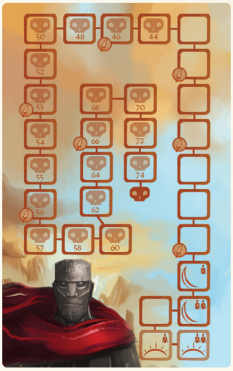
NEAR AND FAR
AMBER MINES

RULE BOOK & STORYBOOK

Expansion Components

New General Store Tile



Cooperative Board

New Mine/Mystic's Hut Tile

Magic Track Tile

1 Animal Companion (Numbat)

5 Miner Adventurers

4 Magic Teacher Adventurers

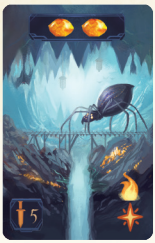
Score Pad

4 Magic Track Tokens
(not pictured)

4 Expert Dice
(not pictured)

Skill Card
(not pictured)

43 Amber Mine Cards



7 Artifact Cards

8 Minion Cards

13 New Threat Cards

4 Treasure Cards

30 Spell Cards

Introduction

Golden amber fills the deep mines, its fiery, cold embers glowing in the ancient rocks. Scholars say that the Arzians valued it above gold or silver and wore it as a sign of wealth. Perhaps the rare substance holds forgotten secrets about the long-dead empire and their lust for power.

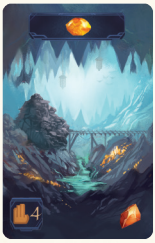
Near and Far: Amber Mines is the first expansion to *Near and Far.* It includes modules that you can add or remove according to your preferences. You can use them all at once if you choose. The modules are detailed below.

New Threat Cards

This module includes 13 new threat cards. These cards replace the original deck of threat cards in *Near and Far. Rules on page 8.*

Important: If you use ***any*** of the other modules in this expansion, you should also use these new threat cards.

Amber Mines



This module includes a new Mine tile which you place over the top of the Mine on the town board. It also includes a deck of 43 Amber Mine cards that players can explore.

The new Mine tile also contains a new version of the Mystic's Hut. If you are not using the "Magic" module (described below), ignore the second and third action boxes beneath the new Mystic's Hut. Also ignore any magic symbols on the Amber Mine cards. *Rules on page 9.*

Ignore the second and third action boxes of the Mystic's Hut if you are not playing with the "Magic Module".

Magic Symbol

Magic

This module includes a new Mystic's Hut tile (that is combined with the new Mine), a Magic Track tile, 4 Magic Track tokens, and a deck of 30 Spell cards. *Rules on page 14.*

Important: To use the Magic module, you ***must*** also use the Amber Mines module.

New General Store

This module includes a new General Store tile which you place over the top of the General Store on the town board. *Rules on page 16.*

Miner Adventurers

This module includes 5 new adventurers that are placed in the adventurer supply. They do not belong to any faction, and can be placed on any slot in a player's party. Miners have a small pickax symbol on each token. *Rules on page 17.*

Important: To use the Miners module, you ***must*** also use the Amber Mines module.

Magic Teacher Adventurers

This module includes 4 new adventurers that are placed in the adventurer supply. Magic teachers have a small magic symbol on each token. *Rules on page 17.*

Important: To use the Magic Teachers module, you ***must*** also use the Magic module.

Expert Dice

This module includes 4 custom dice that you can acquire during the game. *Rules on page 18.*

Amber Mines Treasures

This module includes 4 new treasure cards that you can add to the game. *Rules on page 18.*

Amber Mines Artifacts

This module includes 6 new artifact cards that you can add to the game. Be sure to separate them by type (advanced or standard). *Rules on page 19.*

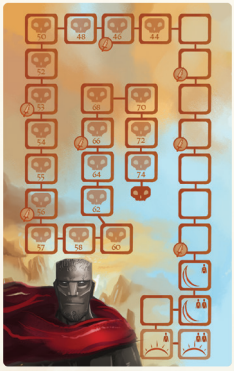
New Animal Companion

The Numbat can be used as a standard animal companion. *Rules on page 19.*

Cooperative Mode

This module includes a new cooperative board. Players join forces to fight common enemies and achieve victory together. Cooperative mode works with any other mode. *Rules on page 20.*

Important: To use the Cooperative module, you ***must*** also use the Amber Mines module.



Minion Cards (Cooperative Mode)

This module includes a 8 minion cards to add an extra challenge to Cooperative Mode. *Rules on page 22.*

Important: To use the Minion Cards module, you ***must*** also use the Cooperative module.

Scenarios

Near and Far: Amber Mines also includes two scenarios that each replace the stories of one map. You can use a scenario in any mode except Arcade Mode or Character Mode. Each scenario only works with a specific map.

Scenario 1: Snazra Election

An election at the birdfolk city of Snazra is coming. Use with the Cloudy Valley map. *Rules on page 24.*

Scenario 2: Ancient Railroad

An ancient Arzian railroad has been discovered, but local Glogos want it to be left alone. Use with the Meteor Mountain map. *Rules on page 38.*

Note: Expansion Symbol

Some components include this symbol (usually on the bottom right corner of the card or component) to help you remember that they are expansion materials in case you want to separate them later.

Module: New Threat Cards

Setup

1) Stack the threat cards in numerical order from 4 to 15 (according to the number next to the sword). Place the 20 card at the bottom of the deck. Place the stack on the threat space on the map. The stack should be face up so that the first threat card (level 4) is showing. Do not use the original threat cards from *Near and Far* (place them in the game box, you will not need them).

Important: If you use ***any*** of the other modules in this expansion, you should also use these new threat cards.

These new threat cards follow the same rules as the original threat cards. Some of the new threat cards have an additional reward listed at the top right corner of the card which you collect as soon as you claim the card. If the card shows a reputation symbol, gain one reputation (you cannot choose to ignore it). If the card shows a coin, collect one coin. If the card shows a food icon, collect one food, etc.

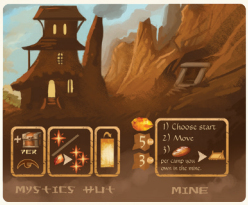
Some new threats do not have a camp symbol. Do not place a camp on these when defeated.

When you defeat this threat, you immediately gain 1 reputation.

Module: Amber Mines

Setup

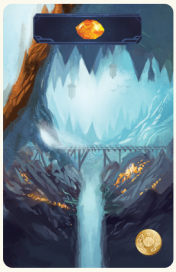
1) Place the new Mine/Mystic's Hut tile on top of the town board so that the old Mine and Mystic's Hut are covered.



Mine/Mystic's Hut Tile

2) Place the Mine entrance card face up next to the right side of the town board.

3) Shuffle the remaining Mine cards and place them in a face down deck off to the side.

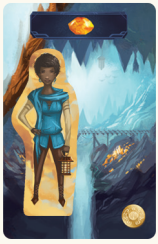

Mine Entrance

4) Place the Treasure cards off to the side of the town board, instead of on the Mystic's Hut space.

The Mystic's Hut and Mine now have altered or new actions, described on the following pages.

Mine

Follow these steps when you visit the mine:



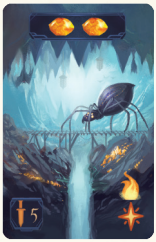
1) Place your character standee on the mine entrance card or on a mine card that contains one of your camps.

2) You may then move your character to adjacent mine cards. You can do this a number of times equal to your party's movement. To move down, there must be a down-shaft on the mine card that you are currently on. To move up, there must be a down-shaft on the card above the mine card that you are currently on.

A mine card with a down-shaft.

If you reach the edge of the mine cards and want to continue moving, you may draw a new mine card from the deck, place it, and move to it. If you do this, you must move to the new card. *Note: you can never move "up" one row by drawing a card, because to move up there must already be a down-shaft on the card above you.*

If you move to a card that has a skill symbol and a number, or a combat symbol and a number, then you must roll to see if you can stay on the card. Roll and add skill, or combat, as if you were performing a quest roll (applying all of the normal bonuses from your active party, artifacts, and treasures). You may add hearts to the roll. If your result equals or exceeds the skill or combat requirement, you stay on the card. If you do not meet or exceed the required number, you must immediately return to the card from which you just moved. Your return to the previous card because of a failed roll does not cost one movement. If the card you return to (because of a failed roll) also has a combat or skill number, you do not need to roll for it.



This mine card has a combat symbol and a number in the bottom left corner.

