

TOWNS & TERRITORIES



THE MAGICAL
LAND OF
YELD





I AM SOOOOOO TIRED!

AND I HAVE A FREAKING ARROW STUCK IN MY ARM!

DOES IT HURT?

OH, STOP WHINING



DINO WAS HURT EVEN WORSE AND HE'S NOT COMPLAINING.

DINO CAN'T COMPLAIN!



HE'S A GHOST!



OH, HE'LL BE FINE.

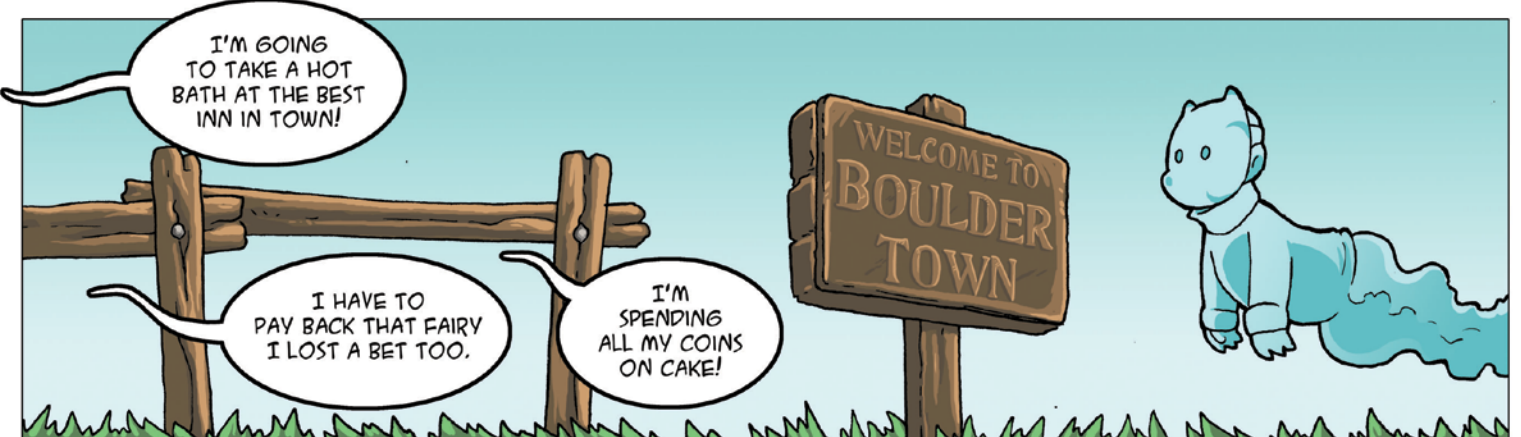
I'M JUST GLAD OUR ADVENTURE IS OVER!

I CAN'T WAIT TO READ THIS COOL SPELL BOOK I FOUND!



I'M GOING TO USE MY SHARE OF THE TREASURE TO GET A NEW SWORD.

MAYBE A SHIELD TOO.



I'M GOING TO TAKE A HOT BATH AT THE BEST INN IN TOWN!

I HAVE TO PAY BACK THAT FAIRY I LOST A BET TOO.

I'M SPENDING ALL MY COINS ON CAKE!



THE MAGICAL LAND OF YELD



TOWNS & TERRITORIES

An Yeld expansion

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Welcome back to Yeld!

Towns & Territories is a brand new expansion for our role playing game filled with new ways to play centered around Yeld's bustling towns, new ideas for smaller and friendlier adventures, new treasure and items to collect and new ways for Friends to use their Jobs and Special dice!

The core experience of The Magical Land of Yeld is about children from our world taking on the role of heroes and setting out on a dangerous adventure to save Yeld from an evil prince and find their way home. But smaller and simpler adventures can be fun too! This expansion allows you to focus on adventures set in and around Yeld's towns and cities. You'll be able to meet the people of Yeld and win their trust as you help them solve their simpler and (often) less life threatening problems. You'll help towns grow and prosper by completing Town Quests and collecting Town Badges. Being a local hero isn't as grand as facing the dreaded Hunters of Yeld, but every town you help will be grateful, and every villager you befriend is one more ally in your fight against Prince Dragul!

Of course, every town has laws, and not every town is friendly. Some towns are very loyal to the Prince, and Friends are more likely to end up clashing with the local guards than winning over the villagers! Friends should be careful to obey each town's laws! Of course, some Friends are natural troublemakers, and may prefer life as Outlaws! These Friends can choose to help themselves instead of the locals by working for the infamous Crimson Ministry and exploring each town's black markets and nightlife. But be careful! If the authorities catch on to your criminal activities they'll send Warrant Mages to hunt you down!

Towns and Territories is an expansion designed for players who want smaller and more personal adventures. The ideas presented in this book work well for Easy difficulty Adventures, or Adventures with only 1 or 2 Friends. Fights are less important here (although you can still solve problems by kicking butt if you like!) and solving problems creatively and cleverly is encouraged. Friends will find new ways to use favorite Special dice like Cooking, Cleaning and Fishing, and new challenges in the form of Town and Outlaw Quests.

There's lots to do around town in the Magical Land of Yeld. Get out there! Meet new people! Explore! And show everyone what kind of heroes you really are!

- Nick & Jake

PART 1: TOWNS AND TOWNSFOLK

Townfolk of Yeld

Friendly villages, cities, homesteads, fortresses and camps are spread all throughout the Land of Yeld. We'll refer to all of these as Towns. While travellers might go days, or even weeks without encountering a single home or camp, some parts of Yeld have large towns linked by well maintained roads and patrolled by vigilant guards! The people who call these towns home can sometimes be strange, unusual or even scary, but with a little hard work the Friends should be able to win their trust and love!



King's People are the descendants of the First Kings, who followed their rulers to Yeld centuries ago over the Storm Mountains. Mostly, the King's People look like humans from our world, although their pointy ears might remind the Friends of Elves or Vulcans! Over the centuries many of the King's People have made families with the other inhabitants of Yeld, and both mixed families and adoptions are common. Because of the corrupting nature of Yeld, sometimes King's People will have strange or monstrous features, odd colored skin or animal heads.

King's People can be found in every part of Yeld, often living side by side with Fairies, Mermaids, Vampires and the Animal Tribes. Their towns tend to be friendly to travellers and centers of trade and craftsmanship. Friends can expect to find well stocked stores and comfortable inns wherever King's People live. However, King's People believe firmly in law and order, and many of their towns are strictly loyal to Prince Dragul.



