning they can only be ridden by certain Character Classes). The card will let you know.*

How do they work? Essentially, Mounts replace your character's natural Movement with a *new* Movement value. You'll find that the speed and quality of Mounts varies, and so too does their enthusiasm for adventure. When your character has a Mount during Town Time always refer to the Movement value of the Mount (instead of the character). **Do not add the two.** Once your party has formed a Group turn to the section on Grouping and Travel (page 38) to find out how Group Movement works.

As you'll soon find out, moving while in a Group is different than moving about during Town Time, and Mounts play a big role in this.

Purchasing a Mount – In some respects adopting a good Mount can feel even more satisfying than winning the Hero Award. It is no small feat to earn enough coin in a single adventure to afford a Mount. But Merrick wants to be sure you know how to properly care for the animal (or fine machinery) which is why the group must first successfully complete its quest. It is only during the Victory phase that your characters will be given the opportunity to purchase (or adopt). *This cannot be done during Town Time.* Once a Mount has been adopted its information may be added to the Character Sheet. Then it's time to give it a fitting name. Permanent Mounts will stay with your character until they are traded in or your character is killed.

Since Permanent Mounts can be lost they should always be written in with a pencil. Please, no jokes about our dubious use of the word “Permanent.”

caught. Immediately return all of your spell cards to the bottom of the deck and go strait to Jail. At this point it is too late to pass off any spell cards to another player.

Just be glad Fessiwig didn't turn you into something 'unnatural.'

A few other notes on Thievery:

- In a single turn you *or* a Thief Companion can steal, but not both
- Companions, Mounts, and Bank deposits cannot be stolen
- Whenever one of your characters is caught stealing all of the other characters under your control are considered accomplices and hauled off to Jail too

Getting Out of Jail - It isn't just thieves who end up in Jail. More information on dealing with this new dilemma will be covered in the next section.

Picking Locks - When traveling through Dungeons *and other such places* the group will eventually run into thick wooden doors that are virtually impassable. One way to get through these doors is to have a skilled Thief pick the lock, something that is covered in more detail under *Big Wooden Doors* on page 41.

Secret Passageways - It is thought that some caves & dungeons contain Secret Passageways. But only those with the trained eye of a Thief can find them...

Questions and Special Circumstances

Can I use Thievery to steal from other players? No; Thieves are not permitted to pick the pockets or pilfer the goods of fellow adventurers. *Shame on you.*

Getting out of Jail

Mischief and hooliganism are dealt with swiftly around here. Fortunately, there are two ways to get a character out of Jail and back into the thick of things.

Pay the Fine - For less persuasive characters, sitting in jail can eat up precious time. If you'd rather just pay the fine and be on your way then **5 Copper Pieces** will buy your freedom (*All characters under your control are covered under a single fine*). As soon as the fine is paid immediately move your figurine onto the Alleyway space. This does not count as Movement, it merely symbolizes that your characters are free.

Talk Your Way Out - Thieves tend to land in Jail without a single Copper Piece left in their Coin Purse. In this case your only chance at freedom is talking your way out. But unfortunately for you the Town Guards are a serious and stubborn lot, which is why it will take a lot of convincing to change their minds. This battle of wits with the local guards is known as the Jail mini-game. Here's how it works:

Looking at your three dice, think about an imaginary dialog between your character and two guards who happen to be on duty. Start by rolling your character's Persuasion die. But this time, look only at the *face value* of the number rolled. Bonuses come in later and are used differently for the Jail mini-game.

Next, roll the other two dice for the guards. Hopefully, the number showing on your Persuasion die is *equal to or higher than* the number showing on each guard die. In other words, you want to roll low numbers for the guards. Don't add the two guard dice. Instead, compare your number side-by-side to each guard die. Was your Persuasion die *equal to or higher than* each one?

If your number was equal to or higher than the other two numbers your wayward character has offered a convincing alibi and is free to go. Immediately move your figurine to the Alleyway space. If not, then your character is stuck in jail.

Remember, for the Jail mini-game you don't get to add your Persuasion bonuses to your roll. This is one time when bonuses are used differently than the usual way.

Applying an Ability or Companion Bonus

If your character didn't make a convincing argument the first time around then you may get a second chance. This is where Ability and Negotiator Companion Bonuses come into play. For each bonus you can either re-roll:

- One Guard die
- Both Guard dice together ...or...
- Your Character's Persuasion die

Keep rolling until all your bonuses are used up. Hopefully, as the dialog progresses, the guards will become more and more convinced by your witty argument, simple charm or good old fashioned smooth talking. If so, your character has won their freedom and immediately moves to the Alleyway space. Nicely done.

The Jail Mini-Game: An Example

Why don't we go through this one more time using an imaginary character. Let's pretend we have a character with a d8 Persuasion, a +1 Ability Bonus and a +2 Negotiator Companion. Our character has just been caught stealing from the Town Treasury. As expected, he and his companion have been hauled off to jail and now they have no other choice but to talk their way out. The first thing we do is roll our character's Persuasion die, followed by the guard dice.

Here's what it looks like...

Fishing and Ned's Fish Cart

The Fish in this region of Feonora are very special as they can provide a much needed health boost. Each fish restores 3 Hit Points. They can also be bought & sold at Ned's Fish Cart for a little extra money, or taken on the adventure - to be eaten when characters are running low on health. Fortunately, every character has the ability to fish right from the get-go. It's only a matter of finding a good spot and hoping that the fish are biting. Here's how it works...

When you want to fish move your character to one of the fishing icons on the main board. Then cast your line by rolling a (d6). *This is separate from the other Ability dice.* Now, any roll that produces an Odd number means you just caught one fish. Here's the special part, **every successful catch may be followed by another roll.** That's right, as long as you keep rolling Odd numbers you can keep reeling in those fish. Take the fish tokens from Ned's Fish Cart. However, as soon as you roll an Even number your fishing is over for that round. *You'll have to try again on your next turn.*

Trading Fish for Copper Pieces – After a successful fishing trip your character can take his or her catch over to Ned's Fish Cart and trade them in. Ned will be more than happy to take them and pay you 2 Copper Pieces per Fish. You may notice that he also sells Fish for 3 Copper Pieces each. *It's helpful to know that Ned believes in fair prices for all and doesn't go in for this bargaining business. Some folks are like that.*

Remember: Fish can be eaten absolutely any time without penalty.

Simply state that you are eating fish and add the Hit Points to your Health Tracker, then return the tokens to Ned's Fish Cart.

Fishing Badge – Concentration, timing and rhythm. The Fishing Badge is somewhat unique compared to the others. It goes to the player who achieves the longest fishing streak during the game. Here's how it works. **The first person to catch two fish in a single fishing session automatically takes possession of this Badge.** But don't get too comfortable, because the next player that beats a 2-Fish streak gets to take the Badge from the first player. Each time someone bests another player's fishing streak they take possession of the Badge. Whoever has it at the end of the game automatically carries it with them to the Victory phase.

Notice the space on your Character's Health Tracker for keeping track of fishing streaks. The current high fishing streak should always be stated for the other players.

Master Class – Characters who graduate from Ichabod's Fishing Academy earn the distinctive title of "Master Class" Fisherman. A Master Class Fisherman has honed his or her fishing skill to levels above and beyond, and gains an advantage when fishing. Master Class Fishers automatically get to re-roll the first Even number that shows up during a fishing session. *This level of fishing prowess gives a better chance at catching fish and producing a long (and profitable) fishing streak.*

Questions and Special Circumstances

What happens when Ned runs out of fish? As soon as there are no more fish available at Ned's Fish Cart the rest of the fish have stopped biting. When this happens there's no point in fishing any further until someone sells or eats some of their fish.

What happens if I'm in the middle of a fishing streak when Ned runs out of fish? Sorry, but when the fish stop biting that's all there is. No other odd numbers will produce a catch. You'll have to try again when more fish are available.

If we encounter a Fish Pond does that count toward the Fishing Badge? Yes. All fishing sessions count toward the Fishing Badge.

Concerning the Fishing Badge, what happens if the person holding the Badge beats their previous fishing streak? This counts as the new highest fishing streak, which the other players will now have to beat in order to swipe the Badge. The current high fishing streak should always be communicated to the other players, and noted on the Health Tracker.

Bounties

Wanted Criminals are on the loose and may occasionally turn up during Town Time. Those quick enough to catch up to one can earn a hefty Bounty, and start earning a reputation as a Bounty Hunter as well. Here's how it works...

The first thing you should notice is there are six Criminal spaces on the board, each one with a letter code ranging from B1 to B6. These Bounty Spaces are usually in out-of-the-way parts of town. Then there is "The Criminal." This is an extra figurine included with the game that is going to represent whichever criminal has come out of hiding. The Criminal figurine stays off the board until one of the Bounty cards are drawn from the Town Card deck. When a Bounty card is drawn it will tell you which Bounty Space to place the figurine on. Your characters then have a limited amount of time to move up to the figurine and try to capture the criminal depicted on the card. Bounty cards are special in that they remain out and 'active' until someone catches them...or until another Bounty card is drawn. *Place the card face up somewhere near the Main Board.* When another Bounty card comes up the figurine moves to a new spot and the previous Bounty card goes to the discard pile.

Capturing a Wanted Criminal – Each card describes what a character will have to do in order to catch the criminal. Be forewarned that the task will not be easy, *which is probably why the local authorities have had to issue a bounty in the first place.* Catching a Criminal usually means rolling a very high Agility or Persuasion roll. Remember, the criminals are wanted *alive*. Catch them with adept and agile moves, or convince them to give up their misguided ways and turn themselves in - using Persuasion. Once your character is next to The Criminal choose a tactic and make your roll.

The Card Pulling Rotation

Pulling Cards – Each time the group lands on a space with a letter someone will pull a card. If it's an Adventure space (with an "A") the player will pull an Adventure card. Likewise, whenever you land on a Dungeon space (with a "D") someone will pull a Dungeon card. But instead of just having the Group Leader pull all the cards, everyone is going to take turns pulling Adventure and Dungeon cards. This is known as the *Card Pulling Rotation*. To help with this we're going to use the Initiative token.

Passing the Initiative Token – The Group Leader will start with the Initiative Token and pull the first Adventure card. After dealing with the encounter, the Initiative Token is passed to the next player clockwise who will pull the next card for the Group...and so on. Even when a card wasn't pulled (such as with a Treasure space or a Door space) the Initiative Token is still going to be passed to the next player before moving forward. To sum up here's how the flow for group travel should go.

Pass Token ⇒ Move Figurine ⇒ Pull Card

It's important to remember that no matter which player took the last action during the encounter always return to the *Card Pulling Rotation*, which is controlled by the Initiative Token. For example, it doesn't matter which player defeats a foe or where that player is sitting, the next person to pull a card is always the next player in the Card Pulling Rotation. The *Initiative Token* will help you stay on top of this.

The 'Pushing Ahead' Rule – Unlike Town Time, Group Movement is more rigid. When the group is traveling you must move forward (always forward) the full number of spaces stated on the card. In other words, there is no *stopping short* to search for Hidden Treasure. Likewise, characters may not walk alongside their mounts in order to use the walking symbol.

Now, on to Treasure Hunting...

Treasure Hunting

Whenever the group lands on a treasure chest every character with the Treasure Hunter skill gets to take a turn rolling the Loot die (sometimes referred to as a "Hidden Loot" roll). *With multiple Treasure Hunters this means some players may be able to roll more than once.* When it comes time to search for Hidden Treasure it's important to follow the usual flow of things. The first Loot die should be rolled by whoever has the Initiative Token, followed by the next player clockwise and so forth. In this way fate will always decide which player gets which Item (in case Items are discovered).

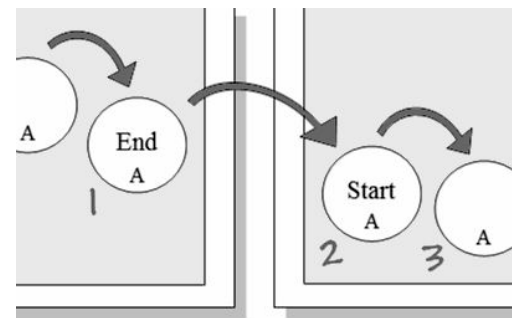


The Initiative Token Bonus – There's a special bonus for whichever player has the Initiative Token when the group lands on a treasure space. For only this player, all Hidden Loot rolls are *doubled*, and...blanks don't count. If a blank comes up on the Loot die, roll again! Remember, the bonus applies only to the player in possession of the Initiative Token (and only comes into play if this player has Treasure Hunters).

Pass the Token – Even though a card wasn't pulled this round the group is still preparing to continue the journey and move forward. Once all the Treasure Hunting is over pass the Initiative Token to the next player. The same flow for Group Travel applies: *Pass Token > Move Figurine > Activity*, which might involve pulling a card, searching for treasure, dealing with a Big Wooden Door or engaging a Side Quest.

Even if there are no Treasure Hunters in the group, the token will still be passed to the next player since the Initiative Token always gets passed before moving forward.

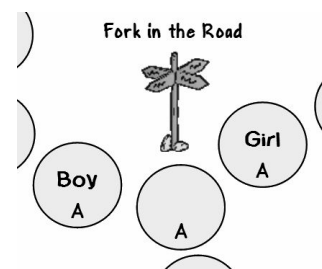
Connecting Spaces – When the group reaches the edge of a map the last space will usually read "End." From here you'll move directly to the "Start" space on the next map. Always treat these connecting spaces as one continuous path. For example, in the picture to the right notice that the Group's Movement continues unbroken from one board to another. In other words, Connecting Spaces should be treated just like normal spaces.



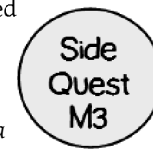
If transitioning into a Cave, Dungeon or any other underground area finish out the full Movement as stated on the back of the Adventure card. It works the same way in reverse; always finish out the full movement stated in the movement icon...

...at least until you run full stop into a Big Wooden Door.

Fork in the Road – Occasionally the group will encounter a peculiar *Fork in the Road*, offering a chance at two possible paths. In these situations, if the Group Leader's Player Character is a Boy, continue your movement and follow the path with the word "Boy." If the Group Leader's main Character is a Girl follow the corresponding path. *Since your characters don't actually know where each path leads, imagine that the Group Leader is guessing at which is the best path to take.*



Side Quests – Whenever the Group Leader's figurine lands on one of these spaces pull the corresponding card from the Side Quest deck. Everything you need to know about a Side Quest should be fully contained within the card. Just follow the instructions and... Good luck. After the Side Quest is over pass the Initiative Token just like you normally would. *When it comes time for a Side Quest pay close attention to the instructions, for unless a card indicates otherwise all players are expected to participate.*



Is it Ok to search the same Hidden Treasure spot twice? Yes, if you happen to land on it a second time. In rare cases the group may find itself on a Hidden Treasure spot that's already been searched. Feel free to search again... Who knows, maybe the Treasure Hunters missed something the first time around.

During group travel is it normal to use the same movement symbol twice? Yes.

What if I have a Mount AND an Item of Special Movement? Once your character has a Mount they must use the Movement value for the Mount. The character's regular movement, along with any Items of Special Movement no longer apply.

If everyone has an Item of special Movement can we move faster in Caves and Dungeons? This has been known to cause excessive bumping into walls (and formal complaints from the Dungeon Dwellers Union). Just as with Mounts, Items of Special Movement may not be used in Caves & Dungeons, or any underground areas.

How is it that Domesticated Mushroom Creature is able to use the faster movement symbol during Group Travel? That's an interesting question, addressed in greater detail on page 29.

Can I use the Treasure Map with the Initiative Token Bonus? Yes, the Treasure Map and the Initiative Token Bonus work together splendidly. One determines how many rolls you get while the other determines how those rolls turn out. Example: If a player has two Treasure Hunters and one of them uses the Treasure Map, that's four Hidden Loot rolls total. And if the same player has the Initiative Token then *all* of those rolls are automatically doubled! That's a heap of treasure matey. Just remember, the Treasure Map can only be used by a *single* Treasure Hunter.

Adventure and Dungeon Cards

Adventure and Dungeon Cards bring to life the many dangerous, helpful and other encounters your characters will face on their journey. Presented here are but a handful of the more common encounter types to expect.

Hostile Creatures & Foes – When the group stumbles into something hostile and dangerous it usually leads to Combat (page 46), unless you decide to flee. This is the most common type of encounter, for the wild lands of Feonora are fraught with danger and the deeper you go the more dangerous it gets. One good thing about hostile encounters is the opportunity to roll for loot when the battle has been won.

Troublesome Fairies – The Fairies of Feonora can be rascally little critters, never missing an opportunity for mischief. They especially love picking on small groups of adventurers. Unfortunately, due to their magical nature Fairies cannot be squashed or destroyed with normal weapons. Only Magic Spells will do that job; otherwise you'll just have to do your best to put up with their mischievous tricks.

Helpful Encounters – Not all encounters are bad. Sometimes you may run across someone or something helpful, like a Traveling Merchant or a hidden Fish Pond. As a famous explorer once noted, "Good fortune can turn up in the darndest places."

Bank Day – Bank Day cards will pop up now and then even while you're traveling. Indeed, the wheels of commerce continue to grind and churn, casting shadow and light into the remotest (and meager) Bank Deposit box. Follow the instructions on the card to see whether the whims of the Market are in your favor.

Booby Traps – Exclusive to Dungeons and other such places are the dreaded Booby Traps. These nefarious devices are designed to hinder and harm your party as much as possible. Only those with Thievery skill can contend with these deadly devices.

Trap Doors – Trap Doors are often placed in Caves and Dungeons to impede the progress of unwelcome intruders (namely *you*). Take care not to drop precious loot into the gaping maw of a Trap Door, or worse...fall into one yourself.

Butterflies – The King and Queen's fascination with butterflies is widely known, as are the magnificent and numerous varieties yet to be discovered. The tricky part about wild butterflies is they must be caught unharmed, which requires pretty good Agility (or the right kind of magic). The player with the most Butterflies at the end of the game is sure to be handsomely rewarded.

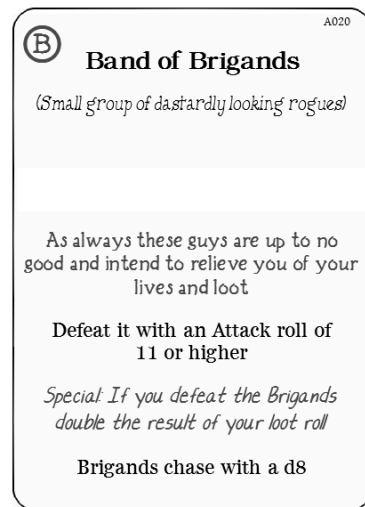
Roleplaying Cards – As with Town Cards players will have plenty of opportunity to roleplay their characters while out adventuring. As you respond to the questions try to pretend that you are the character making the comment or telling the story. *Feel free to do this on behalf of your Main Character, or even your Companions.* The more you get into it the more fun roleplaying is for everyone. Roleplaying Cards are covered in more detail under the *Town Time* section, page 14.

Group Roleplaying – When a card with this symbol comes up it's time for a group roleplaying session. Read the scenario on the card and let your characters (and imagination) run wild. These are similar to Roleplaying Cards, except that instead of referring to the question list these cards will describe a situation and then ask how your character (and/or companions) respond. Group Roleplaying cards are intended strictly for fun and "character development." Players may roleplay however they like...but regardless of how your characters respond, no cards, coins, abilities or health may be altered for any character in the party. *Unless the card states otherwise, always start with whoever pulled the card.*

Other Encounters – Not really fitting into any of the previous categories are the many other special encounters that may help or hurt your party. Each card will explain the situation, tell you what to do, or present the group with options. Simply follow the instructions on the card. Refer to the Questions & Answers below if you get stuck. Examples include *Troll-Bridge*, *Two Headed Giant* and the *Wishing Well*.



According to the card she needs an Attack roll of 11 or higher to defeat the Brigands. The player decides to go for it with a Regular Attack and rolls her character's Attack die. The number on the die shows a 5. But she also gets to add her bonuses. Let's pretend her character has a +2 Fighting Ability and a +2 Fighter Companion. That brings her total roll up to 9 (5 + 2 + 2 = 9). If the roll had been an 11 or higher the filthy Brigands would have been defeated automatically. The player would then collect the card and get to roll for loot. However, a 10 or lower means her characters missed the Brigands, or somehow failed the attempt and must now take Damage from the resulting counter attack. **The number showing on the die (and only the number on the die) represents the amount of damage your character takes.** Subtract this amount from the character's Health Tracker (In this case her character takes 5 Damage – Ouch!). Since our first player failed to defeat the Brigands the Combat Rotation moves to the next player clockwise.



Fighting bonuses really add up. Sometimes a Player Character may have so many bonuses that they can defeat a weaker foe without even having to roll. In this case you can simply roleplay the attack, collect the card, and then roll for Loot.

Using Magic – Let's say the next player has a Magic User with a Blue Magic Spell. They can try to defeat the Brigands using the spell. This could be lights out for the poor Brigands who, as you can see above, are vulnerable to Blue Magic. For the sake of our example, let's pretend the spell worked. The Brigands are instantly destroyed. This player gets to collect the Brigands card and roll for loot. The encounter is over. To learn more about *using magic* turn to the corresponding section on page 26.

Collecting Cards – Card collecting continues during the Adventure phase as players compete for the sought after Battle Badge. Whichever player defeats a foe should collect and keep the card before rolling the Loot die. During the Victory phase all of the battle cards will be tallied up to reveal which player defeated the most foes on the way to the Final Encounter.

The *Combat Rotation* always starts with the player that pulled the card. Keep going around until the foe is destroyed, or the group Runs Away. After the encounter is over return to the *Card Pulling Rotation*, which is based on the Initiative Token. Just remember, regardless of how the encounter plays out (or how many times it goes around) always return to the original *Card Pulling Rotation* and continue the journey.

The Initiative Token doesn't get passed around during combat, only just before moving the Group Leader's figurine when it's time to continue the journey.

Roleplaying During Combat

Combat provides ample opportunity for roleplaying. Imagine that any one of your characters is doing the attacking, then describe briefly *how* the attack is carried out. For example, let's pretend we have a Male Hauflin who is about to attack with his enchanted pogo stick. You might say, "Wilberd leaps on his pogo stick and charges the Brigands..." *at which point you would roll Wilberd's Attack die.* Hopefully he didn't miss and get himself stuck in a tree. Someone could roleplay his or her Character and Companions attacking together. Or, if you'd rather pretend that a Companion is the one doing all the fighting that's fine too. The more you try it the more fun combat roleplaying can be. Nearly endless possibilities can ensure an added touch of fun and humor to any game, making it more enjoyable for everyone. And let's not forget...there's a reward at the end of the game for most Outstanding Roleplayer.

Rolling for Loot – Defeated foes quite often drop treasure in the form of a Loot roll. Here's how it works. Any time you defeat a foe you've just earned the privilege of checking the field for coins and items. *It doesn't matter how your character or characters defeated the foe, including the use of Magic Spells.* Roll the Loot die to see what manner of treasure the foe was protecting. Loot can range from Copper Pieces to an Item...or in some cases nothing at all. *Remember, only the player that defeated the foe rolls for loot.*

The Chase Game

Running Away to End the Encounter – Sometimes the group may find itself in a situation where fighting is no longer the best option. If this is the case you can always resort to that tried and true tactic of fleeing. Keep in mind however that **Running Away must be a unanimous group decision.** If just *one* person wishes to keep fighting they must be allowed to continue. Running Away can be a tricky proposition as most foes will give chase. This is called the "Chase Game."

Here's how it works...

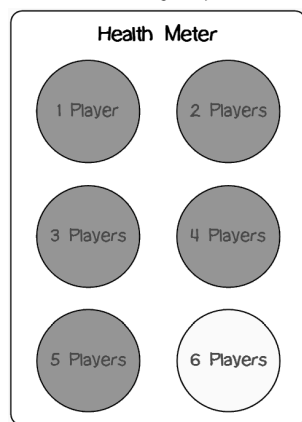
Let's return to our Band of Brigands on the previous page. According to the card Brigands chase with a d8. Your Group has just decided to Run Away. How well each character pulls this off is going to be determined by their Agility. To kick off the first round the player that turned over the card is going to roll the Brigands' Chase die, in this case a d8. **Whatever number shows up on the die is the number everyone must match or beat with their own Agility roll.** Just for fun let's pretend the Brigands rolled a 7. Now have everyone roll their Agility dice (not forgetting to include any bonuses). *Players will only roll one time regardless of how many characters they control.* Each player that rolled a 7 or higher has successfully run away. Those Characters (and their Companions) are now safe and must wait for the rest of the group to catch up. They do not have to roll the next round. Meanwhile, everyone who rolled a 6 or lower did not get away from the Brigands and take damage as a result. Just as it does with combat **the number showing on the character's die**

on each slot up to the one that matches the number of players. For this example let's say there are five players in today's game. You would place a Silver Piece over slots 1 through 5, just as we've done here. *Ignore the number of characters in the group.*

Sevorik's Health Meter is now full and shows us that we will have to make 5 successful "Hits" in order to defeat him. Let's talk about what it means to get a "Hit."

In Epic Combat the Player Group always gets the first attack. During each Attack Round every player is going to roll all three of their dice. That's right; simply roll all 3 dice. This is a group effort so everyone should roll together. Go ahead and roll now for practice.

Alright, we've just made our first attack. Now we need to see if anyone got a successful "Hit" on Sevorik. To score a Hit an individual player's 3 dice must combine to form a *Set*, *Sequence* or *Combo*.



Take a look at the following examples...

Set – All 3 dice are showing the same number

Example: or

Sequence – A continuous sequence of 3 numbers. *It doesn't matter which dice produce the numbers; any sequence is acceptable.*

Example: or

Combo – Your (d6) and (d8) add up to the number showing on your (d12)

Example: + = or + =

Take note of the following examples which are not valid Combos...

+ = or + =

Group attacks during an Epic Battle are all about scoring Hits from each player's own 3 dice. These are not Ability rolls so bonuses don't apply.

Now take another look at your dice. Did anyone roll a *Set*, *Sequence* or *Combo*? If so, they would just have scored a "Hit" on Sevorik. Any time a player's 3 dice combine to form one of these (it doesn't matter which one) the result is a Hit on the End Boss opponent. Every time someone scores a Hit that player gets to take one Silver Piece away from the Health Meter. *Think of this as a Loot reward.* If multiple players score a Hit then each of those players gets to take one Silver Piece away from the Health Meter. *Again, only those players who scored a Hit may collect a Silver Piece.*

Let's pretend this first attack resulted in one Hit, reducing Sevorik's Health Meter to four. Because the group managed to score a Hit this round Sevorik was briefly stunned and did not have a chance to Counter Attack. That means the group gets to attack again. Remember that everyone rolls together during an Epic Battle. With the End Boss temporarily stunned we launch right into our second attack.

So far no one has taken any damage (thanks to our excellent fighting ability).

Let's pretend for our second attack that no one rolled a *Set*, *Sequence* or *Combo*. In other words, everyone missed. Since no one managed to stun Sevorik this round he gets to make a Counter Attack, which simply means that everyone must take damage. Have a look again at the description card for this encounter. The bottom of the card instructs that *Damage from the Counter Attack is the number showing on your d8.* Everyone should now look down at their d8. This is the amount of damage dealt to your character. *Some will take more damage than others depending on what they rolled.*

After every player records their Damage it's time for another group attack. Hopefully this time someone will roll a *Set*, *Sequence* or *Combo*. Continue fighting until the dastardly End Boss has been defeated, or one of your characters falls in battle. The moment any character's Health Meter runs out the game is over.

Strategic use of health items and good management of Health Trackers are critical to success (and victory) in most Epic Battles. Share and trade freely as needed.

Here's a quick recap of the rules for Epic Battles

- The Player group always gets the first attack. *Everyone participates in the attack.*
- Any time one or more players score a "Hit" the End Boss is stunned. Immediately follow up with another group attack.
- When everyone misses the End Boss delivers damage in the form of a *Counter Attack*. Damage is the number showing on your d8.
- Players that score a *Hit* take 1 Silver Piece from the Health Meter.
- When the Health Meter is empty the End Boss is defeated.

Questions and Special Circumstances

We've starting battling the foe but things aren't going so well; can we stop the fight and pay instead? Once you've bravely (or foolishly) engaged the enemy they are no longer willing to discuss the matter. It is now a fight to the finish.

That's not fair; why do some characters have to pay more?

Criminals, mercenaries and the like have an uncanny knack for evaluating the perceived worth of their adversaries (that's you) and tend to stereotype based on their experience with pesky adventurers. Let's just say they are using this to exploit your good fortune to their own advantage in the most efficient way possible.

Diplomacy

In Diplomacy missions your party must travel to a distant location and match wits with a different kind of End Boss. Instead of relying on weapons and brute force you must try to persuade your opponent using the age old art of diplomacy. These engagements cover a range of matters, such as convincing the other side to take action, solving a riddle or negotiating a peace agreement. Whatever the issue at stake all Diplomacy encounters follow the same method, requiring good teamwork and planning from the get-go. Here's how it works. Every encounter will describe the situation and present a Negotiation Meter like the one here...

Begin by placing a Copper Piece on the "Start" slot in the middle of the meter. As the negotiations progress this meter is going to track how well you do as a group. *It may not be enough just to have one Persuasive character.* In the end you will either succeed in your Diplomacy by moving the Copper Piece all the way to the right, or fail when the Copper Piece moves all the way to the left.

Here's an example of how one Diplomacy encounter might play out. Let's imagine that we are trying to convince Lord Geriand not to start a war against another Elvish Clan. We begin by placing a Copper Piece on the Start slot. Now, the negotiations are going to progress in "Rounds." In each round the Boss is going to roll first (the Group Leader always rolls for the End Boss) followed by the group, with players all rolling their Persuasion dice at the same time. As you can see in the example above, the Boss will roll either a (d8) or a (d12) depending on where the marker is on the card. *The negotiations get a little more intense as you near victory or defeat.* As Round One kicks off the Boss rolls first. Let's say he rolled a 7. After this it's the group's turn to enter into the discussion. Everyone rolls their Persuasion die (including the Group Leader who must also roll for his or her own character). Now, in order to win the round every player's Persuasion roll must *match* or *beat* the 7 just rolled by the End Boss. *Don't forget to include your bonuses.* If just one player's roll fails to match or beat

the Boss roll it could signal that the group has lost the round. But wait. There's one more thing to check before moving the marker. For this example let us pretend that two of our players didn't match or beat a 7. Look to see if the face value of any other player's die is showing the number 7. If the *face value* of any player's die exactly matches that of the Boss, the Boss die can be re-rolled one time. We're still in Round One of the Diplomacy encounter and hoping that the Boss will roll something less than seven on a re-roll, which could turn things around...

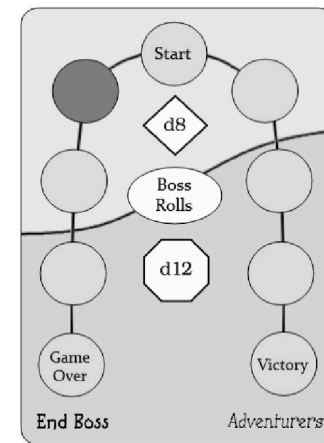
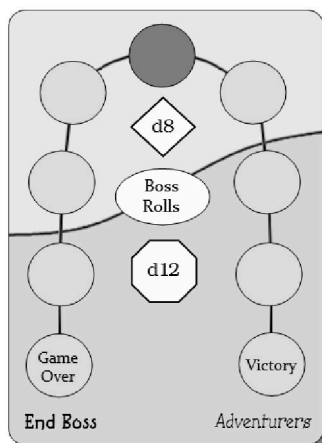
Continuing the example let us imagine that none of the player's dice are showing a face value of 7. In this case the Boss die cannot be re-rolled, which brings us to the conclusion of Round One with a resulting loss for the group. Therefore the marker moves one space toward the End Boss.

That's the basic flow of each Diplomacy round. Notice that the group only gets to roll one time during each round but that the End Boss may roll twice, once at the beginning and once more after the group has rolled. The key thing to remember is that no matter what, the Boss die can only be re-rolled *once* during any given round (even if multiple players produce a matching face value).

As Round Two begins we are reminded that **every player must participate in the negotiations**. No one can be left out so... Hopefully you came prepared. Lord Geriand makes his next roll to start the round. Let's pretend this time he rolled an 8. The group rolls all together and, sure enough, a few players failed to match or beat a Persuasion roll of 8 (even with their bonuses applied). But this time, one of our players' dice is showing a face value of "8." That's Great. The Group Leader can re-roll the Boss die and does so. The resulting re-roll shows a 5 and that puts every player in the group at or above the Boss. Suddenly, the negotiations have turned around and the group comes out of this round with a small advance toward victory. Move the marker one space to the right. *Great work everyone; keep it up.*

And that's how things will continue until one side or the other emerges the victor. But here's where things get interesting. It is possible for the group to put into effect a maneuver that could change the entire flow of the encounter. This special tactic is called the **"Influence Boost of Desperation"** and works like this: At any time during the encounter the group may forfeit all Copper Pieces in the group's possession. This will have the effect of influencing the Boss to roll a d6 on all subsequent rolls for the remainder of the encounter. The influence boost must happen all at once and use up everyone's coin purse.

Naturally, the potential implications of an *Influence Boost of Desperation* cannot be understated. It may change the entire outcome of the Diplomacy Encounter. It may also change the outcome of the Victory phase...*should the group manage to get that far.*



(and who should re-roll) then the right to place the die automatically falls to the Character with the highest Rank, followed by the player with the lowest age. Once a die has been placed onto the grid it will never move or go back into play.

Remember that players who are re-rolling may re-roll any one of their own dice and the decision about which die to re-roll is entirely theirs. Take note that these strategic re-rolls will only happen once per round. Therefore, a re-roll that produces another duplicate is left alone. An excellent re-roll that produces another proper match may be placed onto the appropriate space (filling yet another empty slot on the grid). After our re-rolls have taken place be sure not to disturb any of the dice still in play as we are only just approaching the final stage of the round.

Time to deliver fish

With our first dice placed on the grid let us draw our attention back to the remaining dice. Comparing all of the leftover dice resting in the play field, identify the player or players who rolled the highest number. That player or 'those players' in the case of a tie, must now pay fish to the mini-game stack according to the lowest number showing. *The lowest number equals the amount of fish to hand over. Remember, we're looking at all of the leftover dice together rather than a single player's dice.* Once the fish have been paid players may collect their dice as we prepare for the next round.

Here is a good time to point out that every dice roll has a potential impact, in one way or another, during every stage of play. This is why it is important that every player participate and roll whatever dice they are holding, every round, so long as they still have a die (regardless of the grid status).

The next round begins with another group roll and all dice in play. Place solid matches on the grid, address duplicates with re-rolls, and pay in fish according to the highest and lowest numbers showing (on the remaining dice). Sometimes only one player will have to pay while other times multiple players will have to pay at the end of the round. **So long as the group is able to deliver the proper number of fish to the mini-game stack they may continue to the next round.**

Play continues in this manner until the grid has been properly completed or the group is no longer able to contribute the required amount of fish to the mini-game stack. Solving the grid equals victory. Not having enough fish to pay to the mini-game stack is a failure, meaning that the group did not manage to deliver enough fish to properly resolve the Story. Do take note that in some circumstances it is possible for the group to begin the next round (*by making one last roll*) after they have fully run out of fish. And of course, as always, players who are holding fish can (*and for the sake of victory may need to*) share fish with those players still holding dice.

Special note: Occasionally, players may have a die that -can- be placed, but for one reason or another they would prefer to hold rather than place it. This is another strategic moment that the group may face and the decision of whether to hold or place is up to the individual player. In other words, it is okay not to place.

Wait! But what if we arrive at the Final Encounter with barely any fish left!? Ah. This could happen, especially when the party has taken a right beating along the journey.

Here's another way to play the Final Encounter, designed for just such a scenario.

First, players will hand over to the mini-game stack all fish in their possession. This is a one-shot, all or nothing attempt. Next, everyone is going to make one big group roll with all dice in play (no need to set a difficulty adjustment for this one). It all comes down to the result of a single ~group~ roll. Based on the number of players the group must contend with either one, two or three columns of dice (on the grid). From the results of this single group roll... players must be able to place **at least one die per column**. Success equals instant victory. Failure equals a sad and most unfortunate Game Over. *It's a desperate move for a desperate situation to be sure.*

Upon arriving at the Final Encounter the group will need to have a good look at their fish supply and make a responsible determination as to which approach they should tackle. The traditional approach is more in-depth, but safer overall. The desperation attempt requires as little as a single fish for a Victory, but carries great risk.

The final decision rests with the Group Leader.

Winning the Game – An Exposition

It is thought, by some, that winning the game means being the player who emerges with Hero Award from the Victory phase. This tends to feel true, though it is not entirely so. Each Story is its own adventure, and to complete the adventure requires communication, coordination and teamwork throughout the journey. While an individual player's contribution may (at times) outweigh the others, it is unlikely they could have carried the entire group through all on their own. Thus it remains the outcome of the Final Encounter which determines whether the group, working together, has successfully completed the Story and therefore won the game.

But of course this is a rulebook, and so we must be true and state the technical requirements for achieving the win. Here it is then.

In order to win the game...

1. Any Special Criteria stated on the Story Card must be met
2. Each member of the party must survive the entire adventure
3. The group must successfully resolve the Final Encounter

If the group can pull together and save the day then, Congratulations! Break out the Victory Phase booklet for the 3rd and final phase of the game. Otherwise, if a Player Character is killed at any point during the game or the group fails to complete the Final Encounter, then your quest has failed. We must now take a moment and refer to the penalties outlined in the Defeat Checklist (on page 61).

You'll do better next time.

Rules for Single Player Adventures

Be aware that venturing out on one's own can prove a difficult challenge and should not be taken lightly. In fact, rather than competition for Victory Badges, the focus of a single player game often comes down to seeing if your character can survive.

Setup:

- Start by setting up the board just as you would with a group game. Shuffle all the decks, choose your character, and collect the starting Coin Purse (10 CP).
- Select a random Story just as if you were the Group Leader.

Town Time:

- Naturally you won't need to respond to Roleplaying Cards during Town Time, but these cards are still part of the Town Timer. Be sure to note *Days Passed*.

Adventure Phase:

- Roleplaying cards and Group Roleplaying cards can be treated as 'Nothing Happens' cards. *Same goes for the Campfire and Friendship Day cards.* They should remain in the decks to assist with movement while your character is traveling.
- If you encounter the Bidding Merchant during the Adventure Phase your character may purchase the Item for no less than 10 Copper Pieces.
- Side Quests - These work out just as well for single player as they do for group adventures. Simply follow the instructions outlined on the card. Note the following for Side Quest (M2): For single player it's *one* dice roll, win or lose. If the dice roll is good, collect the winnings and move on. If your character loses, the "bet" goes to the Town Treasury and you must pay the "fee" for clearing the road. For (M1) and (F2) the attempt must be made with all three of your dice.
- Fish Delivery Stories - For these final encounters a single player may use two sets of dice, including both d6s, with no need to set the difficulty beforehand.

Victory and Defeat:

- Beware, for all of the regular death and defeat penalties still apply (page 61).
- The main focus of the Victory Phase is player competition. With that in mind there are no *Victory Badges* or *Hero Award* at the conclusion of a Single Player game. None-the-less the Victory Checklist should still be adhered to. For example, following a Single Player victory your character is allowed to level up their Rank (by one), improve their Artifact collection, spend Copper Pieces and Adopt a Permanent Mount. *Don't forget the Tavern Tab and Mount upkeep.*

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