

# Game Manual

*Heroes of Feonora*

RPG Board Game

## Contents

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

Fish Delivery .....	57
Fishing .....	7, 35
Academy .....	35
Badge .....	35
Flying Carpet .....	25
Fork in the Road .....	41
Forming a Group .....	38
Fountain of Recovery .....	37
Free Movement.....	15

## G

Genie.....	25, 46
Gray Magic .....	27
Group Roleplaying.....	44
Grouping .....	
<i>Someone is still in Jail</i> .....	34
Guild Fee.....	20

## H

Health Calculator .....	8
<i>Hero Bonuses</i> .....	9
Health Meter .....	50
Health Tracker.....	8
<i>Companions</i> .....	10
<i>Experienced Characters</i> .....	12
<i>Protective Gear</i> .....	11
Hero Bonus.....	9
Hit Points .....	8
Horse Symbol.....	38
Horses and More .....	28

## I

Influence Boost.....	56
Initiative Token .....	39
Item Card Etiquette.....	45
Item Cards .....	23
<i>Public Information</i> .....	25
Items .....	23
<i>Selling</i> .....	23
<i>Stealing Items</i> .....	30
<i>Trading</i> .....	24
<i>Tynafir's Trinkets</i> .....	23
Items of Recovery .....	23

## J

Jail .....	31
<i>Fixing the Pipes</i> .....	16
<i>Mini-game</i> .....	32
<i>Pickpockets</i> .....	34
<i>Time to Group</i> .....	34

## L

Locks .....	41
Loot .....	48
Lost Adventurer.....	46

## M

Magic .....	4
<i>Fighter's Fighting Guild</i> .....	21
Magic Emporium .....	25
Magic Spells .....	26
Maps .....	38
Max Health.....	10
Mounts.....	28
<i>Caves &amp; Dungeons</i> .....	41
<i>Class Restriction</i> .....	28
<i>Companions</i> .....	29
<i>Exchanging</i> .....	29
<i>Trading with Other Players</i> .....	29
Movement .....	2
<i>Speed Boosting Items</i> .....	25

## N

Ned's Fish Cart .....	35
Negotiation .....	6
Negotiation Meter .....	55

## O

Opponents .....	20
Other Stuff .....	24

## P

Pay or Fight .....	53
Pay the Fine .....	31
Pennyblum's Bakery .....	19
Permanent Mounts.....	29
Persuasion .....	6
Picking Locks .....	41

## History of Feonora

**U**p 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.

**N**o 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

*Thank you for playing Heroes of Feonora*

## Basic Rules to Get Started

All of the Basic Rules for the game are covered in the *How to Get Started* booklet. For those new to the world of Feonora we recommend going through the booklet first, following along step-by-step as a group. Once the adventure has begun refer to this Manual to learn about each of the various mini-games, special rules and other features as you encounter them. Learning how the game works and discovering how all the pieces fit together along the way is the best way to go.

More experienced players may find it preferable to use a simple checklist for getting a new game up and running. Once you've graduated from the *How to Get Started* booklet the Setup Checklist below instructs in the proper way to set up for a new adventure.

### Setup Checklist

- ☐ Set up the Board, making sure all the decks have been shuffled
- ☐ Choose (or create) Characters & fill out Health Trackers
- ☐ Collect your starting Coin Purse and set the Town Timer
- ☐ Reveal Tynafir's First Daily Special ~ the top Item Card
- ☐ Choose a Group Leader

*Hero Awards ⇒ Rank ⇒ Movement ⇒ Charisma ⇒ Persuasion*

At this point, if there are going to be any seating adjustments they should be made now. The *Getting Started* booklet offers a more detailed explanation (See: End of the Rotation).

- ☐ Choose figurines and place them in the Tavern
- ☐ Each Magic User may collect one Spell card
- ☐ Each Haulfin character may collect 3 Fish from Ned's Fish Cart
- ☐ Treasure Hunters 5CP, Group Leader 3CP in Bank deposit box
- ☐ Introduce the Party Members
- ☐ Select a Story Card ~ chosen at random by the Group Leader
- ☐ Discuss the situation, form a plan and Begin the Adventure

### Base Health

	1-3 Players	4-5 Players	6 Players
<b>Human</b>	25	20	15
<b>Elf</b>	20	15	12
<b>Dwarf</b>	35	30	25
<b>Hauflin</b>	20	15	12
<b>Khajathi</b>	30	25	20
<b>Malornian</b>	40	35	30

## Special Rules and Other Miscellanea

**Selecting an Alternate Story** – Occasionally the Group Leader may draw a Story Card that everyone played recently or simply don't feel like playing this session. If this is the case it is fine to select another one. But in order to keep with the intended spirit of the game it is more appropriate to select a new Story Card at random rather than hand-picking one. Remember, part of the challenge of the game is not knowing ahead of time what skills will be needed to solve the quest. Having the Story Card chosen at random keeps the mystery alive and forces everyone to use their wit and ingenuity, which is part of what makes the game fun.

**Mixing Up the Roleplaying Questions** – If the person reading the Roleplaying card discovers that they've already asked the same question to the same Character Classes, they may re-roll the d12 or pick another question at random. Generally, this should only happen to avoid repeats, but is ultimately up to the players.