DEEPFOLK

Mermaids, Squidmen and other creatures born from The Deep are often called Deepfolk. Pirates share this name too, since they love the sea and can be found in great numbers in every port and coastal town. The Deepfolk of Yeld have chosen to turn away from their ancient home and live along the shores of Yeld. They live alongside the King's People and Fairies, but are sometimes not trusted by either. Mermaids are beautiful and friendly, but also have a reputation for casual violence and settling arguments with drownings. Pirates are well known for piracy and deceit, and are banned from cities across the land. Squidmen are actually the kindest and most lawful of all the Deepfolk, but their weird squid heads and fishy smell keeps the other people of Yeld from befriending them.

The coastal towns of Yeld where the Deepfolk live are often ports and fishing villages that they share with King's People and sometimes Fairies and Snakes. These towns tend to be less prosperous and more than a little shady, making them the perfect homes for Pirates and Squid gangs. Deepfolk have no love for the Prince, so unless their towns have a Fairy army garrison or a Vampire magistrate the laws tend to be very loose.



GOBLIN TRADERS

No one knows for sure where Goblins came from, or even what exactly they look like under their strange containment suits. Few outsiders can even speak the Goblin's secret language (although every Goblin seems to know several different languages)!

Goblins never stay in any Town for long, but can be found travelling all over Yeld in small groups, trading their strange wares, collecting odd artifacts and fixing even the most complex or badly damaged mechanisms for a fair price. Nearly every village in Yeld is visited by Goblins at least once a year, and when a Goblin Caravan rolls into town you know it's time for a party!

While Goblins almost never make homes in other Towns, they have settlements of their own called Knives. There are five Goblin Knives in and around Yeld, each a trading fortress filled with obscure treasure. Few non-Goblins are permitted to enter a Knife, and even Prince Dragul himself has had to petition for permission. However, each Knife is surrounded by a small shanty town and bazaar where travelers are welcome and can buy and sell some of the strangest objects and goods in all of Yeld. These bazaars are patrolled by well paid mercenaries, but laws are selectively enforced, and at night it's easy to find a thriving black market.



ANIMAL TRIBES

Nearly half the people of Yeld belong to the Animal Tribes, although most choose to live in the deep wilds. Spiders travel from their forest homes to trade their silks and bones for handcrafted goods (especially expensive watches, which they love). Snakes are the only major tribe that commonly make their homes in Towns; although Foxes, Sparrows and Goats all enjoy urban living. The Animals that choose to live in Towns are usually craftsmen, artists or hunters. Snakes in particular have found a place for themselves in Dragul's army. They tend to get along well with all people of Yeld, and often become community leaders.

Towns with large Animal Tribe populations are sometimes built underground or in trees, and often are not designed with Kings' People or Fairies in mind. However, most of these Towns provide comfortable inns for travellers, and are happy to go out of their way to make over or undersized guests feel welcome. Snake Towns are very lawful and loyal to the Prince, and often enforce extra laws that might seem trivial or petty.



FAIRIES

Fairies were once the only people of Yeld, but were driven out when the Old King's conquered the magical land, and were only able to return at Prince Dragul's invitation. That was hundreds of years ago, and now Fairies live in every part of Yeld alongside all of its peoples, and are known for being fair and truthful in all of their dealings. Fairies are very large and intimidating, but are also extremely social and believe in taking care of their neighbors and protecting their homes. Fairies can only breed with others Fairies, but often form partnerships with the other peoples of Yeld, and adopt their children. It is not uncommon for a Fairy family to have an adopted Mermaid or King's People child.

While not every Fairy joins Dragul's army, many Fairies do, and Fairy families with long military traditions are common. Fairy Towns are often army Towns, with large garrisons and services catering to soldiers. Fairies are excellent animal handlers, masons and craftsmen, and Fairy Towns are often in the business of outfitting Dragul's forces for war. Fairies value law and order, and their Towns often pass extra laws to ensure everyone's safety.



VAMPIRES

Vampires are the nobility of Yeld, hand picked by the Prince and given the gift of power and eternal life. Many Vampires rule over small territories in the name of the Prince, collecting taxes and enforcing Dragul's laws. Some are fair and just, and even friendly, while others are cold and cruel. If a Town is run by a Vampire the Friends can expect to find strict laws and soldiers eager to enforce them.



MONSTERS

Yeld is a land of Monsters, but even Monsters sometimes need a place to live. Some of Yeld's strangest creatures will seek out Towns to live in, whether they are suited to living among the people of Yeld or not! Sometimes a troublesome Monster like an Ant God will take up residence in a town, and the townsfolk will just have to learn to deal with it. Even more rarely, a dangerous terror such as a Root God or Titan Wurm might hold a whole town in it's sway, unable or unwilling to escape!

Other monsters will make their own Towns, away from the suspicious eyes of the King's People and Fairies. Toothfacers are the most common of these monsters, and Toothfacer Towns range from friendly and well maintained to shabby and scary. Monster Towns like these tend to rely on hunting, farming or banditry, and seldom enforce more than the most basic laws.

PART 2: EXPLORE THE TOWNS!

Town Quests!

Being a hero doesn't just mean you're out beating up dragons and whomping on Vampires. You'll have to save the townsfolk of Yeld from their small misfortunes as well. While visiting a Town, Friends can choose to spend their days or nights completing Town Quests! These small quests are offered by local townsfolk and are often more mundane than the usual adventures the Friends find themselves in, but are equally important to the people who live in the cities, villages and of course, Towns of Yeld who are the real lifeblood of the magical land.

Town Quests are simple and fun mini adventures. The Friends can try to complete a few Town Quests over the course of a session, or really make one the focus of an Adventure. Town Quests are usually not very dangerous, and often rely more on completing Challenges, collecting items and creative problem solving and role play than winning Fights (although Friends can always try to use violence to solve their problems).

Completing Town Quests will reward the Friends with a special form of local currency called Town Badges. Town Badges come in many different forms. Sometimes they are small coins depicting a recognizable building on one side and a town motto written on the other. Some Town Badges are special stamps collected in a small booklet, while others could simply be a verbal acknowledgment from a grateful citizen. No matter how the Town Badges are represented the Friends can always spend them to gain unique benefits specific to the Town they were gained in.



While visiting a Town a Friend can spend 1 Restore Roll to take on a Town Quest. Any Friend can participate in and get rewards from a Town Quest regardless of who spent the Restore Roll to start it. Town Quests can be simple tasks that only take a few minutes to finish or large events that become the main focus of an Adventure. The Game Master will decide just how much time each Town Quest will take and what challenges the Friends will face in order to complete them.