It has two amber at the top and rewards one reputation and one magic when you build a camp here.

If there is a camp on a card that has a skill or combat symbol, ignore the symbol on that card. (You do not have to roll to stay because the challenge has been defeated.)

You can choose to move back to a card you already moved through on the same turn. If there is a skill symbol or combat symbol there (and no camp), you must roll again, even if you already rolled successfully when you passed it the first time. A camp is the only thing that keeps a hazard in the mine from returning.

At any time, you may stop moving and build a camp. You can only build a camp on a mine card that does not already contain another camp. The cost to build a camp is equal to one food per camp that you already have in the mine. This means that your first camp in the mine is free. The second will cost one food. The third will cost two food, etc. When you build a camp, you immediately gain the reward listed on the bottom right of the mine card.

You do not pay hearts to build a camp in the mine.

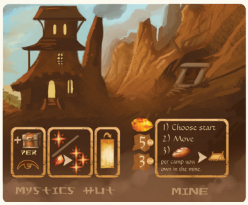
Mine card rewards include coins, gems, reputation (positive), treasure cards, and magic. If you gain a treasure card, follow the same rules as if you had crossed a treasure card symbol on the map. If you gain a magic, move your token the appropriate number of spaces on the magic track (see “Magic” on page 14). If you are not playing with the Magic module, ignore the magic symbols.

After you build a camp, your turn immediately ends and you ***must*** return to the Mine space on the town board. You cannot stay on an Amber Mines card between turns. As with other town spaces, you cannot visit the Amber Mines twice in a row.

You may visit the mine but decide not to build a camp.

Scoring Amber at Game End

At the end of the game, the player with the most amber gains 5 journey points. Players determine their total amber by counting amber symbols on all amber mines cards that contain one of their camps. The player with the second-most amber gains 3 points. If players are tied for most, they each gain 5 points. If players are tied for second-most, they each gain 3 points. If you have no amber, you cannot receive a journey point reward for amber.



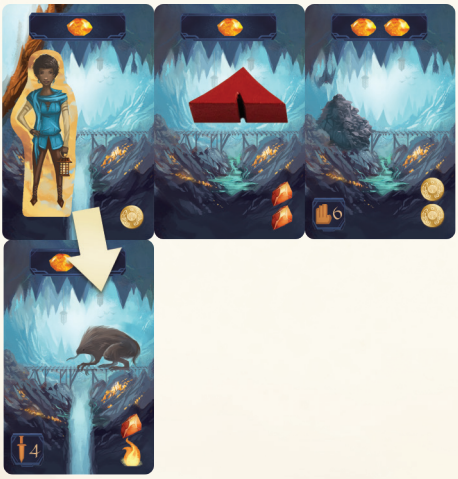
The amber scoring is detailed to the left of the mine action box.

This mine card has two amber symbols at the top of the card.

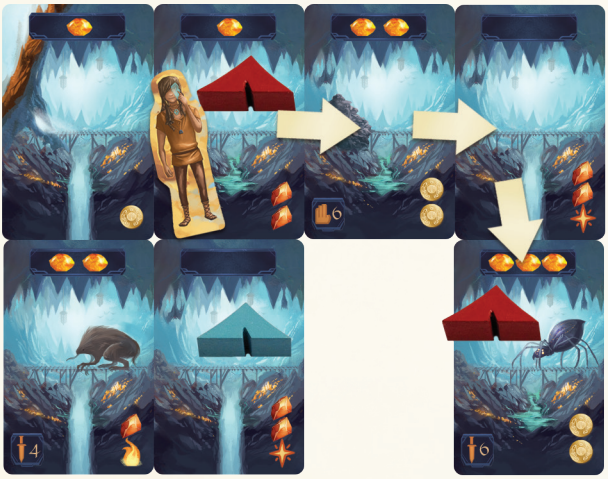
Amber Mine Example

Tom visits the mine. First he places his character on the mine entrance card. There are no other mine cards currently showing. He decides to move to the right, drawing a card and moving to it. Tom has a total of three movement, and he has moved once, so he can move two more times. He decides to move right again, and he draws a card with a skill symbol of 6. He rolls a 1, and with only two skill symbols in his party, his total is 3. That is not enough, so he is forced to return to the card he just left. He has one movement left, but he decides to stop and build a camp there. Because it is his first camp it costs no food. He immediately gains two gems. As a last step, he places his character back on the mine on the town board.

Jen visits the mine next. She places her character on the mine entrance card. She decides to move down, drawing a card. (Since there is a downshaft on the mine entrance card, she may.) The card has a combat symbol of 4. She rolls a 1, adding 1 from her party. She has two hearts she could spend to succeed, but she doesn't want to use them, so she has to return to the card she came from.



She has a total of three movement, so she has two more she can use. She decides to try to move down again. This time she rolls a 6, enough to stay on the card. She moves to the right, drawing a new card, and stops there to build a blue camp. She gains two gems and moves her marker on the magic track forward one space. She then returns to the town board, placing her character on the mine.



Tom visits the mine next. He decides to start on his red camp instead of the mine entrance card. He moves once and rolls skill 6 to stay on the first card. He then moves two more times, rolling a combat 6 on the last card. That is enough to stay and he builds another camp. This one costs one food, because it is his second camp. He gains two coins and returns to town.

Module: Magic

Setup

1) Place the magic track tile above the town board, and place a magic token from each player off to the side of the top, left-most space on the track. Use this token to track players' magic throughout the game.

2) Shuffle the spell cards and place them in a stack near the magic track tile.

Important: To use the Magic module, you ***must*** also use the Amber Mines module.

Mystic's Hut

When you visit the new Mystic's Hut, immediately draw one treasure card per search (eye) in your active party, keeping and discarding treasures per the standard pack animal rules.

You also may do one of the following: move up one space on the magic track, or pay one gem to move up three spaces on the magic track. The track starts at the top left and moves clockwise: right and then down, then to the left. The last space has a camp symbol on it.

If you reach a spell icon, you immediately draw 3 spell cards from the spell deck and choose one of them to keep, placing it face up near your player board. You may not choose a spell that you already have. If all the spells you draw are spells you already have, discard and draw 3 again.

Spell Icon

If you reach the last space on the magic track, place one of your camps from your player board on one of the camp icons below the track. You may not gain more magic once you have reached the last space. If there are no camp spaces available, you do not place a camp.

As a last step, if you have any spell cards that are face down, flip them all face up.

Using the Mystic's Hut without the Magic Module: If you are not playing with the "Magic" module, ignore the second and third boxes under the Mystic's Hut. You can still perform the first box (drawing treasure cards, one per search).

Spells

On your turn, you may use any face up spell cards that you own. When you use a spell, you gain the bonus listed and then flip the card over. You may only use each spell for one act or battle on your turn, not multiple acts or battles.

Example: Tom attacks a threat and uses "Lightning Bolt". He flips the card face down. Tom moves again to attack a second threat on the same turn, but he cannot use "Lightning Bolt" again. He then completes a quest, rolling combat, but he still cannot use the "Lightning Bolt" spell card because it is face down. He then ends his turn.

Haste: You gain two extra movement.
Wind Storm: You gain two combat or one caution. You may use this after a die roll.
Divination: You gain two search.
Summon Imp: You gain one combat or two skill. You may use this after a die roll.
Rejuvenation: You gain two hearts and one reputation. You cannot gain more hearts than your party total (see "Heart Total" on page 23).
Transmutation: You can spend one gem to gain two coins. You can do this four times per spell use.
Illusion: When you must roll a die, you can roll two instead of one and take the highest result of the two dice.
Lightning Bolt: You can pay one food to gain three combat. You can only do this once per spell use. You may use this after a die roll.
Alter Weather: When you build a camp, you can choose to gain two reputation or lose two reputation.
Brew Potion: You can pay one food to gain three hearts. You cannot gain more hearts than your party total (see "Heart Total" on page 23).

Scoring Magic at Game End

At the end of the game, the player that is furthest on the magic track gains 2 journey points. If players are tied for most, they all gain the points. If you have no magic, you cannot gain these points. Also each player gains 1 point per spell card they own (regardless if face up or face down).

Module: New General Store

Setup

1) Place the new General Store tile on top of the town board so that it covers the old General Store.

General Store

When you visit the new General Store, you do these actions in any order:

You immediately gain one coin and two hearts. You cannot gain more hearts than your party total (see "Heart Total" on page 23).

You draw four artifact cards, following the rules for the old General Store.

