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Do Not Fold

# Victory Phase

*We Did It!*  
*Now who gets the Hero Award?*

FLAT VERSION

This is the "Flat version" of the Victory Phase booklet, designed for people with a regular stapler who just want something that's easy to put together. With this version you'll be able to quickly produce a workable document without the need for a special stapler. It has been formatted to produce a flat stack of standard size paper with a staple in the corner. Nothing should be folded. With so few pages needed (6 total) **this one will be one-sided**, rather than using two PDFs to print front and back. For the "Booklet" version you will need the other PDF (called "Booklet\_Victory Phase") and a special stapler that is long enough to reach the center of the page. The booklet version is slightly more difficult to assemble, but looks more like a traditional Manual. Most office supply stores have a long stapler they will let you use inside the store. The content of both versions is exactly the same.

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## Victory Badges, Leveling Up and the Hero Award

It was a journey fraught with trials and tribulations, yet everyone managed to pull together and save the day. Congratulations! Your arrival back at Villagetown is met with cheers and revelry as everyone anxiously awaits the news of your adventure. Now it's time to see how well each of our characters made out. The Victory phase is all about leveling-up our characters and spending those shiny Copper Pieces. *Of course, it's also when we find out which of our brave adventurers' performance and accomplishments have earned them the glorious Hero Award.*

The Victory Checklist will take you through several rounds, each one building up to the next. In order for things to go smoothly it's important to play each one in order. Since much of the activity takes place on the back of the Character Sheet let's have a quick look at some of the things to be found there.

**Don't start any of the activities until you get to the Checklist**

**Found Artifacts** – This list contains all of the various Artifacts scattered throughout Feonora (including, especially its many caverns & dungeons). Similar to a scavenger hunt, the goal is to see if your character can track down each of these rare treasures. It will no doubt take many adventures before you find them all. *Of course, Artifacts can also be traded with other players during the game and the upcoming Bargaining Round.*

**Abodes for the Discerning Adventurer** – Even the most adventurous Adventurer needs a place to kick up their feet and relax after a long hard journey. Sure the rooms upstairs at Wayfarer's Rest are comfy enough, but there's something special about having a place to call home. If your character has enough money at the end of the Story they might be able to afford a payment on one of several fine abodes. *To learn what happens after the final payment, refer to page 62 of the Game Manual.*

**Fishing Academy** – Everyone knows how to fish... but for those who want to excel at it there's no substitute like good old fashioned training. Ichabod the Malornian is a legendary fisherman, and he's opened up a school just on the outskirts of Villagetown. If you're serious about improving your fishing skill this is the way to go. It's all about patience, timing and intuition... skills you'll develop over many lessons.

**Turning now back to the front of the Character Sheet**

**Rank & Reputation** – Whenever your party completes a Story each character's Rank is going to increase. Very soon we're going to find out by how much. After increasing their Rank enough times your character's Reputation will also improve. Having a higher Reputation is a matter of prestige and shows how experienced your character is compared to others. *Higher Rank also brings with it a few perks now and then.*

So you see, there's much more to completing a Story than merely the satisfaction of success. Alright, now on to the Victory Checklist.  
Is everyone ready?

## Victory Checklist

- ❑ **Clean Up** – Let's start by turning in only the following cards and items: Magic Spells, Protective Gear, Items of Recovery, Weapons of Uberness and Companion cards. *Our Companions have served us well but they have personal matters to attend to.* This would also be a good time for players to sort their remaining cards into piles. Characters may now withdraw their holdings from the Bank and add it to their Coin Purse. Next, trade in all collected Trinkets for the value stated on the card. Lastly, all of your remaining Fish may be traded in (for half the value of their worth during Town Time). Not being freshly caught, and with the long journey having taken its toll, Ned is willing to trade at **1 Copper Piece** per Fish.

Once things are settled we move on to the Bargaining Round

**Bargaining Round** – For the next few minutes everyone has a chance to barter and trade *only* their Butterflies and Artifacts. *Some of those Artifacts can be tough to find, especially when you're trying to round out a collection.* Trade one for one, two for one, or barter with Copper Pieces. The choice is yours. **Once the Bargaining Round is over no other money or cards can be exchanged or given to another player.**

**Victory Badges:** Whoever earns the most Badges at the end of the game wins the admiration of the crowd and the Hero Award, granting special bonuses to one Character above all others. Who will it be? The time has arrived at last to find out, beginning with the Roleplaying Badge...