Think of Town Quests as the kind of simple adventures and side quests you find in many video games. Friends can take on Town Quests between larger Adventures or complete a few of them during a regular Adventure. Town Quests are also a great way to lead up to larger and more epic Adventures.

Smaller groups of Friends may find Town Quests easier to tackle than more traditional Adventures involving Monsters and exploration. Town Quests are also great for sessions where only one or two players are available! In fact, a single Friend and Game Master can complete Town Quests by themselves, making for fun little Adventures between sessions or "single player" campaigns! - Sidebar

Starting on the next page you'll find two lists of Town Quests available to the Friends: Day Quests and Night Quests. Day Quests are often less dangerous tasks, while Night Quests can be quite treacherous! Additionally, Friend's with certain Jobs can receive bonus rewards for completing specific Quests! To determine the bonus reward the Friend should roll a die after completing the Quest and consult the table below.

Town Quest Bonus Reward Table:

1-2: Some Coins

3-5: Roll on the Loot table

6: Extra Town Badge

(The Town Quests listed in this section are just suggestions. As a Game Master, feel free to make up your own Town Quests for your Friends instead of repeating one your group may have already attempted.)

Town Quests (Day)

These Town Quests can only be attempted during the day.



Quest: "Ham Watch"

An Explopig has been spotted in the area! Someone needs to investigate and contain such a dangerous force of nature before it causes real damage to the Town! Don't hurt it though! It doesn't know any better!

Reward: 1 Town Badge

Bonus Reward: Shepherd/Black Mage

Quest: "Endangered Wildlife"

Rupert, the beloved Town bear, has indigestion from eating my sister! Could you take him to the doctor? I don't want him to get sick!

Reward: 1 Town Badge

Bonus Reward: White Mage/Ghost Keeper

Quest: "Secret 'Stache"

Help Dr. Monster test out his new Super Mustache Growth Formula! Don't worry, the previous side effect of hairy eyeballs shouldn't be an issue anymore. But the strange "Jelly Bones" phenomenon is still a bit of a concern. Just remember! You're helping science!

Reward: 1 Town Badge

Bonus Reward: Junk Hound/Werewolf

Quest: "Paprika"

A local chef has challenged her lifelong rival to a cook off and the whole Town will be there as witness! While getting ready the chef realized her spices have gone missing! Maybe it's sabotage! Maybe it's coincidence? Either way, someone has to investigate!

Reward: 1 Town Badge

Bonus Reward: Witch Hunter/Black Mage



Quest: "Careers In Politics"

The Mayor has an important speech today but he's still drunk from last night! Help us get him off the tavern's roof and into the bath so he can sober up. And keep quiet about it! The Mayor is in enough trouble as it is!

Reward: 1 Town Badge

Bonus Reward: Vampire/Tax Collector

Quest: "Tourist Trap"

The local tour guide makes eye contact with you! Try as you might, there is no escape from his relentless drive to lecture and walk at the same time! Death may be the only escape for those who can't suffer through the whole tour!

Reward: 1 Town Badge

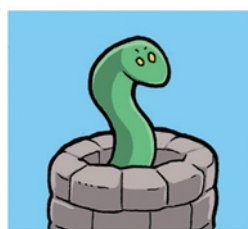
Bonus Reward: Freelancer/Soul Thief

Quest: "Flower Madness"

I hate flowers so much! Go cut the colorful heads off a dozen or so of them and bring them back to me. We will tie their necks together and wear them across our bodies as a warning to all the other flowers!

Reward: 1 Town Badge

Bonus Reward: Witch/White Mage



Quest: "Well Dweller"

A nasty little serpent has claimed the local well as his new home in the name of the Vampire Prince and is charging the locals for water! Run that charlatan out of Town before a mob sends him to the Ghost World!

Reward: 1 Town Badge

Bonus Reward: Serpent Oracle/Deep Mage

Quest: "Ego Wrestling"

Toby thinks he's better than the rest of us because he can beat everybody at arm wrestling. Someone needs to put him in his place and beat him at his own game!

Reward: 1 Town Badge

Bonus Reward: Oathbreaker/Vampire Hunter

Quest: "Tasteless Vandals"

Someone has vandalized the Town statue of Prince Dragul! Yes, its hilarious. But its still not okay! Find these local "artists" and teach them a lesson!

Reward: 1 Town Badge

Bonus Reward: Soul Thief/Vampire Hunter

Quest: "Encore"

Legends say a famous band broke up and settled here in Town years ago. Maybe if we find all the members we can convince them to reunite and play some songs for the locals!

Reward: 1 Town Badge

Bonus Reward: Shepherd/Vampire



Quest: "Bridezilla"

Help! My fiance just ate the guy who was supposed to officiate our wedding and now we have no one to marry us! Would you Heroes do the honor?

Reward: 1 Town Badge

Bonus Reward: White Mage/Vampire Hunter

Quest: "Harvest Moon"

The crops this year have been spectacular! Can you go collect seeds for next year's harvest? About a hundred will do. Watch out for field rabbits though, they may try to bamboozle you out of your seeds!

Reward: 1 Town Badge

Bonus Reward: Witch/Hunter in Darkness

Quest: "Battlefield Buffet"

The annual Town pie eating contest starts in an hour but all the contestants have been disqualified! We need some new contestants fast! First place gets a special prize!

Reward: 1 Town Badge, 1 Berry Pie

Bonus Reward: Werewolf/Oathbreaker

Quest: "Art of Improv"

The local theatre troupe have all come down with Tuna Flu and can't perform the final act of their hit play: A Night With The Vampire Prince. You all look like actors! Help us save the show!

Reward: 1 Town Badge

Bonus Reward: Freelancer/Vampire

Quest: "Poetry in Motion"

The pages of my notebook flew out of my hand and are scattered all throughout Town! Help me collect them before everyone reads my embarrassing poetry! I couldn't bare to live with that kind of shame!

Reward: 1 Town Badge

Bonus Reward: Witch/Tax Collector

Quest: "Sweet Justice"

A local Ant God has come to Town with his Lawyer, a 10 foot tall badger, to sue for damages after being kicked out of the community last week. The Ant God claims he had rights to the trash left by the Town's people but they don't want him around because he's a jerk. Heroes are kind of like lawyers right? Could you represent the town in this case?

Reward: 1 Town Badge

Bonus Reward: boulder Knight/White Mage

Quest: "Fire Marshal"

The stables have caught fire! Everyone help put it out quickly before it spreads to the rest of the buildings!

Reward: 1 Town Badge

Bonus Reward: Witch Hunter/Deep Mage

Quest: "Keg Run"

My boys have been working hard to build the Town's new library. Go get us six Fairy Beers and a block of ice from the Tavern. Whatcha waitin' for? Get going!

