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

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

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## Creating a Custom Character

Creating a unique, custom character can be a fun and rewarding experience, and is a big part of what makes roleplaying games special.

This first chapter is designed to help you craft your very own character. Be sure to work through each step as a group and follow along in the order provided. By the end of this section we'll have brought to life a character that's one of a kind, and hopefully fits your personality and play style. And because of the way *Heroes of Feonora* is designed no character should have an unfair advantage over another. One last thing before we begin; some parts of the Character Sheet can be filled in with a pen or a permanent marker while others should be done with a pencil. *We'll highlight places where it matters throughout the chapter and wherever else is appropriate.*

**Tip:** A pre-made sample Character Sheet has been included to offer a helpful point of reference during character creation. It may also be useful to read through the entire chapter and then return here to begin creating characters as a group.

Ready to get started? The first thing to do is select our Character Class.

**Class** – Here the word “Class” represents each of the six playable races. This will probably be the most important choice concerning the character you're about to create. As you look over the Class profiles think about how you want to play your character and what activities sound the most interesting. Would you like to have a character that's good at bargaining? They'll have to be persuasive. Maybe they'll be a great fighter and spend lots of time down at the Fighter's Fighting Guild. Do you want to travel with multiple Companions? Perhaps your character will excel in Agility and Magic, or specialize in Thievery or Treasure Hunting. Each game can be special and unique depending on the kind of character you play.

The graphic on the next page offers the basic characteristics of each Class. This should give a good idea of their unique strengths & weaknesses. Notice how the hearts vary in size. These represent the relative Health of each Class. A Character Class with a big heart starts the game with more Hit Points, allowing them to take more damage before getting killed. Those with small hearts have lower health.

By now each player should have a blank Character Sheet ready to go. Once you've chosen a Class for your Character write it in the appropriate space on the Character Sheet. *Don't worry about the character's name just yet.* In the space next to that, write down the number of Special Skills available to that Class. *Let's not be concerned about checking any Special Skills boxes just yet; we'll get to that in a moment...*

**Movement** - This represents how many spaces your character is allowed to move during Town Time. Notice that some Classes have a higher Movement than others. *If your character wishes to get around town a little faster why they can always rent a Mount from the local stables – See Horses and Mounts on page 28.*

## Rules for Single Player Adventures

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

### Setup:

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

### Town Time:

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

### Adventure Phase:

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

### Victory and Defeat:

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

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

### Clarification of Special Skills

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

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

...but only some of the time.

## Defeat – We Were So Close

Well; you can't win em all. But despair not, for the land of Feonora will always have a need for brave and willing heroes. Consider taking a moment to think about what might have been done differently...and then continue with the checklist below.

**Definition of Defeat:** The moment one of the Characters in the party runs out of Health, or the group fails to complete the Story the game is over.

### Defeat Checklist

- ☐ **Defeat Penalty** - In Heroes of Feonora everyone wins together or loses together. In the event of a defeat there is one penalty which affects every character in the party, and that is the loss of one Rank. Each character's Rank is immediately reduced by one and, possibly, so too is their Reputation (it's best to make changes using light pencil marks). *Your Character's Hero Awards, bonuses and other achievements all remain unchanged.*
- ☐ **Death Penalty** - For those characters who have fallen in battle (thus ending the game) there is one additional penalty that applies to this character alone. Any Permanent Mount has just been lost. Remove the Mount's information from the Character Sheet. *Note that it is possible for more than one character to be killed in the last moment of the game, such as during an Epic Battle. The Death Penalty applies to all characters who fall.*
- ☐ Following a Defeat the only thing that may be noted on the back of the Character Sheet is your Fishing Streak (if it's a new personal best).
- ☐ Now that the game is over all other Items, Cards, Fish and Copper Pieces must be returned to the board. No Badges are awarded; no one gets the Hero Award and no Mounts may be adopted. *Where did it all go wrong?*

To fail in our quest is a difficult blow, but sorrow and grief when a beloved character meets their fate in such a manner. Take care, for all is not lost, as they can always return to join the next great adventure. Death & Defeat penalties are only a momentary setback for a character who has fallen.

After updating the Character Sheet, and a bit of rest, they will be fit and ready to go for the next journey.

**Basic Abilities** – The last step in creating a new character is selecting their Basic Abilities. Every character has four: Fighting, Agility, Persuasion, and Fishing. What makes each character unique is how you decide to *specialize*. As we look back on the Character Sheet notice that Fishing has already been assigned a (d6), so we're only concerned with picking *Ability Dice* for the remaining three. Here's how it works. Every player will now choose one die for each Ability...



It's true, the higher the number the better. But the trick is that each die can only be chosen once. *Have a look at the Sample Character Sheet for an example.* Every character gets **one six, one eight and one twelve** plus their natural fishing ability. Choose your Character's abilities and darken the unchosen dice. *Another way to go about it is to give your Character's Ability dice a unique color of their own, while leaving the others blank white.* Choose carefully as your character's Basic Abilities will never change.

