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# Game Manual

*Heroes of Feonora*

by Joshua Graye

This is the "Flat version" of the Game Manual, designed for people with a regular stapler who just want something that's easy to put together. With this version you'll be able to quickly produce a workable Game Manual without the need for a special stapler. It has been formatted to produce a flat stack of standard size paper with a staple in the corner. Nothing should be folded. Instead, there should be two small 'pages' on each side of the paper. As you flip through, the pages will continue front to back in sequence.

The Flat version still needs to print on both sides of the paper; otherwise the stack would be too thick to staple. For the "Booklet" version you will need the other PDF (called "Booklet\_Game Manual") and a special stapler that is long enough to reach the center of the page. The booklet version is slightly more difficult to assemble, but looks more like a traditional Manual. Most office supply stores have a long stapler they will let you use inside the store. The content of both versions is exactly the same.

FLAT VERSION

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## *History of Feonora*

Up in the windswept hills is the old cottage of a lonely inventor. Nestled in the woods with autumn leaves drifting from the trees a small stream meanders past the vegetable garden. And an old rickety water wheel attached to the side of the building is slowly turned by the babbling brook. Inside there is a workshop; tools and contraptions, wood shavings and spare parts are scattered about and a small steam-powered machine pumps quietly in the corner. The latest device waits patiently on the workbench and the soft glow of candles gently illuminates the small room. An old wooden door on the far side of the room leads to a small greenhouse, filled from floor to ceiling with plants so peculiar and varied that they must come from many distant places. The air is fresh and clean and the melody of a songbird melts through the glass walls. Warm beams of sunlight filter through the old oak tree outside filling the room with an air of enchantment. An elaborate watering system of thin copper pipe snakes its way through pots and plants and up and down the shelves. Several butterflies have made their home here and flutter happily about, tending to the plants & flowers under their care. Resting atop a short wooden stool is a lone potted plant. Compared to the others it is rather plain and small and not much to look at. But looks can be deceiving after all; for this simple plant possesses a special secret.

A long winding stem bends under the weight of a nearly perfect round, green bulb. The passing sunbeam has given it a faint glow, which is pleasant to look at, but does not fully reveal what is hidden inside. But if you could shrink yourself down to the size of the tiniest molecule you'd see thousands of miniature planets floating within. One of the smallest of these little worlds is a planet with no name. But the lands are full of life and contain the most fascinating array of creatures and animals and races of folk. Across the Great Ocean is a middle sized continent, which in the grand scheme of things is really rather small. But to those that live here it is a vast world indeed. The people call their world Feonora.

No one knows how long Feonora has existed, only that it is home to many wonders and things not easily explained. The land seems vast and distant and there are still many far away and unexplored places. Stories and Legends of brave explorers are recounted in front of the evening fire, and inspire young hearts to grow up and set out on adventures of their own. There is good and bad here but mostly things stay the same, which is well and dandy as that is the way most folks prefer it. The Royal Family resides in the castle which is surrounded by a large city bustling with activity. Half a day's journey on the main road leads to the quaint town of Villagetton. 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.

Merchants, adventurers and travelers often pass through Villagetton 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...

## Basic Rules to Get Started

All of the Basic Rules for the game are covered in the *How to Get Started* booklet. If this really is your first adventure in Feonora we recommend going through the booklet first. Follow it step by step as a group. Once the game begins refer to this Manual to learn about each of the various mini-games, as you encounter them. Learning how the game works, as you play, is the best way to go.

For experienced players here's a Setup Checklist for quickly getting a game started

### Setup Checklist

- Set up the Board, making sure all the decks have been shuffled
- Create Characters & fill out Health Trackers
- Collect your starting Coin Purse and set the Town Timer
- Reveal Tynafir's First Daily Special (the top Item Card)
- Choose a Group Leader
  - Hero Awards ⇒ Rank ⇒ Movement ⇒ Charisma ⇒ Persuasion*
- Choose figurines and place them in the Tavern
- Introduce the Party Members
- Select a Story Card (chosen at random by the Group Leader)
- Discuss the situation and form a plan
- Begin the Adventure

### Base Health

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

## 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.*

Our first chapter is designed to help you create your very own unique, custom character be sure to work through each step as a group, and follow them 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; a pencil is highly recommend for filling out the Character Sheet. You'll understand why the further along we go (and the more you play the game).

Tip: If you're having trouble with any part of this process try taking a look at some of the Ready Made characters for inspiration.

Ready to begin? Let's start by first selecting 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 chart on the next page offers the basic characteristics of each Class. This should give a good idea of each one's 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. That means they can take more damage before getting killed. Those with small hearts have much lower health.

By now you should have a blank Character Sheet in front of you. 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. *Don't worry about checking any Special Skills boxes just yet either; we'll get to that in a moment...*

## Human



Humans are natural fighters with a knack for negotiation

Human gets 1 Special Skill. Movement is 5  
Ability Bonuses: Fighting +2, Persuasion +1

## Elf



Elves are swift and cunning and can also be very persuasive

Elf gets 2 Special Skills. Movement is 5  
Ability Bonuses: Persuasion +2, Agility +1

## Dwarf



Dwarves are courageous, tough and make excellent fighters

Dwarf gets 1 Special Skill. Movement is 4  
Ability Bonuses: Fighting +2

## Hauflin



Hauflins may be small, but they're also good at many things

Hauflin gets 3 Special Skills. Movement is 4  
Ability Bonuses: None

## Khajathi



These catlike humanoids are quick and stealthy

Khajathi gets 1 Special Skill. Movement is 7  
Ability Bonuses: Agility +2, Fighting +1

## Malornian



These noble reptilian warriors are born with tough skin

Malornian gets 1 Special Skill. Movement is 6  
Ability Bonuses: Fighting +1, Agility +1

**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 - Horses and More, page 28.*

**Ability Bonuses** - You should notice on the Character Sheet a short line to the far right of each Basic Ability. These spaces are reserved for any bonuses associated with your Character Class. Mind you not all of them will be used. Based on your Character's Class write each number in the appropriate line. For example, a Human would write +2 next to Fighting and +1 next to Persuasion (the rest would remain blank). From now on every time this character makes an Attack roll, 2 points would automatically be added to the roll, and so forth.

**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 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. There's 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: you may only pull one Companion card 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 you 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** - Most adventurers are always on the lookout for treasure, but some have dedicated their lives to the art of Treasure Hunting. With this special skill your character has the ability to locate hidden stashes of lost treasure that is 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 you find.

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

**Gender & Age** – With a portrait picked out this next part should be easy. Of course, there’s always room for a little more ‘color.’ For example, maybe your character would rather people didn’t know their exact age. Why that’s fine as well. Simply write something vague like Young, Middle Aged, Old, Unknown or “Wouldn’t you like to know” instead. *In other words, be creative.*

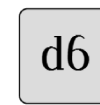
**Name** – By now we know enough about our character to finally give them a proper name. Feel free to be as creative or silly as you like here. For those who have difficulty with thinking up fictional names try thinking about some of your favorite books or movies...or even other games you’ve played.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

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

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

**Mounts** – Since this character hasn’t started playing yet there won’t be anything to write here. Go ahead and leave the Mount area blank for now. Eventually, if all the conditions are right, your character will have a chance to adopt a trusty mount. Renting and Purchasing Mounts is covered in more detail in the section titled *Horses and Mounts* on page 28.

**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*. If you look on the Character Sheet you’ll notice that Fishing has already been assigned a (d6), so we’re only concerned with picking *Ability Dice* for the other three. Here’s how it works. You’re going to choose 1 die for each Ability...



In each case the higher the number the better. But the trick is that each die can only be chosen once. *Take a look at the Ready Made Characters for a good example.* Every character gets **one six, one eight and one twelve**. Check the boxes to choose your Character’s abilities (remember, every ability must have one and only one box checked). Choose carefully as your character’s Basic Abilities will never change.

### Clarification of Basic Abilities

- **Fighting** – When the group finally embarks on their quest 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 during encounters with hostile foes, especially when it comes to running away. The higher one’s agility the better their chances at avoiding injury all around. It also comes in handy for catching those wily Criminals and elusive Butterflies. If you like to keep your character safe and out of trouble a high Agility is the way to go.
- **Persuasion** – This unique ability reflects how well your character can negotiate with others. Negotiation is a fairly common activity in the world of Feonora. For instance, your character might negotiate with a potential Companion to determine their contract fee, or try to talk their way out of Jail. Or, they might be called upon to negotiate with someone of great importance during a Final Encounter. If you enjoy the art of negotiation (and bartering for goods & services) then Persuasion is for you.

- **Fishing** - Fish in Feonora have special qualities. Not only are they valued as a source of food, but they contain healing properties as well. When your character has fish they can: eat them and recover 3 Hit Points per fish, trade them in at Ned's Fish Cart for Copper Pieces...or save em for later. Naturally, they make an excellent addition to any adventure as you never know when you might be low on Health. To learn more about the *Fishing* game turn to page 35.

**Rank & Reputation** – Taking on quests and saving the land is a good way to make a name for yourself. The large plaque on the front of the Character Sheet is where your character's Rank & Reputation will be displayed for all to admire. Here's how it works. Every time your group wins a game your Character's Rank increases by one level. Rank determines their Reputation, which is written in the space provided. Since this character hasn't earned a victory yet they have a starting Rank of 1. Therefore we're going to start them off with the Reputation of "Unknown." Using a pencil, write these in the spaces provided now. Once you start earning victories your character's Rank & Reputation will slowly improve over time, eventually earning them a title worthy of their bravery, skill and experience.

**Hero Bonus** – Hero Bonuses will be discussed in the next section, which will provide a brief tutorial on filling out and *Using the Health Tracker*.

Congratulations! You've just created your first official *Heroes of Feonora* character. If you haven't already done so feel free to add your name and date to the top of the Character Sheet. You'll also want to grab a Health Tracker and fill that out now.