Reward: 1 Town Badge

Bonus Reward: Oathbreaker/Boulder Knight

Quest: "Show and Tell"

The local school teacher has formally requested the assistance of any heroes in town! Someone has to be able to get these ruthless and rowdy students to pay attention and follow the rules!

Reward: 1 Town Badge

Bonus Reward: Black Mage/Drudge Angel

Quest: "Grifter's Charm"

Gabbit the Ghost Hunter is a fake, but too many of the town's people still believe in him! Help me show everyone just how much of a phony he really is!

Reward: 1 Town Badge

Bonus Reward: Vampire Hunter/Ghost Keeper



Quest: "For Science"

Dr. Monster needs volunteers to test out his new Hero Cannon! If the Goblins can figure out flight than Dr. Monster probably can too! Maybe! Good luck!

Reward: 1 Town Badge

Bonus Reward: Junk Hound/Freelancer

Quest: "Cruellest Cookies"

Some Zealous Rooters have been selling their illegal Root Cookies in town and now the kids have started eating them! Someone has to stop them before they get the whole community hooked on roots or worse!

Reward: 1 Town Badge

Bonus Reward: Witch Hunter/Black Mage

Quest: "Cops n' Robbers"

Someone is robbing the local bank! Catch those criminals before they escape with the town people's wealth!

Reward: 1 Town Badge

Bonus Reward: Boulder Knight/Soulthief

Town Quests (Night)

These Town Quests can only be attempted after dark.

Quest: "Childish Fears"

Multiple kids around Town have stated that a Monster has appeared under their bed at least once a night for the last week. These mysterious sightings must be dealt with before it starts to affect others, maybe even heroes like you!

Reward: 1 Town Badge

Bonus Reward: Hunter in Darkness/Witch Hunter



Quest: "Tainted Love"

The ghost of my crazy ex won't stop following me around and harassing my dates! Someone has to put a stop to this before my life is ruined!

Reward: 1 Town Badge

Bonus Reward: Ghost Keeper/Witch

Quest: "Beer Gut"

The Town Drunk has challenged anyone who thinks they can outdrink him to a contest! Only a hero's stomach could compete with this booze hound's iron gut!

Reward: 1 Town Badge

Bonus Reward: Boulder Knight/Sword Master

Quest: "The Midnight Minstrel"

Every night, once the moon sits high in the sky, a strange melody can be heard on the wind. That melody draws the Town's people from their slumber and sends them entranced into the nearby wilderness. No one in Town seems to remember what happens or where they go every night and even stranger, no one seems to care about it! If these people are in danger then someone needs to find out what's going on!

Reward: 1 Town Badge

Bonus Reward: Witch Hunter/Hunter in Darkness

Quest: "Fountain of the Dead"

For the last five nights ghosts have been seen pacing around the water fountain in Town and throwing spirit coins into it. The locals are starting to get superstitious about it and someone even vandalized the fountain! Do you think you could find out what these ghosts are doing and maybe how to make them stop?

Reward: 1 Town Badge

Bonus Reward: Ghost Keeper/Drudge Angel



Quest: "Moonlit Voyeur"

A strange monster has been seen coming to the edge of town every night and staring eerily from the shadows at the locals. The guards are too scared to go and confront the monster. Maybe you could get some answers!

Reward: 1 Town Badge

Bonus Reward: Hunter in Darkness/Shepherd

Quest: "Thieves and Kings"

This is the fourth time this season that the Mayor's house has been robbed! The guard's investigation has turned up nothing and it's making the Mayor quite paranoid. If this continues much longer, the Mayor will have the whole Town in a panic!

Reward: 1 Town Badge

Bonus Reward: Soul Thief/Tax Collector

Quest: "Bar Brawl"

A fight has broken out among the drunken crowds at the local tavern and spread out into the streets! The guards aren't going to be able to stop it, since they're the drunks who started the Brawl!

Reward: 1 Town Badge

Bonus Reward: Sword Master/Soul Thief

Quest: "Lunar Battery"

Dr. Monster has developed a special battery that can be used to provide power to an entire town! Unfortunately it needs to be plugged into the moon to work. Anyone who can get it working will truly be considered a hero!

Reward: 1 Town Badge

Bonus Reward: Drudge Angel/Junk Hound

Quest: "Date Night"

My younger sister is really awkward and shy. I'm afraid that if she doesn't come out of her shell soon she will never move out of my house! Could you take her out on the town and help her meet some new people?

Reward: 1 Town Badge

Bonus Reward: Shepherd/Witch



Quest: "Wolf Among Us"

Rumor around Town is there's a Werewolf among the locals. We need an impartial party to come in and question the Town's people. If the danger is real then we need to know!

Reward: 1 Town Badge

Bonus Reward: Werewolf/Oracle of the Serpent God

Quest: "Party Emergency"

My friend is getting married tomorrow and as his best man, I was supposed to plan a bachelor party. But I totally forgot! I don't want to let my friend down, so help me throw a party he'll never forget!

Reward: 1 Town Badge

Bonus Reward: Freelancer/Junk Hound

Quest: "Private Eye"

Every night my no good, dirty, rotten husband goes out on the town and doesn't come back til sunrise. Follow my husband tonight and see what he gets up to for all those hours!

Reward: 1 Town Badge

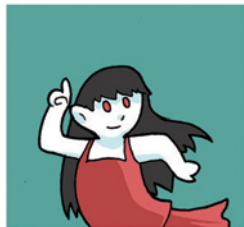
Bonus Reward: Witch Hunter/Boulder Knight

Quest: "Witch Song"

Cover Your Ears! Someone sang the first verse of the cursed song and now it is upon us! Anyone who hears the song will be magically compelled to sing and dance until the sun rises or their body gives out! It's enough to drive anyone mad! Our only hope is to find whoever sang the first verse and put them out of their, and our, misery!

Reward: 1 Town Badge

Bonus Reward: Witch/Oracle of the Serpent God



Quest: "Trance Dance"

A travelling Dancer has set up her act in the middle of Town and has been hypnotizing our spouses every night with her mesmerizing moves! Doari's husband already gave the Dancer their life savings! Someone has to put a stop to this!

Reward: 1 Town Badge

Bonus Reward: Vampire Hunter/Vampire

Quest: "Waking the Restless"

The noises and revelry of the Town's night time celebrations have angered the Tunnel Mummies below! Sinkholes appear everywhere as the ground shakes the building loose from their foundations! Someone needs to find the Tunnel Mummy Queen responsible and try to appease her terrible wrath before it is too late!