## Clarification of Basic Abilities

- **Fighting** – As the group sets out on the perilous journey ahead they're going to encounter all manner of hostile creatures & foes. Characters with a good fighting ability are best equipped to deal with these encounters. And when they're not out adventuring, characters with a gift for combat are welcome down at the Fighter's Fighting Guild, where skilled pit fighters can earn their way to fame and fortune...*or get themselves beat up and tossed into Wash Out Lane.* If you enjoy laughing in the face of danger then Fighting is the way to go.
- **Agility** – Agility represents how well your character dodges and moves to avoid danger, especially when it comes to running away from hostile foes. The higher a character's agility the better their chances at avoiding injury all around. It also comes in handy for avoiding pickpockets or catching those wily Criminals and elusive Butterflies. If you like to keep your character safe and out of trouble Agility is a good skill to focus on.
- **Persuasion** – This unique ability reflects how well your character can negotiate with others. Negotiation is a fairly common activity on any adventure. For instance, your character might negotiate with a potential Companion to determine their contract fee, or use their persuasive abilities to solve a Trouble. Some characters will need to talk their way out of Jail. Or, they might be called upon to negotiate during certain special encounters. Those who enjoy the art of negotiation (and bartering for goods & services) will find that Persuasion is the best way to go.

Some of the most famous Bounty Hunters are known for their persuasiveness

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

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

## Time to deliver fish

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

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

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

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

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

## Using the Health Tracker

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

...and that means the game is over for everyone.

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

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

### Base Health

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

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

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

...but they are the same thing.

Whenever there is disagreement on whether to employ the *Influence Boost*, or when to employ it, the majority position wins out. For example, as soon as a majority of players (not characters) wishes to pay out for the *Influence Boost* then all remaining players must go along with it and pay out as well. In the event of any deadlock on the matter the Group Leader has the authority to sway the decision in either direction. *Note that at no time does any sort of character Roll Off (page 54) come into play during a Diplomacy Encounter. This is a group decision to be sorted out among players.*

Trinkets can remain safely tucked away, and Bank deposits untouched. It should always be understood that the *Influence Boost* affects only Copper Pieces on hand.

Once the *Influence Boost* has been initiated everyone must hand over all Copper Pieces in their coin purse and the Diplomacy encounter picks up right where it left off. From this point forward all Boss rolls are now going to be with a d6, for the remainder of the encounter, no matter which space the marker is resting on. And so the engagement continues, round after round until finally the marker reaches "Victory" or "Game Over." With so much at stake it doesn't take much to realize the strategic importance of bringing along as many persuasive Companions as the game will allow. *Rumor has it there are a few excellent negotiators hanging around at Wayfarer's Rest.* Every player's contribution to the negotiations matters, which means that winning a Diplomacy mission demands a solid group effort.

### Here's a quick overview of Diplomacy encounters

- The Negotiations progress in "Rounds." Each round the Boss rolls first, followed by the group. The Group Leader always rolls for the End Boss.
- All players roll together and each player's resulting roll must be *equal to or greater than* the End Boss roll. Be sure to include your bonuses.
- If the face value of any player's die exactly matches that of the Boss, the Boss die can be re-rolled one time. *The Boss die can only be re-rolled once per round.*
- Move the marker one space toward whichever side wins the Round.
- If the group elects to pay out for the *Influence Boost of Desperation*, all subsequent Boss rolls will be on a d6 for the remainder of the encounter.

## Fish Delivery

Proper heroes don't just defeat bad guys and engage in diplomacy... sometimes it's about delivering food or aid to those in need. With a Fish Delivery your task is to collect and safely transport just the right amount of Fish to a far away place. Sometimes the Fish are needed for their unique healing properties, or to resolve a desperate food shortage. Then again, they might simply be needed as a form of payment. In these Stories the group must find a way to gather the right amount of Fish while also keeping your characters alive during the journey. Can you deliver the supply without first using it up yourself? That is often the greatest challenge.

**Max Health** – Your character’s Max Health is the total of all entries on the Health Calculator. **It is also the highest level your character may heal up to.** For now, let’s add up the numbers. Our Base Health of 20 plus 0 for the Hero Bonus gives us a Max Health of 20, which is also the Starting Health for this character. Copy the number to the Starting Health circle down below.

Health Tracker

Health Calculator: 

20

 + 

0

 +  +  = 

20

Base Health

Hero Bonus

Companion 1

Companion 2

Max Health

Dwarf

Malornian

20

Starting Health

Fishing Streak

With that we’re ready to begin the game. If this is your first game feel free to complete your Health Trackers now; then go back to the *How to Get Started* booklet and continue with Step Two. Or, continue reading to learn more...

Adding Companion Health

Eventually our Human character is going to want to recruit a Companion. For the sake of this next example let’s pretend they’ve gone down to the Fighter’s Fighting Guild and taken a wallop or two. Looks like they’re now down to 12 Hit Points.

