

### Side Quest M1 – Perils of a Mountain Path

The path up ahead is surrounded on one side by a steep rocky slope and on the other by a sheer drop down to the rushing river below. You hear a shriek echoing in the distance, almost like a bird of prey, but then you realize they are the cries of someone in peril. Charging up ahead you see a broken section of path and the tell tale signs of one who has fallen over the edge. Carefully peering over you can just make out the shape of a frightened Hauflin, clinging desperately to a thick root protruding from the rock. After carefully assessing the situation you conclude that the only way to rescue him is to form a chain using your own bodies.

Whoever has the Initiative Token right now will start by rolling a d6. This is not an Ability roll. The next player must match or beat that roll with a d8, also not an Ability roll. The next player after that must match or beat the previous roll with a d12. Any remaining players will roll a d12 in turn. In order to complete the sequence and save the helpless Hauflin, each roll must match or beat the previous roll. For a little extra help, each player is allowed one re-roll for each Companion they control...but be careful about letting your Companions help.

If you successfully complete the sequence: you have rescued the poor Hauflin who is so grateful he rewards each of you with Copper Pieces (according to the number showing on your die).

Should you fail to complete the sequence: A great wind rushes in, slamming the lot of you into the rock wall, and causing the poor Hauflin to tumble through the mist below to an uncertain fate. For those who rolled, take damage according to the number showing on your die.

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

### Side Quest M3 – A Delicate Rescue

The sound of a babbling brook has drawn you into a large cave. As your eyes adjust to the darkness you see that this giant chamber stretches high above, illuminated by sparkling light reflecting off smooth glassy rock formations scattered throughout the cavern. Near the far side of the chamber a spring of cold mountain water flows up from below, filling a large pool, then drains into the cracks and crevices along the cave wall. As you bend down to take a drink you notice several large and strangely colored eggs resting at the bottom of the pool of water. Instinctively looking up you see a majestic Griffin pacing nervously back and forth along the edge of a giant nest. Somehow, the poor creature's eggs must have fallen out. Taking pity on the Griffin you decide to attempt a rescue of the eggs before they are forever lost to the cold mountain spring. This will involve diving in, retrieving the eggs, and then carefully scaling the rough cavern wall up to the nest.

Every player will participate by rolling their d12 all at the same time. This is not an Ability roll. In order to help the Griffin without breaking any of the eggs all of the dice must show 2-10. No re-rolls.

If you successfully help the Griffin: it expresses its gratitude by flying down a large pouch that was tucked away in a crevice. Inside are some coins and a few miscellaneous trinkets. Each player may collect one Item and the number of Copper Pieces showing on their die.

Should you fail in the attempt, by breaking one or more of the eggs: the Griffin merely watches in silence, a small tear forming in its eyes. There is nothing left to do but fill your water pouches and move on.

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

### Side Quest M5 – Hunted for Profit and Glory

High up in the Rugged Mountains the distant snow-capped peaks seem to float among the clouds. The terrain is rough but the sights around you are beautiful and soothing. The air is cool and quiet, a welcome relief from your long and arduous journey. Up ahead you hear a low rumble, and see what appear to be puffs of smoke billowing from among a cluster of giant boulders just off the main path. Approaching cautiously you notice the rumbling sounds are accompanied by a deep groaning, followed by more smoke. Overwhelmed by curiosity one of you sneaks into the obscured passageway, only to discover a rare and majestic Dragon, clinging to the edge of life. The creature has been mortally wounded by a marauding band of elite Orcish Hunters. They wanted only a single horn – for it is a prized possession among the Orcs of the land.

The dragon desperately needs fish in order to recover; but how much is uncertain. Any player who wishes to help may contribute one fish for a chance to roll a Set, Sequence or Combo (Game Manual, page 51). Starting with whoever pulled this card, make as many attempts as you like.

But the dragon will only recover with a Set, Sequence or Combo.

