Rules Addendum

(and changes to the game)

Heroes of Feonora, Ruleset 2.38

The significance of this addendum is difficult to articulate because it's so many things. In many ways these changes break the game that has existed up to this point. But then, they also fix it, improve it and re-imagine various ways of doing things. Some stuff has been simplified. Some stuff has gotten more clever (as in complicated). Existing components will be outdated. New components will have to be created from scratch, using homemade stuff like in the beginning... until the pdf packs have been fully updated. And the Manuals, still suspended in time will contain entire sections that no longer apply. Players will need to take this addendum and realize that everything that came before it is now subservient to what it contains. And then, at last, there is making sense of the new versioning system. Well, let's not try to make too much sense of it but rather give some context to what it means. Consider that the manuals represent Ruleset 1.1 and have done for many odd years now, while various concepts and ideas have continued to evolve. Basically, if one were to take all of the revisions and updates contained in this addendum and incorporate them into the Game Manual, making all necessary updates to the relevant components (and card decks) then you'd have a game set that was roughly at v2.38.

Things will settle down eventually ...but that may take a while.

Last updated on 4/08/2024

A quick note about *Free* versus *Public Domain*. Please understand that although "Heroes of Feonora" hasn't been physically published, and therefore (or incidental to that) not exactly a smashing commercial success, it still represents for two people a creative work involving countless hours of research, development, playtesting, dreaming up ideas and characters, thoughtful synthesis of game mechanics, continuous refinement of ideas and components, careful ongoing adjustments and balancing as things continue to evolve, seemingly endless notes (and methodical documentation of the whole process) not to mention the material costs associated with development and publishing a print-and-play version.

Much as we enjoy sharing this work with others there remains the ongoing desire to one day, when it's ready, publish this game in a proper "physical edition" and, to that end, we have also tried, in as much as is practical, to protect the "intellectual property" aspect of this unique creation in the form of registering it with the U.S. Copyright Office (#TX0007530944).

Please enjoy the game. But also please don't clone or effectively "duplicate" this work (or produce unauthorized translations). There are creative and legal reasons behind this request. Heroes of Feonora is free for personal use, but is not in the public domain. *Naturally, if you have questions you can contact us on the website.*

By the way, did you know that development on this project started way back in 2007? It's true! Some of you reading this might just have been coming into the world around that time. Hello young people (wavy hand). But the dream continues in spite of obstacles that life can sometimes place in front of things ...and you find that you've got to seize on those periods of time when you're able to continue crafting this elusive thing that seems almost to have a particular desire in how it ends up. But it's kind of neat to be a part of it and sort of help it along. It's not as easy (or shall we say a bit more difficult) as having a video game in public beta, but we've tried to make it work and we're glad to have you along for the journey.

Summary of Contents

Base attribute changes for Elves, Humans and Khajathi

2024.01 (0.02)

The base Movement value for Elves is now going to be 6 (previously 5) because, after all they are "swift" and cunning. Elves now also have natural Charisma, meaning that new Elf characters, when created, will have Charisma plus one additional Special Skill. Previously, it was any 2 Special Skills that could be chosen during character creation. *Existing characters (created before this change) do not need to be modified.*

Humans and Khajathi now have a natural "Toughness" attribute similar to what Dwarves and Malornians have, except in this case these character classes will each start the game with 1 Fortitude Hit Counter.

Base Health and Starting Coin Purse

2024.01 (0.03)

What's changing.

A great number of things all related to the way Health is going to be tracked throughout the game. To start with, The Base Health grid (as seen on Page 8 of the manual) will no longer exist. *More on that later.* Instead, each Character will now start the game with 15 Copper Pieces in their Coin Purse ~ no matter the number of players participating in the game. This also means that the Starting Coin Purse shown on (the current version of) the Town Timer no longer applies, and is going to be removed in a future update. *It will all start to make more sense in the next few sections...*

Coin Purse is now your Character's Health meter

2023.06 (0.10)

How it works.

Throughout the game and throughout the adventure your Character's health status is indicated by the number of Copper Pieces in their coin purse. Whenever your character takes damage they have the option to trade in either Fish, Copper Pieces (or both) where 1 Fish equals 3 Health Points and 1 Copper Piece equals 1 HP. Your Character's coin purse (health) can drop to zero at any point. In fact, no amount of damage can do any more than reduce a Character's Coin purse to zero, even if it only contains a single Copper Piece. However, once your Character's coin purse is empty any amount of damage (that can't otherwise be covered by fish and other health items) will mean that the Character has died ~ and becomes a Ghost (page 26).

Companions will no longer have an HP value but instead simply come with a corresponding number of Fish. Companion health is not monitored or relevant in any way. All of this means that Health Trackers no longer exist and no longer used for tracking health. Naturally, numerous aspects of the game are affected by this and we will discuss some of those changes below.

As mentioned, the Starting Coin Purse for all characters is now 15 CP, no matter the Character Class or number of players. The "Base Health" grid and starting CP on the Town Timer no longer apply. Human and Khajathi Characters now start out with 1 Fortitude Hit Counter each. Dwarves still get 3 and Malornians still get 5 (Fortitude Hit Counters). Hauflins, as usual, start out the game with 3 Fish.

To give an example of how the Companion cards will need to change (and eventually be updated) let's look at two of them...

Madelyn the Protector
Agility +2
~~26 Health~~ (8 Fish)

Picture this... she is contemplative and distant and won't abide foolishness

Some say she used to hire out as an assassin in the underworld, one of the best in the trade. Whoever she was forever changed after an encounter with a wise dragon rumored to live in a deep undersea cavern. Madelyn dismisses such nonsensical drivel, insisting only on her sworn duty as guardian and protector, for those who take up a noble cause. She might willing to join you but the look in her eyes affirms there will be no compromise on this point, "I will not fight"

Persuasion 8 or lower - 27 CP
Persuasion 9 or higher - 20 CP

Temporary fix, cross out the Companion Health (numerical value) and write in a corresponding number of fish.

Madelyn the Protector
Agility +2
8 Fish

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Persuasion 8 or lower - 27 CP
Persuasion 9 or higher - 20 CP

Pending update, eventually the Companions deck will be updated to reflect the number of fish each Companion comes with, replacing the numerical Health value.

Palonia the Commoner
Fighter +2 (d8)
~~10 Health~~ (3 Fish)

Picture a small, upper middle-aged Hauflin who has a motherly look about her, simple clothes and carries a tattered old broom

Those who've known Palonia describe her as a kind soul, the sort of person who's there with a bowl of soup when you're sick or a kind word when you're feeling down. Palonia has spent most of her years cleaning the homes of privileged Nobles and chasing off pesky, pie-nabbing Goblins with her broom. She's a most excellent cook who tends not to take kindly to shenanigans

Palonia will join you for 10 CP

Temporary fix, A +2 Fighter becomes a (d8) +2 Fighter. More on that later.

Also, cross out the Companion Health (numerical value) and write in a corresponding number of fish.

Palonia the Commoner
Fighter (d8) +2
3 Fish

Picture a small, upper middle-aged Hauflin who has a motherly look about her, simple clothes and carries a tattered old broom

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Palonia will join you for 10 CP

Pending update, Fighter Companions will all be assigned an Ability die that corresponds with their bonus value.

And the numerical Health value will be replaced by number of fish the Companion brings along.

Fighter Companions and the Fighting Guild

2023.11 (0.04)

What's changing.

Previously, our faithful Companions were only there to support us at the Fighting Guild. Only your main Character could enter the Fighting Pit and Companions were there to keep us from getting tossed into Washout Lane. Now, if you've hired a Fighter Companion they can go into the Fighting Pit (instead) for a chance at fame and glory ~ and to earn some coin. Since all of the Fighter Companions will now have an Ability die (and an attack bonus) the way it works is exactly the same. Announce which of your characters is entering the Fighting Pit and pull an Opponents card.

Fighters take the Lead in Combat

2023.11 (0.02)

What's changing.

Up to this point Fighter Companions only had an attack bonus that would get added to your main Character's attack roll. In a way Companions were there to serve in a support roll during combat encounters, never quite being able to show off their amazing skills. Now that Fighter Companions have an Ability die they can take the lead during combat.

How it works.

Players are still allowed only one Attack roll on their turn. However, you can now announce which of your characters is making the attack and roll the appropriate Ability die for the chosen character. Then, combine *all attack bonuses* for every character you control. In this way controlling groups of Fighters brings more of an advantage when our strongest fighter is able to take the lead. Be sure to role-play the encounter accordingly.

Earning the "Prize Fighter" badge

2017.01 (0.04)

How it works

Success in the Fighting Guild isn't just about fame and glory, or earning Copper Pieces, it's also an opportunity to secure a Victory badge. Whenever your character defeats an Opponent be sure to keep the card. These will be tallied up during the Joyous Gathering to determine which player has earned the glorious "Prize Fighter" badge. When the time comes to award this badge and players are tied with the most Opponents cards then it works like this: the badge goes to whichever candidate 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 Player Characters* over at the Guild, best of three.

Recruiting Companions in a Single Player game

2016.07 (0.01)

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.

Agility token (+1)

2017.02 (0.02)

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 skills and bonuses. *You'll notice this new token on the Victory Badges sheet, but of course it's always fun to make one.*

Master Class Fishing ~ A New Method

2024.04 (0.02)

It takes a lot of time and practice to become a Master Class fisher, but with this noble title comes the satisfaction of making longer fishing streaks (and more often too). The old method of doing this allowed a player to re-roll the first Even number that showed up on the Fishing die (d6). With this new method, players are still chasing a streak of Odd numbers and, as before the fishing session is over once an Even number comes up. The difference between regular and "Master Class" fishing is what happens when that Even number comes up on the die...

Master Class Fishing, the New Method

Start fishing as usual. **When the Fishing die (d6) lands on an Even number collect the number of fish showing on the die, add those to your streak and stop.** The fishing session is now finished.