If you buy an ***advanced artifact*** during your turn here, you also place a camp from your player board on one of the camp symbols on the new General Store. You must do this while visiting on your turn, and you cannot do it at the start of your next turn if you are still on the General Store. Each time you visit the General Store, you can do this once.

If there are no camp spaces available, you do not place a camp.

Module: Miner Adventurers

Setup

1) Place the new miner adventurers in the supply of adventurers.

Important: To use the Miners module, you ***must*** also use the Amber Mines module.

Recruiting Miners

Miners do not belong to any faction and can be placed in any slot of your active party (like your animal companion).

Each miner has a special ability. When you build a camp on the mine and the miner is in your active party, you gain one extra coin. You gain one extra coin for each miner in your active party.

Module: Magic Teacher Adventurers

Setup

1) Place the new magic teacher adventurers in the supply of adventurers.

Important: To use the Magic Teachers module, you ***must*** also use the Magic module.

Magic Teacher Ability

Each magic teacher adventurer has a small magic symbol. For each magic teacher you have in your active party, you move one additional space on the magic track when you visit the new Mystic's Hut.

Module: Expert Dice

Setup

1) Place one expert die per player on the General Store.

Gaining Expert Dice

During the game, the first time a player visits the General Store, they immediately gain an expert die. From this time forward during the game session, any time the player must roll a die, the player instead rolls their expert die. If the player must roll more than one die at once (because of an ability), the player rolls only one expert die and uses standard dice for the remaining dice.

A player cannot gain more than one expert die.

If this symbol is rolled, the player immediately rerolls the die.

If this symbol is rolled, the player may pay one food to reroll the die, or the player may choose to keep result (which is 2).

Module: Amber Mines Treasures

Setup

1) Shuffle the Amber Mines treasure cards in with the standard treasure deck.

Important: To use the Amber Mines Treasures, you ***must*** also use the Amber Mines module and the Magic module.

Amber Pouch: While you own this, you have +3 amber, which you count when scoring amber at the end of the game. If you lose this card before the end of the game, do not count the extra amber.
Almanac: You may use this for each artifact card you buy.
Sheriff Badge: This applies even if you are the one dueling.

Module: Amber Mines Artifacts

Setup

1) Shuffle the Amber Mines artifact cards in with their appropriate deck (standard or advanced).

Important: To use the Amber Mines Artifacts, you ***must*** also use the Amber Mines module and the Magic module.

Merchant Pack: You may still only hold 3 treasure cards at once. If you have 3 treasure cards at the end of the game, you gain the 5 journey points (even if you do not have 3 pack animals).

Numbat Animal Companion

Setup

1) During setup, place the Numbat, Platypus, and Dog/Cat animal companions in a row. Roll dice to determine the order that players pick their animal companion token (highest chooses first, etc). If playing a campaign, the player with the lowest total journey points (the sum from all games played) gets to choose first, then the player with the second lowest total chooses second, etc.

Module: Cooperative Mode

The forces of the Red King are spreading chaos throughout the land even as he journeys toward the ancient Last Ruin. You and your allies must do all you can to stop him and retain your advantage.

Setup

1) Place the cooperative board near the play area. Place a coin token on the starting space (called the time token). There are a number of possible starting spaces, depending on the situation, as described below:

SUN SPACES
Place the time token on one of the sun spaces depending on the number of players (2 or 3 & 4). This is the standard difficulty setting.

MOON SPACES
Start on the moon spaces for a brutal difficulty setting. Place the token on one of the moon spaces depending on the number of players (2 or 3 & 4).

2) Players do not draft Artifact cards. Instead, each player draws 6 basic artifacts and 2 advanced artifacts and may choose to keep or discard any number of them. Players may not give each other artifact cards in the game.

3) Use the Boss Cards, as described on the "Last Ruin" map rules. Boss cards are not worth their listed VP in Co-op mode, but you must defeat them in order to win. Do not read their reaction paragraphs when they are defeated (unless you are playing on the Last Ruin map, of course). You place a camp on them when defeated, as normal.

4) Place 4 quests per player on the map, instead of the normal 3 per player plus 1.

Important: To play Cooperative Mode, you ***must*** also use the Amber Mines module.

Cooperative Mode Rules

1. Each time the first player has a turn, they must move the time token on the co-op board one space toward the skull at the end of the track (at the start of their turn). A line between spaces shows the path you must follow.

2. During the game, when players are on the same location (town or map), they can give each other food, coins, gems, treasures, pack birds, pack turtles, and faction tokens. Players cannot give each other artifacts (in hand or purchased).

3. Players need not duel to visit the same building in town. Players can choose to duel if they want to (in order to gain or lose reputation).

4. If a player fails a quest, do not remove the book from the board. On another turn, the quest may be attempted again.

5. The game ends the same way as normal. When this happens, add all players' scores together. Check the time token's location. The number there represents the Red King's threat value. Multiply this by the number of players. If the sum of player scores is greater than this number (and all boss cards have been defeated), the players are victorious! If not, the players lose.

Example: Amil and Bettina end the game with the time token on space 57. Amil has 60 points. Bettina has 55. To win, they must have at least 114 total points, and they have 115. They meet the points requirement. However, they have only defeated one boss card, so they lose.

6. If the time token ever reaches the last, dark skull on the track, the players immediately lose.

Minion Cards (Co-op Mode)

Setup

1) Shuffle the minion cards and place them near the co-op board face down.

Important: To use Minion Cards, you ***must*** also use Cooperative Mode.

1. Each time the time token reaches a space with a minion symbol (jagged sword), draw the top card of the minion deck and place the card in town on the building specified on the card.

2. If the minion has a jagged sword effect, it activates immediately. Also, any other minion cards in town that have a jagged sword effect also activate.

Example: *The time token reaches the second jagged sword marker. Tom draws the top minion card and places it in town on the general store. The card has a jagged sword effect "all discard 1 artifact," which means that each player must discard one of their unpurchased artifacts in hand. There was already another minion in town on the farm with the effect "all players lose 1 food." This card already activated when it was drawn, and now it activates again because the time token reached a new jagged sword symbol.*

3. When a player visits a building where a minion is located, that player may choose to ignore the minion or attempt to fight it. If a player ignores a minion, they may visit the building as normal. If the player decides to fight the minion, they must choose to fight using skill or swords. Fighting a minion works exactly like rolls in quests, and the number required is listed at the top of the minion card. If a player is successful, the player places a coin from the supply on the minion card, covering the type (skill or swords) that they used. The player may now visit the building.

4. If a player attempts to fight a minion and fails, the player goes to jail as if they had failed a duel and may not visit the building until their next turn.

5. To remove a minion from town, it must be defeated twice, once with skill, and once with swords (on two different turns). If a player defeats a minion by defeating it the second time, they claim the two coins that were placed on its skill and sword numbers, and the player also gains a reputation reward, listed on the card. The minion card is then removed from the game.

Minion Abilities

Mine: When activated, remove 1 camp in the mine belonging to any player. The players decide together which camp to remove.
Mystic's Hut: When activated, each player must discard one treasure.
Farm: When activated, each player must discard one food.
General Store: When activated, all players must discard one artifact from their hand.
Stables: While at the Stables, all pack animals cost one extra coin.
Saloon: While at the Saloon, you lose one reputation when you recruit an adventurer.
Town Hall "All lose 1 reputation.": When activated, all players lose 1 reputation.
Town Hall "Discard the current threat.": When activated, discard the current undefeated threat on the threat deck and remove it from the game.

New Rule: Heart Total

You may never have more hearts on your heart track than your party total. This total is derived from active party members, treasures, artifacts, world cards, etc.

Example: Tom's party heart total is 7. He currently has 6 hearts on his heart track, and he visits the General Store. The General Store gives 2 hearts, but Tom can only gain 1 of them, putting his heart track at 7.

Optional Rule: Map Scarcity

If you play with this rule, each threat symbol and each treasure symbol only applies to a player once per turn. This means that a player can only defeat one threat per unique threat symbol they cross, and collect one treasure per unique treasure symbol they cross per turn.

Scenario: Snazra Election

The birdfolk at Snazra are not afraid of change. Snazrans regularly swap their favorite color, repaint their house, and throw out their entire wardrobe for a new one. Their frequent constitutional rewrites happen every decade or so, with rarely more than a dozen citizens executed in the process. And now Snazra has declared the old monarchy to be outdated (even though it only lasted fourteen years). These modern times require an elected council, they say. A number of creatures have declared their candidacy, and the race is on!