Reward: 1 Town Badge

Bonus Reward: Drudge Angel/Ghost Keeper

Quest: "Last Call"

The Tarfang Boys have been drinking all day and now refuse to pay their bar! If you get those Toothfacers to pay I'll buy your drinks for the rest of the night!

Reward: 1 Town Badge

Bonus Reward: Tax Collector/Sword Master

Quest: "Shadow Felling"

The local blacksmith has posted a request for a special wood that's unique markings can only be seen by moonlight. The wood is said to imbue a forge with magical power when used but acquiring it can be quite dangerous. The tree this wood comes from looks exactly like a Root God during the daylight hours and searching for it can only be done successfully while the moon reveals it's markings. Only seasoned adventurers should attempt this job!

Reward: 1 Town Badge

Bonus Reward: Black Mage/Hunter in Darkness



Quest: "Squids in the Hall"

A group of Squidman Sailors have come to Town to enjoy some shore leave and are causing a ruckus at the local gambling establishment. These sticky fingered gamblers are gonna bankrupt the Town! We need a real gambler to show these inky tourists what for!

Reward: 1 Town Badge

Bonus Reward: Deep Mage/Freelancer

Quest: "Pirate Bay Roulette"

It's a tavern game made popular by drunken pirates. The game is played differently in each Town, but the win conditions are always the same: Don't get shot! The current champion is Straya. Beat her and you'll be the talk of the town!

Reward: 1 Town Badge

Bonus Reward: Deep Mage/Oracle of the Serpent God

Quest: "Hazard Pay"

Dr. Monster is tired of having to buy fireworks from the Goblins and has been testing his own designs! He's got the exploding part down, but the flying part isn't quite ready. We need someone with a strong enough arm to get these experimental explosives airborne! What do you say?

Reward: 1 Town Badge

Bonus Reward: Junk Hound/Werewolf

Quest: "Hasatch Harassment"

A herd of Hasatch have wandered into Town and are stinking up the place! Get these dumb beasts out of here before they kill everyone's sense of smell! They are easily spooked so watch yourselves, a stampede could flatten the whole town!

Reward: 1 Town Badge

Bonus Reward: Shepherd/White Mage



Fairy Shrines and Spending Town Badges!

Yeld is an ancient place with a long history that has been recorded and lost countless times. Every modern Town in Yeld possesses some connection or clue to that ancient past, and often that clue comes in the form of an old Fairy Shrine. Most of these Shrines are simple carved stone markers depicting a legendary hero and inlaid with faintly glowing magical Fairy runes. The ancient Fairies used these Shrines to ward off evil and seal away any dark powers that would seek to harm a nearby tribe, with the strength of that seal being directly linked to the happiness of the Tribe it was meant to protect. Although the knowledge and true understanding of how these Fairy Shrines came to be has been lost with time, the magical energies they possess can still be harnessed by the young Heroes of Yeld.

Once the Friends have completed a few Town Quests and have acquired some Town Badges they can, as a group, choose to spend those Badges to activate the magical Town Seals found at the local Fairy Shrine. Depending on the magical seal activated, the Friends will receive unique benefits while in that Town. Below you will find a list of Town Seals, their effects and the number of Badges you must spend in order to activate them. Badges are always spent as a group and require a majority vote among the Friends to be spent. Once Badges are spent they are lost.

Town Badges (and Outlaw Badges) can only be spent at the Town they were earned in, and the benefits of unlocked Town Seals (and Crimson Seals) are only available in that Town. Since unlocking Seals can take quite a bit of effort, Friends might want to choose a special Town (one they plan to visit often, or that is especially important to their story) to invest their efforts into. Alternatively, unlocking seals in Towns in every Map Square can provide Friends with valuable advantages that will help them along their journey!

Town Seals

Here's a list of Town Seals the Friends can unlock by spending Town Badges at the Fairy Shrine. Remember, each Town as its own Fairy Shrine, and the unlocked Seals will only work in those towns!



Tourist Seal

A magical seal that helps those who have gotten lost in Yeld return to their own world.

Cost: 10 Town Badges

Effects: The Friends gain a Hunter's Key as if they had defeated a Hunter of Yeld. The Friends can only purchase this seal from one Town in each Map Square, and only one each Rank.

These special keys are forged by the citizens of Yeld as a symbol of respect and appreciation for the heroic deeds the Friends have accomplished. The power imbued within these keys can be used to unlock the Door between Yeld and the Friend's home just like the keys collected from the Hunters. The Friends must still collect 7 keys to return home.



Vocation Seal

A magical seal that invigorates the locals, allowing them to work smarter and harder than ever before and strengthening the community and local economy.

Cost: 4 Town Badges

Effects: Friends with a Heroic or Advance Job gain an additional Job Ability while in Town, as detailed below:

Witch Hunter: Vigilante!

While in Town, roll extra dice equal to your current Rank when breaking a Town Law.

Soul Thief: Smooth Criminal! While in Town, roll extra dice equal to your current Rank when avoiding capture by the Town Guard.

Freelancer: Civil Servant! Gain an additional Improvise die each time you complete a Town or Outlaw Quest. If you start an Adventure in Town gain an additional Improvise die. These Improvise dice can be used only once and are lost at the end of the season if not used.

Black Mage: Moon Trance! While in Town, roll an additional die on all rolls during the night. Your spells cannot magically backfire during the night.

White Mage: Sun Trance! While in Town, roll an additional die on all rolls during the day. Your spells cannot magically backfire during the day.

Shepherd: Friends of the Flock! A local animal joins the Shepherd's Flock, giving them one additional Special die from the Special dice or Monster Special dice list! The Shepherd chooses this additional Special die at the beginning of any Adventure where the Friends start in Town. The Special die lasts until the end of that Adventure or the flock is reduce to 0 Tough dice.

Witch: Apothecary! While in Town, the Witch can brew Elixirs and Potions to sell or keep for herself!

The Witch can sell any potions created with her Magic Potion Special dice to the local townsfolk. When the Witch sells a potion they roll a die. On a result of 6 the potion causes a backfire that injures the townsfolk who bought it, and the Witch is considered to have broken a Town Law. On any other result the Witch can make a roll on the Loot Table as her payment for the potion.

A Witch can spend a Magic Potion and lower her Coin Status by 1 level to create an Elixir of Love or Invisibility (Legendary Food items).



Oathbreaker: Oath to the People! While in Town, roll extra dice equal to your current Rank in Challenges and Fights against Town Guards and Town officials.

Ghost Keeper: Spirit ward! While in Town the Friends do not create Restless Dead by killing Monsters.