Health Tracker

Health Calculator: 

20

 + 

0

 +  +  = 

20

Base Health

Hero Bonus

Companion 1

Companion 2

Max Health

Dwarf

Malornian

20

Starting Health

17 14 12

Fishing Streak

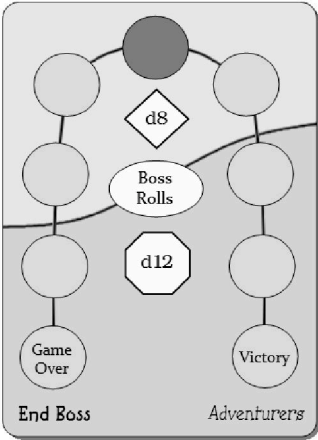
But...along the way they’ve earned enough money to hire a solid Companion. Our recruiting efforts in the Tavern went well and we managed to get Ishnell the Warrior, who brings 30 Health. This will really help us out. The important thing to remember when adding a Companion is that you update both your Max Health and your current health (whatever it happens to be at the time). Here’s how our Health Tracker looks after adding Ishnell to the Health Calculator and to our current health.

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

***That’s not fair; why do some characters have to pay more?***  
Criminals, mercenaries and the like have an uncanny knack for evaluating the perceived worth of their adversaries (that’s you) and tend to stereotype based on their experience with pesky adventurers. Let’s just say they are using this to exploit your good fortune to their own advantage in the most efficient way possible.

Diplomacy

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



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

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



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

Health Tracker

Health Calculator: 

Base Health

 + 

Hero Bonus

 + 

Companion 1

 + 

Companion 2

 = 

Max Health

Starting Health

Fishing Streak

Dwarf

Malornian

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

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

Experienced Characters and the Hero Bonus

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

Health Tracker

Health Calculator: 

20

 + 

3

 +  +  = 

23

23

Starting Health

Dwarf

Malornian

Fishing Streak

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

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

Questions and Special Circumstances

**During the Epic Battle are we still allowed to use things like Fish or Items of Recovery?** Yes, health and recovery items should be shared freely during an Epic Battle, and a close eye kept on the group's collective health status.

**What if an End Boss is down to their last Health Point and multiple players score a Hit? Who gets the Silver Piece?** Everyone that scores a Hit gets a Silver Piece. In this case have one player take the last Silver Piece from the Health Meter and the other players each take one from the Town Treasury.

**What if my dice combination produces a Sequence and a Combo, such as 1 + 2 = 3?** While indeed a great roll worthy of a high five, it still only counts as a single Hit.

**What if I score the final Hit on the End Boss...Do I get to collect the card for the Battle Badge?** Because it is almost certain that no End Boss could have been taken down single-handedly they don't count toward the Battle Badge, even if your characters were lucky enough to have scored all the Hits during the encounter.

**If multiple people get a Hit is the End Boss stunned for multiple rounds?** No. Regardless of how many Hits the party gets during a group attack the End Boss is only stunned for that round. Each player with a "Hit" takes one Silver Piece.

Pay or Fight

Pay or Fight is an Epic Battle with a twist. The difference is that instead of launching right into a battle the bad guy is usually willing to accept a ransom or payment in exchange for whatever it is you're after. In other words, if everyone is willing to part with some of their hard-earned Copper Pieces you can win the game without a fight. The amount of Copper Pieces each player will have to give up always follows the same formula. It may not be a glorious finish but sometimes it's the only way to secure a victory, especially after a long journey through a difficult dungeon or cavern. On the other hand, if you have no intention of bowing to such greedy demands the group may choose to fight, and an Epic Battle ensues - the decision is entirely yours. But it must be a group decision (the Group Leader does not get to decide). Which path you choose may depend on how well equipped you are, how much loot your characters have gathered along the way, or the general health status of the party.

First, let's talk about the Ransom Formula. Whenever a payment is demanded each player must contribute their own proportion according to the Ransom Formula.

Here's how it goes...  
...Try working out your own Ransom share on your Health Tracker

When a Troubles card comes up read it aloud then set it aside (face up) somewhere near the main board. This card is now ‘active’ and available for any willing player to tackle. Each card will describe a problem or situation and the reward offered for completing it. Most of the time this will involve heading to a specific part of town and making a dice roll. For instance, you might be called upon to negotiate a problem using Persuasion, to deliver a message or fish to another part of town, or you might be asked to deal with something that’s causing a ruckus. Every Trouble is unique. After solving a Trouble immediately collect the reward and **keep the card**. You’ll find out why this is important at the end of the game. A few other things to remember about Troubles:

- Unlike Bounty Cards there is no limit to the number of Troubles cards that can be out and ‘active’ at any given time.
- Once a Troubles card is out anyone may attempt it, so long as they are positioned in the proper space or building.
- There is no limit to the number of times a Trouble may be attempted before it is solved. If it doesn't get solved the first time, try again on the next turn.