This scenario is for the Cloudy Valley map, and replaces all of the stories on that map.

Special Rules

1. When it is time to read a quest, read the appropriate paragraph from this book instead of the base game story book.

2. The town space on the map is now Snazra. When players leave town, they start on Snazra, not Halbrene. Halbrene is now considered to have the Tea Leaves trade route, and Snazra is considered to have the "refresh hearts" symbol. Players can attempt quest 70 even though it is on the town space.

3. In this scenario, set up 4 quests per player. If a player fails a quest, do not remove it from the game. It can be attempted again.

4. Some paragraphs give keywords and some cause you to lose keywords. If a paragraph says to lose a keyword, any player with that keyword must erase it. At the end of the game, read the following paragraphs for any keywords gained in the game:

KEYWORD	
Drake	Election 1
Obsidian	Election 2
Ethereal	Election 3
Mansion	Election 4
Turtle	Election 5
Claffton	Election 6
Genius	Election 7

ELECTION RESULTS:
Read after the game ends!

ELECTION 1 ☐ The morning after election day, the hydra enters the city hall and takes its seat at the head of the table, filling the place with a smell of decay. “Now that I am head of this council, I move to have the council vote on a new policy,” he says. “The policy goes like this: If anyone here disagrees with me, I will eat them.” He flashes a wicked smile of blackened teeth at the other council members. “All in favor?”

ELECTION 2 ☐ The obsidian glogo enters the hall with a flash of sparks. “Prepare to be amazed!” he tells the council. His magical movements and showy sounds gain the attention of the new council members. His look of concentration deepens and up from the table rises a single quill. It hovers in the air and drops back down. The glogo smiles in triumph, the council members give a murmur of slight interest, and the meeting continues.

ELECTION 3 ☐ The first order of business for the mysterious, tall spirit who wins membership in the council is to abolish the law that prohibited spirits from entering Snazra. In the first week after the abolishment, a few citizens see ghostly beings strolling through the foggy streets. The week after, spirits frequent the market, library, and favorite local restaurants. The third week, droves of apparitions pour into the city, walking through peoples’ closed front doors and poking their heads through bedroom windows. In a few months the place is totally abandoned except by those who wander the ethereal plane.

ELECTION 4 ☐ Ikama gives her acceptance speech in the city square, speaking to the people of Snazra. She thanks the citizens for electing her, and ends the speech on this note: “Most importantly, I want you all to know that my door is always open to hear the concerns of any citizen, for the right price.” From that point on, Ikama pushes to pass new laws to benefit anyone willing to pay her for it.

ELECTION 5 ☐ Exhausted from the effort needed to maintain the form, the newly elected turtle reveals his true ghostly nature at the very first council meeting. The results of the election are binding, and although there’s some outcry from citizens who felt betrayed by the subterfuge, the ex-turtle retains his position. He also retains a small but vocal fan base, ready to buy any new books he writes. And he writes quite a few, putting more time into writing than into actual council duties.

ELECTION 6 ☐ The Claffton sculptor crafts a massive monument to the new council just outside of city hall, its abstract splendor transforming the area into a tourist hub. She also seizes a municipal building and turns it into a thriving art academy using city funds previously set-aside for road maintenance. The city of Snazra becomes well-known for its talented artists and its pothole-filled roads.

ELECTION 7 ☐ The genius spends every day in meetings enticing members with inventions to satisfy various city interests. His glow bulbs for street lanterns, his flying machines as public transportation, his mechanical birds as law enforcement surveillance. After just days he's run up a potential cost that takes the bulk of the city budget. After a vote, the council opt for just street lanterns and move on to cheaper topics.

65 ☐ You stop to rest under a tree next to a large stone. The stone moves, and you realize it's not a stone at all, but a turtle! "Excuse me," says the turtle. "I've developed a bunch of new political theories that I think the people of Snazra will love. The only problem is, I'm supposed to appear in an election debate today and since I'm stuck in this form there's no way I'll get there in time on my own. Any chance I could get you to carry me? I'll pay you."

Skill 7
CARRY THE TURTLE TO SNAZRA.
The turtle is heavy, but you manage to get him to Snazra in time for his debate with council opponent Ikama. The turtle delivers an impassioned speech, using a lot of complex political jargon you don't really understand. The people of Snazra, no strangers to complex or strange political thought, seem fascinated and impressed. The turtle meets up with you afterwards. "Fair wages for fair work," says the turtle, handing you a reward.
7: +2 reputation, red faction, gem, gain keyword TURTLE
9: +1 reputation, coin

Skill 5
OFFER TO APPEAR IN THE DEBATE ON HIS BEHALF.
"Fine," says the turtle. "Listen closely to what I tell you." You listen to him explain his political theories, but you don't really understand much of it. You go to town for the debate and do your best, but your opponent, Ikama, easily dismisses all your weak, confused arguments. After the debate, Ikama hands you some money. "Thank you for making me look good," she says, with a smirk.
5: -1 reputation, green faction, coin, lose keyword TURTLE
7: gem

~ Brenna Asplund

66 ☐ At the edge of a merchant camp stands a lanky spirit with glowing blue eyes. Wide-eyed merchants wave the spirit away with torches, but the spirit persists. “If you would just listen for a moment!” he says in a raspy voice. “I wish to ask for your vote in the upcoming election at Snazra. Spirits are not allowed within the city walls, but we demand equal treatment.”

Skill 6
CONVINCE THE SPIRIT TO LEAVE.
With a dewy length of grass you fashion a reed whistle and start playing. The spirit squirms and fusses, covering his ethereal ears in pain. “If that is how it will be, I will leave!” he says. The merchants treat you to a warm supper of roasted snail and fish.
6: +1 reputation, yellow faction, food, lose keyword ETHEREAL
8: +1 reputation, 2 food

Skill 7
CONVINCE THE MERCHANTS TO LISTEN TO THE SPIRIT.
“Think of the additional business you will gain,” you argue. “The Snazran citizens will buy all sorts of protection charms and ghost repellents.” The merchants see your point, and promise to vote for the tall spirit. The spirit tells you about a hidden cache of ancient treasure in thanks.
7: blue faction, coin, gain keyword ETHEREAL
9: gem

~ Ryan Laukat

67 ☐ You’re lost in the mist, again. This keeps happening and it makes you very angry because your traveling companions are dropping hints that perhaps you should appoint someone else to be the navigator for once. As you try to decipher your map of subtle lumps of fluffy clouds you hear the pitter of whirling, wooden blades and, from above you a pedaled vehicle drops down. The pilot steps out and you recognize him as the famous birdfolk inventor and candidate for council, Harrobin. “Is any one of you willing to assist me? I’d like to see if this frame will carry more than one passenger in the mist.”

Combat 6
ATTACK THE BIRDFOLK INVENTOR.
You attack the machine, screaming furiously that such contraptions are evil and should be burned for firewood where they can be more useful to the populace.
6: -2 reputation, green faction, gem, lose keyword GENIUS
8: draw an artifact card, coin

Skill 5
RIDE IN THE MACHINE.
You jump into the machine and the birdfolk inventor pilots it up above the clouds. From here you can see where you had the directions wrong. When the birdfolk drops you on land again, your companions are ready to forgive your error and you continue on your way.
5: yellow faction, gain keyword GENIUS
7: +2 reputation

~ Malorie Laukat

68 ☐ Below a range of toothy mountains, a tall spirit approaches. The specter bows low, like a blade of grass in the wind, and gives you a carved stone tablet, speaking in a raspy, whispered voice. “As representative for lost ghosts and spirits in this valley, I seek membership on the Snazra council. For far too long, citizens from the city have looted the ancient graves of my fellow dead. The fallen should have rights too! Will you spread my message? Take the tablet to a printer and make, what are they called? Pamphlets?”

Skill 7
TAKE THE TABLET TO A PRINTER IN SNAZRA AND GIVE OUT PAMPHLETS.
When you return to the city you meet a Hogfolk printer who agrees to help. “My own kind are treated poorly in this city as well,” he says, sharing a bowl of vegetable soup and a block of cheese with you while he uses the stone tablet to create political leaflets.
7: +1 reputation, red faction, food, gain keyword ETHEREAL
9: 2 food

Skill 5
TRICK THE TALL SPIRIT INTO TELLING YOU WHERE SOME OF THE UNTOUCHED ANCIENT GRAVES ARE.
You dig up an ancient shrine and, amid the bones, you find some ancient, gilt treasures. The tall spirit comes upon the desecration and quietly moans. “I suppose it was inevitable,” he says before evaporating.
5: -3 reputation, green faction, coin, gem, lose keyword ETHEREAL
7: gem

~ Ryan Laukat

69 ☐ The mists part to reveal a crumbling, red citadel. Before the portcullis stands a black, scaly hydra surrounded by a crowd of birdfolk citizens. The monster throws glittering coins among the mob, whose manic cheer is a jarring contrast to the quiet, ethereal mists of the valley. “For your support, I promise wealth and youth,” says the hydra with seven humming voices in unison.

Skill 6
TAKE AS MUCH OF THE FALLING GOLD AS YOU CAN.
You push birdfolk out of the way in your mad scramble. “You are one of my heart,” says the hydra when he notices your enthusiasm for his treasure. You promise to cast your vote in his favor before slipping away into the mists.
6: -3 reputation, green faction, 2 coins, gain keyword DRAKE
8: coin

Skill 7
PUBLICLY CHALLENGE THE HYDRA’S MOTIVES.
You stand on a tall rock and cry out against the hydra’s candidacy. “Can you not smell the decay on this tower? This creature eats passing travelers and steals their money! He is not fit to be on the Snazra council.” The hydra hisses, and many in the audience boo and throw rocks at you, but in your hurry to get away you notice some birdfolk voters drop their gifted coins and follow you into the mists.
7: +2 reputation, yellow faction, lose keyword DRAKE
9: +2 reputation

~ Ryan Laukat

70 ☐ A birdfolk with red feathers and a long, brown jacket is standing in the center of the town announcing himself as a candidate for Snazran council. He holds up an invention called a bulb, which he has filled with renewable glow moss to enhance indoor lighting. A man with a chip in one tooth and a chip on one shoulder sidles up declaring, “This bird’s lights are poorly designed and will poison all the Snazrans in their homes if they fall for his scam.”

Skill 7
CONTEST THE ASSERTIONS OF THE SKEPTIC.
You use your knowledge of glow moss and indoor ventilation to explain how it would be impossible to poison a snail, let alone an entire family of Snazrans with one of these bulbs.
7: +1 reputation, blue faction, gain keyword GENIUS
9: +1 reputation

Combat 5
PUBLICLY ATTACK THE BIRDFOLK CANDIDATE.
You throw a stone in the direction of the birdfolk candidate, hitting him in the wing, and start a chant of "We don't want your poison!" in the crowd of onlookers. You pick a few pockets in the chaos.
5: -1 reputation, green faction, coin, lose keyword GENIUS
7: -1 reputation, 2 coins

~ Malorie Laukat

71 ☐ A black, snake-skinned neck appears in the fog, and as you step closer, you find yourself in the center of a circle of tall jagged stones, and the sudden companion of a hydra. In the amber light the hydra speaks with seven heads. "Welcome to my shrine, built for me in ancient times when the local tribe used to send me offerings and sacrifices. I wish to be elected a member of the Snazra council and resume my rule of this land, as it was a thousand years ago. Spread word of my goodness to the birdfolk inhabitants and I will reward you with gold."

Skill 7
SPEAK TO THE BIRDFOLK CITIZENRY THE NEXT TIME YOU VISIT SNAZRA.
When you return to Snazra, you stand on a wooden box in the merchant district, and quite a crowd gathers to listen to your speech. "Such a powerful and wise creature would lead this city back to its greatness. Vote for the hydra!" you say.
7: -2 reputation, yellow faction, 2 coins, gain keyword DRAKE
9: coin

Combat 6
REFUSE AND KNOCK OVER THE STANDING STONES.
You attack the hydra, pushing over the ancient, jagged stones in the process. Before long, cracked stone and granite powder lie strewn across the ancient marble, and the hydra howls in anger. You flee into the fog as quickly as you can.
6: +2 reputation, green faction, lose keyword DRAKE
8: gem

~ Ryan Laukat

72 ☐ Behind a crumbling archway you spy a richly-dressed, birdfolk merchant speaking in low voices with an equally well-dressed hogfolk. Inching closer, you hear the hogfolk say, “I don’t know about this, Ikama.”
“It’s a guaranteed return on investment,” says Ikama. “You and yours vote for me in the council election, and I’ll make sure you get the land rights to turn this area into a mine. I’m only asking for a small cut of the mine’s profits. Do we have a deal?”

Skill 6
APPROACH THEM AND DEMAND A BRIBE TO KEEP QUIET.
You step out from behind the archway and the hogfolk merchant nearly jumps out of his skin. “I told you we’d be caught!” he shouts. Ikama, on the other hand, is cool and collected. “What’s your price?” she asks you, and readily pays up.
6: -2 reputation, 4 coins, gain keyword MANSION
8: gem

Skill 8
SNEAK AWAY AND TELL PEOPLE.
You manage to get back to town without being noticed. You tell a few people that Ikama wants to use the council position to enrich herself and her friends. Soon enough, the story starts to travel around on its own.
8: +2 reputation, blue faction, lose keyword MANSION
10: +2 reputation, 2 food

~ Brenna Asplund

73 ☐ On top of a windy cliff, a woman in a patchwork dress is holding an art class. Students sit in a circle around a clearing, each attempting to shape a pile of clay into a version of the horse that stands in the middle of the circle. The sculptor herself moves from student to student, giving them tips. “If you’re enjoying the class, be sure to vote for me for Snazra council.” When she spots you, she walks over and hands you a stack of papers. “Would you mind hanging up these flyers around Snazra? I want to advertise my class.”

Skill 6
AGREE TO HANG THE FLYERS.
You spend an afternoon posting flyers around Snazra. A birdfolk approaches you and asks to take one of the flyers for herself. “I’ve always wanted to learn to sculpt!” she says.
6: blue faction, gain keyword CLAFFTON
8: +1 reputation, coin

Skill 5
SIT IN ON A CLASS.
You refuse to help, but instead take an empty seat and spend a few hours attempting to sculpt the horse. It doesn't turn out well, but you make a few friends and have dinner together after the class is over.
5: red faction, food, lose keyword CLAFFTON
7: +1 reputation, 2 food

~ Brenna Asplund

74 ☐ You come to a gathering of Snazran citizens at the entrance to a cave. A hydra is emerging—his red eyes shining and his mouth filled with gold. The crowd cheers, but from among them steps forward a shining, black glogo with obsidian scales. You have heard of this council candidate with his cheap illusions and failed attempts to dazzle voters with magic.

Skill 6
URGE THE CITIZENS TO LISTEN TO THE GLOGO.
The crowd affords just a moment to the obsidian glogo. He turns to face them and declares, "People of Snazra. Do not follow this gold-frenzied hydra! My magic is stronger than he will ever be. Vote for me and see what true power can offer." As the glogo nears the hydra, hands raised in dramatic aggression, the hydra is stupefied. He cannot speak and slinks back into the cave.
6: yellow faction, coin, gain keyword OBSIDIAN
8: +1 reputation, coin

Skill 5
DISTRACT THE GLOGO SO THE HYDRA CAN SPEAK.
Your feigned compassion for the glogo distracts him long enough that the crowd soon forgets about him and turns back to the hydra. You notice behind you that the hydra seems unable to speak and, after failing to gain control of his voice, slinks back into the cave.
5: -1 reputation, red faction, lose keyword OBSIDIAN
7: coin

~ Malorie Laukat

75 ☐ The candidates for council have gathered for a debate in the Arzian Ruins. A birdfolk drops down from the sky in a flying contraption. He shouts in a loud voice to the crowd. “I’ve just brought you the future!” As the crowd’s cheers settle, another loud noise rumbles through the ruins as a giant, three-headed beast slams through the crumbling stone. People scatter and the candidates run for cover.