Drudge Angel: Shrine Meditation! While in Town, roll an additional die when making a Restore Roll or casting a Spell. If you start an Adventure in Town gain an additional Restore Roll for that Adventure.

Junk Hound: Legendary BluePrints! While in Town the Junk Hound may purchase the Legendary Blueprint Loot Item for Tons of Coins. Collect enough of these and the Junk Hound will be able to create the Timescripter (Legendary Loot Item). Legendary BluePrints can only be purchased once per Town.

Tax Collector: Cash Injection! While in Town the Tax Collector may spend their Coins to purchase any Stuff from any merchant also in Town.

Vampire Hunter: Death by Disrespect! While in Town, roll an additional die on any roll against a Vampire for each unique Town Law you have broken against them or in their presence.

Boulder Knight: Honor and Duty! While in Town, roll extra dice equal to your current Rank against anyone who the Boulder Knight knows has broken a Town Law since they arrived in Town.

Swordmaster: While in Town, the Swordmaster can challenge the local dueling master to a friendly duel. If the Swordmaster wins the duel they gain the (Call) Local Dueling Master spell. This spell can only be used in this Map Square. When the Sword Master (or any other Friend) challenges the local dueling master to a duel it will use it's Called Monster profile from the spell. The local dueling mater can be challenged once each time the Friends visit the town. Find the (Call) Local Dueling Master spell in the Stuff section of this book.



Citizen Seal

A magical seal that enlightens the locals creating a friendlier and more welcoming community, ready to expand its borders.

Cost: 4 Town Badges

Effects: The Friends gain access to the Hero House and War Hare Rental Agency



Artisan Seal

A magical seal that inspires the locals to create and appreciate the Arts and Crafts, enriching the community and beautifying the Town.

Cost: 4 Town Badges

Effects: Each Chore Special die gains an additional use that can only be activated while in Town.

Cleaning: While in Town, Friends can use the Clean Special die to sharpen or polish their Weapons and Armor, giving them additional bonuses! Sharpened Weapons and polished Armor give the Friend a +2 bonus to the total of any roll they make using dice provided by that Weapon or Armor until the end of the Adventure.

Roll Clean Special dice with Tough dice and consult the following table to see how many Weapons and Armor you can sharpen or polish at a time:

- 16 or more, 1 sharpened Weapon or polished Armor
- 24 or more, 2 sharpened Weapons or polished Armor
- 32 or more, 3 sharpened Weapons or polished Armor

Sewing: While in Town, Friends can embroider their Clothes to make them more versatile and stylish, allowing them to benefit from the Clothes' effects all year long. Embroidered Clothes gain the effects of their listed benefits regardless of their season requirements until the end of the Adventure.

Roll Sewing Special dice with Smart dice and consult the following table to determine how many Clothes items you can embroider at a time:

- 16 or more, 1 embroidered Clothes items
- 24 or more, 2 embroidered Clothes items
- 32 or more, 3 embroidered Clothes items

Cooking: While in Town, Friends can create Party Platter Food items that can be consumed by all Friends at once. Party Platters are Exotic Food items that when used by a Friend provide benefits to all living and Ghost Friends.

Roll Cooking Special dice with Smart dice and consult the following table to determine how many Party Platters you can make at a time:

- 16 or more, 1 Party Platter Exotic Food item
- 24 or more, 2 Party Platter Exotic Food items
- 32 or more, 3 Party Platter Exotic Food items

Letter Writing: While in Town, Friends can write a manifesto that can inspire the Town to change its laws. The Friend writing the manifesto chooses one Town Law they would like to see annulled then waits to see how the locals react.

Reduce your Coin Status to none, then Roll Letter Writing Special dice with Smart dice and consult the following table:

- 16 or more, annul chosen Town Law after 25 days
- 24 or more, annul chosen Town Law after 15 days
- 32 or more, annul chosen Town Law after 5 days

Fishing: While in Town, Friends can fish at the local fishing hole for a chance to catch Rare Fish. Rare Fish often have spectacular and strange abilities useful to any adventurer.

Roll Fishing Special dice with Strong dice and consult the following table to see how many Rare Fish you catch:

- 16 or more, 1 Rare Fish
- 24 or more, 2 Rare Fish
- 32 or more, 3 Rare Fish

Outlaws and the Crimson Ministry

Where there is society there is law and where there are laws there are those who would break them. Locals living outside the law can be found in every Town in Yeld. In fact, some Towns are so corrupt or shady that they are controlled nearly entirely by criminals and agents of the Crimson Ministry. These outlaws trade in their own currency called Outlaw Badges.

If the Friends earn Outlaw Badges they can spend them at a local Crimson Ministry contractor to acquire Crimson Seals. The Hunter of Yeld, Banneth, and her Crimson Ministry have penetrated every level of Yeld's criminal underworld and no Town is safe from their influence. If the Friends become outlaws they will have no choice but to pay the Ministry its cut.



Crimson Seals

Below you will find a list of Crimson Seals, their effects and the number of Outlaw Badges you must spend in order to activate them. Badges are always spent as a group and require a majority vote among the Friends to be spent. Once Badges are spent they are lost. Earn Outlaw Badges by defeating Town Guards, breaking out of jail or completing Outlaw Quests!



Dealer Seal

The local Crimson Ministry contractor will offer his services as a fence for stolen goods and has a special selection of black market items as well!

Cost: 4 Outlaw Badges

Effect: The Friends gain access to the Black Market Dealer Exotic Merchant while in Town.



Underworld Seal

The Friends are granted access to the local criminal underworld giving them new opportunities to take on unique chores.

Cost: 4 Outlaw Badges

Effect: Each Chore Special die gains an additional use that can only be activated while in Town.

Cleaning: While in Town, Friends can pay to have warrants issued by any Town in the same Map Square annulled.

Reduce your Coin Status by 1 level then Roll Cleaning Special dice with Smart dice and consult the table below:

- 16 or more, annul 1 warrant in same Map Square
- 24 or more, annul 2 warrants in same Map Square
- 32 or more, annul 3 warrants in same Map Square

Cooking: While in Town, Friends can cook Dangerous Delicacies, exotic Food items that provide better bonuses than normal Food items, but at the risk of being poisoned!

Roll Cooking Special dice with Brave dice and consult the table below to see how many Dangerous Delicacies you can create at a time:

- 16 or more, 1 Dangerous Delicacy Food item
- 24 or more, 2 Dangerous Delicacies Food items
- 32 or more, 3 Dangerous Delicacies Food items

Fishing: While in Town, Friends can illegally trap the protected creatures of Yeld and use their strange abilities just like they would with fish.