**Bank Day** – If your character has a little extra money they may want to deposit some of it at the Bank. Money in the Bank has a chance of earning interest over time and bringing in extra Copper Pieces at the end of the game. Then again, it could lose value if there’s a Stock Slump. Bank Day cards will let you find out how your Bank Deposit is faring throughout the course of the game. For more detailed information on Banking and Bank Day cards see the section titled *Banking* on page 22.

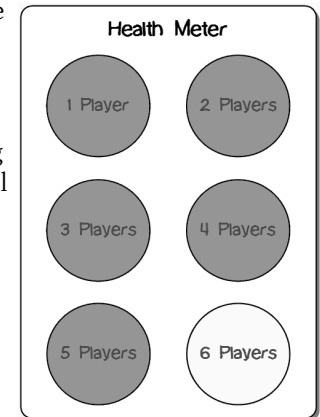
**Tynafir’s Daily Special** – Tynafir the Traveling Merchant makes regular stops in Villagetown on her way to the City. During her stay she sets up a small tent next to the Town Treasury. Whenever an Item goes up for sale a new Item card comes out and remains ‘active’ (Set it aside somewhere). The first player to arrive at Tynafir’s Trinkets may attempt to barter for the Item. But you’d better bring plenty of Copper Pieces for few can match the shrewd negotiating skills of this expert Merchant. To learn more about bartering with Tynafir, turn to the section dedicated to *Tynafir the Traveling Merchant* on page 23.

**Roleplaying Cards** – Roleplaying Cards are found in the Town Card, Adventure Card and Dungeon Card decks and will show up throughout the game. This is where Heroes of Feonora becomes a *Roleplaying Game*. Let’s talk about what it means to ‘roleplay’ your character. One of the fun things about having a unique character is exploring their background & personality and watching as the character develops over time, also known as “character development.” When a Roleplaying card comes up this is your opportunity to share about your character’s interests & background with the other players. Your responses can be funny, sad, deep or light-hearted. It all depends on the kind of character you created and how you feel like roleplaying them. It’s ok to think about your responses ahead of time, or make em up as you go. There’s no right or wrong way to respond to a Roleplaying Card... *just so long as your character doesn’t say mean things about other characters for no good reason.*

on each slot up to the one that matches the number of players. For this example let’s say there are five players in today’s game. You would place a Silver Piece over slots 1 through 5, just as we’ve done here. *Ignore the number of characters in the group.* Sevorik’s Health Meter is now full and shows us that we will have to make 5 successful “Hits” in order to defeat him. Let’s talk about what it means to get a “Hit.”

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

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



Take a look at the following examples...

**Set** – All 3 dice are showing the same number

Example: or

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

Example: or

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

Example: + = or + =

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

+ = or + =

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

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

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

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

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

***Can players attempt a Bounty even when they don't have a chance at success?*** No. Only characters with a chance at success may attempt to capture a criminal. Don't forget that Negotiator Companions add a bonus to a Character's Persuasion roll.

***Can somebody 'call it' when a card comes out?*** While cards are generally open to whichever player completes it first, some can only be attempted by the first character to arrive. Bounties, Butterflies and some Troubles cards fall into this category. In these cases it can sometimes be a race to get there first (Hint: It won't always be the closest character). In the spirit of teamwork, we recommend players communicating whether they intend to go for a card so that other players don't waste any more movement during Town Time than they have to. Then again, random movement at the end of the round can sometimes change the situation...

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

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

***(and only the number on the die) represents the amount of damage to be subtracted from the Health Tracker.*** Do not include an ability bonus for damage. Whoever failed to get away the first time must try again on the next round. Thus a new round of Chase Game begins. Start the next round by having the same player roll first for the foe, followed by the players still Running Away. Hopefully the Brigands will roll a lower number this time. The Chase Game continues, round after round, until the remaining characters have escaped. Once everyone has escaped return the card to the bottom of the deck and continue the journey.

Be aware that Fighting is no longer an option once the group decides to flee.

Here's a quick summary of Combat and Running Away:

- Always take turns pulling Adventure and Dungeon cards. The player with the Initiative Token pulls the card and gets to attack first. Play progresses clockwise.
- Every player gets one opportunity to attack on their turn. This can be a Regular Attack, a Magic Spell or a Weapon of UBERNESS. Attacking is optional.
- Running Away must be a unanimous group decision.
- Fish and Items of Recovery may be used (or traded) without penalty.
- Whoever defeats the foe keeps the card and gets to roll (once) for loot.
- Roleplaying your attacks can make the game more fun for everyone.

Cooperation is a big part of the Adventure phase. This often involves trading & sharing Fish and Items of Recovery, especially during battles. Selective use of Protective Gear and Weapons of UBERNESS should not be underestimated.

#### Questions and Special Circumstances

***We've decided to run away from a foe but I already know that I can't beat the foe's Chase die. Do I still have to make an Agility Roll?*** Yes. In this case you are now rolling to see how much damage your characters took this round. Hopefully they'll escape on the next round (after the foe rolls a lower number).