- ❑ **Outstanding Roleplayer** – *Note: This badge is only awarded in games with 3 or more players.* Roleplaying is the secret ingredient that makes Heroes of Feonora an especially enjoyable experience for groups and families. This Badge rewards the player that did a great job bringing their characters to life, and making the game more fun for everyone. Perhaps it was the way they responded to Roleplaying Cards, or livened up combat...or simply the way they roleplayed in small ways throughout the game. Remember, there are many ways to roleplay a Character or Companion, and players should be rewarded for both. Here's how it works. For this Badge the Fish Tokens are going to become *Voting Tickets*. Every player should start with 8 Tickets (let's pass them out). Now we're going to reward each other based on the categories below. Take a look at the first category...

- *Good Hearted and Kind*
- *Nuttier or most Quirky*
- *Funny, Uplifting or just plain Jovial*
- *Most Diplomatic, Level Headed and Reliable*
- *Most Entertaining Combat or Combat Follies*
- *Most Interesting Background, Battle Scar or Pet Story*
- *Best All-Around Roleplaying*
- *The Character you would most like to attend the Town Festival with*

After everyone has had a moment to think about how each player's Character or Companions have contributed to the spirit of the game (starting with the first category) the Group Leader will ask if everyone is ready. When everyone is ready the Group Leader will say "Go" and all at once everyone will pass one *Voting Ticket* to the player they have in mind. You must give one ticket to another player – no keeping it for yourself. Repeat the exchange for each roleplaying category, always passing one ticket to another player when the Group Leader says "Go." When all the rounds are complete have everyone count the number of *Voting Tickets* they received. The player with the most tickets wins the Outstanding Roleplayer Badge. Now, if two or more players are tied with the most votes then the Badge is awarded based on player age. Thinking only of the candidates who are tied, find the appropriate scenario below...

- A) If the candidates are peers – it goes to the *oldest* player
- B) If it's kids vs. grownups – the Badge goes to the *youngest* player

Fantastic performance! Roleplaying is a sign of talent (and sometimes takes practice)

- ❑ **Fishing Badge** – This one should already be with the correct person. Whoever has this in their possession when the game ends already has one Badge. *Nice work out there.* If by some amazing stroke of misfortune no one earned the Fishing Badge this game (by catching 2 Fish in a row) then we're going to have to settle this with a quick Fishing game down at the pond. Everyone do one fishing session all together. Whoever catches the most fish wins. If players tie for the most, then only those players will go again until the tie is broken.
- ❑ **Prize Fighter** – The Fighting Guild is that sort of unique establishment where skill, finely honed technique (and starry-eyed hopefuls) come together for grand entertainment. As nearly every Guild Member knows the best matches are those with inspiring displays of style and swagger rather than brute strength. But to truly earn a reputation a Fighter has also got to get plenty of wins under their belt. This badge awards the character who consistently dazzled the crowd with jolly good fighting, and goes to the player with the most Opponents cards. Only players who are tied with the most number of cards move on to the next round. Now, whichever candidate has the greater number of d12 Opponents cards is the winner. After that the badge goes to whoever has the greater number of d8 Opponents cards. If players are still tied then get the popcorn ready because it goes to a tie-breaker match *between characters* over at the Guild, best of three.
- ❑ **Battle Badge** – Now it's time to see who among the party contributed the most effort against all those dastardly foes. Was it pure skill and masterful weaponry? Excellent use of magic? Sheer blind luck from wading into the fray and then flailing about with reckless abandon? Let's find out by counting up our cards now. *Any encounter (Adventure and Dungeon card decks) that resulted in a foe being destroyed counts toward the Battle Badge, including those pesky Fairies.* The player with the most cards wins the Badge. If players are tied on this one then it's going to be settled with a display of might against a practice dummy. Have only the players who are tied make one Attack roll now. Whoever gives the mightier showing wins the Badge. Keep rolling until a winner is decided.