Here's an example. A Character with "Master Class" fishing ability rolls a series of Odd numbers, let's say: 3, 5, 1, 3. So far that's a streak of four. Then a "2" comes up on the die. The session is now finished, and if this were any other character doing regular fishing their total streak would be four. However, with "Master Class" you add the two fish showing on the die to your current number, bringing the total streak to 6.

Here's another example. *This is a good time to mention this Character is not a Magic User and nor is he or she traveling with a Magic User Companion. The significance of this will make more sense in a short while.* The same Character starts a new fishing session (on the

next turn) and immediately rolls a "4." Well naturally the session is over. However, because this Character is **Master Class** we may assume that they in fact have just caught four fish, thus the fishing streak for that one roll is four.

Note: It would probably be beneficial for everyone if players always declared aloud, "Master Class" before collecting the number of fish showing on the die. In this way the whole group can help with remembering who gets to collect the extra fish, and avoid falling into the habit of collecting those extras for the wrong characters.

Special Questions and Answers

Q. What if I just rolled an Even (or opposite number type) and the amount of fish sitting on Ned's Fish Cart is less than the number showing on the die (d6)? Does the entire number on the die still count toward the streak?

A. Unfortunately no, because the moment the Cart is empty the fish are no longer "biting." That means you can only collect whatever fish remain on the Cart and add that number to the streak ~ even if it's less than the number showing on the die.

Related note: In a moment we're going to talk about another change involving the use of Magic ability while fishing, and how that modifies the way Magic Users engage in the activity. But either way the basic mechanic remains the same.

Magic Users and Fishing

2023.11 (0.03)

Up to this point fishing works the same for all Characters. The player rolls a (d6) and you have to hit an Odd number to catch a fish. From there it's all about keeping the streak going by rolling successive Odd numbers. As soon as an Even number comes up on the die the session is over. This basic method remains unchanged.

But now, for Magic Users it's going to work a little different.

When your Character is a Magic User, or has a Magic User Companion, their first roll will always result in a "catch." The first roll is also going to determine whether they're working with Odds or Evens. In other words, whatever you rolled on the Fishing die (d6) determines which *type* of number you need to chase a streak. It can now be either Odds ~or~ Evens, and you keep rolling from there.

To help keep things straight the player should always declare, "Fishing with Magic" so that all the other players know the first roll will not only produce a guaranteed catch, but determine whether they are working with Odds or Evens.

Magic Users and Master Class

What happens when your Magic User is also a "Master Class" fisher? Well, something impressive to be sure. Let's find out shall we?

Already we know that a Magic User (or a Character traveling with one) automatically catches a fish on their first roll. And, if you've read the section above related to the new "Master Class" method (p.6) then we know that coming up with an Even number means we add those fish to the current streak and then stop. It's basically the same situation except that **since a Magic User can chase a streak on Odds ~or~ Evens then the fishing session is over once the opposite number type comes up.** Except, in the case of also being "Master Class" this means you get to collect the number of fish showing on the die and add those to your current streak.

Let's look at an example. A Magic User with "Master Class" fishing ability rolls a series of Even numbers, let's say: 2, 6, 4. So far that's a streak of three. Then a "1" comes up on the die. Since "1" is the opposite number type (Odds) the session is now finished, and if this were any other Magic User their total streak would be three. However, with "Master Class" this player gets to add the one fish showing on the die to the current number, bringing the total streak to 4.

Special Questions and Answers

Q. It seems like Magic Users and Master Class fishers are going to be catching a lot of fish. What happens when the stack at Ned's Fish Cart runs out?

A. This is undoubtedly true. Hopefully it will be your Character who's getting those epic fishing streaks. But there is a catch (see what we did there?). Because unlike the Town Treasury, which never truly runs out of coins, when the Fish Cart runs out of fish that means they have all stopped "biting" and there is nothing more to catch. Even if a player is in the middle of a streak, as soon as that last fish comes off the cart that's it, the fishing session is over. Perhaps someone ought to help Ned replenish his stock by going over and selling some of their freshly caught fish.

Note: We haven't decided whether the *Character Sheet* will need to be updated to reflect this change, since the default mechanic is still true (that basic fishing is about chasing a streak of Odd numbers). In the meantime, try to remember that Magic Users are now able to use this special skill to their advantage, meaning that the player's first roll always results in a "catch."

Special Bakery Dice and Fixing a Recipe

2023.10 (0.06)

What's changing.

At long last the Bakery mini-game is getting it's own set of custom dice. The set will consist of 3 (d6)s that will reside, on the board, at Pennyblum's Bakery. Whenever your Character visits the Bakery during Town Time you'll pick up and use the special bread-themed dice to try and help Pennyblum (so she can concentrate on the more complicated bakery delights).

So the first thing we need to do is create our custom Bakery dice. Start with (3) wood blank (d6)s, preferably in a larger 20mm size ~ to give it that extra feeling of authenticity ...*think large fluffy bread*. Otherwise, any 3 blank (d6)s will do. If you're working with plastic or resin dice you'll need to create some bread stickers. With wood dice a thin marker, like a brown or black sharpie should do the trick. *You'll just need to practice the design a few times before trying to recreate it on the dice squares.*

All three dice are going to be identical in that they will contain (4) bread symbols and (2) blanks. Here's an example of how that might look.
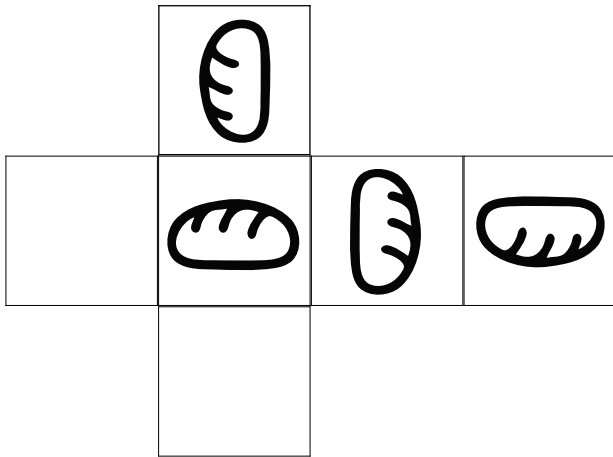
Once we've got our special (custom made) Bakery dice, we're ready to learn how to successfully bake a loaf of Pennyblum's delicious, *fresh-out-of-the-oven* bread.

How it works.

As before, our Character may go into the Bakery and try to bake bread by rolling all three dice. **The goal is to get (3) bread symbols**. If you get it on the first try, Nice work! Pennyblum is pleased with the quality of your effort and pays you 6 Copper Pieces ...that's the usual 5 CP plus a little extra for doing such a great job. *Delicious*!

But what if we don't get (3) bread symbols on the first roll?
Well, there might be a way to get it right...

Fixing a Recipe

Sometimes our Character will start out working on a loaf of bread but the process isn't quite going along according to Pennyblum's usual high standards of quality and care. Well, when that happens sometimes a little extra skill, experience or help from others is all we need to fix the recipe (before it's too late) and get it right. *The result might not be perfect, but we don't like to be wasteful and it will be good enough.*

The key to fixing a recipe is all about meeting the criteria that enables a *re-roll*. We'll talk more about how the *re-roll* works in a moment, but let's discuss the criteria that must be met in order to enable an attempt at fixing a recipe.

Any one (or more) of these is all you need.

- **Hauflins are Special** - Any Hauflin (of any Rank) may attempt a Recipe Fix. Why is that? *Because Hauflins know all about turning baking troubles into joy.*

- **Rank equals Experience** - Any character with the Rank of Guide (25) or higher may attempt a fix on their own troubled recipe. By the time your Character has reached this Rank they have had plenty of practice (*and tutoring from Pennyblum*) on the fine art of baking bread worthy of being sold in her name.

- **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 a Recipe Fix on your Character's behalf. *The other player should do the re-roll.*

- **Help from Companions** – Our companions can also help us with fixing a recipe. Having one or even two companions is all it takes to enable a re-roll. *Just bear in mind that even with multiple characters working on the problem there can only ever be a single re-roll, that is to say, a single attempt at fixing the recipe.*

How it works.

We already know that getting (3) bread symbols on the first try results in a nearly perfect loaf of bread, and 6 Copper Pieces from Pennyblum. Now let's talk about what to do if we roll one or more blanks.

3 Blanks is a failed attempt – If all three dice come up as blank then, let us say there has been a small bread-baking disaster right there in the baking area. Imagine some curious passersby looking up at the sound of a small explosion coming from the bakery, and just as they glance over there is a bit of smoke billowing out of the windows.

Pennyblum is usually forgiving of such mistakes, but unfortunately an attempt of such low quality has no chance of being salvaged into a respectable loaf of bread.

At least 1 Bread symbol and 1 or 2 blanks – This is an attempt that can possibly be fixed. The first thing to consider is whether your Character meets any of the criteria discussed earlier. If so, then you may proceed with attempting a *Recipe Fix*.

There are two types of *Recipe fix* and they are pretty much going to be decided for you depending on how the dice came out (on the first roll)...

If there are two Bread symbols and one blank die then simply re-roll the blank. If it results in a complete set then *Great Work*, you've salvaged the bread. It takes skill and practice (and sometimes help) to fix a recipe and get a delicious loaf of bread worthy of Pennyblum's good name. She will pay the usual rate of 5 Copper Pieces. Otherwise, if you come up with another blank then the attempt has been a failure and there will be no compensation. *And please do clean up the mess before trying the next one.*

If there is one Bread symbol and two blanks then this is a recipe headed for disaster, and the *only* way to attempt a fix is to re-roll *all three* dice. That's right, all three bread dice must be re-rolled and you've got to get (3) bread symbols on the second try. Succeed in doing this amazing rescue and Pennyblum will pay the standard rate of 5 Copper Pieces. Otherwise you'll have to try a little harder on the next turn.