**Town Treasury of Plenty** – *What should we do if the Town Treasury runs out?* This is an excellent question because it may happen. Unlike the Fish supply, the Town Treasury should always have an unlimited supply of Copper and Silver pieces. If the supply runs dry (a possibility in 5 or 6 player games) look around for spare pennies & nickels. These can easily be substituted for Copper and Silver pieces.

**Abode Bonus** – Once your character has made that last, final payment on a fine home they've just earned themselves a special bonus. At the beginning of every game from now on this character gets extra Starting Copper Pieces based on the value of the Abode. Characters can purchase and own as many Abodes as they like, which means that for the most enterprising characters, the highest starting coin purse bonus can add up to 13 extra Copper Pieces. *But that will take a long time we think.*

**Artifact Completion Bonus** – Some day your character is bound to place the final piece into their beloved artifact collection. When this happens, something truly momentous is about to unfold. *To find out more have a look in the Victory phase booklet.*

**Special Hero Bonus** – Upon earning their eighth and final Hero Bonus your character magically undergoes a special transformation, for they have just earned a once-in-a-lifetime "Super Whoopee! Power-up." This unique and entirely permanent enhancement may take the form of one additional *Special Skill* or a *+1 Ability bonus* where no other bonus exists (in other words, on a blank line). It must be one or the other; the choice is yours. Neither death nor loss of Rank can take the power-up away. Now, in the case of Hauflin characters, and only Hauflin characters mind, the effects of the "Super Whoopee! Power-up" are doubled. So, for example, a Hauflin could gain her fourth and final *Special Skill* on top of a *+1 Ability bonus*, or she could gain two discrete *+1 Ability bonuses*. Why? Because Hauflins are special that way.

Given that Super Whoopee! Power-up instills an unchanging quality to your character, it should be applied to the Character Sheet using a permanent mark. Well done indeed!

### 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.*

*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 3<sup>rd</sup> 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.

**Portrait** – Next, it's time to choose a portrait for our character. Consider looking through both the Male and Female portraits as you never know when you might find one that inspires you. For instance, it's perfectly acceptable to base an entire character on nothing more than a compelling portrait. Cut out the one you like and tape it in the space provided. Or, if you're feeling creative you might even draw one yourself...*although other players might prefer this be done on your own time.*

**Gender & Age** – With a portrait picked out this next part should be easy. Of course, there's always room for a bit of fun here. For example, maybe your character would rather people didn't know their exact age. In that case we could enter something vague like Young, Middle Aged, Unknown or think about what the character themselves might say to the question.

**Name** – By now we know enough about our character to finally give them a proper name. Feel free to be as creative or silly as you like here. For those who have difficulty with thinking up fictional names try thinking about some of your favorite books or movies...or even other games you've played. If you're still stumped there are resources on the internet called *Fantasy Name Generators* that may help.

**Personality** – Since this is a roleplaying game it helps to know as many of the details of your character as possible. Take a moment to imagine what kind of personality your character has, or what kinds of hobbies & interests they enjoy. Are they 'Serious and brave, but not very friendly' or perhaps 'Good-natured and always willing to lend a hand.' Maybe they're shy or sneaky or dim-witted and 'the butt of all jokes.' What sorts of activities do they do in their free time? Look at the portrait; think about their skills and background...how you plan to roleplay the character, and how they will interact with others. *A well thought out personality does wonders to help bring our characters to life when it comes time to roleplay.*

**Weapon** – No decent adventurer would leave home without a trusty weapon by their side. The only question is what *kind* of weapon does your particular character prefer in a fight? Are they your traditional swordfighter? If so what kind of sword? Long Sword? Short Sword? Or maybe just Plain old Sword...or maybe they're a little more adventurous and prefer using a Staff or a Spear; what about a Giant Battle Axe or a Mighty Mace? This is another chance to be creative and unique. Maybe your character is a bit quirky and prefers something less traditional like a Stick or a Large Radish. As you can see the kind of weapon your character uses is limited only by your imagination – and never affects their true fighting ability. Here's a few more to help get the wheel turning: Boomerang, Wand of Wonders, Cardboard Tube, Crusty French Fries, Rubber Bands, Large Wooden Spoon...

**Mounts** – A brand new character wouldn't yet have anything to put here. Go ahead and leave the Mount area blank for now. Eventually, if all the conditions are right, your character will have a chance to adopt a trusty mount. Renting and Purchasing Mounts is covered in more detail in the section titled *Horses and Mounts* on page 28.

**Setting the Difficulty** - Before the encounter begins we need to determine how many (d6s) will be available to the group. Start by collecting all of the (d6s) into the center of the play area. Next, let us direct our attention to the grid for a moment to see how much of it will need to be completed. Notice that groups of 5 to 6 players must complete the entire grid and get a minimum of 3 (d6) dice. Likewise, groups of 3 to 4 players need only complete two columns and get to use at least 2 (d6) dice. Two players would only need to complete the first column to achieve a victory. At a glance we are able to see the minimum number of (d6) dice available to the group. Using a five-player game as an example, the three highest ranking Characters may take back their dice now. *When Characters have the same Rank the Group Leader will decide who keeps and who rolls their dice.* The two remaining players must now make a roll, with d6 only, that is equal to or higher than the number of players (remember these are no longer ability rolls). In this case they need a 5 or 6 in order to keep their dice. **Low rolls must be set aside and away from the play area.** Do this now.