- ❑ **Treasure Hunter** – Count up all those precious Artifact cards. Whoever has the most Artifacts in their possession gets this Badge. Ties: If two or more players are tied for the most, or no Artifacts were collected, then it automatically goes to the character with the Treasure Hunter skill. If two or more candidates have the Treasure Hunter skill (or no one has it) then we move on to the next round. Among the remaining candidates the Badge goes to the character with the most collected Artifacts on the back of their Character Sheet. If players are still tied for the most collected Artifacts the badge will be awarded to whichever character has diligently contributed the most money to their Retirement fund. After that, it comes down to whoever can most closely guess the number of Copper Pieces in the other candidate's coin purse.
- ❑ **Bounty Hunter** – This Badge goes to whichever player captured the most Bounties. However, it's not uncommon for players to be tied for most Bounty cards, or for having no Bounty cards. Both of these count as a tie. In the case of a tie the Badge goes to the player who is willing to return the most Copper Pieces to the Town Treasury...right now. *Remember, now that the Bargaining Round is over no Copper Pieces may be traded or given away.* The player who commits the largest amount is the only one who actually has to pay the Treasury, after which they may collect the Badge. If somehow two or more players are still tied (they are willing to give the same amount back to the Town Treasury) then it will have to come down to this, whoever can create the most accurate list of: a) the criminals who came out, b) the criminals who did not come out, c) the other party members
- ❑ **Trouble Solver** – This one is all about characters who do good by helping others. Whoever solved the most Troubles during Town Time wins this special Badge. If two or more players are tied with the most cards then the Badge goes to the character who has donated the most money to the Poor & Needy (back of the Character Sheet). If the candidates are still tied then it goes to whoever can make a higher Persuasion roll. Keep rolling until a winner is determined.
- ❑ **Biggest Coin Purse** – Alright, now let's count up our coins. Whoever has the most Copper Pieces gets the Badge for Biggest Coin Purse. If by chance two or more players are tied with the most then we're going to have a special Roll-Off. Have each of the candidates roll a d6 and collect the amount of Copper Pieces showing on the die. *This is not an Ability roll.* If this puts one of the candidates on top then that player instantly becomes the winner of the Coin Purse Badge. If not, keep rolling (and collecting Copper Pieces) until a winner emerges.
- ❑ **Butterfly Collector** – Whoever collected the most of these elusive and beautiful creatures wins this special Badge. If two or more players are tied with the most, or no butterflies were caught, then we move on to the next round. In the case of players who are tied with the most:
  - Take all the butterflies, for only the players who are tied, and place them in a pile in the center of the board. Next, we're going to release them in the tavern and our candidates are going to try to re-catch them as the townsfolk and patrons look on. But first, we need to establish *turn order* for

the upcoming event. Here's how it goes. Start with the older female players, followed by the younger female players. Next in line are the younger male players, followed (at last) by the older male players. Figure out the *turn order* now. *Note that position around the board no longer matters.*

- Now, take turns trying to recapture the butterflies. Characters may go after any butterfly they want, but must use only Agility (no items or spells).

Oh. There is one other thing. All players who are eligible for the Butterfly tavern game must participate, regardless of badge count. Think of it as a matter of good sportsmanship in the presence of an eager crowd of onlookers.

- If the butterfly catching extravaganza results in another tie, repeat the game using only the characters who tied in the previous round. Keep going until a winner emerges...

If no butterflies were caught during the game: Then it just so happens the group spotted an injured butterfly on their way back to Villagetown. Everyone's in the running this time, using traditional turn order. This poor little butterfly can be caught with an Agility roll of 5 or higher. Starting with the Group Leader, take turns rolling until someone catches the butterfly. Whoever manages to catch it wins a hearty cheer from the crowd, and may claim the Butterfly Badge.

**Hero Award** – Ok; this is it...the moment we've been waiting for. Whoever has the most Victory Badges right now wins the *Hero Award*. Congratulations! Now, if two or more players are tied for most Victory Badges then it automatically goes to the candidate with the fewest Hero Awards. If candidates are still tied then the award goes to the character with the highest Rank. After that it goes to the first player who rolls a Set, Sequence or Combo (roll at the same time). Well Done. As there can be only one per game this Character above all has earned the glorious Hero Award ~ along with a permanent increase to their Hero Bonus meter. Using a pen or colored pencil, fill in the next box at the bottom of the Character Sheet.

