Upcoming Changes Addendum

For Heroes of Feonora, Ruleset 1.2

Beginning in July 2016 we began putting out some of the rules changes and adjustments scheduled for inclusion in the as-yet-unreleased version 1.2 of the game. By compiling those blog posts into document format the aim was to give players downloading the pdf packs access to the same information. It's also nice to have everything in one place. This file now essentially serves as a rules addendum to the game manual (currently at version 1.1). Since we haven't got a release date pinned down for the official 1.2 update it is hoped that this print-friendly format can help with providing players the most current game experience.

~Oct 2017

Here is a brief summary of contents:

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The Rank Bonus

Blog date 8/20/2017

All Characters start out at Rank 1 with a Reputation of "Unknown." These are written on the Character Sheet whenever a new Character is created. Also on the Character Sheet, next to the Rank and Reputation plaquette is a Rank meter. This meter is going to keep track of the Character's progress as they level-up from Rank 1 to 34. One day, when your Character reaches that special milestone of Rank 34 "Crest Bearer" they are going to earn a permanent power-up in the form of a rare opportunity for enhancing Basic Abilities or even learning a new Special Skill. This special Rank Bonus will only happen once in the lifetime of any Character, and is truly a moment of achievement to be celebrated.

Here's how it works. Notice that the first circle on the meter is filled in. This represents that the Character has a Rank of 1. Whenever your Character earns additional Ranks the circles on the meter will fill in accordingly. For example, if at the end of a completed Adventure your Character goes from Rank 1 to Rank 3, the next two circles on the meter would be filled in. Eventually, upon reaching Rank 34 the entire meter will be filled, and at that moment the power-up arrow comes to life

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(and should be colored in also). This Character has earned the Rank Bonus, a truly special event, and may now choose an upgrade. There are three possibilities for upgrading a Character's abilities but only one may be chosen and applied. Any Character at this point may choose between one additional Special Skill (fill in the box) or a +1 Ability bonus where no other bonus exists (written on a blank line).

An option for Magic Users

Those Characters that already have Magic ability have a third choice. They may use the Rank Bonus power-up to become a Magic Specialist. Color in the Magic Specialist symbol and give your character one of the titles typically associated with this unique ability. *Refer to the appropriate section for all the details on how this rare ability works.*

The Rank Bonus is a special moment in the life of any Character and shows that they have learned and grown through the trials of their many adventures and heroic deeds. Once earned the Ability enhancement or Special Skill can never be lost.

What about a Defeat Penalty, when Character's lose a Rank?

It's quite true that whenever a Character is member to a failed quest that they suffer a Defeat Penalty ...all Character's lose one Rank. When this happens the Character's Rank (and sometimes their Reputation also) will go down. The information on the Character Sheet is adjusted accordingly, *and probably should be maintained with light pencil mark.* The meter however is not affected by the Defeat Penalty. In other words, the meter can never go down, but players should take note that the Rank meter will only increase as it corresponds to Rank. Example: A Character at Rank 5 is privy to a failed quest and drops down to Rank 4. The meter will stay at five, but will only continue to go back up when the Character reaches Rank 6.

Becoming a Magic Specialist

Blog date 8/20/2017

Depending on the choices of a player some Characters will start out with the ability to use Magic. And as we know, any attempt at casting a Magic Spell requires having the Special Skill of "Magic" and making a success check (rolling a d6). This is impressive enough all on its own, as Magic is no easy thing to learn and curiously unpredictable. But there is a deeper level of knowledge pertaining to this ancient craft, and fewer still who are known to have reached such a level of understanding...

Characters who earn a power-up bonus may have an opportunity to enhance their Magic ability by becoming Magic Specialists. This higher class of Magic User has learned how to apply their knowledge of the *Magic Arts* to increase the chances of successfully casting a spell. What makes them different? Whenever a Magic Specialist makes an attempt at casting a spell it may Fizzle (1) or Super Fizzle (6) but the most important difference of all... spells will no longer Backfire (2). For this level of Magic User a rolled "2" indicates a Successful Spell. Such specialized knowledge and understanding of Magic can often make all the difference. In fact, there are some Companions who've already reached this level of Magic ability and will prove valuable additions to any adventuring party, *if you can manage to recruit one of them.*

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To become a Magic Specialist a Character will need first, plenty of study and experience, and they'll need to earn a special power-up bonus. **No Character can start out as a Magic Specialist**, regardless of how many Special Skills a Character Class begins with. In other words it will happen only after a Character has earned either the Rank Bonus (awarded at level 34 "Crest Bearer") or the Special Hero Bonus (awarded when a Character has earned their eighth Hero Award).

Once a special bonus has been earned any Character that already has Magic ability may then choose to become a Magic Specialist. Color in the jewel insignia and give your character one of the titles associated with this highly specialized ability. At this moment your Character may choose to become a "Cryptologist of the Magic Arts" or, as it is sometimes referred to, a "Learned Scholar of the Magic Arts." Some have taken on the lesser known title of "Artiste de Magique." Whatever title your Character chooses to adopt the result is the same, Spells no longer Backfire.

The Ingredient Fix

Blog date 6/8/2014

When a player's initial attempt at baking fails to produce an acceptable loaf of bread, there may yet be a way to salvage the recipe. The Ingredient Fix is all about turning imperfection into delicious cakes, breads, pastries or whatever other delights players wish to imagine ...and comes into play when the right conditions have been met.

How it works.

If one of the three ingredients is out of proportion (the roll is too high or too low) then certain conditions will enable a re-roll for that ingredient. A second chance! This only works mind if the other two ingredients were correct on the first roll. Here are three possible ways to attempt an Ingredient Fix, which can only be attempted once on a single ingredient, no matter how many of these conditions have been met.

- Rank Equals Experience - Any character with the Rank of Guide (25) or higher may attempt an Ingredient Fix on their own troubled recipe.
- Hauflins are Special - Any Hauflin (of any Rank) may attempt an Ingredient Fix on their own troubled recipe. *Because they know about turning baking troubles into joy.*
- Help from Another - Benefits of working together. Any other Player Character (of any Rank or Class) who is also working in the Bakery may, if they choose, attempt the Ingredient Fix on your Character's behalf. *The other player will re-roll the die.*

So if your character is attempting to bake and misses an ingredient, one of these special conditions will allow for a single attempt at fixing it. There is one small catch however, even for a successful fix. Since the bread wasn't made properly on the first go and had to be salvaged midway through, it won't quite be up to Pennyblum's usual standards. She will pay only **2 Copper Pieces** for a fixed batch of bread.

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Here are a few examples to help set the tone. These are based on the method of rolling all three dice at the same time when baking.

Why don't we use [d6] <d8> {d12} to represent our dice rolls.

Let's say your character rolls [3] <1> {2}

Looks like they didn't add the right amount of Water or Flour (the d8 and d12 respectively). Sadly, there's nothing to be done about it since the batch is too far gone to be salvaged from disaster. No Ingredient fix can be used here.

On the next turn your character rolls [5] <4> {11}

This time only one ingredient, Flour (the d12) was mixed in the wrong proportion. Now we need to see if there's any way to fix it, with a re-roll. Any one of the above conditions qualify so let's pretend this character happens to be a Hauflin. Bringing into play her natural baking abilities as a Hauflin this character may attempt a single re-roll for the wayward ingredient. She re-rolls her d12 and this time gets a {9}. Well done. The job wasn't quite up to Pennyblum's usual standards but she is willing to pay 2 Copper Pieces for the bread, *which will probably go into the decorative discount bin.*

In our last example let's say your character, a Malornian rolls [6] <3> {10}

In this case only Yeast (the d6) was mixed in the wrong proportion. This means the batch can still be rescued with a little help, or a little more concentration.
Our determined Malornian is merely a Novice in Rank and so he is left to rely on his fellow adventurers, a few of whom happen to also be in the bakery at the time. He may now take a moment to see if any of them are willing to lend a helping hand by re-rolling the one ingredient die (the d6). Since the attempt can only be made once, regardless of all other conditions, only one other player may even attempt the fix.

Once he has a willing volunteer the attempt may be made. As before, any successful fix earns our character 2 Copper Pieces. If the attempted fix is unsuccessful then that is that and there's nothing more to be done about it.

What about Companions? Of course. Well, companions are as varied as they come, which is to say that some are willing to help with genuine skill, others are willing to help with misguided aplomb while others are (as usual) preoccupied with other distractions. The thing to understand is that whatever your character's original roll for the bread baking can be thought of as a reflection of your companions' contributions (or lack thereof) for better or for worse. They don't come into play when it comes to The Ingredient Fix, even if one of the companions happens to be a Hauflin or a character of apparently high Rank.

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Baking a Super Scrumptious Delight
Blog date 12/25/2016

We learned from The Ingredient Fix that it is not uncommon for characters to salvage a recipe during the baking process, resulting in a mediocre treat that's worthy of a tuppence for the effort. But did you know it's also possible, every once in a splendid while, to produce an amazingly super delicious treat worthy of the Pennyblum window display? It can happen, and here's how it works.

Whenever a baking attempt is a success (*and it must be a success with every ingredient*) and all three numbers match, then the Character has just had a moment of culinary inspiration resulting in a "Super Scrumptious Delight" for which Pennyblum pays double the usual - *10CP instead of 5*. An example of this would be a single roll of 5-5-5.

Getting these numbers during an Ingredient Fix however would not count. Naturally, if one or more ingredients are off (such as 2-2-2) produces nothing.

A more flexible Death Penalty
Blog date 7/19/2016

Currently, when a character is killed the Death Penalty dictates that any Permanent Mount has been lost as a result. That is a tough penalty made all the more heart-rending when a character has painstakingly worked their way up to one of the advanced mounts. *We wanted to give an alternative way out while still maintaining the weight of a fallen character*. The new, more flexible Death Penalty now gives the player a choice between losing their Permanent Mount or the number of Ranks equivalent to the Mount's movement. *It should be noted that the value taken into consideration must include any upgrades to the mount's movement*. If the Rank option is chosen then this takes the place of the 1-Rank Defeat penalty, which would normally apply and does apply to all Characters following a failed mission.

Victory Badges
Blog date 7/19/2016

The last round for Treasure Hunter... the badge will be awarded to whichever character has diligently contributed the most money to their Retirement fund.
After that, it comes down to whoever can most closely guess the number of Copper Pieces in the other candidate's coin purse.

This replaces 'player who rolls a Set, Sequence or Combo.'

The last round for Bounty Hunter... then it will have to come down to this, whoever can create the most accurate list of: a) the criminals who came out, b) the criminals who did not come out, c) the other party members

This replaces 'an Agility or Persuasion roll of 8 or higher.'

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The Prize Fighter badge
Blog date 2/9/2017

Along with a completely refreshed and updated Opponents deck arrives, *for the first time since the game was publicly released*, an entirely new Victory Badge (look for it on the updated pdf sheet). This one is called the "Prize Fighter" badge and goes to the player who collects the most Opponents cards during Town Time. During the Victory Phase this will (most likely) come just after the Fishing Badge and awards the character who consistently dazzled the crowd with jolly good fighting. If players are tied with the most number of Opponents cards then the badge goes to whichever candidate (tied with the most) has the greater number of d12 Opponents, followed in turn by whoever has the greater number of d8 Opponents. If players are still tied then it goes to a tie-breaker match *between characters* over at the Guild, best of three.

Recruiting Companions in a Single Player game
Blog date 7/19/2016

During Town Time in a solo adventure the player may now draw two Companion cards (at a time) and attempt to recruit one, both or neither of them all in one go. Charisma is still required to recruit and travel with two companions.

Modified Ransom Formula
Blog date 7/19/2016

The goal was to give higher ranked characters a better chance at paying out a ransom, integrate persuasion for its roleplaying value and factor for the perceived value of artifacts.