All set? It's time to prepare for the Fish Delivery game. At this point some players will have the usual 3 dice while others will have only their d8 and d12 - so long as the group has the minimum (d6) count. *It might be a good idea to go through this at least once just for practice before launching into the actual Final Encounter. If the group intends to do a practice run be sure to note the number of fish each player is holding (before the game begins).*

At the beginning of each round all dice will be rolled as a group into the play area. Thus we kick off the first round with everyone rolling their dice at the same time. *Once they have settled be careful not to disturb the dice until the round is completely over.*

The aim of each round is to place as many dice onto the grid as possible. *At times, this may involve a bit of strategy.* The moment the proper portion of the grid is completed the Final Encounter is won and the group has earned another victory. Let's check to see how many of our dice get to be placed this first round.

Right away players will probably begin finding numbers that match up to the grid and may, as they please, begin placing them onto the appropriate placeholder. As the results of the first roll are surveyed the group may also discover duplicates. This happens when players roll the same number on the same dice, such as three players with a (d8) each showing the number 4. Whenever duplicates show up we enter a strategic moment in the round, where the group must decide who should place.

Here's how it works.

Since there is only one space reserved for each designated number only one die can ever be placed onto each slot. Therefore, only one player can actually place a die. Meanwhile the other players with duplicates are given the chance to re-roll either the duplicate or any one of their other leftover dice. But who should be the one to place? That's the question the group needs to sort out before continuing; and you'll discover the more you play that there are risks and strategies associated with this decision. *Here is a good time for players to work through this and come to some manner of agreement.* If after discussing it players find they cannot agree on who should place

- **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*.

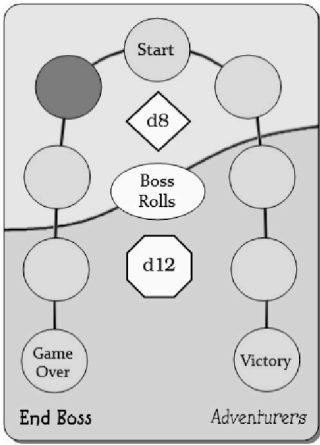
**Congratulations!** You've just created your first character for the world of Feonora. If you haven't already done so feel free to add a name and date to the top of the Character Sheet. *Go ahead and grab a Health Tracker now in preparation for the next step.*

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.

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.*

Health Tracker

Health Calculator: 

20

Base Health

 + 

Hero Bonus

 + 

Companion 1

 + 

Companion 2

 = 

Max Health

Starting Health

Fishing Streak

Dwarf

Malornian

Next, we move on to the Hero Bonus. Hero Bonuses are located at the very bottom of the Character Sheet. Why don't we pause for a moment to talk about these.

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
								Special

Should your characters succeed in their quest the group will have earned the right to move on to the Victory phase. During the Victory phase one of the characters will take away the shiny copper *Hero Award*, and along with it an added power-up in the form of a permanent health boost. Floating above each box is an HP (Hit Point) bonus. When a character earns their first Hero Award they'll be instructed to fill in the first box with a permanent mark. That first Hero Bonus would allow a player to add 2 Hit Points to the Hero Bonus line of the Health Tracker. Earn a second Hero Award and your character gets to fill in the second box. Now the bonus has increased from 2 additional Hit Points to 3 ...and so on. *Bear in mind that Hero Bonus health increases are not cumulative but rather more like a meter. In other words they don't add up; players should only apply the highest (or rightmost) Bonus to the Health Calculator.*

Since this is a brand new character they haven't had a chance to earn any Hero Awards yet. So we're going to place a zero in the Hero Bonus slot.

Health Tracker

Health Calculator: 

20

Base Health

 + 

0

Hero Bonus

 + 

Companion 1

 + 

Companion 2

 = 

Max Health

Starting Health

Fishing Streak

Dwarf

Malornian

As you can see, there are two spaces reserved for Companions. That's right; our Companions' Health is going to be integrated with our Main Character's Health. *It may prove helpful to pay attention to a potential Companion's Health before attempting to recruit them.* Now, even though there are two spaces, remember from the previous section that only characters with *Charisma* are allowed to recruit two Companions. Since the game hasn't started yet we can leave these blank for now.



## Ransom Formula

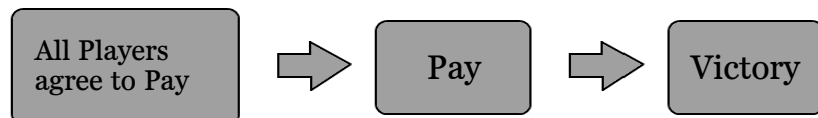
Your individual Ransom share is your character's Rank times their Ransom rating (page 3). Here's an example of one player's Ransom share. Let's pretend this character, an Elf, has a Rank of 5. We know from the table on page 3 that Elves have a Ransom rating of 4. This player's Ransom share is  $5 \times 4 = 20$ . *Companions do not factor into the Ransom Formula.* Based on the formula this person's expected contribution to the entire amount being demanded, is 20. They must contribute at least, but no more than 20 Copper Pieces and all money in the Bank is safe.

If the group intends to pay the ransom you may find that some players will have to help make up the difference for characters who cannot afford their Ransom share. Otherwise, the group will have no other choice but to Fight.