- ❑ **Leveling Up** – The trials and combat and daring escapes throughout our journey have given our brave adventurers valuable experience. As a result each character's Rank has just gone up, and for some, their Reputation as well.
  - **Rank Increase** – Those who were unable to secure a Victory Badge this time may now increase their Character's Rank by one. Those who managed to earn any number of Victory Badges increase two Ranks, and last of all the noble Character who earned the Hero Award goes up three Ranks.
  - **Reputation Increase** – Refer to the *Rank & Reputation Table* to see if your character's Reputation has improved. If it has, upgrade their Reputation by marking it gently in pencil on the line provided.

## Rank & Reputation Table

1	Unknown	19-21	Pigeon Master	42-46	Agent of Feonora
2-3	Muckabout	22-24	Adventurer	47-52	Emissary
4-6	Well Scrubber	25-27	Guide	53-59	Guardian
7-9	Apprentice	28-30	Ranger	60-67	Viceroy
10-12	Hall Monitor	31-33	Veteran	68-77	Protector of the Realm
13-15	Fishery Guard	34-37	Crest Bearer	78-89	Hero of the Ages
16-18	Sword for Hire	38-41	Keeper of Justice	90+	Legend

Once our characters have finished leveling up we'll finish out the Victory Phase with a look at some of those achievements found on the back of the Character Sheet. Some of our characters might also have an opportunity to adopt a friend or achieve a very special (once in a lifetime) Artifact Completion Bonus. Ready to continue?

- ☐ **Best Coin Purse** - Characters are competing with themselves on this one, regardless of who earned the Coin Purse Badge. If this is the most Copper Pieces this character has ever earned in a single game write it in the Best Coin Purse slot on the back of the Character Sheet. Try to beat your previous high score.
- ☐ **Best Fishing Streak** - Characters are competing with themselves on this one, regardless of who earned the Fishing Badge. If this is the most Fish this character has ever caught write it in the Best Fishing Streak space on the back of the Character Sheet. Try to beat your previous high score.
- ☐ **Tavern Tab** - Normund and Hildegard have a business to run don't you know. And all those fine meals, mugs of ale and comfortable beds don't come free. Every character must pay a Tavern Tab of **7 Copper Pieces** before they spend their money elsewhere... with one exception: If your character has Charisma they only have to pay a Tavern Tab of 4 Copper Pieces.
- ☐ **Care & Upkeep of Permanent Mounts** - Having a good Mount can be a big advantage when it comes to moving about in Villagetown; but they also require food and proper care (*or regular maintenance*) in order to keep healthy and happy. All characters with a Permanent Mount must now pay for Care & Upkeep by adding the Movement value of their Mount to the highest (earned) Hero Bonus at the bottom of the Character Sheet. Do this now. If your character doesn't have enough money on hand then pay what you can. *Your friend can skip a meal or two, but do this too often and they may start dreaming about life back at the Stables.*
- ☐ **Found Artifacts** - Every Story brings with it an opportunity to track down those rare and elusive Artifacts, which can sometimes be acquired through bargaining. As your character adds each new piece to their collection check or fill in the box (we recommend filling in with colored pencil to give it a nice fresh look). Then, enter the date in the space provided. *Who will be the first to find them all?*

## Special Achievements for the Young and Mighty!

...and the Mighty Young. And the Beautiful... or the rest of us

**Artifact Completion Bonus** - Some day, one of our characters will place the last remaining artifact into their collection. When that day comes a very special, one-time bonus is awarded. If that moment is now there are two choices for how the windfall may be collected. Your character, if they prefer, may collect 200 Copper Pieces *right now* and add them to their coin purse. Or, instead of collecting the bonus now your character may start the *next game* with 200 extra Copper Pieces. You must make a decision and choose only one of these options. Choose carefully, for this special bonus may only ever happen once during the lifetime of any character.

**Adopt a Mount** - At last. If your character has a Rented Mount this is their chance to adopt a lifelong friend. If you can afford the full Purchase price then the Mount is yours. Add its information to the Character Sheet (using a pencil) then turn in the card.... and don't forget to give it a name. A few things to remember about Permanent Mounts. The next time this character comes along for an adventure they will automatically start Town Time with the Mount's Movement instead of using the character's natural movement; there is no need to take the card from the deck.

Remember, Copper Pieces can only be traded or given to another player during the Bargaining Round. And only the funds in your coin purse (right now) may be used.