Roll Fishing Special dice with Strong dice and consult the following table to see how many Poached Creatures you catch at a time:

- 16 or more, 1 Poached Creature
- 24 or more, 2 Poached Creatures
- 32 or more, 3 Poached Creatures

Letter Writing: While in Town, Friends can forge a Pardon Letter that can be used a single time to break one Town Law without any consequences.

Reduce your Coin Status by 1 level then roll Letter Writing Special dice with Smart dice and consult the following table to see how many Pardon Letters you can create:

- 16 or more, 1 Pardon Letter
- 24 or more, 2 Pardon Letters
- 32 or more, 3 Pardon Letters

Sewing: While in Town, Friends can give each other temporary magic tattoos that last until the next time they become a Ghost. The Friend will choose a location for their tattoo (either head, chest, arms or legs) and a Special die. While not wearing Armor or Clothes on that specific location the Friend gains access to their chosen Special die as if they had purchased it with Reward dice and met all of its requirements.

Reduce Coin Status by 1 level then roll Sewing Special dice with Tough dice and consult the table below:

- 16 or more, choose Special die from the normal Special dice list
- 24 or more, choose Special die from the normal Special dice list or any Heroic or Advanced Job Special dice lists
- 32 or more, choose a Special die from the normal Special dice list, the Heroic or Advanced Job Special dice lists or the Monster Special dice lists



Agency Seal

The local Crimson Ministry Contractor will offer the Friends a variety of "Special Projects."

Cost: 4 Outlaw Badges

Effect: The Friends can now take on Outlaw Quests given by the Crimson Ministry Contractor.



Infamy Seal

The Friends have gained true recognition as Outlaws in the area and infamy throughout the land!

Cost: 4 Outlaw Badges

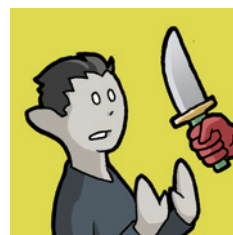
Effect: The Friends gain access to the Hideout and War Hare Rental Agency.

Outlaw Quests

The following is a list of Outlaw Quests that can be gained after purchasing the Agency Seal from the Crimson Ministry Contractor. While in Town any Friend can spend 1 Restore roll to take on an Outlaw Quest. Any Friend can complete a Outlaw quest regardless of who spent the Restore roll to acquire it. Outlaw Quests tend to be more complicated and more morally ambiguous (or even outright evil) than Town Quests, and can be either an interesting side gig or become the main focus of an Adventure. It is up to the Game Master to decide just how much time each Outlaw Quest will take and what Challenges and Monsters the Friends will face in order to complete them. Outlaw Quests tend to be more dangerous than Town Quests, and often involve breaking laws and fighting.

Completing an Outlaw Quest will reward the Friends with 1 Outlaw Badge and 1 roll on the Treasure Table. Additionally, any Friend who completes 10 Outlaw Quests in a single Town will gain an Evil! Special die.

As a Game Master, feel free to make up your own Outlaw Quests for the Friends instead of repeating ones your group may have already attempted.



Quest: "Protection Money"

Several of the local businesses have stop paying protection money to the Crimson Ministry. Get out there and collect what's owed and make sure no one is ever late on a payment again!

Reward: 1 Outlaw Badge and roll once on the Treasure Table

Quest: "Prison Break"

Vice Minister Ferra has gotten herself thrown in jail over a lover's quarrel. She is too valuable to the Crimson Ministry to remain locked up, even if she is a little hot headed. Break into the local Jail, Find Ferra and get her back here safely. If things go bad and she can't be saved then at the very least she must be silenced.

Reward: 1 Outlaw Badge and roll once on the Treasure Table

Quest: "Con Artists"

Rumor around town says there's a local merchant who has buried a mountain of gold somewhere in the area. The merchant in question is no fool and it's going to take some real skill to pull off this con job. The only way we are going to get the merchant's fortune is if we can trick him into giving up its location willingly.

Reward: 1 Outlaw Badge and roll once on the Treasure Table

Quest: "Market Mayhem"

The marketplace is rife with unwitting shoppers this time of year. Let's take this opportunity to lighten their purses and practice the fine art of pickpocketing! Whoever lifts the most valuables without getting caught gets a special prize!

Reward: 1 Outlaw Badge and roll once on the Treasure Table



Quest: "Old Fashion Ransom"

Dantone, the Mayor's useless son, goes out every night to the local taverns and drinks until his friends have no choice but to carry him home. Kidnap Dantone during his evening escapades and bring him back to me without being seen. The Mayor

may not care much for Dantone but the reputation of the family is too important to allow anything so "uncivilized" to happen to one of its members.

Reward: 1 Outlaw Badge and roll once on the Treasure Table

Quest: "Bank Job"

At the end of every season the Tax Guild send a small group of soldiers to collect the Town's taxes stored in the local bank. This is the only day the bank vault is left open for an extended period of time. Our job is to distract the soldiers, rob the bank and get the money to our contact before the bank or the Tax Guild knows what hit them!

Reward: 1 Outlaw Badge and roll once on the Treasure Table



Quest: "Competitive Arson"

A local business has hired us to burn down their competitors shop and make it look like an accident. Their competitor has also hired us to do the same to the local business. If we can get paid from both without either of them catching on we'll make a killing!

Reward: 1 Outlaw Badge and roll once on the Treasure Table

Quest: "Hatching schemes"

A collection of incredibly rare Howligator eggs are being sold at a fancy auction tonight. Infiltrate that auction and replace the real eggs with these fake ones. Howligator eggs are very sensitive to sound and light so once you've swapped them out hurry back here before they hatch and start howling. The last thing you want is an angry howligator mom thinking you stole her babies!

Reward: 1 Outlaw Badge and roll once on the Treasure Table

Quest: "Secret society"

One of the Crimson Ministrie's most valuable currencies comes in the form of secrets. Each town is full of secrets and the more you know the more power you will have over the locals. Go learn 5 secrets about the town and it's people then come back here when you're done and give them to the Ministry .

Reward: 1 Outlaw Badge and roll once on the Treasure Table

Quest: "Marked for Death"

The Crimson Ministry has marked the local Innkeeper for death. It's not your job to ask why, just do it and make sure the Innkeeper knows it was us before they die!