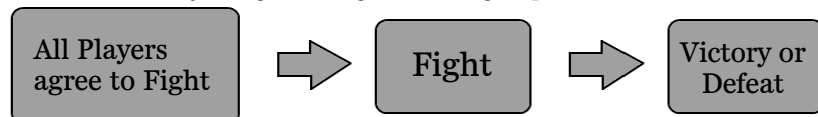
For those who may be wondering, Trinkets can, and if necessary must be used to pay a Ransom. Refer to the Trade In value on the bottom of the card.

To Pay or Fight... This can sometimes be a difficult decision, and there may come a time when players can't agree. When that happens it goes to a Roll Off and our characters will make the decision for us. But more on that in a moment. For now, find the scenario below that best fits your situation. And remember, it's ok to trade, bargain or give Copper Pieces to other players if that will help.

### Scenario 1 – Players agree to Pay



### Scenario 2 – Players agree to Fight (or, the group cannot afford the Ransom)



### Scenario 3 – The Group is split. When this happens it's time for a Roll Off...



The Roll Off - Every player on each side of the debate will make a Persuasion roll (don't forget to include your Ability and Companion bonuses). Now add up the rolls for each side. Whichever side rolls the highest collective total wins the discussion and the rest must go along with the decision...no matter the consequences (including making up for shortages). *Sometimes there's no telling which way it will go. For example, it is possible for one player to 'out roll' a group of opposing players during the Roll Off.*

Health Tracker									
Health Calculator:	<u>20</u>	+	<u>0</u>	+	<u>30</u>	+	<u>0</u>	=	<u>50</u>
	Base Health		Hero Bonus		Companion 1		Companion 2		Max Health
<div><div><div>20</div><div>17</div><div>14</div><div>12</div><div>30</div><div>=</div><div>42</div></div><div>Starting Health</div></div> <div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div>Dwarf</div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div>Malornian</div></div> <div></div> <div>Fishing Streak</div>									

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.*

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.

## Town Time

As was discussed in the *How to Get Started* booklet your preparation time is limited by the number of days left on the Town Timer. As each Town Card is drawn you will find that either **0 Days** have passed or **1 Day** has passed. Each time a Day passes move the marker one space in the direction of the arrows. When the marker reaches the “Group” space it’s time to form a Group. For more information on *Grouping and Travel* turn to page 38. *Note: Some cards, such as Bounty and Troubles cards, don’t mention anything about Days Passed. When these come up no day has passed.*

Town Cards not only mark time, but they also present challenges and opportunities in the form of Random Events. Below are several of the Random Events you may encounter. Always deal with the Random Event *before* moving the Timer token.

**Ode to the Tax Man** – Occasionally, Mortimer the Tax Man comes around to collect taxes from all the fine citizens of Feonora. Naturally these go straight into the king’s coffers to pay for...well, all those fine public services of course. Taxes aren’t optional so there’s no use trying to talk your way out of it. When tax day comes citizens are expected to pay directly, and straight away. If you don’t have enough to pay the full amount he’ll accept the few Copper Pieces you have on hand (in your coin purse).

**Fortunately, money in the Bank is immune to taxes.**

**Pickpockets** – Villagetown is a bustling city full of travelers, merchants and all manner wide-eyed adventurers. Perhaps that’s also why it seems to attract so many thieves and criminals. You’d do well to keep a close eye on your coin purse at all times. Pickpockets will make regular attempts at parting you from your coin and only your character’s abilities will determine whether they are successful or not. Follow the instructions on the card to see how well you fare against these crafty pickpockets.

**Bounties** – Catching a wanted criminal is no easy task, for they never stay in one place very long. Those who do catch a Criminal will earn themselves a nice Bounty. For details on how Bounty Cards work see the section titled *Bounties* on page 36.

**Butterflies** – The King and Queen are both avid butterfly collectors who maintain a truly splendid collection of live specimens. They are always looking to expand their collection which is why they offer a Badge to the person who returns with the most butterflies (alive and undamaged) at the end of the journey. Characters with a high Agility will have the greatest chance at catching butterflies.

**Troubles** – These brief little mini-quests revolve around the lives of Villagetown’s colorful inhabitants. You see, sometimes the folks in this town have small problems they just can’t work out on their own. When a Trouble comes up your character can lend a hand to earn a few Copper Pieces (or an Item)...if one of the other players doesn’t get to it first.

Here’s how it works.

## Final Encounters - Concluding the Story

To complete the Story and win the game the group must beat the Final Encounter at the end of the Journey. In addition, any *Special Criteria* stated on the Story Card must also be met. The game is over the moment any Character is killed or the party fails to resolve the Final Encounter. And when that happens there is no Victory phase.

In this section we'll talk about the four Final Encounter types, how they work and (most important) how to beat them. Each of these carefully crafted mini-games calls for a slightly different strategy – one that usually begins all the way back at Town Time. The back side of each Story Card will present one of the following: *Epic Battle*, *Pay or Fight*, *Diplomacy*, or *Fish Delivery*. Let's start with the Epic Battle.