**Upgrading a Permanent Mount** - After they've spend enough time together it's easy for our characters and their mounts to grow fond of one another. This special bond between a mount and its rider can make it difficult when the time comes to part ways, but that may not be necessary if you're willing to go the distance. It turns out that many of these fantastic creatures has the potential for increasing their ability to get around during Town Time (and on long overland journeys). *Think of it as dedicated training sessions with Merrick, or the discovery of a special potion. Sometimes the explanation is more mysterious and may seem to emerge as an evolution of the creature, while at other times it might be that experience has given them improved capability.* However players prefer to imagine it... so long as the conditions below are understood.

How it works. If your character has enough Copper Pieces to pay an amount equivalent to the purchase price for your adopted companion then the mount's movement can go up one point. *This is the movement value used during Town Time.* Joy!

But of course, there are some limitations to this leveling-up business.

Newly adopted mounts cannot be simultaneously upgraded (if you just adopted you'll need to complete another Story before upgrading). Only one movement upgrade can be done at a time (even if your character can afford more). All mounts are limited to a maximum of three improvements, that is to say 3 points above the starting value. And no matter what else, no mount can be upgraded beyond a Movement value of 11.

Let's break this down with a few examples.

A Mount with a natural Movement of 8, as stated on the card, could go up three more times to 11... but of course this would take a few successful adventures to complete the upgrades/improvements. A Mount with a 7 Movement could, at most, only go up to 10 on account of the 3-point limit (*that's still pretty good come think of it*). On the other hand, some horses would only be able to improve by one point (from 10 to 11) while something like the Giant Snail, well, that is a special creature that cannot be improved any further as far as movement goes.

How does this affect travel movement (dice)?

As players might already have observed there is a correlation between the static movement value of a given mount and its corresponding Group travel die. It goes like this. Any mount with a Movement value of:

- 4, 5 or 6 rolls a (d6) for Group travel
- 7, 8 or 9 rolls a (d8) for Group travel
- 10 or higher rolls a (d12) for Group travel

Whenever a mount's basic (or starting) movement value gets bumped up to a new level the die to be rolled for Group travel adjusts accordingly. *This is why it is always recommended to use a pencil for keeping mount information on the Character Sheet.*

**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!

Did anyone get to experience one of these special events?

The time will come, and always remember that sometimes your character will have a great game. Other times it'll be the best you can do just to make a contribution to the group effort (and survive the adventure).

In the meanwhile, there's still one last thing for us to do

- ❑ **Spending Our Treasure** – The time has come for our characters to spend whatever Copper Pieces they have left in their coin purse. It can help to think about what might interest your character or how they would go about allocating their hard-earned Copper Pieces. The main thing to understand is that the Copper Pieces in our coin purses **do not carry over** to the next game. Well then! Perhaps we ought to put a down payment or two on a fine home, or attend a few classes at the Fishing Academy. Of course one can always make a responsible contribution to their Retirement Fund, a Donation to the Poor & Needy, or (depending on what sort of character you have) Squander it Recklessly. As the name implies the Accumulated Wealth slots always increase as more Copper Pieces are thrown into them ~ by adding to the current amount. Just for fun you can even start thinking about what your character might do after they retire...

### Questions and Special Circumstances

**What happens after my character earns eight Hero Awards? Is it possible to get an even greater Health bonus?** 10 Additional Hit Points is the maximum possible Health Bonus for any character. However, your character can still continue earning Hero Awards and increasing their Rank & Reputation, which will probably take much longer to max out. *Very few characters ever achieve the monumental status of “Legend.”*

**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.

**If we encounter a Fish Pond does that count toward the Fishing Badge?**

Yes. All fishing sessions count toward the Fishing Badge.

**Why can't I use my retirement fund to pay for things, like fishing lessons or an abode, or to adopt a permanent Mount?** In keeping with the spirit of the game the Victory phase is all about spending Copper Pieces earned during the Adventure. Accumulated Wealth, specifically your character's Retirement Funds, are intended as merely a symbolic representation of their success over the course of a long career. And, as Villagetown's Bank Manager Mr. Hogglebottom is keen to remind us,

*"Hrem-hrm. Retirement funds were never intended for such frivolities... and you hero types should be knowing this, and setting an example for the rest of the townsfolk."*  
*Yes. Ah-hem."*

Congratulations and a job well done. Tonight, the townsfolk of Villagetown, and a few guests from other parts of Feonora celebrate your victory down at the Tavern. There will be song and dance and good cheer to be had by all.

Farewell ye Heroes of Feonora. Until next time...