*And remember, if you find you enjoy playing this character you can continue roleplaying and improving them over time. Earn enough victories and they'll eventually end up with things like a Permanent Mount, a better Reputation, more Starting Health, and possibly even a cozy place of their own to call home.*

## 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, whether they have a Hero Bonus, the number of players in the game, and even the Companions you recruit during Town Time. Whenever you hire a Companion we'll use the *Health Calculator* at the top of the sheet to adjust our *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
<b>Human</b>	25	20	15
<b>Elf</b>	20	15	12
<b>Dwarf</b>	35	30	25
<b>Hauflin</b>	20	15	12
<b>Khajathi</b>	25	20	15
<b>Malornian</b>	35	30	25


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.

**Health Tracker**

Health Calculator:  $\frac{20}{\text{Base Health}} + \frac{\quad}{\text{Hero Bonus}} + \frac{\quad}{\text{Companion 1}} + \frac{\quad}{\text{Companion 2}} = \frac{\bigcirc}{\text{Max Health}}$

Dwarf  
 Malornian

Starting Health Fishing Streak 

Next, we move on to the Hero Bonus. You'll find the Hero Bonuses at the very bottom of your Character Sheet. Let's take a moment to talk about these.

Hero Bonus	HP + 1	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 9	HP + 10	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
											Special


Should your characters succeed in their quest you'll earn the right to move on to the Victory phase. During the Victory phase one of the characters (and only one) will win the shiny copper *Hero Award*. This brings with it several perks, one of which is earning a Hero Bonus. As you may have noticed there's an HP (Hit Point) bonus floating above each box. When your character earns their first Hero Award they'll be able to check the first box (*be sure to use a pencil for this*). That first Hero Bonus lets you add 1 Hit Point to the Hero Bonus line of the Health Tracker. Earn a second Hero Award and your character gets to check the second box. Now the bonus has increased from 1 additional Hit Point to 2...and so on. *Bear in mind that Hero Bonuses are not cumulative. In other words they don't add up; you only apply the highest (or rightmost) Bonus to the Health Calculator.*

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

**Health Tracker**

Health Calculator:  $\frac{20}{\text{Base Health}} + \frac{0}{\text{Hero Bonus}} + \frac{\quad}{\text{Companion 1}} + \frac{\quad}{\text{Companion 2}} = \frac{\bigcirc}{\text{Max Health}}$

Dwarf  
 Malornian

Starting Health Fishing Streak 


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

**Max Health** – Your character's Max Health is the total of all entries on the Health Calculator. **It is also the highest level you can heal your character up to.** For now, let's add up our numbers. The 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:  $\frac{20}{\text{Base Health}} + \frac{0}{\text{Hero Bonus}} + \frac{\quad}{\text{Companion 1}} + \frac{\quad}{\text{Companion 2}} = \frac{20}{\text{Max Health}}$

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 if you'd like 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**

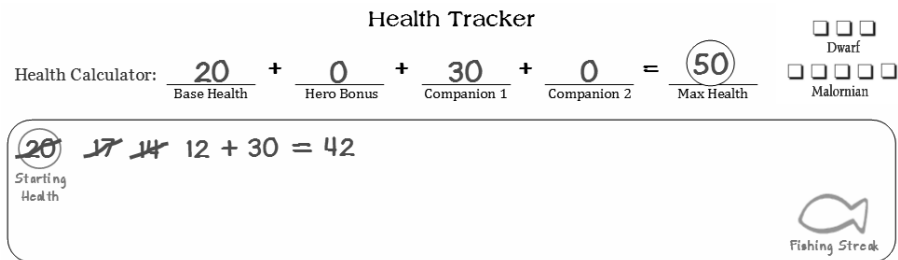
Health Calculator:  $\frac{20}{\text{Base Health}} + \frac{0}{\text{Hero Bonus}} + \frac{\quad}{\text{Companion 1}} + \frac{\quad}{\text{Companion 2}} = \frac{20}{\text{Max Health}}$

Dwarf  
 Malornian

20 Starting Health Fishing Streak 

17 14 12

But...along the way they've earned enough money to recruit a solid Companion. Our trip to the Tavern went well and we managed to recruit 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.



Not only has our Max Health gone up from 20 to 50, but our current health just went up as well. See how we also added Ishnell's Hit Points to our current health? Our Human is doing pretty good now with 42 Hit Points and a quick trip to the *Fountain of Recovery* (page 37) should easily get us up to our new Max Health of 50. *Imagine how much Health we'd have with two Companions.* From here on out we have one Health Tracker that represents both characters under our control. *And, with a good Companion we also have a much better chance at staying alive.*

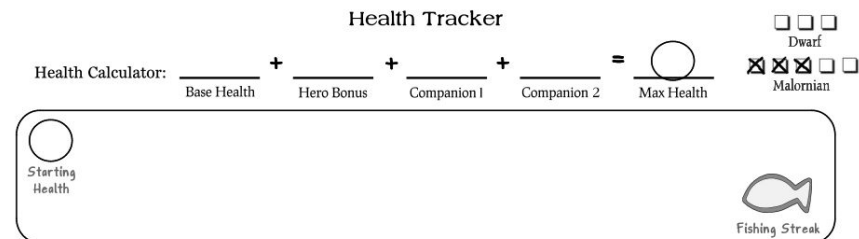
## Tough Character Classes

By now some players are probably wondering about those little check boxes in the upper/right portion of the Health Tracker. Let's talk about these elements as they represent something special with the Dwarf and Malornian Character Classes.

During the character creation process (page 2) it might have been observed that both Dwarves and Malornians are presented as tougher than the other character types. This is true, and a well known fact in Feonora (*that the Dwarves in particular are fond of reminding the others...especially, for some reason, those high-heeled Humans and Elves*). This means that they not only have a higher Starting Health, but can also absorb a certain amount of damage or 'hits' throughout the course of the game.

Here's how it works. Lets us consider the check boxes as 'Hit Counters' reflecting an additional level of fortitude for each of the two character classes. Dwarves, with their natural rugged toughness have a higher than average fortitude, so they have three Hit Counters. Malornians, with their extra tough skin, as well as their natural toughness, have the highest fortitude of all. They get five Hit Counters. Whenever your Dwarf or Malornian Character takes an especially big hit, they have the option to absorb the entire damage by checking off one of the boxes. *No other rules concerning combat or the use of Companions are affected by this feature.* The main thing is that **you get to choose when to absorb a hit**, any hit or damage, at any point throughout the entire game. Checking a fortitude box means that the damage does not get subtracted from your Character's Health Tracker. This will certainly come in handy during tough encounters, or down at the Fighter's Fighting Guild. Once they're all used up fortitude hit counters are spent (but only for the remainder of the game). At that point, for the rest of the game all damage is added to the Health Tracker just like normal.

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.

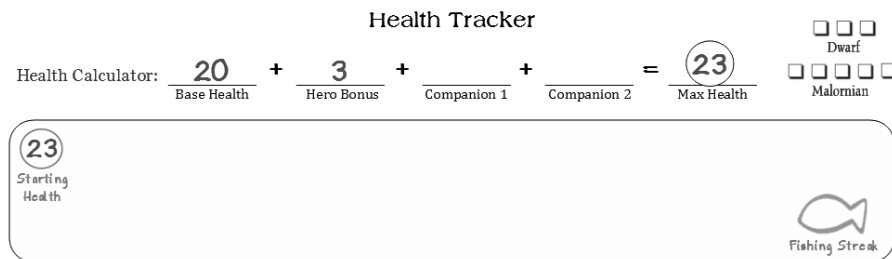


To keep things simple, remember that these special hit counters may absorb any kind of damage, no matter the circumstances or how you roleplay combat.

*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

When it comes time to choose a character you may feel like using one you've already played. This works out well since Heroes of Feonora was designed especially to support career-minded heroes. Whenever you fill out a 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, had our Human won three Hero Awards they might have the first three boxes checked. We take the rightmost box, which is **HP + 3** and add it to the second slot. Our human's Max and Starting Health would have looked like this instead...



As you can see, victories and Hero Awards improve your character and even help them out in later games. This is a feature called "Character Development" and is part of what makes a 'roleplaying game' and custom characters so much fun.

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

## Town Time

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

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

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

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

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

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

**Butterflies** – The king is an avid butterfly collector who keeps a truly splendid collection of live specimens. He is always looking to expand his collection which is why he offers a Badge to the person who returns with the most butterflies (alive and undamaged) at the end of the journey. Characters with a high Agility will have the greatest chance at catching butterflies.

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

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. Or, you might be asked to catch or fight something that’s causing a ruckus. Every Trouble is unique. Sometimes you might even be asked to deliver a message or fish to another part of town. 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.

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### Solving Troubles with a Magic Spell

There are two Troubles cards that let characters use Magic to defeat a nuisance. According to the rules above, players are allowed to try again once per turn until the Trouble is solved. However, Magic has to recharge before being used again. In these special cases, should your character’s Magic Spell fail on the first attempt, you’ll have to wait for at least one day to pass on the Town Timer before attempting the same spell again. For more on how Magic Spells work turn to page 26.

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**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 doing 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’s Trinkets* 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.

Here's how it works. The player that drew the card is going to roll a d12 and refer to the list of questions on the back of the 'How to Get Started' booklet. *Let's pull that out now and take a look.* The number on the die refers to the question the player is going to ask. Looking back at the card, you'll see that the question is always directed at two specific Character Classes. For instance, it might start out by saying, "If your character is Elf or Malornian..." Read this part aloud then finish the question by referring to the back of the booklet. A complete question might sound like this, "If your character is Elf or Malornian, what are your thoughts on the current situation?" Now, starting with the player to your left, they can respond for any of their characters who (in this case) are Elf or Malornian. Of course you'll want to keep it brief but try to be creative as well. This is your opportunity to really bring your character to life and help the other players get to know them better. After the first player goes, move around the board clockwise. Everyone gets a chance to go, ending with the player that read the question aloud. A Roleplaying Card might ask your character to reveal what they think or feel towards other characters in the party. Do they like the other characters? What about Companions? Are there trust issues? Perhaps there's a romantic interest brewing. It's whatever you decide or make up as you go. This is all for fun of course but you might be surprised to learn just how unique, silly or deep our characters can be as they slowly come to life through Roleplaying Cards.