The main thing to remember is that meeting any of the criteria allows a re-roll, but no matter how many of the criteria for a Recipe Fix you happen to meet there can only ever be *one attempt* at fixing a recipe headed for trouble.

Baking Bread and Fixing a Recipe summary
- A superb loaf of bread on the first try, **(3)** bread symbols = **6 Copper Pieces**
- A decent (and still delicious) bread after fixing the recipe = **5 Copper Pieces**
- All three dice come up blank on the first roll = a bit of disaster in the Bakery

Concerning the Game Board

It's undoubtedly true that by the time this addendum is posted to the blog, possibly some time in March 2024, we won't have had time to update the Bakery on the main game board. *Sorry.* There's a rather long list of pending changes to various card decks and components and, unfortunately, changes to the main game board are somewhat lower down the priority list. It's not the best thing ever but at least we're all playing with a game set that's more-or-less cobbled together with homemade flair.

In the meantime you might consider placing a hand-drawn "patch" over the existing dice, as in drawing and coloring something onto paper and then taping it over the space showing the [d6] <d8> {d12}. It could be along the lines of three squares with bread symbols in each, which could then serve as a space for the (new) dice to rest.

Helping Out at the Stables

2022.06 (0.04)

Running a local Stable is hard work, especially when you're keeping such a variety of creatures, great and small, each with a unique personality. That's why Merrick is glad to take on help and willing to pay well for good, hard work. If you'd like to lend a hand working with the animals, fixing contraptions, washing, feeding or generally mucking out then head on in and roll up your sleeves.

How it works.

First take note that the Stables mini-game doesn't use *Ability* dice. All rolls reflect only the face value of each die roll. Start by rolling a (d6) leaving the die in place. Then try to match or beat that roll with a (d8). Finally, taking only the value showing on the (d8) try to match or beat it with a (d12). If you manage to complete the sequence your hard work is deemed good and worthy. Merrick pays you the amount of Copper Pieces showing on the (d12). However, if you're unable to complete the sequence well, there might be any number of reasons... maybe the animal you were

working with wasn't cooperating, or you accidentally broke a tool. We know that sometimes a stable hand can get distracted just spending time with the animals. But we're here to work so we've got to give it a good effort. The creatures who reside at the Stables enjoy your company, but there is no pay for a failed sequence.

No doubt some of you will be familiar with this mechanic as it's been a feature on the Town Card *(T059) A Poor Sick Animal*, which begs the question of whether this card will change or remain the same. We think probably the card is going to be changed, and here's a little preview of how it might look the next time the Town Card deck gets an update ...which could be a while (*because we have ever such a lot of work to do*).

T059

A Poor Sick Animal

Merrick needs help. One of his animals has fallen ill and he needs an assistant to help with the treatment. It won't be easy

If you think you can help go to the **Stables** and roll a d6. Then you must **match** or beat that roll with a **d8**. And finally, **match** or beat that roll with a **d12**

These are not Ability rolls

If you successfully complete the sequence, by matching or beating only the previous roll, the treatment was a success. Relieved and grateful, Merrick offers you **8 Copper Pieces**

The current version using the same mechanic now being used for Helping Out at the Stables

T059

A Poor Sick Animal

Merrick needs help. One of his animals has fallen ill and he needs an assistant to help with the treatment. It won't be easy

If you think you can help go to the **Stables** and pull a Mount card. Noting the Movement value, try to match or beat that value with an Agility or Persuasion roll

Dont forget to include any Ability bonus

If you succeed in helping the poor creature your choice of reward is either Copper Pieces equal to the Movement value, or you may take the Mount as a free rental for the rest of the journey

The new version of the Town Card card might eventually look something like this

Spell Trading with Fessiwig

2022.12 (0.02)

We already know that Fessiwig will barter on the price of spells, starting out at the set price of 15 Copper Pieces. It's then up to your Character (and Companions if they can help) to negotiate a lower price. But with this change we're introducing a second way to acquire spells ~ by paying a small fee for a *blind trade*. Here's how it works.

Instead of walking into the Emporium and seeing which spell Fessiwig has on display, go up to the counter and let him know you want to take a chance on a Blind Trade. This secret game is never spoken about or advertised, so of course, naturally everyone knows about it. This means you'll have to be the one to initiate the game.

To start with your Character will have to have at least one spell on hand. Once Fessiwig has his special trading box handy you're going to **hand over one spell** (placed at the bottom of the deck) **and 5 Copper Pieces**. Then, without peeking beforehand pull the top card on the deck. Once you've paid the fee it's a simple one-for-one trade, with no take-backs. So whatever you end up with is what you get. It could be the same kind of spell, a lesser spell (but perhaps from a School of Magic you didn't already have) or you might end up with a more powerful spell at a bargain price!

Spell trading can be a fun little game and useful for times when your Character might have too many of one kind of spell. Or sometimes they might be short on money nearing the end of Town Time. It can also be an option for Characters who are not quite so good at bargaining on the price.

Astute observers (of a certain shifty persuasion) will note that, in fact, we're introducing a *third way* of acquiring spells, since, technically it has always been possible to slink into the Magic Emporium and *steal* them. But do you ever wonder if maybe, just possibly, Fessiwig secretly knows about such dubious behavior? *It makes you think.*

The Bank – Make a Deposit or Play the Market

2023.10 (0.05)

When your Character goes into the Bank they will see there are two transaction windows waiting to greet them: The boring and altogether old-fashioned window where one may, *"deposit their savings in a manner that good responsible citizens should do."* And theeen there's the other window. It's Big and *BliNgY* and there's free popcorn! and sometimes a small crowd will form nearby just to watch the exciting Market picks that take place there. What can one do at these transaction windows? Well, the choice is either to *Make a standard Deposit*, or take your deposit and *Play the Market.*

Making a Deposit

Go up to the boring yet somehow comforting window and present your deposit. The Bank Teller will stamp your deposit slip, give a nod of approval for being a fiscally responsible individual, and move the deposited amount directly into your Character's deposit box (located safely in the vault). This simple transaction will use up your Action and conclude the player's turn.

…or, go up to the Big, Exciting! window with sparkling lights and photographs of big spenders and gleeful winners, where you can take your deposit and *Play the Market!*

Playing the Market

Start by placing your deposit onto the counter. **The minimum amount (that must be placed) is 2 Copper Pieces** with no other limits. In other words it can be any amount greater than 1 Copper Piece. Nothing will go into your Bank deposit box just yet *…if it ends up there at all.* The fancifully dressed Teller, who looks and talks a bit like a Rhinestone Cowboy will let you take your pick of the Market movers and shakers, before the next carrier pigeon arrives with the latest update.

Now take the (d20) and try to either: *Match the amount of the deposit ~or~ roll a (20).* Notice that you can only match the amount of the deposit if it's somewhere between 2 and 20 Copper Pieces. Otherwise, a deposit greater than 20 CP means you have to go for the (20) to get a win. Any winnings, plus the original deposit immediately get moved into the safety of your deposit box and concludes the player's turn.

However, no matter the amount of the deposit placed onto the counter, should you roll a (1) on the (d20) the entire amount is lost to the fickle whims of the mysterious Market - and goes directly to the Town Treasury.

But we're here to Play the Market and Win! So let's look at all the ways you can win.
- A deposit of 2 to 19 CP doubles if you match the amount or roll a (20). *Nice.*
- Should you manage to roll a (20) on a deposit of 20 Copper Pieces the amount will triple! That's 40 CP on top of the original 20 for a total deposit of 60 Copper Pieces. *Super!*
- Any amount of 21 Copper Pieces or more will double on a (20). *Well done indeed.*

But beware, the Market can be a moody and mysterious thing, even downright unpredictable. Should you roll a (1) on the (d20) any amount placed on the counter is lost…

…unless you happen to be a Thief. *What's that?*

Thievery and Market Insight

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." And these insights bring certain advantages when it comes to Playing the Market.

What does this mean? If your Character or Companion happens to be a Thief, then two things might happen.

While playing the Market, should you happen to roll a (1) on the (d20) then instead of losing the entire deposit it simply goes directly into your deposit box with no money lost or won, and that is the end of the turn. Otherwise…

If your roll fails to produce a *win* then being a Thief allows you an additional try. So long as you didn't roll a (1) you can re-roll the (d20). *That's pretty sweet.* But be careful, because using your "advantage" to re-roll the (d20) leaves you vulnerable if a (1) should come up on the second roll, meaning that just as with anyone else the entire deposit would be lost. *Using the skills associated with Thievery can be a chancy business.*

What about players controlling multiple Thieves? Well, let's say your Character is a Thief and, for some reason, you are accompanied by two Thief Companions. This would give you three *advantages* (or *Market Insights*) to work with. So, for example, if you roll a (1) on your first try then one of those advantages is immediately used up. But, instead of your turn being over you could, in this case, actually re-roll the (d20), which uses up the second advantage. And if for some reason the second roll didn't produce a (1) or a *match* or a (20) you could use the third *Market Insight* to make a third roll. At that point why just about anything could happen ~ *and usually does.*

But be careful about going this far, because once all of your advantages are used up rolling a (1) on the last roll will mean that the deposit is lost entirely. So even a group of Thieves need to be cautious about Playing the Market wisely.

Concerning remote Bank deposits

Whenever Characters make a remote deposit, either by way of *Mistress Verity (A060)* or the *Banking Teleportal Machine (D073)*, 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.

And, as a reminder, withdrawing funds from one's deposit box (during Town Time) still consumes one Action.

A note concerning the *Setup Checklist* in the Game Manual. This has been (or will be) simplified in that, all Characters now start the game with 1 CP in the Bank.

More Exciting Bank Day cards

2017.10 (0.02)

Inspired by this new business of *Playing the Market* we thought it might be fun to have higher stakes *Bank Day* cards as well. Who wants slow, steady increases in value when you can lose it ALL on a single roll? No one. So we didn't go down that path, well not entirely. Let's have a look at the old and now modified *Bank Day* cards.