### Epic Battle

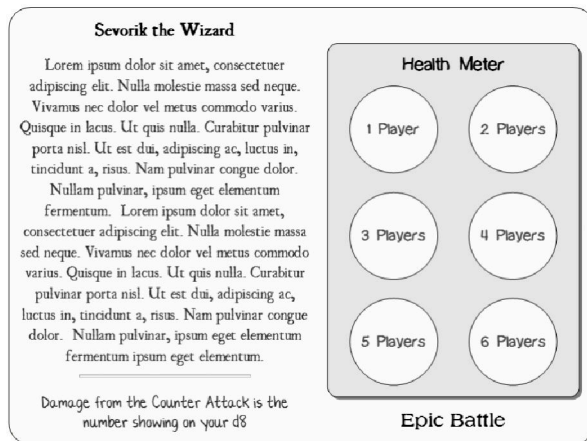
Following a long and dangerous journey the group suddenly finds itself face-to-face with a mighty foe. In these types of encounters it is a glorious fight to the finish between you and a powerful foe called an "End Boss." An End Boss might be a dastardly individual or an entire group of bad guys. The important thing is that Epic Battles don't play out like regular combat. And, as you might imagine, there is no running away from an Epic Battle.

The Epic Battle Encounter is presented on the back of the Story Card. The left side describes the encounter while the right side displays the End Boss' Health Meter. Now, instead of each player taking a turn to attack (as done in Regular Combat) everyone is going to attack together in one big group attack.

In a way, Epic Battles could be thought of as a form of roleplaying. We're not worried about whether characters are attacking with weapons, casting spells or lobbing witty insults. Instead it's all about the dice mini-game from here on out. This is why Spells and Weapons of Uberness don't come into play during an Epic Battle.

Here's how it works.

In the following example we've just run into Sevorik the Wizard; looks like it's going to be a gruelling fight to the finish. Before the battle begins the first thing we need to do is fill up Sevorik's Health Meter. Place a Silver Piece (from the Town Treasury)



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.

---

## 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**

## Companions and Wayfarer's Rest

What are Companions? What's their purpose?

The best way to think about Companions is that they temporarily boost the health and abilities of your Main Character. For example, if your Player Character has a (d6) Fighting Ability you can recruit a Companion with a +2 or +3 Fighting Ability. Then, when the group engages in combat the Companion will automatically assist when you make an attack (*by adding another bonus to your roll*). Or, maybe no one in the group has Thievery ability, a requirement for getting through Big Wooden Doors, page 41. Someone can recruit a Thief, adding an important member to the party.

Companions come in all shapes and sizes and are much more than just a lineup of hired swords. Each one has their own unique personality and background. You will also notice however that every Companion has exactly one specialty, which is why it is important to choose carefully when selecting and recruiting one. Let's go over the five types of Companion available for hire down at the tavern.

**Fighters** – Combat is their primary skill. Whenever you make a Regular Attack during combat add the Companion bonus to your roll (on top of an Ability bonus if you have one). That's right; those bonuses can really add up. Although, tougher Fighters are more expensive, and at times more difficult to recruit than others.

**Companions and the Fighter's Fighting Guild** – When your Main Character goes into the Fighting Pit they must go alone. Your Companion cannot join you. This means that Companion bonuses do not apply while fighting at the Fighter's Guild. *But pay attention to the rules of the Guild because they may bring a benefit of another sort.*

**Negotiators** – These characters have trained in the age old art of negotiation. This unique specialty will help you do things like solve Troubles, barter for Spells, talk your way out of Jail or even catch Criminals. Whenever you make a Persuasion roll add your Companion bonus to your roll (on top of any Ability bonus if you have one). Skilled Negotiators are more expensive than less skilled ones.

**Thief Companions** – Sometimes it helps to have a Thief around. In fact, getting through a dungeon will be much more difficult, *perhaps nearly impossible*, without a Thief in the party. If you'd like to enjoy the benefits (and risks) of having the Thievery skill then Thief Companions are the way to go. Thief Companions enable you to use the Thievery Skill throughout the game, and even make your character immune to Pickpockets. But you'd better plan on spending some time in the tavern as Thieves don't usually advertise their services and are tough to find.

**Magic Users** – The right selection of Spells can sometimes make the difference between victory and defeat, especially when traveling through Caves and Dungeons. Sometimes, the only way to add magic ability to the group is to recruit a Magic User. Skilled Magic Users come with more spells, but are also more expensive to recruit.

***This Genie is making a tempting offer, but we'd really rather pass and keep moving. Is the riddle optional?*** You may decline the genie's offer and continue moving; though he will no doubt think you a poor sport and heckle you with gusto.

***Are there any weapons the Two-Headed Giant is vulnerable to?*** It is thought that the only person who knows the answer to this question is the charismatic (and widely published) explorer Nils Griffinshire. His current whereabouts...unknown.

***Can Dwarves and Malornians use the Spring or Pond of Replenishment to restore their Hit Counters?*** No. Fortitude hit counters cannot be replenished during the game.

***Come now; do Trap Doors really exist in Caves?*** Oh indeed they do, for many caves have been explored, used as a hideout, and quite often guard something valuable.

***Concerning the Lost Adventurer...Is the reward being offered to the entire group?*** No; the reward is only being offered to the Player Character of the person that pulled the card. Only they are allowed to choose and accept a reward.

***Concerning the Potion of Curiosity...Just what kinds of effects is the potion allowed to have?*** Keep in mind this is a 'Group Roleplaying' card and is meant only for fun and roleplaying. Copper Pieces, Items, Abilities, etc may not be affected or given.