**No Random Events** (*Free Movement*) – When a round concludes with no random events you'll notice certain characters will have a chance at some free extra movement. Think of this as a strategic opportunity to catch up or swoop in on that just out of reach Troubles card. *Note: If players are aiming for the same spot, and it can only be occupied by a single figurine, then turn order takes precedence. The player who would have otherwise reached it first in the next round gets the spot.*

Aside from those discussed here a few other special Town Cards will come out from time to time...but we'll let you discover those on your own. Simply follow the instructions on the card. If you ever get stumped, take a look at the *Questions & Answers for Special Circumstances* on the next page.

### Questions and Special Circumstances

**What if another character is blocking my way?** If your character has enough movement remaining they may pass through the occupied space, which counts as one step. Otherwise your character will have to stop short. The *Alleyway* and *Washout Lane* are the only cobblestone spaces that may be shared.

**What if a Criminal shows up but someone's figurine is occupying the space?** Move the Player's figurine to any adjacent space and place the Criminal on the board.

**Can players try to catch a Butterfly even when they don't have a chance at success?** No. Only players with a chance at success may attempt to catch a Butterfly. The same goes for Bounties and Troubles cards.

**What about Companions? Can I roleplay my Companions as well?** Absolutely. In fact, you might say it's your job to make them more interesting. Feel free to respond to Roleplaying Cards and other opportunities with your Companion also.

**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 inside the Jail.

**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* you tick the Town Timer.

**Can I use an Item of Uberness on the Sewer Monster or Scribbles?** Yes.

**Do Troubles cards like Scribbles and the Sewer Monster count toward the Battle Badge?** While it might seem that they would, these cards are exceptions to the rule and can only be counted toward the Trouble Solver badge.

**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 your 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...

## Companions and Wayfarer's Rest

What are Companions? What's their purpose? The best way to think about Companions is that they temporarily boost the health and abilities of your Main Character. For example, if your Player Character has a (d6) Fighting Ability you can recruit a Companion with a +2 or +3 Fighting Ability. Then, when your group is out adventuring your Companion will automatically assist you when you make an attack (by adding another bonus to your roll). With the extra help you'll have a better chance at rolling for loot. Or, maybe no one in your group has Thievery ability, a requirement for getting through Big Wooden Doors, page 41. Someone can recruit a Thief Companion to bring along with you to a Dungeon or the Old Ruins.

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

**Fighters** – These guys are dedicated Fighters. Whenever you make a Regular Attack during combat add your Companion bonus to your roll (on top of your Ability bonus if you have one). That's right; those bonuses can really add up. Although, tougher Fighters are much more expensive to recruit than others.

*Companions and the Fighter's Fighting Guild* – When your Main Character goes into the Fighting Pit they must go alone. Your Companion cannot join you. This means that Companion bonuses do not apply while fighting at the Fighting Guild.

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

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

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

**Treasure Hunters** – It is said that searching for Hidden Treasure is both an art and a science. Only those with the knowledge of these 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. To find out more about searching for Hidden Treasure turn to page 39.

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Companions can be found at **Wayfarer's Rest**, where many folks come to enjoy the warmth and good company. On most nights one can find an assortment of travelers, locals and other adventurers, there to relax, have a hot meal, and look 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.

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**Recruiting a Companion** – When you're ready to recruit a Companion head on down to the tavern. Pull a card and note the Companion's specialty: are they a *Fighter*, *Thief*, *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 you may not try to renegotiate 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 the more 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.

**What about Companions? Can I roleplay my Companions as well?** Absolutely. In fact, you might say it's your job to make them more interesting.

**Can other players help me pay for a Companion?** Only if their character is also in the tavern. When two or more players occupy the tavern (or any other building) Copper Pieces and Items can be traded freely. This does not consume an Action.

## Pennyblum's Bakery

Have you noticed the delicious aroma coming from the Bakery? There are many famous people in the land of Feonora but few as famous as Pennyblum and her delicious loaves of soft, steamy bread. Needless to say Pennyblum's bakery is a popular place for the locals as well as the traveling merchants that stock up whenever they're in town. This is why Pennyblum is always looking for a little extra help. If your character needs to earn some money try stopping in to see if you can help her out baking some of those famous loaves of bread. Here's how it works...

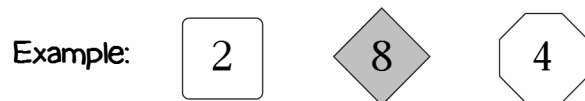
Go into the Bakery and roll all three Dice. Your job is to add *just the right amount* of each ingredient. After all three dice have been rolled, match the numbers to the ingredient icons. Beginning with Yeast (d6) you need to roll a 2-5. A 1 or a 6 means you added too little or too much yeast. The same goes for Water (d8), which needs a 2-7. For Flour (d12) you need to roll a 3-10. If you didn't add the right amount of each ingredient then the batch was no good and Pennyblum cannot use it, nor will she pay for the work. You'll have to try again on your next turn. If you do add the right amount of each ingredient Pennyblum will pay 5 shiny Copper Pieces and thank you for a job well done. *Baking bread can be a great way to earn some honest coin.*

Here are two examples of how a batch of bread might turn out...

In this example our player has clearly added the right amount of Yeast (d6), Water (d8) and Flour (d12). They've just baked a fine loaf of Bread! Pennyblum pays this helper 5 Copper Pieces, ending the turn.



This is an example of a blundered batch. Our helper has added the right amount of Yeast (d6) and Flour (d12) but put too much Water (d8). No bread can be made from this batch. They'll have to try again on the next turn.



## 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 into the Town Treasury. That is the *Guild Fee* and is required before every match. Once you've paid the *Guild Fee* 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 features a description of your Opponent and how tough they actually 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, 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. Now, depending on how good their performance during the match they may have earned a prize. 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**

If the match ends in a tie no prize is awarded. After collecting your prize money return the defeated fighter to the bottom of the Opponent deck. You have emerged victorious and your Action is used up for this round.

**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 Opponent deck and move your character to Washout Lane. According to tradition, defeated fighters get tossed out into Washout Lane and since you are still stunned from your defeat, you may not move until your next turn.

Being defeated in the Fighting Pit is no fun, but there are ways of minimizing the humiliation and the loss of momentum during Town Time...

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

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

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

### Questions and Special Circumstances

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

**My Opponent ran out of the building screaming. Do I get a refund on my Guild Fee?** The Guild Master looks at you for a moment...a blank stare on his face as he ponders the concept of a "refund," and then begins to laugh uproariously.

**If Companions aren't allowed in the Fighting Pit then what about the extra Health?** The moment you hire a Companion their Health automatically gets added to the Health Tracker. From then on there's no need to worry about which character takes a hit. The combined Hit Points always apply.

**My main Character is a Dwarf/Malornian and I've just lost a match, but instead of taking damage I choose to absorb the hit with my fortitude hit counter...Does my character still get tossed into Washout Lane? Are they still stunned?** Absorbing the damage with a hit counter is fine, but all the other rules still apply. Yes to both.

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

*There have been rumblings in the Fighting Guild lately of a ruthless band of Rogues ambushing unwary travelers near Washout Lane (and other parts of town). They are no good thieves looking to steal Copper Pieces. Characters low on health should head to the Fountain of Recovery as quickly as possible, lest they be caught off guard by the ruffians.*

## Banking

Villageon'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 tell each player with a Bank Account to roll a (d8). The result of your roll will tell you how well your investment is doing. There are eight possible outcomes on a Bank Day card that range from *Stock Slump* to your investments being *Doubled!* Investing money in the Bank carries a small amount of risk, but overall your chances of earning interest are greater. Whatever you earn from your Bank Account is collected at the end of the game. However, if your Character wishes to make a withdrawal during Town Time this is Ok too. Just like before they will have to go there in person.

Adding or withdrawing coins from the bank does count as an Action.

**Rank Guarantee** – Rank has its privileges. For instance, whatever money you have on deposit at the Bank is guaranteed up to your current Rank. In other words, any time there's a Stock Slump you lose only the amount of money that exceeds your 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

- You can only add or withdraw from your Deposit Box by visiting the Bank
- Any changes to your Deposit happen at the Bank only. If the Deposit earns interest the money is added to the Deposit Box. If there is a loss it is taken out of your Deposit Box and placed directly in the Town Treasury.
- 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.

## Tynafir the Traveling Merchant

**Tynafir's Daily Special** - Tynafir sells all types of rare Items and Artifacts, which is why you'll want to be on the lookout for *Tynafir's Daily Special*. Whenever a *Daily Special* comes out a new Item goes up for sale. These are the only Items your character can purchase during Town Time.

Here's how it works. When you arrive at Tynafir's tent take a peek at the number hiding under the Town Timer Token. Now make a Persuasion roll. The number on the Town Timer minus your Persuasion roll is the amount Tynafir is willing to accept for the Item this round. Just be aware that Tynafir will not sell any Item for less than 1 Copper Piece, no matter how good your Character is at bartering. If you don't like the price Tynafir will gladly renegotiate with you on your next turn. But keep in mind that Items go up for sale for a limited. The current Item will only be available until the next *Daily Special* comes out.

Don't forget to include Ability and Companion bonuses to your Persuasion roll.

**Selling Trinkets to Tynafir** - Like many of the Merchants in Feonora Tynafir is very particular about which types of Items she'll buy and which ones she won't buy. The easiest way to figure this out is to look for Items that have a coin icon and a *Trade In Value*. These curious oddities are the *only* Items you can sell to Tynafir. To sell your trinkets to Tynafir go to her stall and collect the Copper Pieces stated on each card. Then turn in the card or cards by placing them at the bottom of the deck. *Tynafir will purchase multiple trinkets on a single turn.*

As you may have guessed, bartering with Tynafir gets easier the closer you get to Grouping time. Perhaps this is her way of lending a hand to your noble quest.

## Items, Artifacts and Trading

There are several different ways to get items throughout the game. They can be earned by solving Troubles, found on a defeated foe or discovered in a stash of Hidden Treasure. This section is here to introduce the various kinds of things found in the Items deck. They range from useful stuff, to mostly worthless trinkets, to rare and valuable Artifacts. The common question with Items is: *When can they be used?* The short answer is: *It depends on the type of item, and the situation.* Whenever there's a doubt read the Item card, or visit the Q&A on page 25.