<table>
<tr><td>

Bank Day   T017

It's time to see which way the Market is moving. Roll a d8 to find out how your deposit is faring

8 – Funds have Doubled!
7 – Earned Interest of 5 CP
6 – Earned Interest of 4 CP
5 – Earned Interest of 3 CP
4 – Earned Interest of 3 CP
3 – Earned Interest of 1 CP
2 – No Change
1 – Stock Slump!

If Stock Slump lose all money higher than your Rank

No Days Have Passed

</td><td>

The original Bank Day cards would let you earn small amounts of interest, practically guaranteed. But there was a small chance at losing big depending on how much you had sitting in the Bank.

</td><td>

Bank Day   T017

Everyone with a deposit must participate. Make one attempt at rolling a Set, Sequence or Combo now. Those who 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

Anyone who fails at getting a Set, Sequence or Combo is now in danger of suffering a Market Slump! First check if any of your dice are showing a **(1)**. If so then your bank deposit loses the combined value of all three dice. Otherwise your deposit is unaffected

No Days Have Passed

</td><td>

There is a bit more going on with the new Bank Day cards, but now it feels more like a brief mini-game.

There are more ways to increase the value of your Bank holdings, and the penalty of a Market Slump is a little less painful

</td></tr>
</table>

Curious observations - Players will find that when it comes to the new version the chances at rolling a 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*.

The Bank Guarantee

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, long-standing policy is proudly known as the "Bank Guarantee."

Special Questions and Answers

Q. *What about when rolling the (d20) for interest? Can my thief or one of my thieves re-roll that die too?*

A. Ah, a question formulated by the mind of a true entrepreneur. No.

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 Market Slump!?*

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

Fountain of Recovery bestows a Blessing

2023.11 (0.03)

The original Fountain of Recovery was designed as a means for characters to replenish their health during Town Time, such as from fighting pit injuries or things like *Rogues and Ambushes (T014)*. The mechanic was simple, drop in Copper Pieces to restore Health. But now that each Character's Coin Purse is serving as a kind of health meter this design doesn't quite work. Even so the Fountain is still very much a place to find refreshment and recovery ~ *and maybe even a small blessing.*

Here's how it works.

As before your Character may go up to the Fountain and toss a coin into the water. *This only works when you toss a single Copper Piece and consumes your action.* With this coin there is a chance that the Fountain will offer a blessing in return. But we aren't meant to expect such things, only appreciate them when they happen. Take the (d20) and give it a roll to find out if anything should happen when you toss a coin.

- If you manage to roll a **(17)**, **(18)**, or **(19)** the Fountain will produce one **fish**.
- If you roll a **(20)** the Fountain will produce **20 Copper Pieces!** *How kind of it!*
- Unfortunately, a roll of **(16) or lower** means that nothing happens. *But the Fountain appreciates your donation anyway.*

Here are a few other things worth noting.

As always, interacting with the Fountain while standing on the Butterfly space is perfectly fine. It might even be a smart place to position your figurine.

Getting a fish from the Fountain has no bearing on the Fishing badge, for the simple reason that the badge is about the skills involved in the art of fishing. This means that if no one caught any fish (during *Town Time* or the *Adventure*) and someone received a fish (as a blessing) from the *Fountain*, when it comes to the *Joyous Gathering* we treat it as if no one actually "caught" any fish ~ *which is true.*

Q. *Yes but what about Magic Users getting fish by using magic?*

A. Ah well yes we see your point there. But, there is a difference between catching a fish with the aid of enchantments, which requires both the skill of magic and fishing ...and being gifted a fish by a benevolent fountain. So it still counts.

# Tree of Bellathaedron sprouts random Coins

2019.09 (0.01)

The mystical *Tree of Bellathaedron* has always been consistent in how many coins it would sprout, now and then, for to aid our brave adventurers in their noble quest. With the introduction of a (d20) component *(Ruleset 1.1)* we discover that it's a little more fun to suggest the Tree may be watching, and perhaps assessing the manner in which our Characters go about preparing for the journey. Then, should it decide to help we can see what subtle message the Tree might be conveying in the number of Copper Pieces it produces. Here's what the new card will most likely look like in a future update to the Town Card deck.

T022 **The Giving Tree** **The Tree of Bellathaedron has magically sprouted** 7 Copper Pieces Remove the Copper Pieces from the Town Treasury and place them onto the tree. The first one to arrive at the sleepy old Oak may collect these few precious coins (to be used for good) If your Character or Companion is a Treasure Hunter you may move your figurine 14 spaces Days Passed - 1	The current version of the Tree has settled on sprouting 7 Copper Pieces whenever it chooses to aid the group

T022 **The Giving Tree** **The Tree of Bellathaedron has magically sprouted...** Roll the (d20) and fill in the blank [ ] Copper Pieces Remove the Copper Pieces from the Town Treasury and place them onto the tree. The first one to arrive may collect the coins, which the tree expects to be used for good If your Character or Companion is a Treasure Hunter you may move your figurine 14 spaces Days Passed - 1	The new version of the card features a Tree that sprouts a random number of Copper Pieces

Changes to the Loot die

2023.11 (0.03)

For the first time since the game debuted, and for reasons that will soon become clear, the Loot die is undergoing a few modifications. For the moment, let's have a look at the changes and start thinking about how we might craft a new Loot die.
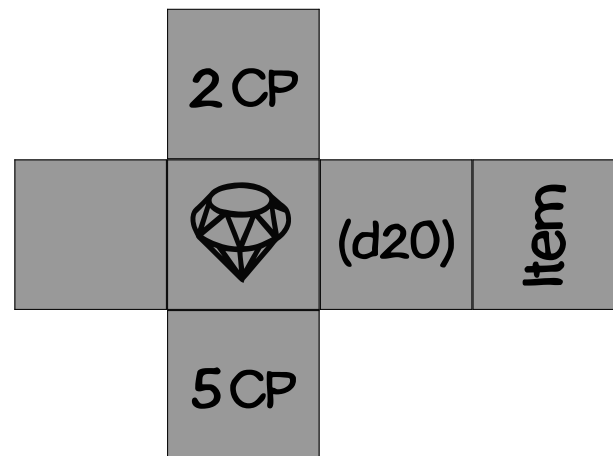
What we can see above is that the **1 CP** loot reward has been replaced with a gemstone icon. *To be fair this might be more correctly described as a "jewel" icon, but we're going to be calling it a gemstone anyway because that's (in fact) what it is meant to represent.* Likewise, the **8 CP** loot reward has been replaced with a **(d20)** symbol, indicating that the player should then roll the (d20) to discover the number of Copper Pieces resulting from the loot drop.

In the meantime, the papercraft Loot die included in the pdf pack will be out-of-date for a while, until we've had time to get that updated. *There are a lot of component changes in the queue.* But hopefully, players will find creative ways of making a nice physical Loot die using bits of things already handy. Visit the "Make It" page on the website for some ideas on creating one.

The Discovery of Gemstones

2023.11 (0.07)

Up to this point loot drops (and treasure hunting) have produced *Items*, *Artifacts* and *Copper Pieces*. Now there is going to be a small chance that characters will discover rare and special **Gemstones** throughout the course of their adventure. In the sections to follow we're going to look at some changes to the activity of *Treasure Hunting*, the significance of collecting gemstones, and how to convert them to Copper Pieces during the *Joyous Gathering*. We'll also look at the advantages of being a Dwarf with respect to trading them in.

But what can they be used for?

The main thing that gemstones will be used for is trading in for Copper Pieces during the *Joyous Gathering*, and to the player who collects the most during the game, a new badge will be awarded. There's a dedicated section later on (page xx) detailing how characters will go about converting their gemstones into Copper Pieces. The main

goal is to try to collect as many as possible during the Adventure, because the more you have the more each one is worth (when you trade them in). *Depending on whether your Player Character is a Dwarf there will be some subtle difference here as well.* For the time being there aren't currently any plans for using gemstones in the local economy, to purchase things like Mounts and Items, or integrating them into Town Time generally, but there are potential ideas there so we won't rule it out entirely. But for now, it's all going to be about collecting gemstones and holding them until the end.

Gemstone components

All the various aspects of collecting and trading gemstones has been spread out among appropriate sections that are meant to maintain the flow of this addendum, which roughly follows the flow of a full game experience. In the meanwhile let's talk about gemstones as a *game component*. Ideally, players will want to have about 100 "gemstones" (of some form or other) before launching into an adventure. That's for a full group of players. Two or three players could probably get by with 30 or 40. *The Components list in the pdf pack will be out-of-date for a while yet, with so many game elements that need updating. We've got something of a priority list going and, for now, the core game mechanics are the main focus.* It can be fun to have a variety of gemstone types or colors, but this is by no means necessary, which makes it easier to put a set together depending on what you may already have around the house. So it's fine if they all look exactly the same.

For example, a set of "gemstones" could consist of:

● Jewelry beads (hopefully the kind that won't roll away too easily).
● Gem stickers from the local discount or craft store. Stick them back-to-back.
● A Mixed bag of "sea glass" will work but can get a bit heavy.
● Painted or colored wood bits will even work if nothing else is handy.
● Acrylic "gemstones" can be purchased online or from the local craft store.

Whichever type you should end up with we recommend having a larger bowl somewhere near the game board (to hold them all) and smaller bowls for each player to hold their collection of gemstones *...a system that works well for Copper Pieces too.*

New Method of Group Travel

2016.05 (0.06)

The original mechanism for Group Travel utilized what might be described as a kind of auto-pilot system. It worked, it made sense, it kept things moving along well enough. But we felt there was an opportunity here to spice things up, give the pacing a little more variety ...and maybe speed things along a bit as well. Is the new method more involved and even slightly complicated? Yes! Did you ask for things to get more involved and complicated (with an increased likelihood that the group will stumble onto Treasure spaces)? No! *Oh wait hang on, say that last bit again?* Uh huh, that's what we thought. Let's get to it shall we?