If someone succeeds: you have helped the injured dragon, with just enough fish that it will recover from its wounds. Wishing to repay you, everyone in the group gets one Item and 15 Copper Pieces. The player who rolled the Set, Sequence or Combo gets 3 Items instead of 1.

Should you fail to provide enough fish: the dragon slowly lowers its head, and breathes one final smoky breath. The creature did not survive and there is no loot to be found. It is time now to move on.

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

### Side Quest F2 – Hunter's Trap

High up ahead tree branches sway violently as leaves rain down from the canopy. What manner of foul creature could this be? You approach cautiously; the sound of garbled grunts fills the air. Why it's a hunter's trap! And it's snared a group of Goblins? And that's not all. There's a baby Triceratops caught up in the net as well, practically smushing the little Goblins (feet and arms poking out). They must have set an ambitious trap to catch the Triceratops; only the poor inept critters got themselves caught up in it as well. Taking pity on the creatures you decide to help. The trap looks surprisingly complex, with knots and pulleys connecting in a long, disjointed string all the way back to the ground. They must have copied the design, adding their own touches along the way. You'll have to do this carefully, lest the whole thing plummet to the ground below.

Whoever has the Initiative Token right now will start by rolling a d6. This is not an Ability roll. The next player must match or beat that roll with a d8, also not an Ability roll. The next player after that must match or beat the previous roll with a d12. Any remaining players will roll a d12 in turn. In order to complete the sequence and save the trapped critters, each roll must match or beat the previous roll. For a little extra help, each player is allowed one re-roll for each Companion they control...but be careful about letting your Companions help.

If you successfully complete the sequence: you have rescued the poor Goblins, who offer one Fish to the Group Leader before fleeing in fright.

Should you fail to complete the sequence: there is a brief pause followed by a sound (Sproink!), after which the entire thing plummets to the ground. Fortunately for the Triceratops, the Goblins cushioned the landing. It scampers away unharmed. The Goblins had no loot.

#### Side Quest F4 – Tales From a Distant Land

A sudden breeze has blown away a thick layer of leaves, revealing the long forgotten remains of, what appears to be, a Malornian (Though it is difficult to be sure). Around its neck is a dark, weather worn necklace and a simple charm bearing an unfamiliar symbol.

To see if anyone in the group recognizes the symbol take turns, starting with whoever pulled this card. You're going to use your (d8) and (d6) to create a two digit number. The (d8) is the first digit and the (d6) is the second digit. For example a (d8) showing a 4 and a (d6) showing a 3 is the number 43. Try to roll a number equal to or lower than your Rank. You get one bonus attempt for each Hero Bonus you have, but must wait for your turn to come around again. Keep going around until someone gets it, or the group runs out of rolls.

If someone gets the roll: your Character recognizes the symbol. As if recalling a distant memory you speak the word aloud...For a brief moment the air seems to stand still. Then suddenly a flash of light emanates from the charm, revealing the sleeping form of a woman lying on the ground. Slowly she wakes up and gathers her senses. "Where am I" she whispers quietly. In the conversation that follows you learn that the young woman is a princess from a far off kingdom across the Great Ocean. She had been taken captive by an evil sorceress who was plotting to start a war between hers and another kingdom. It may already be too late, but she is determined to find her way home as soon as possible. Thanking the character who released her she offers a small gift from her magical pouch (the player may take 2 Item Cards). Then, touching her signet ring, she summons a giant Dragonfly; and with tears of uncertainty - departs.

**If no one gets the roll:** A short while later the group pawns the item off to a passing Hauflin Tinkersmith. You split the earnings (3 Copper Pieces each). The worn out old necklace will more than likely end up in an old junk drawer somewhere...forgotten, to collect dust for the ages.