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

**Weapons of Uberness** - These rare and special weapons are truly magical. They can destroy just about any foe, including those that can only be defeated with Magic. Weapons of Uberness can only be used during a player's turn, and will use up an Action during Town Time. Examples are the *Hammer of Smiting* and *Wedril's Wand*.

Note that foes immune to Magic are also immune to Weapons of Uberness

**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 a Trinket is it cannot actually be used during the Adventure. To learn more about selling Trinkets turn to page 23.

**Other Stuff** - Some items are so unique 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. Each of these miscellaneous items has its own unique function and the card will tell you what sort of use each item has. These cards will also tell you *when* they can be used. For instance, some can be held onto until your character has a use 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 and giving money to other characters does not 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 may be traded during Town Time. Players can also purchase and sell stuff to one another at whatever price you negotiate.
3. During the Adventure Phase Items, Fish, Magic Spells, Butterflies and Copper Pieces can be traded freely (even during combat). You do not have to wait for your turn to trade or give away these items, nor does it use up a turn.
4. Mounts, Companions, Bounty cards, and Troubles cards may not be traded or sold during any phase under any circumstances.

## Questions and Special Circumstances

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

**Can I combine my Boots of Speed with another item of special movement?** Combining the Boots of Speed, Flying Carpet or Staff of Walking has been known to cause spontaneous combustion. Just to be safe, none of the speed boosting items may be combined with Mounts or each other.

**Can I sell my Fish or Trinkets to one of the Traveling Merchants?** Tynafir the Merchant and Ned the Fish Peddler are the only ones who buy stuff. Fish and Trinkets may not be sold to Traveling Merchants.

**Are Items cards (or any card for that matter) public information?** It is up to each player whether or not they wish to reveal their cards to the other players. Being a game of cooperation there is little need to hide your cards, but by no means are you required to show them to another player.

**Are Spells considered Items?** In the minds of Fairies, Trolls & Genies they are indeed. When it comes time for a Fairy to steal something they *can* steal one of your Spells. Or, if need be, a spell can be used to pay a toll.

## Fessiwig’s Magic Emporium

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

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

Here’s how it works:

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

## 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, including 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. 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 heal another member of the party. And in some cases you might even use magic 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 card...

...and it must pass a *Success Check*.

How it works - Once you’re ready to cast a Spell pick up a (d6) and roll the die. Your (d6) is your Spell die and rolling it is called making a ‘Success Check.’ A Success Check is required each and every time you attempt to use magic, and the results of your roll are always the same. If your character rolls a:

- 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

If the spell was a Success the foe is instantly defeated. You may 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 card over until the group moves on to another space. *Hopefully you have more than one spell.* Just remember, using Magic consumes your full Action for that round, no matter what type of spell you decide to use. *Also note that the Spell die is not an Ability roll so no bonuses apply.*

This concludes the basics of magic types and using a spell. Now it’s time to introduce the very special “Gray” School of Magic.

Gray Magic spells are extremely rare and also extremely powerful. Should your Magic User acquire one of these you are in good shape. What makes Gray Magic unique is that it can work on *any other color*. In other words, Gray Magic can be used on any foe that is vulnerable to magic, regardless of what School of Magic is showing on the card. *Needless to say Gray spells are highly sought after, but it is still a good idea to supplement one's collection with multiple schools of magic.*

While most spells are geared toward combat, not all are intended for smiting a foe. Let's look at a couple that aren't associated with any particular School of Magic.

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**Restoration Spells** – These unique and rare spells will give your character the ability to help a fellow party member in need. Should you choose to use it during Town Time your figurine will need to be positioned next to the other character, or inside the same building. Here's how it works. If you pass the *Success Check* your character transfers the number of Hit Points showing on the die (3-5) to the other character. *It doesn't matter whether your Player Character or Companion is casting the spell.* As you can imagine this is one spell that can really come in handy during combat. But there's one important thing to remember. Restoration cannot be used in reverse. In other words you cannot use it to *take* Hit Points from another character.

Restoration can be used as often as you like while traveling. During combat however, it can only be used on your turn, just as if an attack spell were being used.

**Charm Spells** – The one thing that makes Charm Spells different from all the others is that this is the one spell that *cannot be used during Town Time*. That's right; under no circumstances can any of your characters attempt to charm the inhabitants of Villagetton. Why is that you ask? That's a touchy subject. But those 'in the know' suspect it has something to do with Fessiwig and Tynafir, who are both experienced and influential figures in Villagetton. During the Adventure phase, Charm Spells will work during Regular and Final Encounters – and can greatly aid your party.

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**Criminals and Butterflies** – It is rumored there are some spells that can help you catch butterflies, or even better...those slippery criminals. Should you have one of these available your character may attempt to cast the spell rather than using Agility or Persuasion (depending on what is called for).

**Companions** – When you hire a "Magic User" Companion they will already possess a certain number of spells. As soon as you hire them immediately collect the number of spells stated on the Companion card. If none of the Player Characters in the party knows magic these companions can be a valuable addition to the group. *If your Player Character is already a Magic User and you hire a Magic User Companion, feel free to roleplay their magic using antics however you like.*

## Horses and Mounts

When it comes to adventuring you can't beat fast, reliable transportation. After all a good Mount can get you to and fro far quicker than a pair of boots (at least in most cases). 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 are likely to vary.* When you're ready to obtain a Mount move your character to the Stables and pull a card. The card will tell you what type of Mount is available that turn, its Movement, and how much it costs to Rent or Purchase.

You 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 your only option is to rent a Mount from the stables. Your rented Mount remains the property of Horses and More and will have to be returned after you complete your adventure. **Rented Mounts do not go on your Character Sheet.** If you like the current selection and have the money to pay the Rental Fee you may do so right away and claim your trusty steed. 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.*

**Purchasing a Mount** – For the right price a good Mount can be purchased, but only *after* the group has successfully completed its quest. During the Victory phase your characters will be given the opportunity to purchase their Mounts from Merrick the Stable Keep. *This is the only time a Mount can be adopted.* But you'll have to be able to afford the Purchase Price (stated on the card) and most Mounts don't come cheap. Hopefully you earned plenty of loot during your adventure. 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 let go, or your character is killed. The next time this character is used they will start the game with a Mount, and do not need to pull the card from the deck.

*How do they work?* Essentially, Mounts replace your character's natural Movement with a *new* Movement value. You'll notice that the quality of Mounts varies; some are faster and some are slower. 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.

Letting a Permanent Mount Go – Characters with a Permanent Mount thinking about an upgrade will first need to let the Permanent Mount go. To do this your character must first go to the Stables. You can then erase the Mount from your character sheet, which counts as your Action for that turn. Only on the next turn may your character begin shopping for a new Mount. *Merrick does not offer a trade-in discount for Mounts returned to the Stables.*

### Questions and Special Circumstances

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

**Can I exchange my Mount for another one?** Yes and no. You can let your current Mount go and rent a new one afterwards. In other words, if you want another Mount you must *first* release your current one by returning to the Stables and turning in the card. This counts as your Action for that turn.

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

**I really like this rented Mount. Can I keep it?** In order to get a Permanent Mount two things must happen. First, your group must win a Victory. Then, during the Victory Phase, you'll be given the opportunity to purchase your Mount at the price stated on the card. This is the only time a Mount may be purchased. Mounts may only be added to the Character Sheet *after* they are purchased.

**What if my Mount is slower than my character; do I have to use it during Town Time?** Yes. Once you have a Mount using it is no longer optional.

**What happens to my Mount if my character is killed?** When your character dies any Mount (rented or purchased) is lost. Turn in the card or remove the Mount from the Character Sheet. You should also refer to the *Defeat Checklist* on page 60.

## The Tradecraft of Thievery

The illicit tradecraft of Thievery is truly a mixed bag of tricks. On one hand it can get you a lot of stuff during Town Time. Or, you might spend the majority of your time in 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. As for stealing things during Town Time, here's how it works:

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### Thievery die

The first thing you must understand is that your (d12) is always your *Thievery die*. It does not have bonuses and is completely separate from your Basic Abilities. Use this whenever you steal or pick locks (or whenever a Thievery roll is called for).

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**Stealing from the Town Treasury** – If you think you can get away with breaking into the vault move to 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 straight to Jail.** That's right; all the money in your Coin Purse goes back to the Town Treasury. The guards aren't interested in your pitiful explanations. Lucky for you any money stashed away in the Bank is safe from the guards...something worth bearing in mind before stealing.

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 lot of trouble; try not to let greed get the best of you.

**Stealing Fish** – If your character wants to steal a fish from the Fish Cart the method is the same. Go to the Fish Market space and make a Thievery roll. A 4 or higher earns you **1 Fish**. A 3 or lower lands you straight in Jail (*and probably hurts poor Ned's feelings as well*). Immediately turn in all your Fish and go straight to Jail.

**Stealing Items** – If your character wants to make away with a *Daily Special* (an Item) go 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 your Item cards (including Artifacts) and go straight to Jail. *When a character is caught stealing an Item any Magic Spells in their possession do not get confiscated along with the other Item cards.*

Only Items that are out and 'active' can be stolen.

**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. *In this case you may not peek at the Spell card.* 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

caught. Immediately return all of your spell cards to the bottom of the deck and go strait to Jail. *Just be glad Fessiwig didn't turn you into something 'unnatural.'*

The moment your Thief is caught trying to steal there's no time to hand off the stolen goods before being hauled off to Jail. This is an exception to the free-trading rule.

A few other notes on Thievery:

- In a single turn you or your Thief Companion can steal, but not both
- Companions, Mounts, and Bank deposits cannot be stolen
- Whenever one of your characters is caught stealing all of the other characters under your control are considered accomplices and hauled off to Jail too

**Getting Out of Jail** - For more information on dealing with this new dilemma see the next section titled *Getting out of Jail*.

**Picking Locks** - When traveling through Dungeons and other such places your group will eventually run into thick wooden doors that are virtually impassable. One way to get through these doors is to have a Thief pick the lock. Picking Locks is a mini-game and covered in more detail under *Big Wooden Doors* on page 41.