## Combat and Running Away

The wild lands of Feonora are fraught with danger at every turn, resulting in combat encounters with many a hostile foe. As discussed previously players will take turns passing the Initiative Token and pulling a card. We call this the *Card Pulling Rotation* (page 39). Taking turns is important because whoever pulls the card gets the first opportunity to attack, and possibly earn Loot for defeating the foe. The main thing to understand with combat is that during your turn you only get **one Action with respect to the foe**, regardless of how many characters you control. For example, a player may choose to attack or cast a spell, but not both. Actions that use up a turn include making a Regular Attack (by rolling your Attack die), using Magic (by attempting a Spell) or stepping up and smiting a foe with a mighty Weapon of UBERNESS. If a player fails to defeat a foe on the first try, or chooses not to attack, the rotation automatically shifts to the next player. This is called the *Combat Rotation*.

Combat, like card pulling, is all about taking turns. However, there are some things that can be done freely (just like during Town Time). These activities include trading, eating Fish, or using an Item of Recovery. That's right, even during a hostile encounter trading and health recovery may be carried out freely, without penalty.

Let's look at an example of how one hostile encounter might play out. The player with the Initiative Token has just turned over a card to reveal a Band of Brigands...

***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.

Example:



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.*

Example:



*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.*



**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*.

**Companions by Your Side** – Although Companions aren’t allowed to help during the match, they do help in one critical way. Once your Character has a Companion (any companion) they do not get tossed into Washout Lane after losing a match. It’s a brave soul who enters the Fighting Pit without support. But a fighter with ringside help stands a much better chance at building up their winnings. **After losing a match your character is still stunned and may not move until the next turn.**

*Note: Player Characters will never fight one another in the Fighting Pit. Although there is no limit to the number of figurines that may occupy the Pit at one time, your characters will always fight an Opponent from the Opponents deck.*

Weapons of Uberness and Magic Spells are strictly forbidden in the Fighting Pit. After all, these are exhibitions for fame and fortune, not fights to the death.

### Questions and Special Circumstances

**Can another player put up the Guild Fee for me?** Only if their character is positioned inside the Fighting Guild at the time.

**My Opponent ran out of the building screaming. Do I get my towel deposit back?**

The Guild Master, still bemused & bewildered, slowly hands you back the Copper Piece and then begins to laugh uproariously. Another opponent will not be available until the next round (giving time for all to speculate on what just happened).

**If Companions aren’t allowed in the Fighting Pit then what about the extra Health?**

The moment you hire a Companion their Health automatically gets added to (and integrated with) your Character’s Health Tracker. From then on there’s no need to worry about which character takes damage. The combined Hit Points always apply.

**My main Character is a Dwarf/Malornian and I’ve just lost a match, but instead of taking damage I choose to absorb the hit with my fortitude hit counter...Does my character still get tossed into Washout Lane? Are they still stunned?** In this case no. If the character still has Movement they may use it, after paying the Guild Fee.

**What about Protective Gear?** Yes, using Protective Gear would have the same effect as using a hit counter, preventing your Character from being knocked out and tossed into Washout Lane. But it’s still a loss and the Guild will collect its fee.

**Is it possible for my character to be killed while fighting in the Pit?** Theoretically, yes. Although that would have to result from some very poor planning (and fighting) on your character’s part. Perhaps they wanted to die all along.

There have been rumblings in the Fighting Guild lately of a ruthless band of Rogues about. They are no good thieves and low-down hooligans to boot. Characters low on health should head to the Fountain of Recovery as quickly as possible, lest they be caught off guard by the ruffians.

may attempt to unlock the door from this point forward. If it happens that the party doesn't have any Thieves you're in a pickle. After the Booby Trap move the figurine to the space just beyond the previous door (same side as you are now). If there is no previous door move the figurine back to the first Dungeon space on the map. *Next time try to be sure one of the characters or companions in the party has Thievery ability.*

Continue trying to get through the door until someone succeeds, or one of the party members is killed. *Naturally, if you run out of Copper Pieces, your character(s) must take damage from the booby trap. Trading is still allowed of course.*

You will notice that as the party delves deeper into the Dungeon the Doors become increasingly more difficult. *Isn't that just wicked?* This is yet another reason why only well-prepared adventurers stand a chance at conquering a Dungeon quest.

The Final Encounter – The moment of truth (and glory)... or crushing defeat is at hand. Upon reaching the Final Encounter space have the Group Leader turn over the Story Card and read it aloud. The fate of the entire journey rests on this final test. To learn all about *Final Encounters* turn to page 50.



## The Flow of Group Travel: A Recap

Pass Token ⇒ Move Figurine ⇒ Pull Card

~ or ~

Treasure Hunt  
Side Quest  
Big Wooden Door  
Final Encounter

## Questions and Special Circumstances

**What if it's time to Group but one of the party members is still in Jail?** In this case imagine that the group has pooled its resources and freed the prisoner. No payment is required, and the character is automatically released for the journey ahead.

**Can I stop using an Item of Special Movement in order to use the walking symbol?**

During travel time any item of special movement your character has must be used until it is replaced with a mount, or, the item gets traded to another player.

**What if I have multiple Treasure Hunters and the first one finds a 'Bag of Burping.'**

**Can I use it at the end of my turn or does it have to be used right away?** According to the instructions on the card 'Bag of Burping' must be used immediately, affecting all contents of the player's coin purse. Following the spirit of the card means that, upon discovering this item, all action comes to a stop while the Bag of Burping does its thing. Afterwards, the remaining Treasure Hunters may continue their efforts.