#### Side Quest S1 – Potions of Recovery (and Other Surprises)

Slogging along through the mucky mud you happen upon a small dwelling nestled in the midst of the swamp. Before you is a modest dome shaped hut, featuring a humble, lopsided chimney with a faint column of smoke rising into the misty trees. It is then you notice a small figure laying face down in the mud. It must be one of the local Wiggly Worm farmers. Rolling the poor chap over you see that he's just barely conscious. In faint whispers he explains something about special medicine, and mixing up the right ingredients. The instructions are a little unclear, but you think you understand how to prepare the farmer's medicine. Just inside the dwelling a collection of rare ingredients are laid out on a small table.

In order to help the man you must try to prepare his special medicine. Everyone gets one (and only one) chance to get it right. First, each player will roll their d12. This is not an Ability roll. Next, roll the other two dice. If one of the numbers matches the number showing on the d12, or the two numbers add up to the number on the d12, you've just created the proper medicine. Only one player has to get it in order to succeed.

If someone succeeds in mixing the ingredients correctly: the farmer recovers with a sigh of relief. He is full of vigor, in good spirits, and eager to reward you for coming to his aid. Rushing out of his hut with a small chest, he eagerly hands each of you a small gift along with a fresh jar of Wiggly Worms. Everyone may roll the loot die once (and blanks don't count).

If the medicine was mixed improperly: the poor farmer quickly transforms into a fit and healthy...Goblin! Though it is only his physical form that has changed, there's no telling what the wife and youngins will think.

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

### Side Quest S3 – With Careful Aim Swift and True

The bleating sounds of a frightened animal have drawn you to a large, smelly bog. There in the midst of it, a fallen tree slowly sinks, inch by inch into the murky depths. Tied to one of the branches a lonely pack deer has been left alone, abandoned by its owner. Or perhaps the poor soul has already been lost to the mucky bog. There's no time to lose. Someone must use an arrow, or a crossbow, a throwing axe, or some other device to cut the rope from afar. If not, the poor creature is doomed.

Starting with the Group Leader, every player gets one attempt for each character they control. First, you'll need to move the Town Treasury and the Fish pile out of the way. Next, reinforce the Companion deck with two more decks to make it nice and tall. Here's how it works. Players may select from the following devices: a d12, the Town Timer Token, or a random Victory Badge. Each character is allowed to use whichever weapon they prefer. Next, position yourself on the right side of the board, behind the river. Then, without reaching beyond the river, toss or roll each weapon and see if you can get one to rest inside the designated Tavern space of Wayfarer's Rest. *An attempt is good if at least the majority of the device or implement should come to rest within the tavern space.*

If someone manages to cut the rope: the helpless deer is saved. Slowly, it slogs its way through the muck and up onto the embankment. Panting, but grateful, the little doe gestures to a thick patch of tall grass and then prances away. She has revealed a hidden pack of goods. Starting with whoever saved the deer, each player may roll the Loot die twice.

Should you fail to save the deer: this tragic moment will no doubt weigh on your mind as you continue on your journey.

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

### Side Quest S5 – Slavers of the Black Marsh

You are deep in the swamps. Before you, a mishmash of domed huts and twisting, towering marsh trees have all been clumped together to form a single giant structure. Smoke rises from several misshapen chimneys up into the thickening mist of the cool, damp air. It is late now and the glow of warm candlelight beckons your arrival. Stepping into the giant tavern your eyes come to rest on a bustle of activity surrounding the main stage. There, alone, and surrounded by a mixed rabble of burly Humans and filthy Orcs, a male Malornian stands chained. Though the trade was outlawed ages ago, it quietly persists through the underground Slavers of the Black Marsh.

The atmosphere is abuzz as the auction is about to begin. Knowing that there are too many here to fight all at once, you set your mind on freeing the Malornian...by winning the auction.