**Secret Passageways** - It is thought that some caves & dungeons contain Secret Passageways. But only those with the trained eye of a Thief can find them...

#### Questions and Special Circumstances

**Can I use Thievery to steal from other players?** No; Thieves are not permitted to pick the pockets or pilfer the goods of fellow adventurers. *Shame on you.*

## Getting out of Jail

Now that your thief character is in Jail the first order of business is to find a way out. There are two ways to get a character out of Jail and back into the thick of things.

**Pay the Fine** - For less persuasive characters, sitting in jail can eat up precious time. If you'd rather just pay the fine and be on your way then **5 Copper Pieces** will buy your freedom (*All characters under your control are covered under a single fine*). As soon as the fine is paid immediately move your figurine onto the Alleyway space. This does not count as Movement, it merely symbolizes that your characters are free.

**Talk Your Way Out** - Thieves tend to land in Jail without a single Copper Piece left in their Coin Purse. In this case your only chance at freedom is talking your way out. But unfortunately for you the Town Guards are a serious and stubborn lot, which is why it will take a lot of convincing to change their minds. This battle of wits with the local guards is known as the Jail mini-game. Here's how it works:

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 an exception to the usual rule as bonuses are used differently.

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### 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 or 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.

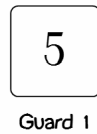
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### The Jail Mini-Game: An Example

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...

### Initial Roll:



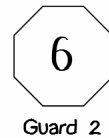
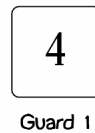
Comparing our Character's Persuasion attempt to each Guard shows that neither guard was convinced. Four is not *equal to* or *higher than* Five, and it certainly isn't equal to or higher than Nine. That didn't go so well. However, with a +1 Ability Bonus and a +2 Negotiator Companion this gives us 3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

### Bonus Roll 1:



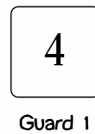
Ah Ha! Our second attempt has convinced at least one of the Guards. Maybe Guard 1 is feeling generous today. Four is *equal to* Four which means Guard 1 is willing to let us go. But it looks like Guard 2 still isn't convinced. Maybe our character needs to try a different approach. For our second bonus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

### Bonus Roll 2:



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.

### Bonus Roll 3:



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.

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

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

### Questions and Special Circumstances

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

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

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

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

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

## Fishing and Ned's Fish Cart

The Fish 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 or 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 not an Ability roll.* Now, any roll that produces an Odd number means you just caught one fish – take a fish token from Ned's Fish Cart. 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. 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. Ned also sells Fish for 3 Copper Pieces each. *While good for earning a few quick coins, fish will also play an important role in keeping your characters alive during the adventure.*

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** – One of the Victory Badges that will help toward winning the Hero Award is the Fishing Badge. This 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 here's the catch...The next player that beats a 2-Fish streak gets to take the Badge from the first player. Each time someone beats (not matches but *beats*) another player's fishing streak they take possession of the Badge. Whoever has it at the end of the game is the automatic winner of the Fishing Badge.

*Notice the space on your Character's Health Tracker for keeping track of fishing streaks*

**Expert Fisherman** – Characters who graduate from Ichabod's Fishing Academy earn the title of "Expert" Fisherman. An Expert Fisherman has honed his or her fishing skill and gets an extra advantage when fishing. If your character is an Expert they automatically get to re-roll the first Even number that shows up during a fishing session. *This gives a better chance at catching fish, and a long fishing streak.*

## Questions and Special Circumstances

**What happens when Ned runs out of fish?** As soon as there are no more fish available at Ned's Fish Cart the rest of the fish have stopped biting. When this happens there's no point in fishing any further until someone sells or eats some of their fish.

**What happens if I'm in the middle of a fishing streak when Ned runs out of fish?** Sorry, but when the fish stop biting that's all there is. No other odd numbers will produce a catch. You'll have to try again when more fish are available.

**If we encounter a Fish Pond does that count toward the Fishing Badge?** Yes. All fishing sessions count toward the Fishing Badge.

**Concerning the Fishing Badge, what happens if the person holding the Badge beats their previous fishing streak?** This counts as the new highest fishing streak, which the other players will now have to beat in order to swipe the Badge. The current high fishing streak should always be communicated to the other players, and noted on the Health Tracker.

## Bounties

Wanted Criminals are on the loose and may occasionally turn up during Town Time. Those quick enough to catch up to one can earn a hefty Bounty, and start earning a reputation as a Bounty Hunter as well. Here's how it works...

The first thing you should notice is there are six Criminal spaces on the board, each one with a letter code ranging from B1 to B6. These Bounty Spaces are usually in out-of-the-way parts of town. Then there is "The Criminal." This is an extra figurine included with the game that represents any criminal who's come out of hiding. The Criminal figurine stays off the board until one of the Bounty cards are drawn from the Town Card deck. When a Bounty card is drawn it will tell you which Bounty Space to place the figurine on. Your characters then have a limited amount of time to move up to the figurine and try to capture the criminal depicted on the card. Bounty cards are special in that they remain out and 'active' until someone catches them...or until another Bounty card is drawn. *Place the card face up somewhere near the Main Board.* When another Bounty card comes up the figurine moves to a new spot and the previous Bounty card goes to the discard pile.

**Capturing a Wanted Criminal** – Each card tells you what your character has to do in order to catch the criminal. Be forewarned that the task will not be easy, *which is probably why the local authorities have had to issue a bounty in the first place.* Catching a Criminal usually means rolling a very high Agility or Persuasion roll. Remember, the criminals are wanted *alive*. Catch them with Agility or convince them to give up their misguided ways and turn themselves in (using Persuasion). Once your character is next to The Criminal make your roll. **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. *That's right hold onto that Bounty card until the end of the game.*

We Almost Had Em – Criminals are crafty characters who don't tend to stick around too long. When one 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 tells you 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 throw it for a loop.*

## Fountain of Recovery

It is said that the old Fountain was blessed by the founders of Villageton, 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 Villageton have never failed nor faltered, and to this very day travelers and townsfolk still enjoy its healing properties. To do so, move your figurine to 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

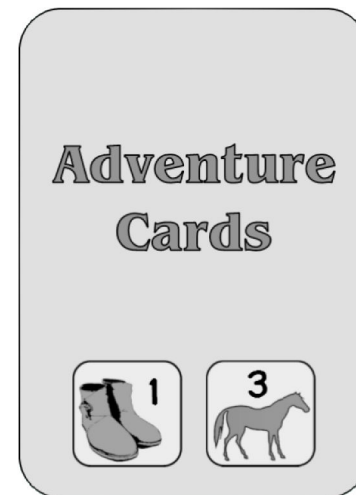
**Can Dwarves and Malornians use the Fountain to restore their Hit Counters?** No. Fortitude hit counters cannot be replenished during the game.

## Grouping, Travel and Treasure Hunting

When the Town Timer reaches the "Group" space it's time for your party of adventurers to set out on their quest. At this point the game switches to the Adventure phase. Regardless of where your characters are or what they're doing in town you're going to form a Group by placing the Group Leader's figurine on the Start Adventure space (the bridge). **The Group Leader's figurine represents the entire group during the Adventure** so at this point all other figurines can be removed from the board. Next, make sure your Health Trackers are up to date. *Special Note: If your characters are going to be doing any Spell trading, now is the last chance.* Before we set out take a moment to introduce your Companions and Mounts to the rest of the group. The Group Leader should start the introductions...

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

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



**The Movement Value** – You'll always know which deck to look at for your Movement Value by noting the space directly in front of you. If the space has a letter "A" look at the card on top of the Adventure deck for your Movement. If the space has a letter "D" refer to the card on top of the Dungeon card deck. Sometimes the space directly in front of the figurine won't have a letter (such as with a Treasure or a Door space). In this case you would refer to the space after it for the Group's Movement Value.

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## The Card Pulling Rotation

**Pulling Cards** – Every time the group lands on a space with a letter someone is going to pull a card. If it's an Adventure space (with an "A") you'll pull an Adventure card. Likewise, whenever you land on a Dungeon space (with a "D") you'll 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) you're still going to pass the Initiative Token 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 you 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, and 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..*

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## 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. *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 *Treasure Hunting Etiquette*. 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). *Feel free to roleplay your treasure hunting exploits.*



**The Initiative Token Bonus** – There's a special bonus for whichever player has the Initiative Token when you land on a treasure space...but only if you have at least one Treasure Hunter. If you are the player with the Initiative Token when the group lands on a treasure space and you have at least one Treasure Hunter, you automatically get a bonus of 5 Copper Pieces. Immediately collect 5 (and only 5) Copper Pieces before rolling the loot die.

Note that the 5 Copper Piece bonus never changes, regardless of what kind of treasure space you land on, or how many Treasure Hunters you control.

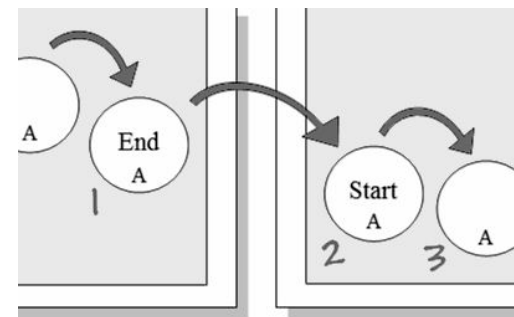
**Double Spaces** – There are great hidden treasures to be found while traveling the lands of Feonora and occasionally you might just be lucky enough to stumble into some. If your group happens to land on a treasure space with the double symbol this means that the result of your loot rolls are automatically doubled! You still get the same number of loot rolls (one for each Treasure Hunter you control), but double whatever you find. *Be careful not to roll a blank.* Note that the Initiative Token Bonus is the same (5 Copper Pieces) even for double spaces.