The new Ransom formula will look something like this:

Human, Rank x 3.5 - Persuasion roll = Ransom share
An Elf, Rank x 3 - Persuasion roll = Ransom share
Dwarf, Rank x 2.5 - Persuasion roll = Ransom share
Malornian, Rank x 2 - Persuasion roll = Ransom share
Khajathi, Rank x 2 - Persuasion roll = Ransom share
Hauflin, Rank x 1.5 - Persuasion roll = Ransom share

When using a calculator to tabulate a character's ransom share ignore any numbers after the decimal place. In other words we're not going to concern ourselves with rounding. So, for example, a Human of Rank 37 x 3.5 gives 129.5 which means that we take only 129 and subtract the impending Persuasion roll. *After that the Character may (if necessary) contribute trinkets and artifacts to help make up their ransom share.*

The value of artifacts - Along with trinkets, which have a stated value on the card, the going rate for Artifacts on the Undermarket is 25CP per artifact. This may help with your bargaining position so long as the Merchant's Guild doesn't get wind of such an illicit (and most shameful) transaction.

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The finer details of paying a ransom - The minimum possible ransom share for any single character is 1 Copper Piece, no matter how the formula comes out. Maybe the bad guys figure you for broke and don't want to waste the effort. It could be they are easily swayed with clever dialog, or maybe they're much weaker than you realize (but they're trying to hide it). Also, paying up is a one-way transaction. Basically, at no point during the payoff will the End Boss be handing over any coins. This means that Trinkets and Artifacts are handed over by individual characters but cannot be traded in exchange for Copper Pieces (even if it means a character ends up contributing more than the ransom share being demanded).

The original blog post covering the above changes can be found at http://www.feonora.com/blog/ransom-formula

New method of Group Travel

Blog date 12/14/2016

We already know that Characters start the game in Town Time with a set movement value. A character can compensate for naturally slow movement by renting a Mount and previously we only had to know whether the character was heading into the Adventure phase with a Mount or On Foot. What has changed is that now each phase of the game calls upon two distinct movement values, one for Town Time and another (a die) for Group Travel. Note that the Town Time movement values have not changed in that they remain a static number, depending on the Mount or depending on the Character Class. But once the journey begins we now need to ask which die the player is going to roll during each movement round, because every player participates and every movement die is going to be taken into consideration.

Let's go through this and find out how it all works.

Which die to roll for travel

Every player is going to roll one die. If On Foot always the player will roll a d6 (no matter what kind of character). Otherwise, refer to the die assigned to the Character's Mount (rented or owned). These movement dice have no bonuses and as before are unaffected by your companions.

Once we set off on the journey we look as always at the space directly in front of our Group Leader figurine. This points to the appropriate deck and the icons on the back of the deck give us one or two values to play with. Here comes the next change. Instead of the group movement being dictated by the value on the icon they become something else, something more like a roll check...

But for now, we start by going to our travel dice.

Movement for Group Travel - Each movement round begins with all players rolling their dice together. As before, the group is only as fast as its slowest member (except unlike before this can be a different character each time). So, everyone rolls their die and we look for the lowest number. But before we move the Group Leader figurine let's see if one or more players will have a chance at a re-roll.

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This is where the card icons come in.

Just like we've always done: if your character is on foot refer to the Boots icon or, if riding a mount the Horse icon. Any roll that is equal to or lower than the number on the icon may be re-rolled one time. *This is entirely optional and up to the player.* Players are free to take turns or do their re-rolls all at once. But whatever the outcome the principle of group travel remains intact, that the group can only move at the rate of the slowest member. Once players have had a chance to re-roll their movement die, look again for the lowest number showing and that is the group movement value for the round. *Yes, sometimes it might be lower than the first roll.* The figurine now moves.

Afterwards a card would be pulled or treasure searched for, after which the Initiative token gets passed to the next player in the rotation, followed by the next movement round and on through the journey. As you can see, the overall flow hasn't changed (only the mechanism used to determine how many spaces to move the figurine).

What of transitions into caves and dungeons? The principle remains: Whenever the space in front of the figurine denotes a cave or dungeon all the characters will be on foot (d6) as our mounts follow faithfully behind. Once our party has emerged from the depths the movement die goes back to that of the mount.

When the game files are eventually updated to accommodate this change several things will be affected. So far each Mount has been assigned an appropriate travel value. By now the Character Sheet should have been modified as well with a place to mark this value for permanent mounts. Then there are those special movement items: Boots of Speed (I013), Staff of Walking (I014) and Flying Carpet (I015) which probably will be assigned a d12, d8 and d8 respectively.

Why the change to group movement?

Ultimately, it came down to a trade-off between a simple (almost auto-pilot) mechanism for group movement and things like giving a slight bump for Treasure Hunters, more variety of pacing (with possibility of a shorter journey), less predictable movement and even opportunities to do a bit of roleplaying around the behavior and capabilities of mounts.

For even more exposition on the thinking behind this change have read at the blog http://www.feonora.com/blog/group-travel

Agility token

Blog date 2/9/2017

Just a small addition to the components list. What does it do? There may come a time when your Player Character is able to take some fine Chewy Vitamins, which might give them a small agility bonus (+1) for the duration of the adventure. Rather than trying to remember or write it down we found it more helpful to have something physical near the character sheet, similar to having Companion cards nearby to remind us of their added bonuses. You'll notice this new token on the Victory Badges sheet, *but of course it's always fun to make one.*

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Upgrading Mounts

Blog date 2/9/2017

One of the joys of having a custom character in a game like this is finding the perfect mount to pair them with. What we've seen over the years though is the feeling of disappointment at having to move on to a different mount on account of limitations in comparative movement values. It turns out that many of these fantastic creatures has the potential for increasing their ability to get around during Town Time and on long overland journeys. Think of it as dedicated training sessions with Merrick, or the discovery of a special potion. Sometimes the explanation is more mysterious, and may seem to emerge as an evolution of the creature, while at other times it might be that experience has given them improved capability. However players prefer to imagine it... so long as the conditions are understood.

How it works.

Near the end of the Victory phase, around the time characters are granted the chance to adopt a mount, those who already have a permanent mount are given a special opportunity as well. By paying an amount equivalent to the purchase price for your adopted companion the mount's movement can go up one point. This is the movement value used during Town Time. Joy!

But of course, there are limitations.

Newly adopted mounts cannot be simultaneously upgraded. Only one movement upgrade can be done at a time. All mounts are limited to a maximum of three improvements, that is to say 3 points above the starting value. And no matter what else, no mount can be upgraded beyond a Movement value of 11.

Let's break this down with a few examples.

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

How does this affect travel movement (dice)?

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

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

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

So there you have it. Our beloved Mounts can now be upgraded, allowing our characters to continue adventuring with those ones we've come to know and love.

One other thing worth a mention; while the Game Manual hasn't yet been adjusted to include information about upgrading mounts, both the Victory Phase booklet and the Character Sheets have already been updated to accommodate this new feature.

We hope this will make the Mount experience an even more rewarding aspect of the game.

The Rewards of Unlocking Big Wooden Doors

Blog date 9/28/2017

Currently, the reward for unlocking a Big Wooden Door is the freedom to continue on rather than being zapped by the Door. But the skill of defeating an enchanted lock should not go without a special reward for the lock-picker. The Doors agree. From this moment whichever Thief (or Magic User) manages to defeat the lock will receive a reward of Copper Pieces from the Door. Here's how it works. Any Thief who defeats the lock on his or her first attempt will be rewarded with Copper Pieces equivalent to the number showing on the Thievery roll. Once the Door has zapped the party the reward settles on the Lock rating, meaning that any successful attempt thereafter and the Door will issue forth Copper Pieces equivalent to the Lock Rating only ~ *regardless of the number resulting from the Thievery roll.* A Magic User with an unlock spell (that doesn't fizzle or backfire) would always receive Copper Pieces equivalent to the Lock Rating (and no more than that).

The New Bank mini-game and Bank Day cards

Blog date 10/23/2017

Up to this point the Bank has played more of a background role, during Town Time especially but also in the way it related to "Bank Day" cards. It has served mostly as an opportunity for characters, very rarely mind, to score big returns late in the game (or at least offer a safe place to store CP away from the prying hands of Thieves, Brigands and Tax Collectors... *as any good bank should*). This update maintains the original spirit of the Bank while reworking the act of making a deposit during Town Time into a new mini-game. It also gives the various Bank Day cards a refresh, with the same opportunities to score big, or suffer a cruel and dreadful Stock Slump.

The changes to come.

First thing to address is the Starting Checklist. This has been simplified in that, **all Characters now start the game with 1 CP in the Bank**.

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Banking Activity and the mysterious mechanisms of the "Market"

Previously, the main activities that took place in the Bank were making a deposit or withdrawal, or dealing with the occasional Trouble card. Withdrawing funds from one's deposit box remains the same and still consumes one Action. What has changed is that now, whenever a Character makes a deposit they will have a chance at triggering an event... one that affects all Characters with money in the Bank.

Here's how it works.

Every time a Character makes a deposit the player may attempt to roll a Set, Sequence or Combo. If successful then this player has just triggered something that we might think of as a "Market" event. *The result of triggering this event?*
All Characters with a deposit have a chance to earn interest by rolling a d12 and collecting the value showing on the die... unless your character has the misfortune of rolling a (1), in which case your bank funds are *reduced* by 1 Copper Piece.

Since it is in the nature of Thieves to have certain knowledge of and connections to The Underworld they tend to have, shall we say "insights" into some of the activities shaping the "Market." While not always reliable, this does enable Thieves a slightly better chance at triggering one of these events. When making an attempt at rolling a Set, Sequence or Combo one die can be re-rolled for each Thief you control.

A few things to note.

One small point that the Bank Manager would be quick to point out, no matter what else may happen **it is not possible to lose the last remaining Copper Piece in one's deposit box** (aside from showing up in person to formally withdraw it).
This firm, longstanding policy is proudly known as the "Bank Guarantee."

The amount of the deposit has no bearing on whether there will be resulting activity in the "Market" or how much a Character's funds may benefit from this activity.

The way these mechanisms play out is distinct depending on whether Characters are making a deposit in person or responding to a Bank Day Card. Each event is unique in its own way, with similarities and differences (so please do pay attention).

Whenever Characters make a remote deposit, either by way of Mistress Verity or the Banking Teleportal Machine, these are simply one-time deposits that do not initiate any sort of "Market" activity. Only when characters are making deposits in person or during a Bank Day does activity in the "Market" sometimes occur.

That Group Activity we call Bank Day cards

As most cards in this game are intended to be self-explanatory we won't try to expound at any great length on how the new cards work. Suffice it to say they are different from the previous version of Bank Day cards, and yet share similarities with the original versions and the new mini-game now connected with Deposits.

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Have a look at this snapshot, which should give a fairly good idea of how the new cards will be implemented ~ as they are slowly integrated with the decks.

Bank Day

Everyone with a deposit must participate.
Make one attempt at rolling a Set, Sequence or Combo now. Those who manage to score get one of the following bonuses

Funds have Doubled!
Take the value of all three dice
Roll the d20 to collect interest

Market insights, for every Thief you control you may re-roll one die

If your roll is a dud and a (1) is showing on any of your dice, then uh oh - Stock Slump!
Lose all money higher than your Rank

Everyone else may collect interest according to their own die with the highest value

Curious observations. Players will find that when it comes to Bank Day cards the chances at rolling the dreaded (1) have increased. Fortunately, this can be offset by having Thievery ability (or a Thief companion) and those exhilarating moments when the (1) just happens to fit in as part of a Set, Sequence or Combo.

It's helpful to remember too that Rank has its privileges...

Special Question

Q. Okay it's a Bank Day card. I'm a Thief and I re-roll a die and the number changes from whatever to a (1) with no resulting Set, Sequence or Combo... does that mean Stock Slump!?

A. Given that your Character (or Companion) was no doubt using their "insights" to inform this unfortunate attempt at manipulating the mysterious workings of the "Market" ...we should say so. That means Yes.

~ End of Rules Addendum for Heroes of Feonora RPG Board Game ~

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