The Group Leader is going to start by rolling a d6. This is not an Ability roll. Whatever number is showing on the die is the amount he or she must bid. All bids go to the Town Treasury and don't come back. The next player will do the same, until it comes back around to the Group Leader who will start the next round by rolling a d8. It works just the same as before and money may be traded if necessary. No one has to give up or share money if they don't want to; but as soon as someone refuses to roll the group is out of the bidding. The last round will commence when the Group Leader rolls a d12. If the players are able to stay in the auction all the way through the last round, you win the bidding and the Malornian slave is free.

Leading you to a secret Slaver hideout nearby the grateful Malornian points out a chest of loot and departs for home. Each player gets two Item cards and one loot roll. Follow Item Card Etiquette.

Should you fail to win the auction (or give up) the Malornian is taken away by another group of Orcs and Humans, to an unknown fate...

### Side Quest T2 – The Ageless Circle of Life

A strong wind and heavy snow have slowed your progress on this dreary day. If only you could find some sort of shelter, the party could weather out the storm. It is just then one of you notices several large mounds in the blurry distance...Huts maybe? It takes some time to trudge over, only these aren't Northlander huts at all. It is a family of Woolly Mammoth. They are gathered around one of the larger, older members of the group. The creature is clearly weak and ill, possibly on the brink of death. It doesn't seem right to just let the beast die, especially under such harsh conditions. Furthermore, this elder Mammoth may be leading the rest of the herd on to a new home. Perhaps some fish may help...

With such a large creature, it's difficult to tell how much fish will restore its strength. Any player who wishes to help may contribute one fish for a chance to roll a Set, Sequence or Combo (Game Manual, page 51). Starting with whoever pulled this card, take turns offering one fish at a time. But the Mammoth will only recover with a Set, Sequence or Combo.

If someone succeeds: the hulking beast slowly rises to its feet. You have given it just enough fish to restore its strength, so that the herd may complete its journey. The others seem most grateful, their eyes conveying a sense of respect and admiration for your kindness. The herd then leads you to a nearby pool of water, which amazingly is not frozen. It must be a Pond of Replenishment. There, just inches below the glassy surface, a small pile of coins glistens. Each player may collect 3 Copper Pieces and roll a d12. Add the resulting Hit Points to your Health Tracker.

Should you fail to provide enough fish: the old Woolly Mammoth slowly closes its eyes, and falls into a deep unconsciousness. As you prepare to move on there is no way to know what fate awaits the Mammoths.

### Side Quest R1 – A Friendly Game of Chance

The surrounding landscape is alive with the familiar sounds of animals, the faint rustling of leaves, a nearby stream and...some sort of boisterous conversation just up ahead. There, under a cluster of trees, you see a thick round wooden table. Seated around it several drunken Dwarves are engaged in a very lively game of cards. Well, all but one that is (not counting the fellow snoring loudly under a nearby tree). Noticing your party the Dwarves invite you to a round of drink and cards, thinking of course about the nice loot and coin they'll get from the newcomers. You reckon this a good chance to do the same, and agree to at least listen to the rules of the game. "Grand! Grand!" declares a Dwarf. "Come! Have a seat and I'll explain how it works." He begins dealing cards. "You couldn't explain how to pop a cork," pipes another. "I'll do the explaining; you just count out that pile o' Copper you owe me." At which point the others erupt into hearty laughter.

Each player wishing to join the game must put up either 5 Copper Pieces or one Item (no Spells). Do this now. Starting with whoever pulled this card take turns rolling your d8 and d12 together. Only players who put up a wager should roll. This is not an Ability roll. Now, if any player's roll produces a pair...or...**both** numbers add up to 10, you win the hand and the game of cards is over. Collect the entire pot and roll the loot die twice.

If no one wins the hand of cards: then the entire pot is lost to the drunken Dwarves. "Well, that's the luck of the draw friend," says a Dwarf. "Yeah sure, like the kind of luck you had the other day when you tripped over a tree stump and sent your wife flyin' into that pile of Ogre muck!" says another. "And the luck you didn't have running from that temper of hers!" Followed by more bellowing laughter...

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