**Pass the Token** – Even though a card wasn't pulled this round the group is still preparing to continue the journey and move forward. Once all the Treasure Hunting is over pass the Initiative Token to the next player. *Even if there are no Treasure Hunters in the group the token will still be passed to the next player, since the Initiative Token always gets passed before moving forward.*

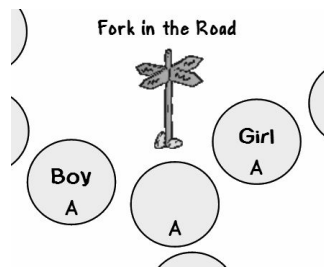
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**Connecting Spaces** – When you reach the edge of a map the last space will usually read "End." From here you'll move directly to the "Start" space on the next map. Always treat these connecting spaces as one continuous path. For example, in the picture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



If transitioning into a Cave, Dungeon or the Old Ruins you may finish out your full Movement as stated on the back of the Adventure card.

**Fork in the Road** – On some maps your characters will encounter a *Fork in the Road*, offering two possible paths. If the Group Leader’s Player Character is a Boy, continue your movement and follow the path with the word “Boy.” If your Group Leader’s Player Character is a Girl follow the path with the word “Girl.” *Since your characters don’t actually know where each path leads, imagine that the Group Leader is guessing at which is the best path to take.*



**Side Quests** – When you land on a Side Quest space pull the corresponding card from the Side Quest deck. Everything you need to know about a Side Quest should be right there on the card. Just follow the instructions and...Good luck. After the Side Quest is over pass the Initiative Token just like you normally would. *When it comes time for a Side Quest pay close attention to the instructions. For unless a card states (or indicates) otherwise, Side Quests are not optional.*



**Mounts Follow Behind** – A glance at the Dungeon cards deck reveals that Dungeon cards have only walking symbols. Given the cramped nature of indoor 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 your Movement is over for that turn. Your task is to find a way through the door. But be careful, for all Big Wooden Doors are enchanted with a magical 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 you 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 have an Unlock Spell. In this case the Magic User can make an attempt on the door along with all the thieves. *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 your 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 is the amount of damage you take...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 may attempt to unlock the door from this point forward. If it happens that the party doesn’t have any Thieves you’re in a pickle. Automatically move the figurine to the space just beyond the previous door. If there is no previous door move the figurine back to the Start space. *Next time you might want to consider hiring a Thief or two.*

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

You will notice that the deeper into the Dungeon you go the more difficult the Doors become. This is yet another reason why only well prepared adventurers stand a chance at conquering a Dungeon quest.

**The Final Encounter** – Should you reach the end of the Story Map it’s time for the final test. Upon reaching the Final Encounter space have the Group Leader turn over the Story Card and read it aloud. The fate of the entire journey rests on this encounter. For more information on Final Encounters see *Winning the Game*, page 50.



### Questions and Special Circumstances

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

**What if we fall through a Trap Door and end up at a Door we already unlocked?** Dungeons by design are meant to thwart adventurers at every step. This is why they are always outfitted with doors that re-lock and rearm themselves. Isn’t that just devious? You will have to unlock the door again.

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

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

**Is it Ok to search the same Hidden Treasure spot twice?** Yes, if you happen to land on it a second time. Sometimes you'll find yourself on a Hidden Treasure spot you've already searched (for instance, after falling through a trap door). Feel free to search again...who knows, maybe they missed something the first time around.

**What happens if we land on the same Side Quest twice?** Each Side Quest can only be tackled once per game. If you get sent back to a Side Quest space, and you've already done it, pass the Initiative Token and move just as you would on a normal turn. It doesn't matter if the previous attempt was a success or failure.

**During group travel is it Ok to use the same movement twice?** Yes. When you land on a Treasure space no card is drawn. After all the Treasure Hunters have rolled the Loot die, pass the Initiative Token and refer to the same movement symbol for your next movement.

**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 and 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. Just as with Mounts, Items of Special Movement may not be used in Caves & Dungeons.

## Adventure and Dungeon Cards

Adventure and Dungeon Cards represent all the dangerous, helpful and other encounters your characters will face during their perilous quest. There are many different kinds of encounters. Here are some of the most common ones you'll face.

**Hostile Creatures & Foes** – When you bump 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 if you win the battle.

**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.

**Helpful Encounters** – Not all encounters are bad. Sometimes you may run across someone or something helpful, like a Traveling Merchant or a hidden Fish Pond. As a famous explorer once noted, 'Good fortune can turn up in the darndest places.'

**Bank Day** – Bank Day cards pop up now and then, even while you're traveling. That's right, the wheels of commerce continue to grind and churn, even when you're away. Follow the instructions on the card to see how your deposit is faring. For more detailed information on Bank Days see the section titled *Banking* on page 22.

**Booby Traps** – Exclusive to Dungeons and other such places are the dreaded Booby Traps. These nefarious devices are designed to hinder and harm your party as much as possible. Only those with Thievery skill can contend with these deadly devices.

**Trap Doors** – Trap Doors are often placed in Caves and Dungeons to impede the progress of unwelcome intruders (namely *you*). Beware you don't drop some of your loot into one, or worse...fall into one yourself.

**Butterflies** – As you may already know the King is an avid Butterfly collector and is willing to reward the player who brings him the most butterflies at the end of the journey. But the trick is they must be caught unharmed, which requires pretty good Agility (or the right Magic Spell). The player with the most Butterflies at the end of the game gets the Butterfly Collector Badge.

**Roleplaying Cards** – As with Town Cards you'll have plenty of opportunity to roleplay your character while out adventuring. As you respond to the questions try to pretend that you are the character making the comment or telling the story. *Feel free to do this on behalf of your Main Character, or even your Companions.* The more you get into it the more fun roleplaying is for everyone. Roleplaying Cards are covered in more detail under the *Town Time* section, page 15.

**Group Roleplaying** – When a card with this symbol comes up it's time for a group roleplaying session. Read the scenario on the card and let your characters (and imagination) run wild. These are similar to Roleplaying Cards, except that instead of referring to the question list these cards will describe a situation and then ask how your character (and/or companions) respond. Group Roleplaying cards are intended strictly for fun and "character development." You may roleplay them however you like...but regardless of how your characters respond, no cards, coins, abilities or health may be altered for any character in the party. *Unless the card states otherwise, start with whoever pulled the card.*

**Other Encounters** – Not really fitting into any of the previous categories are the many other special encounters that may help or hurt your party. Each card will explain the situation, tell you what to do, or present you with options. Simply follow the instructions on the card. Refer to the Questions & Answers below if you get stuck. Examples include *Troll-Bridge*, *Two Headed Giant* and the *Wishing Well*.

As you can see your adventure is going to be filled with a variety of interesting, challenging or 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 out the cards the first Item should go to the player that pulled the 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 something hostile or pesky that player should collect and keep the card before rolling the Loot die. These are often, *but not always* hostile foes. During the final Victory phase we're going to see which player defeated the most foes throughout 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 Uberness 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 can carry...

**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.

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

**Are there any weapons the Two-Headed Giant is vulnerable to?** It is thought that the only person who knows the answer to this question is an old Hauflin Adventurer named Derian Undershire. His current whereabouts...unknown.

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

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

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

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

## Combat and Running Away

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

As you can see Combat, like card pulling, is all about taking turns. In other words, you have to wait for your turn to Attack or use any kind of Magic. However, there are some things that can be done freely (just like during Town Time). These activities include trading, eating Fish, or using an Item of Recovery. That's right, even during a hostile encounter trading and health recovery can be done freely, without penalty.

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

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 automatically been defeated. The player would collect the card *and* get to roll for loot. However, a 10 or lower means her character missed the Brigands and must now take Damage from their 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.

A020

**Ⓑ 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 section titled *Using Magic* on page 26.

**Collecting Cards** – Card collecting continues during the Adventure phase as players compete for the sought after Battle Badge. You might have already noticed that whenever a player defeats a foe they get to collect and keep the card before rolling the Loot die. During the final Victory phase we're going to tally these cards to see which player defeated the most foes (and pesky critters) throughout the game.

The *Combat Rotation* always starts with the player that pulled the card. Keep going around until the foe is destroyed, or you Run Away. After the encounter is over you'll 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.

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## Roleplaying During Combat

Combat is an excellent opportunity for roleplaying. For example, you can pretend that any one of your characters is doing the attacking, then describe briefly *how* they are attacking. For example, let's pretend we have a Male Hauflin who is about to attack with his enchanted pogo stick. You might say, "Wilberd leaps on his pogo stick and charges the Brigands..." *at which point you would roll Wilberd's Attack die.* Hopefully he didn't miss and get himself stuck in a tree. Or you could roleplay your characters and companions attacking together. Or, if you'd rather pretend that a companion is the one doing all the fighting that's fine too. The more you try it the more fun combat roleplaying can be. Be creative. You'll soon find this adds a touch of fun and humor to the game, making it more enjoyable for everyone. And let's not forget...there's a reward at the end of the game for *most Outstanding Roleplayer.*

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**Rolling for Loot** – Loot is the treasure left behind by defeated foes. Here's how it works. Any time you defeat a foe you've just earned the privilege of checking the fallen foe for loot. *It doesn't matter how your character or characters defeated the foe, including the use of Magic Spells.* Roll the Loot die to see what kind of loot the foe was protecting. Loot can range from Copper Pieces to an Item...or in some cases nothing at all. *Remember, only the player that defeated the foe rolls for loot.*

## The Chase Game

**Running Away from difficult foes** – Sometimes you may find yourself in a situation where fighting is no longer the best option. If this is the case your group can resort to that tried and true tactic of fleeing. Keep in mind however that **Running Away must be a unanimous group decision.** If just *one* person wishes to keep fighting, they must be allowed to continue. Running Away can be a tricky proposition as most foes will chase you. This is called the "Chase Game." Here's how it works...

Let's return to our Band of Brigands on the previous page. According to the card Brigands chase with a d8. Your Group has just decided to Run Away. How well each character pulls this off is going to be determined by their Agility. To kick off the first round the player that turned over the card is going to roll the Brigands' Chase die, in this case a d8. **Whatever number shows up on the die is the number everyone must match or beat with their own Agility roll.** Just for fun let's pretend the Brigands rolled a 7. Now have everyone roll their Agility dice (not forgetting to include any bonuses). You will only roll one time regardless of how many characters you control. Each player that rolled a 7 or higher has successfully run away. Those Characters (and their Companions) are now safe and must wait for the rest of the group to catch up. They do not have to roll the next round. Meanwhile, everyone who rolled a 6 or lower did not get away from the Brigands and take damage as a result. **The number showing on the character's die (and only the number on the die) represents the amount of damage to be subtracted from the Health Tracker.** *Do not include the 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 on the next round. The Chase Game continues, round after round, until everyone has 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 you decide to flee.