Combat 8
ATTACK THE BEAST.
You run to the flying vehicle. You jump aboard and are amazed at the intuitive nature of the controls. You fly easily over the monster and, with the surprisingly sharp blades of the rotor, sever all three heads. As the beast falls to the ground, the birdfolk candidate brings back the crowd by congratulating you as you descend. He claims the victory in the name of the future and the people cheer!
8: +2 reputation, green faction, coin, gain keyword GENIUS
10: +2 reputation, gem

Skill 7
CONFRONT THE MONSTER.
You’ve visited the ruins frequently and have seen this harmless milksop and its tired tantrums before. The flying vehicle must have wakened it. You stand in front of the beast and stare into its eyes. You tell it to go back to sleep. It obeys and the debate continues, but the birdfolk candidate is so ruffled by the appearance of the monster that his performance is hopeless. He leaves the debate defeated.
7: +1 reputation, red faction, coin, lose keyword GENIUS
9: coin, heart

~ Malorie Laukat

76 ☐ In the outskirts of Claffton, you come across a wiry woman wearing a patchwork dress made of brightly-colored cloth. She climbs around what appears to be a large pile of random sticks and bits of cloth, muttering to herself. She calls out to you. “Help me out, will you? I’m the sculptor of Claffton, and I’m trying to send a message that, if I’m elected to the Snazra council, I will fight to win greater public support for the arts.”

Skill 6
SEARCH THE PILE FOR ANY VALUABLES.
The sun glints off something in the pile of junk, and you manage to uncover a few gems. “Now you’ve ruined it!” says the sculptor.
6: -2 reputation, coin, 3 gems, lose keyword CLAFFTON
8: gem

Skill 7
HELP THE SCULPTOR FINISH HER WORK.
You follow the sculptor's instructions, moving bits of junk with seemingly no purpose. Finally, she tells you to pull on a certain rope and the entire pile springs to life, becoming a huge, semi-abstract depiction of a birdfolk, its eyes sparkling gems. Bits of the sculpture move and shift in the wind. It towers above you, taller even than the tallest building in Claffton, and you're sure it must be visible all the way in Snazra.
7: +2 reputation, red faction, gain keyword CLAFFTON
9: +1 reputation, gem

~ Brenna Asplund

77 ☐ You receive an invitation to a fundraising dinner for Ikama, a candidate for Snazra council. When you arrive at the venue, Ikama herself greets you. The old birdfolk merchant is resplendent in her embroidered, crimson robes. "Welcome," she says loudly. Then, in a low voice, she continues, "I've brought several adventurers here today to mingle with the real donors. If you can talk up my candidacy and convince the city elites to dig a little deeper in their pockets, there's a cut in it for you."

Skill 8
SING IKAMA'S PRAISES.
You make up a story about how Ikama's great advice saved your father's business and tell it every chance you get, saying that Ikama will undoubtedly lead the city into a new era of prosperity. After the party, one of the waiters hands you an envelope with your name on it. Your reward is inside.
8: +1 reputation, yellow faction, coin, gain keyword MANSION
10: gem, food

Skill 5
IGNORE IKAMA'S OFFER AND ROB THE RICH PARTYGOERS .
Everyone is so distracted by the splendor of the event that it's easy to pick a few pockets while you're there. That is, until a red-coated hogfolk catches you and you get tossed out of the party. "Honestly," says an onlooker. "Ikama can't even handle security at her own party."
5: -3 reputation, green faction, 2 gems, lose keyword MANSION
7: gem, food

~ Brenna Asplund

78 ☐ At a camp outside of Halbrene, you find a turtle holding a book release party. Birdfolk line up, waiting to have their copies signed. “His theories are so complicated, I love them,” a yellow-feathered birdfolk tells you. “I’m definitely voting for him for the council. He’s clearly a brilliant thinker.” You watch the turtle closely as he signs books, lifting the pen through some sort of magical force. As you stare at the pen, you notice the ghostly outline of a hand holding it. Slowly, an entire ghostly figure comes into view, visible around the turtle. The ghost catches you looking at it, and raises a spectral finger to its lips, urging you to stay quiet about its presence.

Skill 5
EXPOSE THE TRUTH.
“The turtle is possessed!” you shout, and soon enough, everyone can see the ghost. Many birdfolk scream and flee, leaving their copies of the book behind. A few die-hard fans remain. “Ghost or not, it’s a good book,” says the same yellow-feathered birdfolk.
5: +1 reputation, green faction, lose keyword TURTLE
7: gem

Skill 7
BUY A SIGNED BOOK TO RESELL
The turtle’s fans back in Snazra are happy to pay any price for a signed first-edition.
7: -1 reputation, yellow faction, coin, gain keyword TURTLE
9: 2 gems

~ Brenna Asplund

79 ☐ A glogo, black as obsidian, stands in a field concentrating on a small stone set on the ground in front of him. He stares so long at it that you start to feel embarrassed for him. Just before you give up and move on, the stone wiggles and levitates. You are mildly impressed, and you approach him. “I am running for council,” he explains, “and I know if I could just get the attention of the people long enough, they would see my powers and elect me.”

Skill 7
FIND PEOPLE TO LISTEN TO THE GLOGO.
The nearest fork in the road provides a small group of travelers, whom you convince to give a little attention to the glogo candidate. He tries to levitate another stone for them, but their patience is not as kind as yours and they walk away before he can successfully complete the trick. Mistaking you for beggars, they leave a bit of supplies behind before they go.
7: -1 reputation, yellow faction, food, lose keyword OBSIDIAN
9: 4 food

Combat 8
CHALLENGE THE GLOGO TO ARMED COMBAT.
The glogo's skill as a warrior is one hundred times his skill as a magician. You barely survive the combat and he gains the respect of you and your party. The rest of your journey you speak to all you meet of the glogo warrior who will fight for Snazra.
8: +2 reputation, green faction, coin, gain keyword OBSIDIAN
10: +1 reputation, gem

~ Malorie Laukat

80 ☐ You find a jagged, obsidian knife stabbed into the wet earth of the path. When you remove it, the fog around you clears, revealing a ruined village. Vines grip the cracked walls of roofless cottages while moss spreads on stony paths. A ghostly crew emerges from the ruined homes, and one of them, a tall, lanky spirit with glowing, blue eyes gives you a friendly wave. "Do not be afraid. We have lingered in this destroyed village ever since the hydra smashed it in his anger. Now the monster seeks to be a council member at Snazra, but we also wish to have representation to right so many of the wrongs committed against us, even in death. Will you take the obsidian knife to the hydra's tower and leave it on the front door? The hydra will lose the ability to speak when it is near."

Skill 7
TAKE THE KNIFE TO THE HYDRA TOWER.
You leave the knife inside a cracked stone at the portcullis of the red citadel and hide away before the hydra finds you.
7: +2 reputation, green faction, coin, gain keyword ETHEREAL
9: gem

Skill 5
DECLINE BUT HELP REBUILD SOME OF THE COTTAGES.
You repair some crumbling walls and rebuild a roof or two before taking your leave. The ghosts promise not to haunt you as you travel through the valley.
5: +1 reputation, red faction, lose keyword ETHEREAL
7: coin

~ Ryan Laukat

Scenario: Ancient Railroad

Hogtown miners have discovered an ancient, Arzian railroad in a web of deep tunnels. As they work to refurbish the ancient machinery and clear the track of rubble, glogo raiders attack them at every turn, accusing the hogfolk of intruding on their underground realm.

This scenario is for the Meteor Mountain map, and replaces all of the stories on that map.

Special Rules

1. When it is time to read a quest, read the appropriate paragraph from this book instead of the base game story book.

2. The town space on the map is now Hogtown. When players leave town, they start on Hogtown, not Macria. Macria is now considered to have the Tea Leaves trade route, and Hogtown is considered to have the "refresh hearts" symbol. Players can attempt quest 48 even though it is on the town space.

3. In this scenario, set up 4 quests per player. If a player fails a quest, do not remove it from the game. It can be attempted again.

33 ☐ Ash and smoke billow from the hot belly of a forge cut into the mountain. The smith, though blindfolded, notices your approach and waves at the door. “The hogfolk miners have given me parts from the ancient, Arzian locomotive to repair and remake. Do you know anything of machinery?”

Skill 6
HELP THE SMITH REMAKE THE ARZIAN MACHINE PARTS.
You pump the bellows, reshape and engineer pistons, gears, and other strange instruments until everything fits together. “The hogfolk engineers will be glad to see this,” says the smith.
6: +2 reputation, red faction, food
8: coin, food

Skill 5 and Pay 1 coin or 1 food
BARTER FOR A WEAPON FOR YOUR JOURNEY.
You leave with a strange, green sword.
5: yellow faction, gain the “Algae Sword” card
7: gem

~ Ryan Laukat

34 ☐ You climb a rocky path and find a giant snail shell made into a house. Glass windows line the shell from top to bottom. Through each window you can see merchandise on display —pairs of spectacles with four tinted lenses each, two in front, and two on the side. A mole wrapped in a knit cloak opens the wooden door to the shell and beckons you in. “Come, see, I’ve invented these new devices to protect your eyes when riding a high-speed train. Your first pair is free if you promise to tell others about them.”

Skill 5
AGREE TO SPREAD THE WORD.
The mole shares a meal with you while he explains how the railway spectacles work. “I’ve even designed some specifically to fit a hogfolk’s head. Make sure you tell them that.”
5: red faction, food
7: +3 reputation

Skill 8
HAGGLE FOR A BETTER DEAL.
You tell the mole that if you’re going to advertise for him, he owes you better pay than just a free sample. Eventually, he agrees to pay you for your services. “But you better drum up some business,” he says.
8: yellow faction, 2 coins
10: +1 reputation, gem

~ Brenna Asplund

35 ☐ A beautiful pasture full of sheep lies at the top of a picturesque, little hill at the mouth of a mountain canyon. This pastoral scene is abruptly shattered by the sound of breaking dishes. You duck as a mug flies out the window of the cottage nearby and almost hits you. A man comes running out of the cottage. “For the love of Arzium, Fran, those were my mother’s dishes!” A busty woman in miner’s clothes appears in the doorway. “Then perhaps she should have given them to a son who wasn’t a complete moron!” she screams at her cowering husband.

Skill 8
CALM THE COUPLE.
You raise your hands in a surrendering gesture and approach the cottage. You offer each of the residents a drink of your famous cider and sit them down to chat. “This man’s driving me crazy with his incessant talk of ruminants. He doesn’t even like sheep!” The woman is red-faced and breathing heavily as you murmur a hint into the man’s ear. “I may not like sheep,” he says, “but I love you Franny.” He looks at you expectantly and you smile and nod. The woman softens slightly at this comment and you leave them to talk it over.
8: +1 reputation, yellow faction, heart
10: +2 reputation, coin

Skill 5
GO EXAMINE THE SHEEP.
You walk up to the pasture and pick the fuzziest sheep you can find. As the couple screams behind you, you snuggle up to the animal, squeezing its soft, white fur. This reminds you of the socks your mother knitted for you when you left home. They’ve got many holes, but they still warm your heart when your feet are freezing. You slice off a swath of wool from the sheep and walk away thinking how glad you’ll be to repair your socks.
5: red faction, heart, food
7: coin

~ Malorie Laukat

36 ☐ You enter a tall, geometric opening in the mountain and descend into chilly air and a hogfolk encampment. The hogfolk workers labor to repair what appears to be an iron road. “Once we fix this, we’ll be able to start mining this whole mountain,” says the chief. With a sudden cry, stone-skinned glogos burst from a side tunnel. “Leave our realm! Return to the surface!” they yell, smashing supplies and attacking workers.

Combat 7
DEFEND THE HOGFOLK ENCAMPMENT.
Glogos shred tents and crush supply boxes, but you manage to fight them back without taking too many wounds, forcing them into a bitter retreat. You find one of the glogos with a leg injury, stuck on the ground and unable to join the others, and soon the hogfolk workers begin arguing about what to do with her. “Why have you attacked us?” asks the chief hogfolk engineer. “Any of you would defend your homeland,” responds the glogo, her voice strained and her red eyes wincing. The hogfolk engineer orders a few workers to tend to the glogo’s wounds and let her go on her way. “This doesn’t mean we’re backing down though,” he says.
7: +2 reputation, blue faction
9: gem

Skill 5
LOOT THE ENCAMPMENT IN THE CHAOS.
As glogos and hogfolk clash, you take a few supply boxes and sneak away.
5: -3 reputation, green faction, food, gem
7: gem

~ Ryan Laukat

37 ☐ A lone, wiry tree sits between the mountains and a wasteland. At the foot of it sits a hogfolk mercenary. As you approach, you notice the dark grey glogo tied to the trunk of the tree, his eyes smoldering with rage. “I should leave you here to shrivel in the sun,” says the hogfolk mercenary.

Skill 7
ENCOURAGE THE TWO TO SORT OUT THEIR DIFFERENCES BY SHARING A MEAL.
After some discussion, you cut the glogo free and the three of you prepare a delicious, if strange, feast featuring glogo-style, crunchy delicacies, hogfolk pickled vegetables, and a mossy salad.
7: +1 reputation, red faction, 2 food
9: +2 reputation

Combat 6
FREE THE GLOGO BY FORCE.
You take the hogfolk mercenary by surprise and he flees into the wasteland. You collect a few of his possessions and share some of the supplies with the freed glogo. “Perhaps there is hope for peace, but I doubt it,” says the glogo before heading underground.
6: -3 reputation, green faction, 3 food, coin
8: coin

~ Ryan Laukat

38 ☐ You find a small mining town bustling with activity. A white-haired woman hands you a shovel. “We need all the help we can get,” she tells you. “What with the hogfolk using all that ore to build that railway.”

Skill 5
WORK IN THE MINE A WHILE
It’s hard work, but with plenty of cheerful people to help, the time passes quickly. You leave the mine at the end of the day with your spirits lighter and your pockets heavier.
5: red faction, coin
7: +1 reputation, gem

Skill 8
STEAL FROM THE NEWLY-ENRICHED VILLAGERS.
You hand the shovel back to the woman and ask for directions to the local inn. You stay the night, taking some time to pick a few pockets when the cheerful mine workers stop by for dinner.
8: -2 reputation, green faction, 2 coins
10: 2 gems

~ Brenna Asplund

39 ☐ An old glogo sits in the middle of the railway tracks that cross briefly through the open mountain air before diving back through a tunnel. There's currently no train running, but you don't know when one might come along. In fact, you're certain that you hear a whistle.

Combat 4
FORCE THE GLOGO OFF THE TRACKS.
The glogo stands to fight you, not wanting to be moved, but you manage to push her backwards, falling on top of her, just as a train rumbles past. The glogo doesn't thank you. "You fool! They destroyed a sacred shrine to build these tracks, and now I'll never make them see their mistake."
4: green faction
6: coin

Skill 6
TRY TO TALK TO THE GLOGO.
"There was once a sacred shrine on this spot," says the glogo. "They destroyed it to build these tracks. When the train comes, they will stop and listen to my story." You convince the glogo that her plan is too dangerous, and you offer to help her rebuild the shrine. Eventually, she steps off the tracks, just before a train passes by. You spend the rest of the afternoon rebuilding the shrine a few feet away.
6: +2 reputation, red faction
8: +1 reputation, gem

~ Brenna Asplund

40 ☐ Your party has heard rumors that there is a magnetic meteor nearby and you've wisely removed all your metal armor and weapons. You soon wish you hadn't. As you round a corner, you meet a band of glogos chaining a pair of hogfolk miners to a boulder. From their squeals of pain and the tightness of the unfastened chain, you realize they're pinned to the magnetic meteor. You would help, but how can you without your weapons?

Skill 4
SNEAK AWAY.
You tell your party to turn around and take another path. The hogfolk and the glogos are fighting over the railroads everywhere you turn. No use getting involved in the latest, petty scuffle.
4: -1 reputation, red faction, food
6: coin

Combat 6
ATTACK THE GLOGOS (You cannot use artifacts or treasures.)
Your various hand-to-hand combat skills at the ready, you sneak up on the glogos. You get enough of the chain free to release the hogfolk and the lot of you surround the glogo attackers. They screech and flee into a nearby cave, leaving you to rummage through their abandoned supplies.
6: +2 reputation, green faction, food
8: +1 reputation, gem

~ Malorie Laukat

41 ☐ At the base of the mountains you set up camp for the night. As the stars emerge from the dimming sky, a glogo walks up rasping out a rhythm with her dry voice. She sits at your fire, explaining nothing. Soon two hogfolk appear without your notice and join you at the fire. Their snorts are low and grumble along with the rhythm of the glogo. You're not sure what this means, but you're enjoying the entertainment. One of the hogfolk reaches into her pocket and takes out a tin can, setting it in front of your group. As she places it in the dust, you notice the slight rattle of a few coins.