What's changing and what's new

Every Character starts the game (Town Time) with a set *Movement* value. When it came time for Group Travel under the old method we were only concerned with whether the Character was riding a *Mount* or going along *On Foot*. What has changed is that now there's going to be the usual set Movement value for Town Time and a somewhat more randomized Movement for Group Travel, where each player is going to be making a dice roll. Once it's time to set out on the adventure we'll be taking a moment to determine which (die) each player will be using during the movement round, because in the new method every player participates and every roll is going to play a part in how much ground the group managed to cover on the day's journey.

Determining each Character's Movement die for Group Travel

At the beginning of each round every player is going to roll a *Travel die*. If your Character doesn't have a Mount then they are making the journey **On Foot**, and no matter what their Class the player will be **rolling a (d6)**. Characters with a Mount are going to refer to the card (if it's a rental) or the Character Sheet (for permanent mounts). The *Travel die* for each should already be predetermined, which most of the time will be a **(d8)** or a **(d12)**. When we're looking at the Character Sheet it's recommended to circle a (d6) or (d8) with a pencil since future upgrades might enhance a Mount's capability for long journeys. We'll talk more about this in a different section.

Something else to remember - we assume our Companions are able to stay with us by some means or other so we never need to be concerned with their ability to keep pace.

Once the party has 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. Now, instead of the group movement being dictated by the value on the icon (as before) they become something more like a roll check... which we'll come back around to in a moment.

For now, let's look at what happens when everyone rolls their travel dice. **Each round begins with all players rolling their dice together.** As usual, the pace of each day's travel is only as fast as its slowest member. 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*.

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.* 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 Travel die, look again for **the lowest number showing** and that **is the group movement value for the round**. *Sometimes the group will end up making slower progress than they would have on the first set of dice rolls.* The figurine now moves.

Afterwards a card would be pulled or there will be a search for hidden treasure. Once

the encounter or Treasure Hunting have finished the Initiative token gets passed to the next player in the rotation, followed by the next movement round and so on through the journey. So in essence, the overall flow hasn't changed, only the mechanism used to determine how many spaces to move the figurine. And, we think more experienced players will notice that the Adventure phase has been (or sometimes can be) shortened as a result of this change, slightly reducing overall game time.

What of transitions into caves and dungeons?

The principle remains: Whenever the space in front of the figurine denotes a cave or dungeon all members of the party 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 each Character's mount.

When the card decks (and other game elements) are eventually updated to accommodate this change several things will be affected. So far each Mount has been assigned an appropriate *Travel die*. 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.

Treasure Hunting and Searching for Hidden Loot

2023.11 (0.04)

Landing on a *Treasure* space is an exciting moment in any adventure, that is, if one of your characters happens to be a *Treasure Hunter*. But now it's going to be exciting for everyone, because we're introducing the concept of 'Searching for Hidden Loot' which pretty much *anyone* can do, in contrast to being engaged in proper *Treasure Hunting*, which is a true skill worthy of the advantages it brings.

What's changing.

Any time the group lands on a *Treasure* space, **every character in the group** will get to take their turn rolling the Loot die. Starting with whoever has the Initiative Token (and this next part is important) announce which of your characters is about to go. If the character does not have the special *Treasure Hunter* skill then you would say, "So and so is searching for Hidden loot" or something along those lines, and then roll the Loot die... In this way everyone knows that the character in question will get exactly what shows up on the Loot die ...and nothing more.

If the character is a bonafide *Treasure Hunter* then you would announce, "So and so is a Treasure Hunter" and then roll the Loot die... The main thing is to indicate this to the rest of the group, such that everyone knows what's what, and enjoy the thrill of seeing the result of the Loot die.

The advantage of being a Treasure Hunter

The great thing about having a character with the *Treasure Hunter* skill is that when the group is on a *Treasure* space and you roll the Loot die there are some distinct advantages, and they are as follows:

- **Blanks don't count and they get (2) Gemstones or (2) Items instead of one**.

What's that? Yes, indeed. If your *Treasure Hunter* character should roll a blank, then they simply roll the Loot die again ~ and keep rolling until they get something other than a blank. *Pretty great huh?* But that's not the end of it. Because if this character happens to discover a **Gemstone** or an **Item**, then yes oh yes, this character will get **two** of (whichever one they rolled). *Sweet!*

Now, it's important to note that this special advantage only applies when a *Treasure Hunter* is searching on an actual *Treasure* space. That means any other time the player is rolling the Loot die, the result is just the same as for everyone, which is that you get exactly the result showing on the die. *We're pretty sure your fellow players will help you remember this.*

By now some of you will no doubt have noticed similarities to the *Initiative Token Bonus* (introduced in Ruleset 1.0.1), which has been with us for some time now. However, that is going away and being replaced by this new approach to *Treasure Hunting*. Please bear this in mind, despite what it may say on some of the *Story Maps*, until we've had time to update those accordingly.

Spellcasting probability changes

2023.11 (0.02)

While it's true that being a competent Magic User requires many years of training and practice, there has been a sense that casting a magic spell is maybe, just slightly too difficult. This can be somewhat discouraging when you've spent time and Copper Pieces collecting a nice selection of spells only to find that all the Fighters end up getting the Foe/Encounter cards. This minor change is intended to correct that.

From this point "Super Fizzle" is no longer going to exist as a failed outcome. Thus, the reference sheet for Spellcasting will now look like this.

(1) Fizzle - nothing happens
(2) Backfire - 3 damage
(3-6) Success!

Notice however, that the amount of damage taken when a spell Backfires has been increased to 3. So if a spell should backfire players will have the option of turning in a single Fish or three Copper Pieces, whichever they prefer. This adjustment reflects the basic Spellcasting probability outcome for normal (lower Rank) Magic Users. Later on we'll be looking at Magic Users who reach the milestone of "Crest Bearer" (Rank 34) and how this changes and improves further their ability to use magic.

Thievery and Combat Encounters – Pilfering a foe

2017.12 (0.04)

Being a Thief can be tough work. Everything you do comes with inherent risks, sometimes with minimal rewards. But perhaps it's the thrill of those big payoffs that keeps a Thief doing what they do. Now imagine that the party is engaged in frantic combat with a hideous creature or a group of dastardly brigands. Most Characters would be thinking about how to defeat the foe in order to collect a reward for their efforts. But there is at least one certain type of character who's thinking, *"Why wait!"*

The basic flow of a Combat encounter remains unchanged. It starts with whoever is holding the *Initiative token* and every player gets **one Action** when it comes their turn. Typically, this has taken the form of an attack, either using traditional weapons or by way of Magic spells. But for those players controlling a Thief there is now a third option: Sneak in and **make an attempt at pilfering the foe**.

Yes, that's correct. Right there in the midst of combat, when the attention of the foe is often fixed on something else, a Thief character may carefully sneak up to the foe and try to make away with some of the loot they may be carrying (or guarding).

How it works

To start with it's important to note that this maneuver **only works on traditional foes**, that is to say those encounters where it is possible to defeat the foe with regular attacks (or magic) and collect the card.

For any Thief wishing to make a Pilfer attempt this may happen only when it is the player's turn, and **only one attempt may be made, regardless of how many thieves the player is controlling**. Declare which of your Thief characters is making the attempt and then make a **Thievery roll (d12)**. If the roll is a **(10) or higher then the pilfer attempt was a success!** The player may now roll the Loot die. However, a Thievery roll of **(9) or lower means the attempt was a failure** and nothing happens. The character in question will slip sneakily and quietly back to the group, and initiative moves to the next player in the combat rotation.

When it's time to run away

After any Thief has made a Pilfer attempt, successful or otherwise, then the group must determine whether anyone else is willing to engage the foe in combat. **If no one is willing to continue the fight then the time has come for the group to flee**, and the *Chase Game* now begins. On the other hand, if someone in the party is still willing to stay in the fight, then each player may, **according to turn order** continue to send in a Thief and try to pilfer the foe.

Special Questions and Answers

Q. *But what about the Garbage Heap? It is actually possible to defeat this foe and collect the card. Right? Right!?*

A. That's true. But to defeat a Garbage Heap requires a very specific, extremely rare and mystical weapon that must be thrown from a distance ~ and for good reason. Sadly, any attempt to pilfer the *Garbage Heap (D038)* will result only in the Thief being gobbled up, spat out and covered with stinking oozing muck, and it won't wash off for days ...but you are welcome to try anyway.

Rewards of Unlocking a Big Wooden Door

2017.08 (0.02)

Currently, the reward for unlocking a *Big Wooden Door* is the freedom to continue on rather than being zapped by the Door. But the Doors feel that the skill of defeating an enchanted lock should not go without a reward for completing this special achievement. This is why the next time you're going through a Dungeon or Old Ruins 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**. Think of it as a special bonus for getting it on the first try. After everyone has had a chance to try the lock and 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.

Note: A Magic User with an *Unlock Spell* (that doesn't fizzle or backfire) would always receive Copper Pieces equivalent to the Lock Rating only. Apparently the Doors are more impressed with defeating a lock by more "traditional" mechanical means.

How to Smite a Garbage Heap

2017.09 (0.01)

It is somewhat uncommon to come across those mystical and strangely compelling *Fizzy Tablets (I040)*. Who makes these? And why are they so rare? No one knows. It is likewise uncommon to wander into the presence of the great and powerful and altogether smelly and disgusting *Garbage Heap (D038)*. But what is even more uncommon than either of these, and in fact has become something of a mythical event that happens *so rarely* that some may never see it happen at all ...is to wander into a Garbage Heap <u>and</u> have the means to smite the wretched thing!

This is why it is time to make the reward for doing so live up to the 'stories told over a mug of ale in the tavern' nature of the occasion. Let's have a look.