Here's a quick summary of everything we just discussed:

- 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 attack or action 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 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.

### 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 must roll 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. If all the characters successfully run away, return the card to the bottom of the deck and continue the journey.

**What about a Restoration Spell? Can this be used freely or do I have to wait for my turn?** Even though Restoration spells are about healing they are still Magic Spells. And Magic can only be used during your turn. Using spells and attacking may not take place on the same turn.

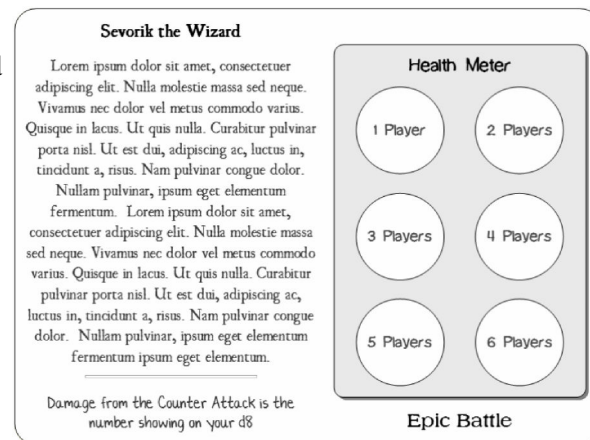
## Winning the Game – Final Encounters

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

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

### Epic Battle

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



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

In a way, Epic Battles are sort of like roleplaying. We're not worried about whether characters are attacking with weapons, casting spells, or lobbing spectacular insults. It's all about the dice mini-game from here on out. This is why Attack Spells and Weapons of Uberness are no good during an Epic Battle.

Here's how it works.

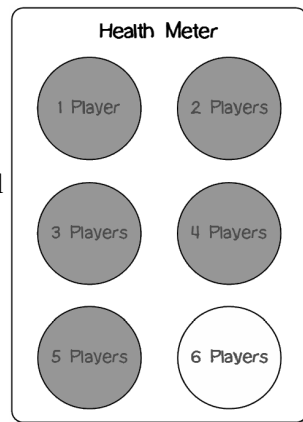
In the following example we've just run into Sevorik the Wizard. It looks like we're in for an Epic Battle to the death. Before the battle begins the first thing we need to do is fill up Sevorik's Health Meter. Place a Silver Piece (from the Town Treasury) on

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."

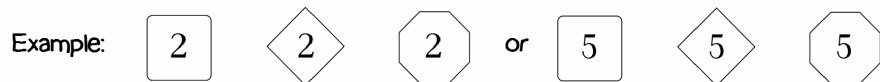
In Epic Combat the Player Group always gets the first attack. During each Attack Round every player is going to roll all three of their dice. That's right; simply roll all 3 dice. This is a group effort so everyone should roll together. Go ahead and roll now for practice.

Alright, we've just made our first attack. Now we need to see if anyone got a successful "Hit" on Sevorik. To get a Hit your 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



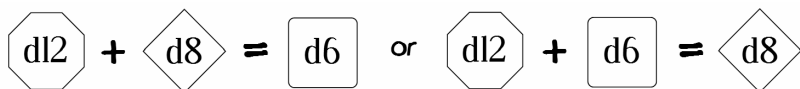
**Sequence** - A continuous sequence of 3 numbers. *It doesn't matter which dice produce the numbers; any sequence is acceptable.*



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



*Note: The following examples are not valid Combos...*



Group attacks during an Epic Battle are not Ability rolls. Bonuses don't apply.

Now take another look at your dice. Did anyone roll a Set, Sequence or Combo? If so, they would just have scored a "Hit" on Sevorik. Any time your 3 dice combine to form one of these (it doesn't matter which one) you score a Hit on your End Boss opponent. Every time someone scores a Hit that player gets to take one Silver Piece away from the Health Meter. *Think of this as a Loot reward.* If multiple players score a Hit then each of those players gets to take one Silver Piece away from the Health Meter. *Again, only those players who scored a Hit may collect a Silver Piece.*

Let's pretend this first attack resulted in one Hit, reducing Sevorik's Health Meter to four. Because you scored a Hit this round Sevorik was briefly stunned and did not have a chance to Counter Attack. That means your group gets to attack again. Remember you always attack as a group during an Epic Battle. With Sevorik stunned we launch right into our second attack.

So far no one has taken any damage.

Let's pretend for our second attack no one rolled a Set, Sequence or Combo. In other words, everyone missed. Since you didn't stun Sevorik this round he gets to make a Counter Attack, which simply means that everyone must take damage. Take a look again at the description card for this encounter. At the bottom of the card you can see that *Damage from the Counter Attack is the number showing on your d8.* Now look down at your d8. This is the amount of damage your character has taken. Some will take more damage than others depending on what they rolled.

After every player records their Damage it's time for another group attack. Hopefully this time someone will roll a Set, Sequence or Combo. Continue fighting until you defeat Sevorik or one of your characters is killed. If you manage to defeat Sevorik the group has won the battle - and the game! However, if one of your characters is killed during the battle the game is over.

Remember, Attack Spells and Weapons of Uberness are no good during Epic Battles

**Here's a quick recap of the rules for Epic Battles**

- The Player group always gets the first attack. *Everyone participates in the attack*
- Any time one or more players score a *Hit* the End Boss is stunned and you may follow with another group attack
- When everyone misses the End Boss delivers damage in the form of a *Counter Attack*. Damage is the number showing on your d8
- Players that score a *Hit* take 1 Silver Piece from the Health Meter
- When the Health Meter is empty the End Boss is defeated

## Questions and Special Circumstances

**During the Epic Battle are we still allowed to use things like Fish, Restoration Spells or Items of Recovery?** Yes, but casting a Restoration Spell would take the place of an Attack roll. That means one less chance at scoring a Hit, and may actually increase the chances of a Counter Attack.

**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 that is indeed a great roll 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 money you've gathered during your journey, or the general health status of the party.

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

Here's how it goes...

*...Try working out your own Ransom Cap on your Health Tracker*

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## Ransom Formula

A Payment is all of the Copper Pieces in your Coin Purse up to your Ransom Cap

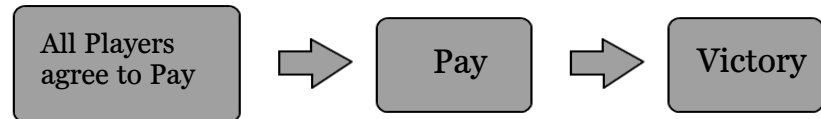
Your *Ransom Cap* is your Rank times the number of players in the game. Here's an example of one player's Ransom Cap. Let's pretend your character has a Rank of 5 and there are four players this game. Your Ransom Cap is  $5 \times 4 = 20$ . That means this player's payment is all of the Copper Pieces in their Coin Purse up to 20. They must pay no more than 20 Copper Pieces and all their money in the Bank is safe.

*For those who may be wondering, Trinkets do not have to be used to pay a Ransom.*

---

To Pay or Fight...Before you make your decision take a moment to discuss and think about how you wish to tackle the situation. Sometimes the decision will be a difficult one. Sometimes it will not be unanimous. When that happens it goes to a *Roll Off* and our characters will make the decision for us. But more on that in a moment. For now, find the scenario below that best fits your situation. *And remember, it's ok to trade, bargain or give Copper Pieces to other players if that will help.*

**Scenario 1** – Players agree to Pay



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



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



The *Roll Off* - If everyone can't agree on whether to pay or fight then it goes to a *Roll Off* where our characters make the decision for us. Here's how it works. Every player on each side of the debate will make a Persuasion roll (don't forget to include your Ability and Companion bonuses). Now add up the rolls for each side. Whichever side rolls the highest collective total wins the discussion and the rest must go along with the decision...no matter the consequences.

*Sometimes there's no telling which way it will go. For example, it is possible for one player to 'out roll' a group of opposing players during the Roll Off.*

## 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 higher Ranked Characters have to pay more?** Criminals, Thieves, Mercenaries and Kidnappers have an uncanny way of identifying experienced Adventurers...and tend to know they are worth more. Let's just say they are using this to their advantage and counting on your good fortune.

## 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 go to war against another Elvish Clan. We begin by placing a Copper Piece on the Start slot (*example above*).