Skill 4 and Pay 1 Coin
GIVE A TIP TO THE MUSICIANS, WHOEVER THEY ARE.
The hogfolk pair and the lone glogo nod at you in thanks for your tip. Then they bestow a song of such beauty that your entire group is left in a trance.
4: +1 reputation, red faction
6: +3 reputation

Combat 6
KICK THE MUSICIANS OUT.
The trio of musicians, who you now assume are a traveling band of entertainers, are hardly aggressive and mostly stubborn. It takes great effort to shove them away from your camp. “We play for peace!” they cry out as they leave. You feel a twinge of shame, but mostly you’re just glad to have your camp to yourselves again.
6: -1 reputation, green faction, food
8: -1 reputation, green faction

~ Malorie Laukat

42 ☐ You find a wooden chest in the sand on the beach of a lake. The name ‘Nundan’ is carved into the top of it.

Skill 7
BUST OPEN THE CHEST AND TAKE WHAT’S INSIDE.
The lock is quite sturdy and it takes hours to break. When you do, the chest bursts open, revealing a silver amulet, which you place around your neck.
7: -2 reputation, green faction, gain the “Pendant of the Sky Fish” card
9: coin

Skill 6
FIND NUNDAN AND RETURN THE CHEST.
Strolling along the water, you find a small, stone shrine. Inside sits a shale-colored glogo. “Ah, that is my chest there. I am Nundan,” she says. “I must use the treasure inside this to stop these confounded hogfolk. They want to restore the Arzian railroad, but we remember the old days. The Arzians used it to enslave my people. We do not want it to be repaired.” The glogo thanks you and gives you a satchel of food.
6: blue faction, food
8: 2 food

~ Ryan Laukat

43 ☐ An old watermill creaks and groans as it turns in the river. In front of the mill, a group of hogfolk argue with a bald man in a blue scarf. “All people of the region will benefit from the increased trade brought by the railway project. It’s only natural that everyone is expected to contribute.” The man in the blue scarf holds his ground. “So you want me to give you hundreds of pounds of flour for free? I can’t afford that!”

Skill 7
CONVINCE THE MAN TO DONATE THE FLOUR.
You reassure the man that he’ll eventually be rewarded for his investment. Grumbling, the man agrees to donate a lesser amount of flour. “It’s all I can afford,” he says. The hogfolk thank you for your help, sharing some of the donated flour with you. “Now the construction can move faster,” says one of the hogfolk.
7: yellow faction, 2 food
9: +1 reputation

Skill 5
CONVINCE THE HOGFOLK TO PAY FOR THE FLOUR.
You tell the hogfolk that their workers might end up with no flour at all if they force this man out of business by demanding free product. Grumbling, the hogfolk agree to purchase the flour at a discounted rate. “This will set construction back by months,” says one of the hogfolk as they leave. The man thanks you, sharing some of the profits. “I can afford to be generous when people treat me fairly,” says the man.
5: red faction, coin
7: +2 reputation, food

~ Brenna Asplund

44 ☐ You climb to the hot springs and greet an enormous toad at the gate. “It’s become quite an attraction lately,” he croaks. “All the hogfolk miners and rail workers come here after their shifts, or to heal after the scuffles they’ve been having with those vengeful glogos. Maintenance is expensive with all that dirt and blood.”

Skill 7
OFFER TO HELP CLEAN.
You tell the toad that you’ll help clean up if he lets you in for free. He’s delighted and accepts without hesitating. You’re just relieved you can enjoy the springs without the grime of a thousand hogfolk miners floating in the water.
7: +1 reputation, red faction, coin
9: +1 reputation, gem, reset your hearts as if you had just left town

Combat 5
FORCE THE TOAD TO LET YOU IN.
You push the toad, who is as strong as he is large, and he barely takes a step back. He laughs at your hopeless aggressions toward his enormous gut and decides to give you a discount just for the entertainment.
5: -1 reputation, green faction, food
7: food, reset your hearts as if you had just left town

Skill 6
TRICK THE TOAD INTO LETTING YOU IN FOR HALF PRICE.
“But my hogfolk friends told me that your smelly hot springs aren’t half as clear or mineral-filled as the waterfall at the forge,” you say. “And besides, it’s summer. Maybe I’d prefer a cool dip in the falls.” He offers you half price and no less. “Throw in the nose plugs and it’s a deal,” you say.
6: +2 reputation, yellow faction, pay 1 coin
8: 2 food, reset your hearts as if you had just left town

~ Malorie Laukat

45 ☐ A paper floats past you, carried by the wind, and you reach out to catch it. It's a flyer, advertising a rally for the HWP (Hogfolk Worker's Party) at the "big grove of trees just past the mountains."

Skill 7
GO TO THE MEETING.
The hogfolk are gathered in a large, loud crowd, making them easy to find. Hogfolk workers shout over each other, and it's hard for you to make out what's going on at first. Eventually, you figure out that these hogfolk are discussing poor working conditions on the railways. Someone hands you a clipboard with a piece of paper asking for signatures. You sign quickly before passing it on. "Everyone who signs this petition will be celebrated as a hero of all laborers," says the hogfolk in charge.
7: +2 reputation, red faction
9: +2 reputation, food

Skill 5
GIVE THE FLYER TO THE RAILWAY COMPANY.
You find the nearest railway company office and hand over the flyer. "Thank you for bringing this to our attention. You did the right thing," says a hogfolk in a nice coat. He hands you a few coins. "Be sure to tell us if you hear about any more agitators."
5: -2 reputation, 3 coins
7: coin

~ Brenna Asplund

46 ☐ Out of nowhere, you happen upon an opening in the ground. A narrow path leads you down into a crypt covered in Arzian markings. It appears that someone has already raided anything of value, but you notice that some of the markings have detailed information about the railroads in the area. It seems this was the resting place of many of the railroad's original engineers.

Skill 8
TRANSCRIBE THE INFORMATION.
You spend the rest of the day deciphering everything you can about the railroad. You determine that you will take your findings to the hogfolk to help them restore the old rail lines. With all they've suffered from the glogos, you think, they deserve some extra help.
8: +1 reputation, blue faction, coin
10: +1 reputation, coin

Combat 7
DESTROY THE CRYPT.
You never liked the hogfolk, and you abhor trains. Down with the railroad, you think as your party desecrates the Arzian tomb.
7: -1 reputation, green faction, 2 coins
9: gem

~ Malorie Laukat

47 ☐ A lizardfolk runs up to you shouting, "Please, please, come this way, they're ruining everything!" You follow him to a largely empty field, with only a few bushes and trees growing among the grass. You step into the field and shiver in the sudden cold. "Do you feel that?" asks the lizardfolk. "Do you see that?" At his prompting, you look closely, and you're sure you see some faintly glowing lights in the air. "Ghosts of ancient Arzians," says the lizardfolk. "Displaced by the hogfolk working on their railways. Rare lysberries grow here, but now the bushes will all die from the cold!"

Skill 9
ATTEMPT TO MOVE THE GHOSTS.
You call on vaguely remembered spells and rituals to try to rid the field of ghostly energies. You aren't able to get rid of the ghosts altogether, but you do manage to move them a few fields over. It's enough to save the lysberry bushes, and the lizardfolk thanks you for your help.
9: +2 reputation, blue faction, coin
11: +1 reputation, coin

Skill 6
ATTEMPT TO MOVE THE BUSHES.
You take a few cuttings from the bushes and give them to the lizardfolk, telling him to replant them somewhere warmer. "It will be a few years before I can taste more berries," says the lizardfolk, "But at least they won't all die out."
6: red faction, 2 food
8: coin

~ Brenna Asplund

48 ☐ Hogfolk citizens scramble through passageways as the alarm bells ring. “Glogos are attacking!” screams a hogfolk mother and her young. You make your way to an upper balcony to see glogo warriors ascending the narrow stairway that leads to Hogtown’s entrance.

Combat 5
THROW ROCKS AT THE GLOGO INVADERS AND DEFLECT THEIR ATTACK FROM ABOVE.
Hurling a cascade of stones and insults, you repel the glogos and win the skirmish. The hogfolk spread word of your deed throughout town and you soon find yourself the receiver of many handshakes and free meals.
5: +1 reputation, green faction, food
7: 2 food

Skill 7
ATTEMPT TO STOP THE FIGHTING AND TALK WITH BOTH SIDES.
You stand between the invading glogos and furious hogfolk defenders, and for a moment your act of bravery stops the onslaught. You ask the glogos to explain their reason for the attack. “We do not want war, but the hogs invade our underlands and repair the cursed ancient machines,” replies the largest one, a glogo with sharp, cragly spines. “You do not own those lands,” snorts a hogfolk warrior. You convince the glogos to leave quietly, but it feels the conflict is inevitable.
7: +2 reputation, yellow faction
9: +2 reputation

~ Ryan Laukat

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