Garbage Heap
_{D038}

Try to picture a steaming pile of muck and slop, bubbling with slimy bilge and the stinky refuse of spoiled sewage rotting stench and decay. A mouth waits for more garbage "glob glooob ploop"

Unfortunately, attacking a Garbage Heap will only make it stronger. It can even absorb Magic spells! The only way to properly smite a Garbage Heap is to feed it Fizzy Tablets. If someone has Fizzy Tablets you can destroy this wretched Heap of Garbage, which will then spew forth 3 Items for whoever tossed them in. The player may also take this card for the Battle badge

Otherwise you may keep moving

Surely to defeat such a legendary foe must result in more than a mere 3 Items...

Garbage Heap
_{D038}

Try to picture a steaming pile of muck and slop, bubbling with slimy bilge and the stinky refuse of spoiled sewage rotting stench and decay. A mouth waits for more garbage "glob glooob ploop"

Unfortunately, attacking a Garbage Heap will only make it stronger. It can even absorb Magic spells! The only way to properly smite a Garbage Heap is to feed it Fizzy Tablets. If someone has **Fizzy Tablets** they can put an end to this wretched Heap of Garbage, which will then spew forth **5 Items and 80 Copper Pieces** for whoever tossed them in. The player may also take this card for the Battle badge

Otherwise you may keep moving

Yes indeed it should. To smite a Garbage Heap will now result in a much larger reward for the adventurer who remembered to bring along the one thing that can get it done

Do please note that the Dungeon card deck (probably) hasn't been updated yet and still has the old version of this card. Sorry. We're a bit behind on components updates just now.

Meeting the Payment Demand

2024.02 (0.04)

One type of *Final Encounter* involves a "Pay or Fight" scenario, where the End Boss is going to make a Payment Demand. Suddenly, the group is faced with a dilemma: Do we bow to the greedy whims of the bad guy (and avoid having to fight) or take them on in an Epic Battle? The Demand will be unique and vary each time you play. And in order to properly weigh the options everyone will need to know their own Character's share in the demand. Previously, this was done using a pre-assigned rating and a kind of formula. But the new process has been simplified.

Here's how it works.

In order to meet the Payment Demand and avoid an Epic Battle...

- **Each Player has to come up with Copper Pieces equivalent to their age plus their Character's Rank**.
- And, the Group (collectively) has to come up with Gemstones equal to the **number of Players**.

Doing this may involve having to trade or give Copper Pieces and Gemstones to other players. But if the group is able to meet the Demand, then **once you hand over the payment the Final Encounter is complete and the Quest is considered a success**. It's time to make our way back to the Tavern for a Joyous Gathering and celebration.

When you can't quite meet the Demand but really don't want to Fight

On the other hand, if the group has looked at its resources only to find they are simply unable to meet the Payment Demand, then there is one other option if you really want to avoid an Epic Battle...

Having assessed your party's fighting potential and weighing this consideration, the Bad Guys are willing to settle for a lessor payment: "Hand over **all of your Copper Pieces, Gemstones, Trinkets and Artifacts** and we'll call it even." Apparently they aren't concerned with things like Spells, Fish or any of that "other junk."

If the group is willing, then **as soon as you hand over these valuables the Final Encounter is complete**. It may not be the proudest way to finish a Quest, but at least you got the job done. Time to head back to the Tavern.

Do be aware that handing over valuables is not an option if the group has enough Copper Pieces and Gemstones to meet the original Payment Demand.

And so, these are the options for choosing to Pay the Bad Guy(s) and meet their greedy demands. **Otherwise, the group may instead choose to Fight**, and an Epic Battle ensues. Pray do well ...for everything hangs on the outcome.

The Difficult Question: Do we Pay or Fight?

Once every player has worked out their share of the Demand the group must then decide first, if they can *afford* to pay and next, whether they're *willing* to pay? It's a tough choice depending on the circumstances.

What happens when the group can't agree on whether to Pay or Fight? In this case we move to a *Roll-Off*. 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. This includes giving up Copper Pieces and Gemstones in order to make up for shortages.

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*.

Just one last thought for consideration - Paying the Demand may not feel like the most satisfying way to complete the Story, but losing an Epic Battle (because you're too weak to put up a good fight) means there will be no *Joyous Gathering* to attend.

Figuring out an individual share in the Payment Demand

In order to meet the Payment each player must come up with a certain number of Copper Pieces, which will likely be different for each player since it's going to be based on age and Rank. Here's an example: An 11 year old player with a 24 Rank Character must be able to contribute 35 Copper Pieces to the Payment Demand. That's (11 + 24) = 35 CP. *There's a reason why the contribution amount is unique for different players and Characters but that's a secret for you to figure out as you play. We'll just say that it's a similar principle to the manner of choosing the Group Leader.*

Character death and playing as a Ghost

2024.03 (0.08)

One of the defining characteristics of the game has always been the idea that everyone is going to win together, or lose together. And to that end the manual has held that when a character dies the game is over. There is no Joyous Gathering, no badges and no one gets to level-up their character. But what if instead there were a way to keep everyone together and continue the quest...

Let's talk about how a character can be killed and what it means to play as a Ghost.

Among the many changes introduced we have a new means for tracking health (p.3) where each Character's coin purse is treated as a kind of health meter. With this in mind remember that your Character's coin purse (health) can drop to zero at any point. *In fact, no amount of damage can do any more than reduce a Character's Coin purse to zero, even if it only contains a single Copper Piece.* However, once your Character's coin purse is empty any amount of damage (that can't otherwise be covered by fish and other health items) will mean that the Character has died ~ and it is at this moment that **for the remainder of the game your Character is a Ghost**.

There's one other thing as well. **No matter how your character dies, any Fighter Companion traveling with you will also be killed in the same moment and they too become a ghost for the remainder of the adventure**. Turn over the Companion card or cards. **Any other Companion types are fine and remain with you**. They will continue to help with the mission according to their speciality.

The journey continues and your fellow party members can still see and speak with you, but being a Ghost means there are going to be some limitations on what your character will be able to contribute to the mission. First of all **your character can no longer engage in certain physical activities, such as: Combat, fishing, picking locks, catching butterflies, or searching for treasure**.

Any Ghost character *can* however still do Magic. *Neat!*

Since *Treasure Hunter* Companions are still able to search for hidden loot they may be able to get Copper Pieces back into your coin purse. Just know that once you become a Ghost any Copper Pieces collected at this point simply accumulate in the coin purse, but won't do anything to revive your character. More on that later.

And of course any other non-Fighter Companion will be able to do what they were hired to do, such as use Magic, pick locks and help with difficult negotiations.

When the whole party is a bunch of Ghosts

Let's imagine for a moment that all but one of our Player Characters have died and become Ghosts. And then, in a fateful moment this noble holdout finally gets killed and joins them. What happens then? Is it Game Over? No. But what happens next does depend on the type of quest. Let's have a look...

If the final encounter is an *Epic Battle* then the group really has no way to complete the story. There won't be anyone left to fight. So at the moment when the last remaining player character dies there's really only one thing left to do, return to town, a pitiful mob of Ghosts, for a *Sorrowful Gathering* (page 27).

In a *Pay or Fight* quest then the group may of course continue, but will have no other choice but to pay the End Boss. The bad guys will accept your payment not being entirely sure what capabilities a group of Ghosts might bring to a fight.

By the way, there's no need to worry about mounts as they will continue on whichever way you lead them, even when your Character is a Ghost.

If the story is *Diplomatic* or a *Fish Delivery* then the group may carry on. But do keep in mind this one thing, in order to do any trading there will need to be at least one non-Fighter Companion (among you) who can help with shifting stuff back-and-forth among the saddlebags. Not being able to trade could make a Fish Delivery more difficult to complete.

In summary, a group of Ghosts might still be able to move forward and complete the Story. Or, they may still fail. **Either way, the group will end up returning to Villageton for a Gathering of one sort or another, be it Joyous or Sorrowful**.

A Joyous Gathering of Ghosts

Should the Group manage to complete the story and return for a Joyous Gathering some (or possibly all) of the party members will be Ghosts. Everything will play out according to the usual flow of things, with a few exceptions for our poor characters who didn't quite manage to make it back alive. Let's have a look at some of them.

(1) A Ghost character will participate in the Badge ceremonies as per usual, **but won't be able to compete in tie break rounds involving physical combat or catching butterflies**. They instead will have to forfeit to those who can, or to any other character with a lower rank or Medallion count.

(2) Ghosts most certainly can win the Medallion, rightfully earning the Bonus at the bottom of the character sheet. However, **Ghost characters will never level-up (earn Rank) no matter whether they earned badges or the Medallion**.

(3) After trading in gemstones and paying their usual obligations, such as companions and mount upkeep, Ghost characters must then **take the remainder of their Copper Pieces and drop them into the Fountain of Recovery**. The Fountain in exchange will then rejuvenate your character back into their usual living form.

Special Questions and Answers

Q. *If I'm a Ghost or multiple characters are Ghosts is trading still allowed?*

A. Oh yes. So long as there is at least one living Character (or Companion) around to shuffle things back-and-forth among the saddlebags, trading is fine.

Failing a Story and a Sorrowful Gathering

2024.03 (0.07)

When our plucky band of adventurers set out from Villageton their hearts are noble and their minds are focused on completing the quest. It has been no small task preparing for the mission with so many encounters (and much treasure) awaiting them on the journey ahead. And yet, even with the best of planning and effort, sometimes things just don't go the way we hope and the group finds that it could not, hard as they tried, complete the story.

Even so, it doesn't have to be a total loss, for whether the group succeeds or fails they will be returning to Villageton. And if it can't be a Joyous Gathering to celebrate a successful journey, then it will have to be a Sorrowful Gathering, so that certain matters can be attended before the group parts way once more.

Here's how it works.

The group has reached the Final Encounter and after a long, hard struggle finds they could not prevail. They have failed to complete the story. It's time now to head back and once we arrive, without fanfare or celebration, to put some things in order.