## 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.

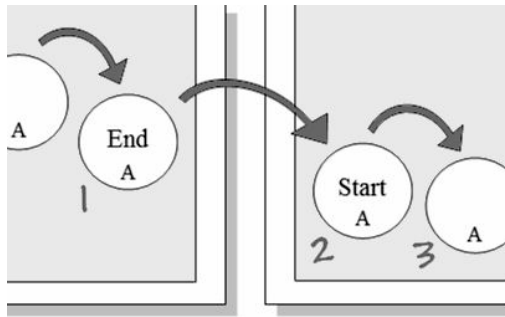
**Items of Recovery** - Items of Recovery are similar to Fish, except that they come in many different forms and level of potency. Like Fish they can be used *any* time without penalty. Examples include *Steamy Potato Soup* and *Fine Herbal Tea*.

**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*.

**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.*

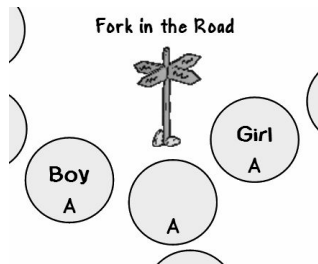
**Connecting Spaces** – When the group reaches the edge of a map the last space will usually read “End.” From here you’ll move directly to the “Start” space on the next map. Always treat these connecting spaces as one continuous path. For example, in the picture to the right notice that the Group’s Movement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



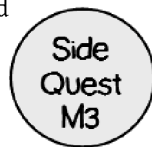
If transitioning into a Cave, Dungeon or any other underground area finish out the full Movement as stated on the back of the Adventure card. It works the same way in reverse; always finish out the full movement stated in the movement icon...

...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.*



## Questions and Special Circumstances

**Can I share my Steamy Potato Soup with the rest of the Group?** No. Only Items that are labeled “Group Recovery” may be shared amongst the party members.

**Can I combine my Boots of Speed with another item of special movement?**

Combining the Boots of Speed, Flying Carpet or Staff of Walking has been known to cause spontaneous combustion. Just to be safe, they should not be combined with Mounts or each other. A Mount’s movement value will always override these items.

**Can I sell my Fish or Trinkets to one of the Traveling Merchants?**

Tynafir the Merchant and Ned the Fish Peddler are the only two characters you’ll encounter who buy stuff. Fish and Trinkets may not be sold to Traveling Merchants.

**Are Items cards (or any card for that matter) public information?**

It is up to each player whether or not they wish to reveal their cards to the other players. Being a game of cooperation there is little need to hide your cards, but by no means are you required to show them or reveal your card count to another player.

**Are Spells considered Items?** Only in the minds of Fairies, Trolls & Genies, who consider them a worthy prize. When it comes time for a Fairy to steal something they *can* steal one of your Spells. Or, if need be, a spell can be used to pay a toll.

## Fessiwig’s Magic Emporium

A good selection of Spells is difficult to come by, but can also make the difference between defeat and victory. As fortune would have it, one of the most famous Magic Shops in all of Feonora is located right here in the town of Villagetown. Fessiwig’s Magic Emporium is stocked from floor to ceiling with all manner of Spells and all at bargain prices. Of course, to get a *really* good deal you’ll have to negotiate.

**Negotiating with Fessiwig** – Fessiwig loves to barter which means you may be able to get your Spells at a bargain price...if you’re persuasive enough.

Here’s how it works:

- Any character is allowed to purchase Magic Spells.
- The starting price for each Spell is 15 CP. First, pull a card. If you like the Spell and want to buy it make a Persuasion roll (be sure to include your Ability and Companion bonuses) then subtract that amount from the starting price. This represents the amount Fessiwig is willing to accept for the Spell in question.
- No matter how well you negotiate no Spell may be purchased for less than **1 Copper Piece**. For example, a Persuasion roll of 15 or higher still means you must pay Fessiwig at least one shiny Copper Piece. That’s a bargain!
- If you change your mind and decide not to purchase the spell return the card to the bottom of the deck. *A new card must be drawn each turn.*



## Grouping, Travel and Treasure Hunting

When the Town Timer reaches the “Group” space it’s time for the party to make ready for the perilous journey ahead. At this point the game switches to the Adventure phase. Regardless of where your characters are or what they’re doing in town players are going to form a Group by placing the Group Leader’s figurine on the Start Adventure space (the bridge). **The Group Leader’s figurine represents the entire group during the Adventure** so at this point all other figurines can be removed from the board. Next, make sure your Health Trackers are up-to-date. All set everyone? Now, before the group sets out take a moment to introduce your Companions and Mounts to the rest of the group, starting with the Group Leader.

Now that we know what this party is made of it’s time to depart. Let’s take a few moments to talk about Group Movement and the different kinds of travel spaces.

**Traveling in a Group** – Movement during the Adventure phase is paced more steadily than it is during Town Time. It’s not that your characters have gotten slower, but rather because they are covering a much greater distance. Think about the town as being zoomed in and the Story maps as being zoomed way out...as if you were looking at a vast expanse of land. This is the terrain your group must cover, which can make for a long journey even with Mounts. Your Group’s movement depends on whether *everyone* has a Mount. Since your Companions already have Mounts we’re only concerned with whether your Player Character has one. Take a look at the sample card to the right. The two symbols show a pair of walking boots and a horse. These represent walking or riding Mounts. If every Player Character has a Mount refer to the number on the horse. If just one Player Character doesn’t have a Mount then you’re only as fast as your slowest member. Refer to the number on the pair of boots. The numbers will vary, but as a general rule Mounts are faster and will let you cover more ground.