***What happens to the Group Leader figurine after the Chase Game?***

The figurine is unaffected by the chase game, for the main goal of running away is merely to end the encounter. Once all the characters have successfully run away, return the card to the bottom of the deck and continue the journey by passing the Initiative Token to the next player in the Card Pulling Rotation.

**Treasure Hunters** – It is said that searching for Hidden Treasure is both an art and a science. Only those with the knowledge of these closely guarded secrets can truly call themselves ‘Treasure Hunter.’ Whenever the group lands on a Treasure space all the characters with this skill get to search for Hidden Loot. With a Treasure Hunter at your side that’s one extra roll of the Loot die.

### Our favorite place away from home

Folks come from far and wide to enjoy the warmth and good company of **Wayfarer's Rest**. On most nights one can find an assortment of travelers & locals, there to relax and enjoy a hot meal. Some of them are on the lookout for a worthy party to join up with. The challenge is finding and recruiting the right one...

After a long journey saving the world even heroes need a place to kick up their boots and enjoy a big frothy ale. In the town of Villageton that place is called Wayfarer's Rest, a somewhat famous Inn with a large Tavern on the lower floor, where adventurers and townsfolk alike gather to enjoy good company and regale one another with their tales of high adventure and daring do. The proprietors of this popular spot are Normund and Hildegard, who always have a warm fire and a steamy pot of soup awaiting those who visit their fine, friendly establishment.

**Recruiting a Companion** – When you’re ready to recruit a Companion head on down to the tavern. Pull a card and note the character’s specialty: are they a *Fighter*, *Thief*, a *Magic User*? How much Health do they have? Is this the right person for the job? If they’re simply not what you’re looking for return the card face down to the bottom of the deck. On the other hand, if this is just the sort of character you’ve been looking for it’s time to pay their contract fee. Some Companions will require that you negotiate their fee; others will simply ask for a flat sum. Follow the instructions on the card to find out how much your Companion will cost. If it turns out you cannot afford the Companion then the matter is closed. The fee may not be renegotiated on the next turn. Instead, immediately return the card face down to the bottom of the deck. A new card must be drawn each turn. *Not surprisingly, characters with good Persuasion have a better chance at recruiting worthy Companions.*

Here are a few other things worth noting about Companions:

- Once you’ve hired a Companion they are with you for the remainder of the game. Companions may not be traded or let go for any reason.
- Companions are unaffected by things like Taxes and Pickpockets. Even with multiple Companions you only need to manage *one* coin purse.

### Questions and Special Circumstances

**Can I change my mind about recruiting a Companion after making a Persuasion roll?**

Yes. Recruiting is always optional. But if you can’t afford a Companion or choose not to recruit them right away the card must immediately be returned face down to the bottom of the deck.

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

**B**

**Band of Brigands**  
*(Small group of dastardly looking rogues)*

As always these guys are up to no good and intend to relieve you of your lives and loot

Defeat it with an Attack roll of 11 or higher

*Special If you defeat the Brigands double the result of your loot roll*

Brigands chase with a d8

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

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

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

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

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

## Fighter's Fighting Guild

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

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

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

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

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

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

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

As you can see your adventure is going to be filled with a variety of interesting, challenging and dangerous situations. Best keep on your toes out there.

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**Item Card Etiquette** - Occasionally the Group will have an encounter that results in each player getting an Item card. When this happens it's important to follow proper *Item Card Etiquette*. When dealing them out the first Item should go to the player that pulled the encounter card, followed by the next player clockwise and so forth. In this way fate will always decide which player gets which Item.

**Collecting Cards** - Card collecting continues during the Adventure phase as players compete for the sought after Battle Badge. Whenever a player destroys a hostile foe (or one of those pesky fairies) that player should collect and keep the card before rolling the Loot die. The player whose fighting prowess shined through the most will be revealed in grand fashion... in the final phase of the game.

**Reaching the End of the Deck** - If you reach the end of the Adventure or Dungeon card deck reshuffle the remaining cards and reset the deck before continuing.

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### Questions and Special Circumstances

**Some cards say that "Everyone" must make an Agility roll. Does this mean Companions have to roll for Agility?** No. In this case "Everyone" is referring to all the Players. For better or worse, Companions stick with your character and are always covered under the Player Character's Agility roll.

**I have the ability to destroy a Fairy, but for this or that reason I just don't want to. Am I required to engage the Fairy?** Not at all. Those with Magic Spells and Weapons of Ubertness may (or may not) attack a Fairy at their own discretion.

**I destroyed one of those pesky Fairies with a spell. Do I get to keep the card?**  
**Do I get to roll for loot?** Yes. Collect the card and roll the loot die. You might be amazed at how much loot those little Fairies have stashed away.

**Is my Butterfly considered an Item? That is, can it be stolen by a Fairy?**  
No. Fairies only steal Items, Spells and Artifacts. If you haven't got any of these the Fairy has nothing to steal from you this time. Lucky you.

**How is it that the Troll is immune to both weapons and magic!?** Ahh but yes; this is the Troll's most closely guarded secret. Rumors suggest it has something to do with an old family recipe passed down through generations of Troll Bridging Trolls.

**Does everyone get to purchase from the Traveling Merchant, or just the player that pulled the card?** Traveling Merchants will gladly trade with everyone in the group; but remember, they do not purchase Trinkets or Fish.

## Banking

Villagetown's local Bank offers your characters a chance to invest their coin, and possibly earn a handsome profit along the way. To make an investment go to the Bank and place any amount in your Deposit Box. Notice that there is a Deposit Box reserved for each player in the game. The Group Leader is considered Player 1 and so forth in a clockwise direction. From this point the mysterious and unpredictable 'Market' will decide the fate of your investment in the form of Bank Day Cards.

**Bank Day Cards** – Throughout the course of the game Bank Day cards will pop up at random. The card will instruct players with an active Bank deposit to roll a (d8), with the resulting roll revealing how well each deposit is doing. *Making a deposit consumes the player's Action.* There are eight possible outcomes on a Bank Day card that range from *Stock Slump* to investments being *Doubled!* Stashing Copper Pieces away in the Bank carries a small amount of risk, but overall the chances of earning interest are greater. Whatever amount is earned from deposits gets collected at the end of the game. Characters wishing to make a withdrawal during Town Time may do so as well. Just like before they will have to show up at the Bank 'in person' to conduct a transaction, which consumes the player's Action for that round.

**In order to earn interest a Deposit box must contain at least one Copper Piece.**

**Rank Guarantee** – Rank has its privileges. For instance, whatever money your character has on deposit at the Bank is guaranteed up to their current Rank. In other words, any time there's a Stock Slump you lose only the amount that exceeds your character's Rank. Here's an example. If one player's character has a Rank of 20 with 30 Copper Pieces in her Deposit Box, the Bank will Guarantee 20 Copper Pieces in the event of a Stock Slump. Should this player ever roll a 1 (Stock Slump) on *Bank Day* she only loses 10 Copper Pieces. 20 Copper Pieces stay safely in her Deposit Box thanks to the Rank Guarantee offered by the Bank. Of course this doesn't help characters with a lower Rank so much, but over time investing money in the Bank will get safer as your character progresses up the chain of heroism.

Additional Notes on Bank Deposits

- During Town Time all transactions must take place inside the Bank
- Changes to a Deposit happen at the Bank only. For instance, if a Deposit earns interest the Copper Pieces are added directly to the Deposit Box.
- Money in the Bank is immune to Taxes, Pickpockets and the Local Guards

### Questions and Special Circumstances

**Can I add or withdraw funds for another player?** Oh no. The Bank has very strict rules about this. Characters are only allowed to add or withdraw money on their own Deposit Box - No Exceptions.

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

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

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

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

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

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

## Adventure and Dungeon Cards

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

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

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



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

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

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

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

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

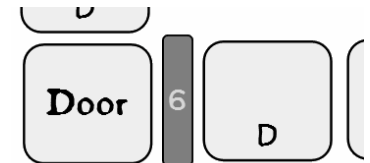
Trading is a common activity throughout the game with a few basic rules.

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

**Mounts Follow Behind** – A glance at the Dungeon cards deck reveals that the only movement icons are walking symbols. Given the cramped nature of deep dungeon-y spaces and underground caverns, it isn't practical to ride Mounts through such areas. This means that any time the group ventures into these areas your characters will have to continue on foot, as their trusty Mounts follow cautiously a safe distance behind. *Brave Adventurers need not worry about the safety of their steeds as they have an amazing, almost uncanny knack for staying out of harms way. Whenever the group emerges from the darkness of cramped quarters your Mounts will be there, ready to continue onwards.*

## Big Wooden Doors

Dungeons are dastardly places brimming with all manner of creatures and obstacles designed to thwart our brave adventurers. One of those are heavy wooden doors with complicated locks. Whenever your group reaches a door they must come to a full stop and all remaining Movement is cancelled out. Your task is to find a way through the door. But be careful, for all Big Wooden Doors are enchanted with a diabolical booby trap ready to zap your Health (or Copper Pieces). There are only two ways to get through any Big Wooden Door.



**Pick the Lock:** Each door features a *Lock Rating*, which represents the complexity of the lock. Only characters with the Thievery skill can attempt to pick this lock. To do this a character must make a Thievery roll (d12) that is *equal to or higher than* the Lock Rating on the door.

**Cast an Unlock Spell:** Every so often a Magic User in the party will come into possession of an Unlock Spell. In this case the Magic User can make an attempt on the door alongside the others. *All the usual spell casting rules apply (page 26).*

**Getting Through the Door - Starting with whoever has the Initiative Token every Thief (or Magic User) in the party is allowed one attempt at unlocking the door.** Use all characters at your disposal. At this point one of two things will happen:

If someone succeeds in unlocking the Door you've beaten the booby trap. Nice job. Pass the Initiative Token and continue the journey.

On the other hand, if every Thief (and Magic User) fails his or her attempt in a single round, the magical booby trap is sprung and you've just been *zapped* by the Door. All players in the group must now roll a d6. Only roll once. This is not an Ability roll. Whatever number is showing on the die represents the amount of damage dealt ...or... how many Copper Pieces are disintegrated. Each player may decide how their characters are affected by the booby trap.

**A Special Note on Unlock Spells** – If an Unlock Spell failed to work the first time, then just as you normally would the spell card must be turned over. It is no longer good until the group moves from the current space. This means that only Thieves

## Using Magic Spells

By the time your party sets off on their journey you'll want at least one Magic User in the group along with a well-rounded selection of spells. Each spell belongs to one of five 'Schools of Magic.' Foes and creatures you see, are only vulnerable to certain kinds of magic, and there are some that can *only* be defeated with Magic. Think of Magic in terms of rarity and potency. For instance, Yellow Magic is common and will work on many different creatures, but these are mostly weaker foes anyway. Red and Blue Magic on the other hand are much more powerful, and will enable your Magic User to take out some of the toughest foes in the game. But these spells are more difficult to find, and so are the foes they counter. Magic Users who want to participate in more battles will want a good selection of spells, preferably one from each *School of Magic*. Here's a quick breakdown on the five types (or colors) of Magic.

Yellow • Purple • Red • Blue • Gray

Once your character has a Magic Spell it stays with them for the duration of the Adventure. *Spells never get used up*. But using magic does use up your turn, just like an Attack would do. You'll also need to pay attention to the card as different spells do different things. For example, most spells *destroy one foe*. Others might allow you to catch a butterfly or a criminal. The main thing to remember is that in order to use a spell against a foe it must match the color of the encounter card...  
...and it must pass a *Success Check*.

How it works - Whenever a character is ready to cast a Spell pick up a (d6) and roll the die. In the case of Magic rolling a (d6) is referred to as making a 'Success Check.' The Success Check is required any time a character is attempting to use any kind of magic, and the results will come up as one of the following:

- 1 – The Spell has Fizzled (no effect). Turn the Spell Card Over.
- 2 – The Spell has Backfired (oops), take 2 Damage. Turn Card Over.
- 3 to 5 – Success!
- 6 – Super Fizzle. You've just dissolved 2 Copper Pieces. Turn Card Over.

A successful attack spell instantly vanquishes a foe. Immediately collect the card and roll for Loot. However, if a spell fails (Fizzles or Backfires) it becomes useless for the remainder of the encounter. Flip the spell card over until the group moves on to another space. *This is the time it takes for a spell to recharge, which is also why putting together a good collection of spells can be a wise strategy*. Just remember, using Magic will consume a player's full turn (one Action) no matter what type of spell is used.

This concludes the basics of magic types and using a spell.

Now it's time to introduce the very special "Gray" School of Magic.

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## The Card Pulling Rotation

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

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

Pass Token ⇒ Move Figurine ⇒ Pull Card

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

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

Now, on to Treasure Hunting...

## Treasure Hunting

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



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



## Horses and Mounts

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

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

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

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

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

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

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

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

**You only get one shot at it so try not to mess it up. If the roll (including bonuses) isn't high enough the criminal slips away.** Remove The Criminal figurine from the board and place the Bounty card in the discard pile. If you succeed in catching a Criminal then the authorities will be most grateful. Collect your well deserved Bounty, remove The Criminal figurine from the board, and keep the Bounty card. *You may also bask in the admiration of the other nearby Bounty Hunters.*

**We Almost Had Em** – Whenever a Criminal is spotted you can bet they won't wait around for someone to catch up with them. As you already know criminals will move on when another Bounty card comes up. There is also a Town Card that indicates when they've gone back into hiding. You'll know it when you see it. Pull one of these and the Bounty card currently in play must immediately be placed in the Town discard pile... *Don't forget to remove The Criminal figurine from the board as well.*

### Questions and Special Circumstances

**Can my Negotiator Companion help me try to persuade the Criminal?**

Absolutely. When you try to talk to a Criminal don't forget to add up all your bonuses (including any bonus from a Negotiator companion).

**Can players attempt a Bounty even when they don't have a chance at success?**

No. Only characters with a chance at success may attempt to capture a criminal.

**Can somebody 'call it' when a Bounty card comes out?**

Bounties are big competition since they can only be attempted by the first character to arrive. The result is usually a race to see who can get there first (*Hint: It won't always be the closest character*). In the spirit of teamwork, we recommend players communicating whether they intend to go for a Bounty so that other players don't waste any more movement during Town Time than they have to. *Then again, random movement could come into play and throw all predictions for a loop.*

## Fountain of Recovery

It is said that the old Fountain was blessed by the founders of Villagetown, who built this town through toil and sweat (with help from family & kinfolk). Through it all the natural spring offered a ceaseless supply of clean, refreshing ground water. As the centuries passed the waters of Villagetown have never failed nor faltered, and to this very day travelers and townsfolk still enjoy its healing properties. To do so, position your figurine on any space next to the Fountain and toss in 1 Copper Piece for every Hit Point you wish to recover. *Place the money in the Town Treasury.* Characters may recover as many Hit Points as they can afford in a single turn.

### Questions and Special Circumstances

**Can Dwarves and Malornians use the Fountain to restore their Hit Counters?**

No. Fortitude hit counters cannot be replenished during the game.

## The Tradecraft of Thievery

The illicit tradecraft of Thievery is truly a mixed bag of tricks. On one hand a skilled (or lucky) thief might manage to acquire a lot of stuff during Town Time. Or, they might end up spending the majority of their days trying to talk their way out of Jail. In short, being a criminal is a risky business. Fortunately, those characters that choose to pursue this dubious trade will get the chance to help the rest of the party, for only Thieves have the skill required to pick the locks of Big Wooden Doors (page 41). As for stealing during Town Time, here's how it works:

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### Thievery die

The first thing to understand is that your (d12) is always used as the *Thievery die*. It does not have bonuses and is completely separate from Basic Abilities. Use this whenever your character steals, pick locks or whenever a Thievery roll is called for.

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**Stealing from the Town Treasury** – Thieves with a knackering to pilfer the vault may sneak onto the specially marked space in front of the Town Treasury. When you think the guards aren't looking make a Thievery roll. **If your roll is 4 or higher this is the amount of Copper Pieces you may remove from the Treasury.** On the other hand, if you roll a 3 or lower you've just been spotted by the guards. **Return all the money in your Coin Purse and go strait to Jail.** That's right; all the money in your Coin Purse goes back to the Town Treasury and cannot, at this point, be passed off to another party member. *The guards aren't interested in your pitiful explanations.* Fortunately, any coin stashed away in the Bank is safe from the guards.

As you can see Stealing can earn you a lot of Copper Pieces in a short amount of time, but it can also get you into a heap of trouble; try not to let greed get the best of you.

**Stealing Fish** – To swipe a fish from Ned's Fish Cart go to the Fish Market space and make a Thievery roll. Any Thievery roll of 4 or higher equals success and earns you **1 Fish**. A 3 or lower means you've just been caught and promptly lands you in Jail (*and probably hurts poor Ned's feelings as well*). Immediately turn in all your Fish and go straight to Jail. At this point no fish can be passed off to another party member.

**Stealing Items** – Only items that are on display can be stolen (meaning the card is out and active). To make away with a *Daily Special* sneak up to Tynafir's Tent and make a Thievery roll. If your roll is a 4 or higher you've just swiped the Item out from under Tynafir's nose – *very unscrupulous indeed*. On the other hand, if your roll is a 3 or lower you've just been caught red handed. Immediately turn in all Item cards in your possession and go straight to Jail. At this point items cannot be handed off.

**Stealing Spells** – If your character thinks they can get away with swiping a few spells when Fessiwig's back is turned then head into the Magic Emporium and make a Thievery roll. *No peeking at the Spell card beforehand*. If the roll is a 4 or higher then you've just managed to steal **1 Spell**. A roll of 3 or lower means you've just been

## Fishing and Ned's Fish Cart

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

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

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

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

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

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

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

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

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

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

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

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

### Applying an Ability or Companion Bonus

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

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

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

### The Jail Mini-Game: An Example

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

Here's what it looks like...



Comparing our Character's Persuasion attempt to each Guard shows that neither guard was convinced. Four is not *equal to* or *higher than* Five, and it certainly isn't equal to or higher than Nine. That didn't go so well. However, with a +1 Ability Bonus and a +2 Negotiator Companion this gives us 3 Bonus points to work with. Let's start by rolling both Guard dice together...our first bonus roll.



Ah Ha! Our second attempt has convinced at least one of the Guards. Maybe Guard 1 is feeling generous today. Four is *equal to* Four which means Guard 1 is willing to let us go. But it looks like Guard 2 still isn't convinced. Maybe our character needs to try a different approach. For our second bonus roll we're going to re-roll our Character's Persuasion die. Hopefully, we'll get a six or higher. Let's find out...



Oops...a Five. Looks like that didn't quite do it. We've still got Guard 1 on our side, but that Guard 2 is being stubborn. Maybe he'll reconsider. For our third and final bonus roll we're going to try re-rolling just the die for Guard 2. Here we go.



Woo Hoo! That did it! Guard 2 has amazingly changed his mind. Maybe we finally wore him down (or perhaps it was a friendly reminder about the time we helped him out of that sticky situation involving the one of the Nobles). Whatever it was, our character and his companion have talked their way out and are now free. The figurine is immediately moved to the Alleyway space.

Remember that re-rolling both guard dice together only uses up one bonus roll.