- There will be no Badges and no Medallion to be awarded.
- Every character loses one Rank. Update the character sheet accordingly bearing in mind that any special milestones or achievements can never be lost once they've been earned. *Only the character's Rank (and Reputation) will change.*
- Trading things like Artifacts and Gemstones is fine.
- The very next thing will be converting Gemstones to Copper Pieces (page xx) and then it's time for everyone to pay their obligations.
- After all this is done the Characters who returned alive and intact may then go about spending in the usual way, while Characters in Ghost form make their way to the Fountain of Recovery...

As previously discussed there is only one way to return a Ghost back to living form. After trading in gemstones and paying their usual obligations, such as companions and mount upkeep, Ghost characters must then **take the remainder of their Copper Pieces and drop them into the Fountain of Recovery.** The Fountain in exchange will then rejuvenate your character back into their usual living form.

Oh and by the way. If the final encounter was an Epic Battle, then failing to win does indeed mean that everyone will be returning to Villageton as a Ghost (sad face).

And this will be the conclusion of the adventure. Although it may not have been a Joyous Gathering, at least (for some) the effort wasn't all for nothing and in due time our spirits will be lifted once again when the call goes out for need of help.

Trading in Gemstones for Copper Pieces

2023.11 (0.03)

The first part of the Joyous Gathering allows players to trade in things like Fish, Trinkets and Spells, followed by the Bargaining Round, in which players trade Butterflies and Artifacts (with each other). Now that our Characters will be collecting Gemstones throughout the game and the journey they'll be needing an opportunity to convert these into Copper Pieces, and this is going to take place during the Joyous Gathering back in the tavern. However, it might not happen all at the same time as players may choose to between trading them in **before** or **after** the Medallion ceremony.

Let's have a look at when Gemstones can be traded and how much they're worth. As you'll soon see, **the more Gemstones you can trade in all at once the greater their collective value**.

During the Clean-up section, if any player wishes to trade their Gemstones in right away, this will be allowed. *It may be useful for some to have more Copper Pieces going into the Bargaining Round.* If this is the case then refer to the conversion tables below.

The important thing to understand is that the shady-looking Dwarf situated in the dark corner of the tavern is willing to negotiate only with your **Main Player Character, and the rates are non-negotiable**. Non-Dwarf characters may trade their Gemstones for Copper Pieces at the "Standard" conversion rate. If your Player Character is a Dwarf then you have the unique advantage of not only knowing the true value of each gemstone in your possession, but the family members, friends and (more importantly) rivals of this otherwise murky character.

...And that little inside knowledge gets you a slightly more (eh-hem) advantageous conversion rate. Handy doody indeed-eo.

Ready to trade in some Gemstones for Copper Pieces?

The Standard Conversion Table	The Dwarf Conversion Table
1 Gemstone = 10 Copper Pieces	1 Gemstone = 12 Copper Pieces
2 Gemstones = 22 Copper Pieces	2 Gemstones = 27 Copper Pieces
3 Gemstones = 36 Copper Pieces	3 Gemstones = 42 Copper Pieces
4 Gemstones = 52 Copper Pieces	4 Gemstones = 60 Copper Pieces
5 Gemstones = 70 Copper Pieces	5 Gemstones = 83 Copper Pieces
6 Gemstones = 90 Copper Pieces	6 Gemstones = 102 Copper Pieces
7 Gemstones = 112 Copper Pieces	7 Gemstones = 126 Copper Pieces
8 Gemstones = 136 Copper Pieces	8 Gemstones = 156 Copper Pieces
9 Gemstones = 162 Copper Pieces	9 Gemstones = 180 Copper Pieces
10 Gemstones = 190 Copper Pieces	10 Gemstones = 210 Copper Pieces
11 Gemstones = 220 Copper Pieces	11 Gemstones = 248 Copper Pieces
12 Gemstones = 252 Copper Pieces	12 Gemstones = 276 Copper Pieces

(It's possible these values are too high. Future updates may have lower rates)

Once this is done we transition into the Bargaining Round and now players may trade amongst themselves: *Butterflies, Artifacts* and *Gemstones.*

Then, at last the Medallion ceremony commences...

The new Gemstone badge

With the Medallion ceremony underway we find **there is now a new "Gemstone" Badge for whoever collected the most Gemstones**, bringing the total number of badges up to ten. For the time being let us say that this badge will be awarded after the *Trouble Solver* and just before the *Coin Purse* badge. *Do note that the printable sheet may not be up-to-date at the time this addendum first releases.* But see if you can make one using some of the suggestions on the "Make It" page of the website.

Once all the festivities have concluded this will be the second (and final) opportunity to convert Gemstones into Copper Pieces. Good thing too, for in a moment we come around to the time for everyone to pay their obligations.

Special Questions and Answers

Q. *What if two players are tied with the most Gemstones?*

A. The badge goes to whichever Character is a Dwarf, followed by whoever has the lowest Rank. If both Characters are Dwarves of equal Rank then the badge goes to the candidate with no Mount, or the slower Mount. After that... whoever is youngest.

Roleplaying Badge for a Two-Player game
2023.12 (0.02)

Traditionally, in a two-player game the Roleplaying badge would be skipped altogether (as there wasn't a satisfying mechanism for voting on the various categories). However, we think there is another approach that may allow someone to earn this badge in a way that feels fair enough ...if players are being honest about the effort and enthusiasm put into roleplaying throughout the game.

Here's how it works.

If this is a two-player game we're going to use an entirely different method of determining who will get the Roleplaying Badge. It might not go to either player, but there's only one way to find out ~ It involves a secret ballot. Each player should grab a piece of scratch paper to record one and only one answer to the following question. *You need only jot down the letter representing your choice. But don't reveal it to the other player until we're finished.* Here it is.

> "Bearing in mind it is okay to identify yourself as having done a good job roleplaying during the game, would you say that the level of roleplaying between both players was..."

(a) About even – Both were good.
(b) Maybe a little better (or more entertaining) from Player One.
(c) Maybe a little better (or more entertaining) from Player Two.
(d) It felt like neither player did much in the way of Roleplaying Characters and Companions.

Now it's time to take the ballots and compare the answers. By placing them together we should come up with a two-letter combination. Refer to the key below, which will reveal whether anyone (and who) gets the Roleplaying badge.

(aa) **Player One**
(ab) **Player One**
(ac) **Player Two**
(ad) No one
(bb) **Player One**
(bc) No one
(bd) Player One or No one *
(cc) **Player Two**
(cd) Player Two or No one *
(dd) No one

* For these two combinations it matters whether someone is thinking of themselves or the other person. So, with respect to the (bd) and (cd) outcome if (b) or (c) was yourself then no one gets the badge. However, if you wrote (b) or (c) on the secret ballot and (b) or (c) is the *other player*, then that player probably deserves the badge, even if they weren't completely satisfied with their own roleplaying.

Remember, roleplaying is a skill that improves and develops the more you do it, and makes the game more enjoyable for everyone. And don't worry, there are plenty of other badges if no one quite managed to get it this time.

Small adjustment to the Trouble Solver tie break
2023.11 (0.01)

The current tie break mechanisms for the *Trouble Solver* badge works like this: If two or more players are tied with the most cards then the Badge goes to the character who has donated the most money to the Poor & Needy. If the candidates are still tied then it goes to whoever can make a higher Persuasion roll. Keep rolling until a winner is determined.

On the one hand this works well enough, but on the other hand it somewhat does create an ulterior motive in donating that isn't quite in the true spirit of generosity. So the new version for resolving ties will work like this instead:

- If two or more players are tied with the most cards then the Badge goes to whichever Character was created first. In other words the one who's been

around longer and, we shall presume, helping others in the world, which should not be confused with quest experience (or total play time). *After all, these characters have lives of their own ...or didn't you know.* Compare the creation date for each character.

- If the Characters were created on the same day then the Badge will go to whomever has donated the most to the Poor & Needy (back of the Character Sheet). *Hopefully, this money was donated for the right reasons...*
- And if for some reason the candidates are still tied and their donations are the same (for example the amount is zero for everyone) then it goes to whoever can make a higher Persuasion roll. Keep rolling until a winner is determined.

Bounty Hunter badge tie break adjustment

2023.12 (0.01)

There are going to be some games in which no one managed to catch a Criminal, and just as many where players end up with equal number of Bounty cards. To compensate for this we'd originally come up with a little game that effectively auctioned off the badge to the highest bidder. However, in the interest of keeping the Medallion Ceremony moving along this is now going to play out in a more simplified manner.

To start with, **if no one managed to catch any Criminals during the game then sadly, no one has earned the Bounty Hunter badge.** Otherwise, if players are tied with the most Bounty Cards then **looking at the Bounty value of your best card** (the number at the bottom of the card) **whoever has the Bounty with the highest value gets the badge**.

Special Rank Powerup ~ Improving Character Abilities

2017.07 (0.05)

As Characters gain experience they'll slowly level-up, gaining Rank and Reputation along the way. But there are times when this is more than just a matter of prestige. Next to the Rank and Reputation plaque (on the Character Sheet) is a Rank meter. This meter is going to keep track of your Character's progress as they level-up, starting from Rank 1 with a Reputation of "Unknown." One day your Character will reach a certain special milestone at Rank 34 "Crest Bearer" and when that day comes they are going to earn a permanent power-up. **Here the player may choose between a bonus to one of the Character's Basic Abilities or a new Special Skill**. It should be noted that this special power-up, based on Rank progression, is separate and distinct from the Bonus achievement tracked at the bottom of the Character sheet ...and it will only happen once during the lifetime of any Character.

Here's how it works. A newly created Character starts out with a Rank of "1" and an "Unknown" Reputation. We can see on the Rank meter that the first peg (or circle) has already been filled in. This is because **the meter will always increase as the Character's Rank increases**. But note that the meter will never decrease should the same Character ever lose a Rank ...*more on that later.*

Each time this Character level's up and gains additional Rank the corresponding number of pegs will fill in accordingly, starting at the bottom and filling up toward the power-up arrow at the top. For example, if at the end of a completed Adventure your Character goes from Rank 1 to Rank 3, the next two pegs on the meter would be filled in. Eventually, upon reaching Rank 34 the entire meter will be full, and at that moment the power-up arrow comes to life. Color in the arrow to mark the occasion.