**The Movement Value** – You’ll always know which deck to reference for the group’s Movement Value by noting the space directly in front of the Group Leader’s figurine. If the space has a letter “A” look at the card on top of the *Adventure* deck for your Movement. If the space has a letter “D” refer to the card on top of the *Dungeon* card deck. Sometimes the space directly in front of the figurine won’t have a letter (such as with a Treasure or a Door space). In these situations refer to the space just beyond it for the Group’s Movement Value.

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.

### 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.

**Trading In a Permanent Mount** – Upgrading Mounts is a process with no small amount of risk, but often it's the only way to get that truly amazing Mount your character's been pining for. Here's how it works. Go to the Stables and begin the search (*as usual only one card may be pulled per turn*). Once your character has found the Mount that they would like to rent the player may declare a "Trade In." As part of this transaction any Permanent Mount will be accepted in place of the usual Rental Fee. To complete the *Trade In* erase the Permanent Mount from the Character Sheet and collect the new Mount card. The *Trade In* process swaps a Permanent Mount for a newly Rented Mount and consumes the player's Action for the round.

**Releasing a Permanent Mount** – A Permanent Mount can also be released back to Merrick in exchange for a few Copper Pieces. The proper way to go about it is to let the other players know your intentions and then simply erase the Mount from the Character Sheet. *This must be done at the Stables.* In this situation Merrick will pay no more than the Movement Value of the Mount, a price that is not negotiable.

### Questions and Special Circumstances

**What about Companions; won't they slow me down?** Companions always move at the same rate as your character and therefore have no impact on your character's Movement. You can safely assume your Companion or Companions have comparable Mounts of their own, and the contract code demands that they not leave you behind.

**Can I exchange a Rented Mount for another one?** Yes and no. Rented Mounts can be returned to the Stables and have no Trade In value. In other words, you can release the current Mount by turning in the card (at the Stables). This consumes an Action. Afterwards, a new Mount can be rented following the usual method.

**Can I trade Mounts with other players?** Trading Mounts with other players is not allowed. They're kind of touchy about that sort of thing.

**What if my Mount is slower than my character; do I have to use it during Town Time?** Yes. Once you have a Mount using it is no longer optional. The Movement value of a Mount always takes the place of Character Movement (and speed boost items).

**Can a Permanent Mount ever be lost?** When your character dies any Mount (rented or purchased) is lost. Turn in the card or remove the Mount from the Character Sheet. You should also refer to the *Defeat Checklist* on page 61.

**How is it that Domesticated Mushroom Creature is able to use the faster movement symbol during Group Travel?** This has long been a point of curiosity (and much discussion & debate in the halls of RPG University). The prevailing theory is that many varieties of domesticated beast, Mushroom Creatures in particular, behave decidedly differently in populated areas than they do in open spaces. Then again, you are riding the only Mushroom Creature known to have been domesticated, which means that some of the professors are eager to study you as well.

The more you play the Jail mini-game the more you'll realize there's a degree of strategy involved. If you get stuck, try getting help from other players on which die or dice to re-roll. And remember, if you don't succeed the first time, you can always Pay the Fine or try again on your next turn.

**Getting Your Friends Out of Jail** – If another player has landed in Jail you have the option to take pity and try to win their release. Go to the Jail space and either pay the Fine (5 Copper Pieces) or try your own luck at convincing the guards to let them go. *Winning the release of a prisoner automatically frees their companions as well.* As soon as a character is freed immediately place the captive player's figurine onto the Alleyway space. *Note that only one figurine may be helped in a single turn.*

#### Questions and Special Circumstances

**Can I use money from the Bank to pay the Fine?** Money in the Bank can only be taken out by going there in person. And the guards have no intention of escorting your character to the Bank let alone risk having you escape. Plus they're lazy.

**If I'm in Jail can I pay the Fine for someone else?**

You cannot. But you can give 5 Copper Pieces to the other player (and they can pay their own fine when their turn comes around). Or, you could get yourself out of jail and on your next turn go to the window and pay for the other character's release.

**Once a guard has been convinced can I set him aside and only focus on the other guard?** This is similar to the question of whether a guard can change his mind about letting you go. It turns out that guards can (and will) change their mind both ways. During the Jail mini-game both guards remain engaged throughout the conversation and what matters most is the final disposition of the dice. Your character or characters might convince a guard at one point to release you, but this should not be construed as a commitment of any sort (thus the one guard die cannot and should not be set aside). It is possible in the next moment to turn around and say something that will change the guard's mind. *Try to keep your story straight next time.*

**If my character is in Jail can they fix the pipes?** Only upstanding citizens are allowed access to the Jail's plumbing system. In order to fix the pipes your figurine must be on the special pipe space at the other end of the Jail.

**What if it's time to Group but one of the party members is still in Jail?**

In this case imagine that the group has pooled its resources and freed the prisoner. No Fine is needed and the character is automatically released for the journey ahead.

**Can I still get pickpocketed while in Jail?** Oh yes indeed. There are always one or two pickpockets sitting in Jail and they are crafty, opportunistic rogues.

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: