

The Lost Medallion of Magmar the Benevolent

It is a dark and stormy night as you huddle around the table at the back of Wayfarer's Rest. Outside the rain beats down like a chorus of drums on the wood shingled roof. You have gathered to recount the tale of Magmar the Benevolent...and the enchanted Medallion he had forged of the purest Copper. It has come to your attention that this most treasured of artifacts was recently stolen by a Band of Pillaging Goblins. Everyone knows that Goblins are not the smartest of creatures and having no clue as to its true value the precious medallion will no doubt be melted down to be used as cookery. Such a fate would truly be a tragic end for one of Feonora's great historical artifacts.

The townsfolk of Villageton agree that the medallion must be rescued. Goblins are not known to stay in one place for very long however and all was thought lost until just the day before yesterday. Hearing the tale of the stolen artifact a passing traveler reported having seen a Band of Goblins roaming the northern region of Bogwood Swamp. With a glimmer of hope it is thought this may just be the same rabble that stole the medallion. You have agreed to track them down and hopefully fetch the Lost Medallion...before it's too late.

Special Criteria: Start the Town Timer with 4 fewer Days

Journey: **Mucky Swamp → Swampy Bogs → Marshlands**

THE DUNGEON OF SEVORIK

The night is calm and the food & drink flowing freely as you sit around the fire at Wayfarer's Rest, when suddenly the cheerful air is quieted by the appearance of a shadowy figure in the doorway. The small dark figure gazes around the room, and then begins to approach your table, moving with a slow hobbled limp. Just as it reaches you the mysterious hooded traveler collapses in a heap on the floor revealing the pale face of a female Elf. Her muddy and tattered clothes betray a long and arduous journey. One of you has just noticed a crumpled bit of cloth clenched in her cold, lifeless fist...

Hours later, with a bowl of soup and wrapped in one of Hildegard's warm blankets the stranger begins her story. Deep in the Mucky Swamp is an old dungeon, rumored to contain the most extraordinary treasure. Being a rather experienced thief she decided to go there and see what riches it guarded. But more than treasure was to be found within, for deep in the depths of the dungeon she was confronted by an Evil Wizard, who managed finally to capture her. In due time she learned that the Wizard Sevorik had many other captives who were all destined to become part of his maniacal experiments. Using every skill at her disposal the captured thief finally managed to escape, suffering many injuries along the way. Knowing that this evil must be stopped she managed to scribble a rough map leading to the entrance of Sevorik's Dungeon. Handing you the map she begs you to go to that dreadful place and put an end to the terrible Wizard.

Special Criteria: To get through the Dungeon you will need at least one Thief, Thief Companion, or a Magic User with an Unlock spell

Journey: **Mucky Swamp → Foreboding Dungeon**

Palonia's Journey

As the small, middle-aged Hauflin approaches your table you can see a look of deep sadness on her face. It is Palonia the Commoner, but she is not her usual self. Something is clearly wrong. Normally upbeat and boisterous, Palonia often helps the youngins of Villageton to remember their manners with that famous broom of hers. She is holding a letter from the Post Owl. The letter is from her brother, whom she has not seen for several turnings of the moon, since he took up with that merchant caravan heading north from the City. He is a widower with five children and lives beyond the Frozen Tundra of the Northlands.

Only now she learns he has fallen terribly ill; food is scarce and he fears for the well-being of the children. There is little time left for him.

Palonia is desperate to go to her brother, believing she can help him recover from his sickness. Surely her special recipe for Steamy Potato Soup is just what he needs. And the children need her as well. But the Frozen Tundra is a desolate and dangerous land, filled with beasts and Orcs and many unknown things. Though she is brave, Palonia knows that she cannot make the journey alone. Without hesitation you boldly volunteer to escort her safely through the Tundra to Olbagabeg farm. Touched by your generosity Palonia's wearied eyes brighten up and she gives each of you a big warm hug and a kiss on the cheek. Best to begin preparing right away for there is little time to lose.

Special Criteria: The Group Leader will start with Palonia as their Companion, who must be delivered safely to her brother

Journey: **Mtn Pass → Frozen Tundra → Frigid Northlands**

Dark Factory

There is talk in the tavern this evening of a growing darkness in the Forest of Rhinn. Folks have reported strange echoes in the distance, but only in the late of night. A few of you have heard these rumblings and on clear, moonlit nights faint pillars of smoke can be seen rising into the starry sky. The sightings are random and brief, though some travelers have reported stumbling into small pockets of forest with naught but the charred stumps of trees remaining. Whatever the cause of this disturbance it bears the markings of something ominous...

The delightful aroma of a freshly cooked meal arrives as Hildegard begins setting your plates of food at the table. Over on the small stage in front of the fireplace a Hauflin Bard begins recounting the tragic tale of the poisoned Willowbrook. It is then you are approached by a cautious young Elf, whose eyes betray a heavy and hidden burden. He has seen what grinds and burns the forest deep into the night, and wishes to seek your help in stopping it. One of you inquires whether he has come as a representative of one of the Elvish Clans; nervously shaking his head it is clear he is acting alone. The Elf goes on to describe small bands of Goblins working strange machinery, the likes of which he has never seen. It is not, he believes, of Dwarf or Hauflin design – and certainly could not have been assembled by the inept Goblins. Whatever it is comes out only long enough to clear a small patch of trees, then disappears swiftly back into the Forest. But two nights ago, he tracked the dark machines to the entrance, or perhaps one entrance, of a deep hideout. He then hands you a small map.

Special Criteria: To get through the Dungeon you will need at least one Thief, Thief Companion, or a Magic User with an Unlock spell

Journey: **Forest Path → Foreboding Dungeon**

Of Greed and Mischief

You are making your way toward Wayfarer's Rest under a deep indigo sky. The sun has slipped sullenly behind the distant Rugged Mountains and the glow of street lamps and candlelit windows have begun to illuminate the streets of Villagetton. You are enjoying the fine familiar atmosphere when suddenly the warm evening air is broken by a cool, brisk wind, and for a brief moment you sense that there is something . . . different about this night. It is probably nothing. With the tavern coming into view you can already hear the sounds of laughter and the faint, silly song of a performing Bard. Suddenly, the ground begins to tremble under your feet, followed by a thunderous roar coming around behind you. Instinctively you turn, weapons at the ready and just in time to see a dark knight bearing down on you. It is one of the King's Royal Guard who stops with great force only a few feet in front of you (causing more than one of the local toughies to stumble over a crate or chicken in their haste to leave the scene).

Already you know that something terrible has happened. The King needs your help. A Villainous Villain has placed a wicked curse on the Queen, turning her to solid stone. Strangely, the creature whose name is Persnickety Perrigrin demands no ransom, only that someone solve an impossible riddle. Until this happens the queen is imprisoned. You must go to the Old Ruins, confront this foul creature and convince him to lift the curse. He hands you a small map bearing the King's seal and pleads your assistance. You sense there is more to this affair than the Knight is not telling you; but decide it best not to ask. This is a journey surely to be filled with more questions than answers...

Journey: The Old Ruins

The Fragility of Ties

It is a dark time for the Elves of Feonora as the fragile bonds of brotherhood lie on the brink of collapse. You have recently learned of a tragedy that threatens to dissolve what remains of the peace between House Ilynfel and House Geriand. It all began eleven moons ago when Lord Ilynfel's second daughter Corfilia disappeared. Hinting to an even greater tragedy a broach, bearing the crest of House Ilynfel, was later found on the outskirts of Geriand's borders. Since that fateful discovery it has been presumed, by some, that House Geriand must somehow be involved in the disappearance. Although Lord Geriand denies his House having any involvement in Corfilia's disappearance the whispers have grown, as the battle drums on both sides have begun to rumble...

A messenger from House Faraldor is much relieved to have found you at Wayfarer's Rest, for you may be the only hope of preventing a bloody feud. He begs you to travel to House Geriand deep in the Forest of Rhinn, hoping that you might convince Lord Geriand to meet with Lord Ilynfel. If possible, perhaps you might even get to the bottom of this matter. It is a sensitive diplomatic mission that must not fail. Given Lord Geriand's reputation for stubborn bullishness you are admonished to seek help – it is rumored that a former emissary of House Geriand can be found right here in Villagetton. She may prove a valuable ally in unraveling this mystery. The messenger departs with haste, wishing you a safe journey. Nervous glances from some of the King's soldiers need not remind you that many lives now hang in the balance.

Journey: Forest Path → Forest Deep → Elvish Forest

Thumbleton's Big Adventure

Your party is gathered around the Fountain of Recovery tending to equipment and discussing the latest Fessiwig rumor when a wide-eyed and breathless Hauflin comes running up to you. Without a moment's hesitation he begins rambling and pointing and waving a small scroll in the air, until finally the excited fellow faints into a heap on the ground. Luckily, a few splashes from the fountain revive him a few moments later, and the poor chap is panting and still out of breath.

You tell him to start again from the beginning; slowly this time. The Hauflin apologizes, takes a deep breath and begins the story...

A short while later you attempt to sum up the tale

Thumbleton the Gardener went on a journey to the Rugged Mountains in search of a vegetable. "NO. NO" he pipes in, "the rarest of all vegetafruit seeds, the *Avoguamba*. Delicious. Packed full of vitamins too." Right. But along the way he got himself captured by a Wandering Band of Brigands and now they want a ransom in exchange for his safe return. "Yes!! And they say they'll feed him to a *Mighty Mountain Beast* if we don't send the proper amount! Only we haven't got but barely enough to feed our families..." The poor fellow looks desperate and you will miss ol' Thumbleton should he end up in the belly of a Mountain Beast. After talking it over briefly amongst yourselves you agree to help. The Hauflin is so overcome with joy that he leaps in the air, begins to dance around and trips with a splash right into the fountain. From out of the water a tiny arm reaches up, handing you the soggy ransom note describing the location of the awaiting Brigands.

Journey: Forest Path → Rugged Mountains → Cave

HELD FOR RANSOM

Following the most recent adventure your group had parted ways for some much needed rest and recovery. When you gather at Wayfarer's

Rest several days later one of you is conspicuously absent. Probably running late you muse and besides, there's an Elvish poet who's about to start her performance. Suddenly, a young boy comes bursting in to bear the news. An evil plot is afoot; your missing friend has been taken!

The boy describes in great detail his encounter with a shadowy figure on the main road into town, who instructed him to deliver you the following message: Your friend has been kidnapped by a Band of Ruthless Mercenaries and is being held for ransom. The terms are simple. You are to deliver the ransom to a specially marked Tree Stump deep in Bogwood Swamp. The boy then hands you a map leading to the spot where you are to deliver the money. Fail this task, or attempt any trickery, and your friend will never be seen again. Your hearts sink at the thought of losing a trusted friend to these greedy and unscrupulous mercenaries, whom you suspect to have ties to the underworld. But what other choice is there? They have got you right where they want you.

One of you turns to thank the boy, and notices that the lad has been carefully surveying the room. He gives a nod, pauses for a moment, and then whispers something else. He and his father have seen these Mercenaries before and know the whereabouts of the secret hideout. Leaning in, he quickly scribbles a few markings on the map, noting the location of a hidden cave entrance. If you are careful and cunning enough, you may be able to rescue your friend after all...

Journey: Mucky Swamp → Swampy Bogs → Cave

A Friend in Need

It is a clear night, the stars are bright and a warm breeze fills the air.

Townfolk and travelers are sitting around the tavern listening attentively as Halig the Fighter retells his famous story about the Mighty Mountain Beast; the one he discovered deep in the underground caverns. Just as he reaches the part where the beast had him cornered a Post Owl bursts through the shuttered window startling everyone out of their wits, except for Halig, who so enjoys telling this story that he pays the delivery owl no mind at all. It is carrying a single piece of post, which drifts unwittingly right into poor Halig's mouth, giving the crowd a good laugh. Being easily distracted and always glad to receive a letter the jovial fellow opens it immediately and begins to read.

Meanwhile the rest of the great tavern room fills with banter and chatter as folks call for more ale or soup and resume talking amongst themselves. Your eyes are still on Halig when you notice a worried expression creep slowly over his face. By the time your friend finishes the letter you realize something is wrong, which for Halig, who is hardly bothered by even the most unusual things, is saying something.

It seems that Halig's mum is gravely ill. She has come down with a rare sickness and her condition worsens with each passing day. His brothers believe her last hope may be for some of the famous fish from the waters in this region of the land. Without hesitation you assure your old friend that (with your help) she will get the aid she needs.

Special Criteria: The Group Leader will start with Halig as their Companion. Start the Town Timer with 3 fewer Days.

Journey: **Mountain Pass → Rugged Mountains → Highlands**

The Lost Supply Ship

The warm fire brings a welcome relief on this cold night as you and your friends discuss recent events. The King's Army has been deployed to the Frozen Northlands to confront an army of Orcs. What's more, the storms have been heavy and fierce, and the troops have suffered more losses because of it. Your thoughts are with them as the next Act, a Malornian Bard, begins his tale of the great Wumpus migration.

Everyone was so transfixed by the bard's dramatic presentation that you didn't notice the Captain Soldier entering the tavern. As he approaches your table it is clear he has not slept in days; and as you suspected he bares ill news. Quietly, so as not to disturb the patrons, he solemnly lays down the situation... The Army is holding its own, but they're running desperately low on supplies. And just three nights ago it was learned that a supply ship heading up the coast was lost at sea, probably due to another unusual storm, though the true fate of the ship is not known. The ship had been carrying much needed food and other supplies, bound for the encampment. The Captain has been sent to locate and hire a small group of experienced Adventurers, that they might deliver a small supply of fish to the troops. It need only be enough to hold them over until the next supply ship can be dispatched. Without this much needed aid the Army will surely suffer great losses... both to the Orcs and the harsh, relentless snow storms. The look on the Captain's face leaves no mistake of the urgency of the situation.

Special Criteria: Add 5 extra Copper Pieces to your Starting Coin Purse. Start the Town Timer with 4 fewer Days.

Journey: **Mtn Pass → Frozen Tundra → Frigid Northlands**

Ambition and Crop Thievery

The famous chili cook-off of Villagetown was just winding down when the beleaguered farmer showed up, two youngins in tow. The tavern was still alive with the smells and spices of so many fantastic chili dishes, accompanied by the pipe smoke of several Hauflins, who had already seen fit to take a nap on some of the tables near the fire. The most lively scene was a Dwarf and Malornian, still battling to see who could put away more chili than the other, and of course the small crowd gathered round were already busy placing bets on who would topple over first; all the while Hildegard kept reminding the lot what happened the last time but no one seemed to mind what with the competition so fierce and the ale being so especially delicious. Your party has had its fill to be sure and have resigned to sit back and regard the scene across the room, which reminded one of you about the time when the grand prize was a kiss from Ahlandra and what a frightful ruckus that had caused... especially when a few of the nobles had mind to enter dishes of their own (only they'd paid a ransom to that mysterious old Hauflin who lives in the forest...). *"Excuse me very much"* stutters the farmer, not wanting to interrupt. You can't help but notice his two adorable children, and the littlest one cradling a baby hedgehog sleeping soundly in her arms. The farmer goes on to explain that thieves have been stealing and vandalizing crops from several farms in the area, and have even made off with some of the cows. A few believe the thieves may be hiding out in the Old Ruins, but they need your help investigating and (they hope) rescuing their livestock... if any have survived. You assure the farmer that you will get to the bottom of the matter, which is met with grateful hugs from the children.

Journey: The Old Ruins

Components List

- Game Board (The town of Villagetown)
- How to Get Started booklet
- Game Manual
- Victory Phase booklet
- Town Timer and Token
- Town Treasury (for holding coins)
- Story Maps - 7 sheets with 14 maps
- Story Cards (11) and Side Quests (10 Cards)
- Player Figurines - 6, plus the "Criminal"
- Initiative Token - 1
- Victory Badges - 9
- Hero Award - 1
- Player Dice - 6 sets (1 for each player)
- Copper Pieces - 90
- Silver Pieces - 72
- Loot die - 1
- Fish Tokens - 48
- Quiet and Mysterious d20 - 1
- Agility bonus token - 1
- Blank Character Sheets
- Sample Character Sheet
- Character Portraits
- Health Trackers
- Items - 80
- Town Cards - 80
- Adventure Cards - 88
- Dungeon Cards - 88
- Companion Cards - 48
- Opponents - 56
- Mounts - 48
- Spells - 45



Female Hauflin
by Ian Garnett