Now that your Character has reached this special Rank progression milestone you may choose one of the following upgrades. There are two types of Character ability enhancements, but only one may be chosen. **Your Character may now gain one additional Special Skill** (fill in the box) **or a +1 Ability bonus where no other bonus exists** (written on a blank line).

Magic Users get a bonus upgrade

Upon reaching the Rank power-up milestone those Characters that already have Magic ability will automatically upgrade to a higher level of magic skill. After selecting from one of the regular upgrades (above) color in the jewel insignia to indicate that this Character has now been elevated to a Magic Specialist. In a moment you're going to choose which type of Magic Specialist they are going to become and enjoy the added benefit of knowing that from this moment spells no longer backfire. For more information refer to the section "Becoming a Magic Specialist" (page 34).

Just remember, this bonus upgrade to magic ability only applies to characters that were *already* Magic Users when they reached the Rank (34) Crest Bearer milestone.

The Rank power-up 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.

Special Questions and Answers

Q. *What about the Sorrowful Gathering when all the Character's lose a Rank?*

A. Failing to complete a Story does mean that all Character's will lose one Rank. When this happens the Rank number (and sometimes Reputation) must be changed accordingly on the Character Sheet. The Rank meter however is never affected by this. In other words, the meter can only ever be pushed up when a Character is gaining Rank levels, but it never drops if and when the Character's Rank goes down.

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. In this way, the meter should become full at exactly the same moment when a Character reaches Rank/Level 34 (and becomes a Crest Bearer).

Becoming a Magic Specialist

2017.06 (0.03)

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 involves making a success check (rolling a d6). No spell is guaranteed to work as Magic is a curious and unpredictable art. For example, each time a normal Magic User attempts a spell one of a few things may happen.

(1) Fizzle - nothing happens
(2) Backfire - 3 damage
(3-6) Success!

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...

Magic Users who reach certain milestones automatically gain enhanced 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 still Fizzle but will no longer Backfire.** Here's what it looks like whenever a Magic Specialist makes a success check.

(1) Fizzle - nothing happens
(2-6) Success!

All that practice finally paid off. Moreover, such specialized knowledge and understanding of Magic can make all the difference in the heat of battle. 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.*

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

Power-up (at level 34 "Crest Bearer") or the Special Medallion Bonus (tracked at the bottom of the Character Sheet). *There is a caveat to keep in mind however...*

If both of these milestones have already been achieved and the second one was used to gain Magic Ability for the *first time*, then **your Character will have to spend time using and practicing as a Regular Magic User until they reach Rank (53) Guardian**, at which point they will then, at long last become Magic Specialists.

How to update the Character Sheet

Start by coloring in the jewel insignia and then choose one of the distinguished titles associated with this highly specialized ability. At this moment your Character may become a "Cryptologist of the Magic Arts" or, perhaps a "Learned Scholar of the Magic Arts." Some have taken on the lesser known title of "Artiste de Magique." Write it down next to the jewel insignia. Whatever title your Character chooses to adopt the result is the same, Spells no longer Backfire. *It's a wonderful thing indeed.*

Abode bonus ~ The value of a Good Home

2023.12 (0.02)

One of the many ways to spend Copper Pieces is making payments on fine home. They come in such variety, suitable for humble needs or enchanting soirees so good they become the talk of the village. Of course, the cost to finally complete the purchase of an abode can often be a major milestone unto itself. But the investment has its perks. Not only does your Character now have a permanent place to call home, but they will earn a small dividend at the end of each adventure, during the *Joyous Gathering*. Turn over the Character Sheet and let's have a look at how this works.

Notice that, currently (*if it hasn't yet been updated*) there is a small Copper Coin next to each abode. Each coin shows a plus sign with a number value. Now, imagine that we finally found time to update the Character Sheet so that instead of showing a +1 or +2 (or what have you) inside the coin it instead shows an x1, x2, x3 etc. Basically, the coins should (and will eventually) display a modifier.

Probably, the values will remain the same such that the coins will all be changed to indicate the following modifiers: x1, x1, x2, x2, x3, x4.

Now we come back around to the *Joyous Gathering* and following the *Medallion Ceremony* everyone will be increasing their Rank. Once this is finished **anyone with an abode may now refer to the modifier and roll a (d20)**. Multiply the result of the roll by the modifier to find out the dividend your Abode has returned over the course of the previous adventure. For example, let's say your Character is the happy owner of a Small Forest Cottage. The modifier is x2 and you roll a 12 on the (d20).

$$12 \times 2 = 24$$

That's 24 Copper Pieces you've just earned right then and there. *Sweet*. Immediately collect the dividend. This will come in handy since the next order of business is to *Pay our Obligations*, followed by the freedom to spend whatever we have left over.

Paying Out Companions

2023.11 (0.03)

Hiring a good Companion is no easy thing. It takes time, money and sometimes good negotiating skills. But the value they bring for their service over the course of the adventure is often well worth the effort. This change is about recognizing that effort and giving them an incentive to do their best for potentially greater rewards at the end of the journey. For from now on our Companions are going to get a small, but probably appropriate payout when it comes time to part ways.

Think of it like this. Way back at the beginning, the two of you are sitting in the tavern discussing the prospect of joining up on this adventure. Your offer is based on two things, (1) an initial fee for joining the group, plus (2) a share in the loot collected during your travels together. That's something to consider as the negotiations commence. They come along. There are dangerous encounters, nights around the campfire, close calls, searching for hidden treasure, hearty laughs and plenty of cooking. At last the journey comes to an end and we find ourselves back in the tavern once more...

As the *Joyous Gathering* winds down we have enjoyed the festivities of the *Medallion Ceremony*, followed by the added pleasures of trading in Gemstones (p.29) and earning a dividend on our Abodes. But at last the time has come to do what all honorable (and responsible) folk do and that is *Pay our Obligations*. This is the time for things like paying our *Tavern Tab*, not to mention care and upkeep for our loyal mounts. It's also time to part ways with our Companions, who've served us well on the journey and no doubt have obligations of their own to make due. Alright so, here's how it works.

Start by placing your Companion card (or cards) in front of you. Everyone's going to do this together more or less at the same time. Now **take 43 Copper Pieces and place that onto each Companion card**. You're going to be negotiating separately with each Companion and this is the starting point of the negotiations.

For each one you're going to **make three Persuasion rolls and subtract that total from the 43 Copper Pieces on the card**. Whatever is leftover is the amount the Companion will walk away with, content that it was a fair amount.

Here's an example of how it might work. Let's say your Character is a Hauflin with no bonus to Persuasion. You've been traveling with **Halig the Loyal Fighter** who spent some time fighting at the Fighter's Guild and bravely took the lead in combat during the journey. There was loot, treasure, bad puns and now, some pretty great memories of your time together. Let's see what his share will be.

Three Persuasion rolls and you've come up with a total of 13. Subtracting that from the 43 starting point (43-13=30) gives us **30 Copper Pieces**, which Halig agrees is a fair share. Now sometimes, you may have a truly persuasive Character who may be able to convince their Companion(s), rightly or wrongly, that the proper payout should be something much lower. So many possibilities. So much room for discussion.

Special Questions and Answers

Q. *What about when you haven't got enough Copper Pieces to place the full 43 CP onto each Companion card?*

A. In this case divide your total Coin Purse as evenly as possible among your Character and his or her Companions, and then proceed with the payout negotiations. However, in this case you will make only <u>one</u> Persuasion roll.

Q. *What about gemstones? Are these part of the negotiation process? Do our Companions get a share of them as well?*

A. This is a fair question, but think back to the original negotiation back when you first met in the tavern. One of the strict stipulations set out upfront is that any gemstones found during the adventure are yours to keep. They will have had to consider this, and it's partly why you had to pay them upfront to come along with you.

Upgrading Mounts

2017.01 (0.04)

One of the joys of having a custom character in a game like this is finding the perfect mount to pair them with. But it's a sad day when our Characters realize that movement during Town Time plays an important role in being properly prepared for the trials ahead. Fortunately, it turns out that many of these fantastic creatures have 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 that only works with certain mount types. Sometimes the explanation is more mysterious ...a sudden and magical evolution of the creature.

However players prefer to imagine it the important thing is that once we've spent time and bonded with a certain beloved Mount it's wonderful to know that they too will gain experience and ability to help us on our journey.

How it works.

Near the end of the Joyous Gathering, 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 increase 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.

- A special limitation for naturally fast creatures - 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
- Movement value of 7, 8 or 9 rolls a (d8) for Group travel
- Movement value of 10 or higher rolls a (d12) for Group travel

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

So there you have it. Our beloved Mounts can now be upgraded, allowing our characters to continue adventuring with those special creatures we've come to know and love. And the Character Sheets should already have the necessary features to accommodate this feature.

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

Afterthoughts and fear of making promises.

Once this addendum gets published you'll want to spend some time going through the existing (v1.10) manuals to see which sections need to be crossed out, or at least make some kind of note along the lines of, "Refer to the Addendum."

Sorry about that. All along the way on this journey of developing the game we've had to make a trade-off between incremental changes in which all components are up-to-date inline with any rules/mechanical changes ...or getting the new features out and letting players make the needed adjustments to components. In the case of this somewhat massive update we've opted for the latter. The main reason? Well, we know that anyone playing this has probably already embraced the make-it-yourself-at-home nature of the game and at least if we can get these feature updates to you, let's say... sometime around March/April (2024), then that's better (in so many ways) than waiting until all of the decks, components and manuals have been updated to reflect these changes, which, given the fluctuating nature of our spare time could easily have pushed things out well into 2025. When was the last update before this? 2017? Yikes.

So. At least this way, players who are comfortable with making the necessary changes, such as organizing a functional set of manuals, creating new dice, etc. will be able to enjoy this enhanced version of a game that continues to evolve, even after so many years...