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 player whose turn it is to roll. 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.* The Group Leader's character will also be the first to roll for the group. As Round One kicks off the Boss rolls first. Let's say he rolled an 8. Now, in order to win the round the player must match or beat an 8 with their character's Persuasion roll. Don't forget to include your

bonuses. Our Group Leader goes first and rolls a 7. Uh oh, we have lost the first round. The marker moves one space toward the End Boss. *See it there?* ↴

As Round Two begins we move clockwise to the next player. That's right; **every player must participate in the negotiations.** Hopefully you came prepared. Lord Geriand makes his roll to start the round. Let's pretend this time he rolled a 6. That shouldn't be too tough. Our next player rolls his character's Persuasion die, adds in his bonuses, and (uh oh) gets a 3. Apparently this player's character wasn't very convincing. Once again the group has lost the round and the marker moves one more space toward the End Boss. It looks like things aren't going so well;

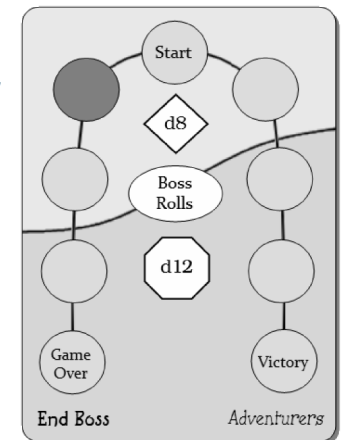
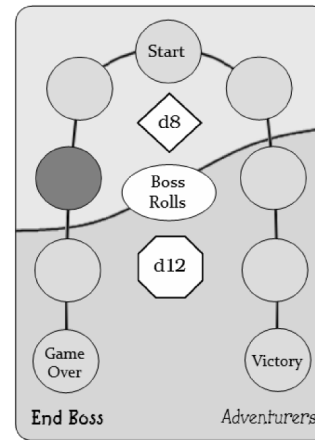
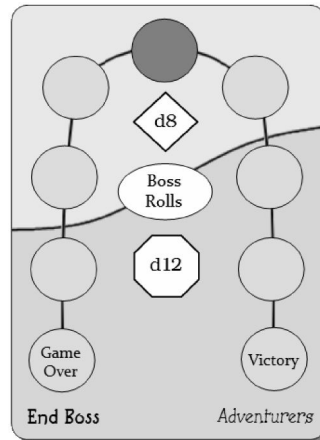
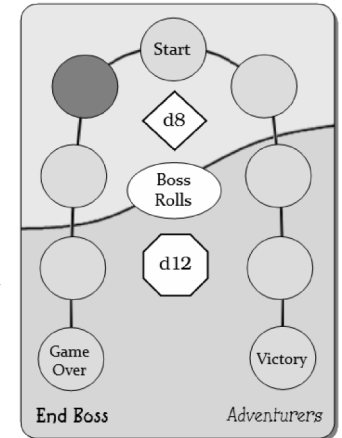
but don't give up hope. If we start making better Persuasion rolls things could be far from over.

It's time for the next round and so, once again, the Boss rolls first. This time he rolled a 4. The next player also rolls a 4. Since a tie always goes to the player we have just narrowly won the round; now the marker moves back toward the Victory slot.

And so the negotiations continue, round after round until finally

the marker reaches either the End Boss or the Adventurers. Since the End Boss will eventually start rolling a d12 it will certainly help if you bring along as many persuasive Characters and Companions as you can. *Rumor has it there are a few excellent negotiators hanging around at Wayfarer's Rest.* Just remember, players cannot be skipped which means that winning a Diplomacy mission demands a solid group effort.

**Charm Spells** – During your journey someone in the party may come across an elusive Charm spell. These come in very handy whenever a good persuasion roll is needed and are allowed during a Diplomacy encounter. When it's your character's turn to negotiate they may attempt a Charm spell instead of making a Persuasion roll. But it must be one or the other (not both). *A Charm spell is good for the entire encounter until it either fizzles or backfires.*



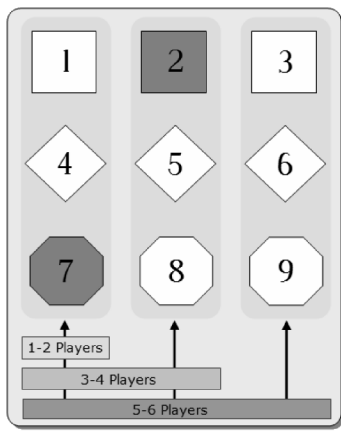
## Here's a quick overview of Diplomacy encounters

- The Negotiations progress in "Rounds." Each Round the Boss rolls first, followed by the player. The Group Leader always rolls for the End Boss.
- Every player must participate in the negotiation.
- Play progresses clockwise starting with the Group Leader.
- To win the Round *match* or *beat* the End Boss' roll with your character's roll. Be sure to include your bonuses.
- Move the marker one space toward whoever wins the Round.
- If the marker reaches the *Adventurers* slot you win. If it reaches the *End Boss* slot you have failed the quest and the game is over.
- Charm Spells are allowed on your turn and take the place of a Persuasion roll. If a Charm Spell fails, it must be turned over and may no longer be used.

## Fish Delivery

Being a hero isn't always about fighting bad guys or engaging in diplomacy... Sometimes it's about bringing aid or food to those in need. With a Fish Delivery your task is simply to collect Fish and take them to a far away person, village or group in dire straits. Sometimes the Fish are needed for its healing properties. Others might be short on food, and some might need it as a form of payment. In these Stories you'll have to figure out a way to get 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 in a quest of this type.

Here's how it works. Upon reaching your destination you'll need to find out if your party brought enough Fish to solve the Story. The Fish Delivery mini-game will help you figure that out. Note the spot on the Final Encounter card for placing Fish



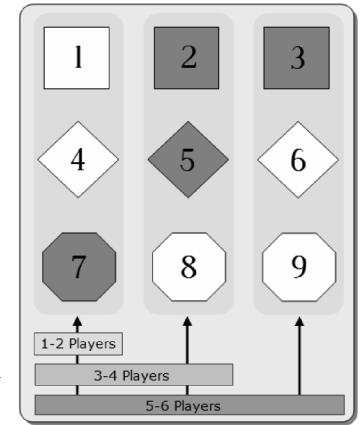
tokens. Next to that is a grid of blank dice that must be filled in by placing real dice over each slot. Underneath the dice you can see that the size of the grid depends on the number of players. For instance, 1-2 players only need to fill the first column, 3-4 players must fill the first and second column, and 5-6 players must fill the *entire grid*.

Starting with the Group Leader everyone is going to take turns trying to add their dice to the grid. At the start of your turn place one fish on the space provided, then roll all your dice. You're looking for numbers that match the numbers in the grid. For this example let's pretend there are five players – so we have to fill the entire grid. The

Group Leader goes first by placing a fish and rolling all three dice. If any of his dice produce a *match* he will place those dice on the grid where they will stay until the

columns are completely filled. Let's pretend our Group Leader rolled a 2 with his (d6) and a 7 with his (d12). That's great; he gets to place both dice in the grid. *With only his (d8) remaining this will be the only die our Group Leader can roll on future attempts.*

Now it's on to the next player, who places a fish and rolls all three dice. Let's say this player ends up with a 3 showing on her (d6) and a 5 on her (d8). Another great roll. She now gets to place her dice on the grid, which now has four dice on it. *Remember, to win the game this group must complete the entire grid because there are five players.* Now the next player will take a turn by placing a fish and rolling all 3 of their dice, and so on. Thus the Delivery game continues until your party either completes the grid or runs out of fish.



Notice that the dice do not have to be placed in any kind of order. It's strictly about filling the slots.

If a player doesn't have a fish to place then they may not roll. But trading is always allowed, so feel free to share fish with those who need it.

If your party runs out of fish before completing the grid it means you didn't bring enough to solve the Story and the game is over.

Remember, these are not Ability rolls...

## Here's a breakdown for the Fish Delivery mini-game

- Each player must place a fish before rolling their dice
- Roll all your dice - but you can only roll *your* dice
- When a rolled number produces a match place it on the grid and leave it there
- Players may give each other fish freely as needed
- When the grid fills up (according to the number of players) the group has arrived with enough fish to solve the Story and – You Win!
- If the group runs out of fish before completing the grid then you didn't bring enough fish to solve the Story and – Game Over

## Questions and Special Circumstances

**What if I have dice left over but the slots for those dice are already filled?** This is common. If you're down to just your (d8) for instance, but all the (d8) slots are filled you can no longer contribute to the mini-game. Pass your fish to the other players so they can continue hammering away at the grid. Be sure to maintain turn order.

**Can I place two or more fish and make a bunch of rolls?** You can only place one fish and make one roll per turn. Roll your remaining dice, and only *your* dice.

## Winning the Game – A Recap

In order to win the game...

1. Any Special Criteria stated on the Story Card must be met
2. Your party must beat the Final Encounter

If the group can pull together and save the day then, Congratulations! Break out the Victory Phase booklet for the 3<sup>rd</sup> and final phase of the game. Otherwise, if a Character is killed at any point during the game; or if the group fails to beat the Final Encounter, then your quest has failed. Turn to the next section titled *Defeat - We Were So Close* and review the Defeat Checklist.

You'll do better next 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 is defeated, 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. Right now everyone loses their highest Hero Bonus. Uncheck only the rightmost box. *Your Character's Rank, Reputation and number of Hero Awards remains unchanged.*
- Death Penalty** – If yours was the unfortunate character defeated (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; there is no Leveling Up and no Mounts may be adopted. *It is a sad day in Feonora...*

It's sad indeed when a character is defeated during an adventure. But they can always come back again for the next one. Death & Defeat penalties are the only things that affect a character who is lost during an adventure. After updating their Character Sheet, they are fit and ready to go for the next journey.

## Special Rules and Other Miscellanea

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

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

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

**Abode Bonus** – Once your character has finally made that last down payment on a fine home they've just earned themselves a special bonus. At the beginning of every game from now on this character gets extra Starting Copper Pieces based on the value of the Abode. Characters can purchase and own as many Abodes as they like (up to one of each kind), but keep in mind they only receive a bonus for the *highest* one. There is no adding bonuses together. Thus, the highest possible bonus is +4 CP.

**Special Hero Bonus** – Those paying close attention may have noticed something "Special" underneath the tenth and final Hero Bonus. What's that about you ask? Why it is something special indeed. The moment your character is able to check that final box they have just earned one additional *Special Skill* or *Ability bonus* of their choice. And the best part of all is once your character earns the Special Hero Bonus they can never lose it – even if the rightmost box gets unchecked following a defeat. But there is one rule when it comes to using the bonus. An Ability bonus can only be a +1 where no other bonus exists (in other words, on a blank line). *Hero Bonus Hit Points can still be lost, but this Special Bonus remains with your character forever.*

Each character is allowed only one Special Hero Bonus throughout their entire career, no matter how many times the final Hero Bonus is reached.

## Rules for Single Player Adventures

Sometimes your friends aren't available for a play session, but that shouldn't stop your character from going on a few adventures of their own. The following special rules are intended for single player games.

You should 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 with other players, 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 normally would. Shuffle all the decks, choose your character, and collect your 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. 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.

### Victory and Defeat:

- All of the regular death and defeat penalties still apply, *page 60*.
- 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 you should still follow the Victory Checklist. For example, following a Single Player victory your character may still level up their Rank & Reputation, improve their Artifact collection, spend Copper Pieces and Adopt a Permanent Mount.

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*Thank you for playing Heroes of Feonora*

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