Reward: 1 Outlaw Badge and roll once on the Treasure Table

Quest: "Bad Luck"

A local philanthropist has been undoing the Crimson Ministry's good work in town. Take this recently deceased Luck Bunny and sneak it under the bed of the nosey philanthropist. There's nothing worse than the misfortune brought from a dead Luck Bunny

Reward: 1 Outlaw Badge and roll once on the Treasure Table



Nightlife

Every Town the Friends visit will have its own unique citizens and landmarks that make it special. During the daylight hours most Towns are busy hubs of trade and chatter where locals go about their business and children play in the streets. Once the shops have closed and the moon rises the Towns come alive in a new way. The busy hard working locals will take to the streets and taverns to relax and have a good time. Drinking, gambling, singing and dancing are just a few of the activities the Friends can join in on!

After sundown the Friends may wish to participate in the local nightlife. If a Friend wants to spend the night out on the town they will make a Brave Roll (adding the Gamble Special die if they have it) against a Challenge equal to the Town's number of Laws (For example, a Town with 3 Laws would be a challenge of 15). If successful the Friend will get to roll on the Good Night table after they wake up from their night on the Town the next morning. If they fail the Friend will have to roll on the Bad Night table after they wake up the next morning.

Good Night: Roll 1 die and consult the table below:

- 1: roll once on the Loot table
- 2: roll once on the Luck table
- 3: roll once on the Treasure table
- 4: gain 1 Town Badge
- 5: gain 1 Reward die
- 6: roll on the Bad Night table

Bad Night: Roll 1 die and consult the table below:

- 1: lower your Coin level by 1
- 2: lose 1 Restore roll both this and next Adventure
- 3: lose 1 Core die of your choice
- 4: gain 1 Outlaw Badge
- 5: count as having Broke a Town Law
- 6: roll on the Good Night table

Hideouts and the Hero House

As the Friends grow their reputation in a town they'll eventually need a more permanent residence instead of renting rooms from the local inn every night. Friends can spend Town Badges to acquire a Hero House, a special lodge reserved for heroes who have performed great community services. If the Friends have Outlaw badges to spend they can instead acquire the Hideout, a shady den given to outlaws who have proven themselves to be effective agents of the Crimson Ministry. Both residences provide special benefits,



The Hero House

The Hero House is a private residence within town limits owned by the Friends. The appearance and interior of the Hero House is up to the Friends, and they can redecorate and change it as they wish. While the Friends are visiting a Town where they own a Hero House they gain the following benefits:

- Once each Adventure the Friends may sleep at their Hero House at no cost and gain the same benefits as they would for paying Coins to sleep at an Inn.
- Friends can store any Stuff they are not currently using at the Hero House, and can retrieve it on their next visit. Friends can also have Mail sent to the Hero House.
- One Friend may perform 1 additional Chore each Adventure. All Friends roll 1 extra die on all Chore rolls while in Town.
- The Hero House always counts as an alternate Home Inn as long as the Friends are in the same Map Square as the Hero House. Friends may choose to return to the Hero House if they all become Ghosts.



The Hideout

The Hideout is a secret residence within Town limits belonging to the Friends. The interior of the Hideout is up to the Friends, and they can redecorate and change it as they wish. While the Friends are visiting a Town where they own a Hideout they gain the following benefits:

- Once each Adventure the Friends may sleep at their Hideout at no cost and gain the same benefits as they would for paying Coins to sleep at an Inn.
- Friends can store any Stuff they are not currently using at the Hideout, and can retrieve it on their next visit. Friends can also have Mail sent to the Hideout.
- Friends roll 1 extra die on all Chore rolls while in Town.
- After being caught breaking a Town Law the Friends may escape back to their Hideout and stay there for 1 day. If they stay the whole day the Town Guards will stop trying to arrest the Friends and won't issue a warrant.
- The Hideout always counts as an alternate Home Inn as long as the Friends are in the same Map Square as the Hideout. Friends may choose to return to the Hideout if they all become Ghosts.

The Warhare Rental Agency

The Warhare Rental Agency is a newer organization only recently established across Yeld. The Agency's goal is to provide a fast and safe travel service to the most worthy heroes and citizens of Yeld and has quickly become an exclusive club with only a few members in each town. As customers of the Agency the Friends will gain the following benefits:

The Friends can spend Some Coins each to rent Racing Warhares while in a Town. Racing Warhares can travel to any adjacent Map Square in a single day no matter what. After the Friends have traveled to their chosen destination the Racing Warhares drop off the Friends and immediately return home.

While in a Map Square with a Town where they have access to the Rental Agency the Friends can call for Taxi Warhares by spending Some Coins each. Taxi Warhares will find the Friends and take them to the Town they came from in less than 1 day. Once the Friends arrive at their destination the Taxi Warhares drop off the Friend and immediately leave.

The Job Trainer and Special Training

The Job Trainer can be found in most Towns, a skilled warrior and scholar who instructs the Friends in their roles as the traditional Heroes of Yeld. Friends can visit the Job Trainer for advice and additional training. In most Towns the Job Trainer offers two services: Meditation and Sparring.

Meditation

While in Town any Friend can visit the Job Trainer for a session of relaxing guided meditation.

Benefit: While Meditating spend a Restore Roll. Until the end of the Adventure re-roll the results of any Magical Backfire once.

Benefit: While meditating spend a Reward die. Until the end of the Adventure all of your Friends roll 1 extra die to resist Monster Spells.

Sparring

While in Town any Friend can visit the Job Trainer for a session of intense martial arts sparring.

Benefit: While sparring spend a Restore Roll. Until the end of the Adventure gain +1 Fight Dirty, Headbutt or Trip Special dice.

Benefit: While sparring spend a Reward die. Bank 2 Actions. You can only use these Actions to move toward or attack a Monster.



PART 3: LAWS AND PUNISHMENT

Prince Dragul is the tyrannical ruler of Yeld, and his loyal agents can be found in every Town, enforcing laws, commanding soldiers and collecting taxes. But even though Yeld can be a cold and dark place and the Prince's minions lurk around every corner, Town's are often full of good and decent townsfolk who will welcome the Friends as long as we agree to follow the Town Laws.

Town Laws are a simple set of rules that every Town in Yeld enforces. While some Towns may have additional laws, the ones below can be found in every Town.

- No violence!
- No stealing!
- No trespassing!

Dragul's Influence can affect a Town's Laws, making the Friend's time in a Town much more difficult. When the Friends visit a Town for the first time they will roll 1 die and consult the table below to see if the Town enforces an additional Laws.

- 1-2: Some influence: 1 additional Law
- 3-4: Lots of influence: 2 additional Laws
- 5-6: Tons of influence: 3 additional Laws



Additional Laws

The Game Master can choose which additional Laws are enforced in the Town. These Laws will be in effect every time the Friends visit the Town! Remember, we can break laws if we need to!

No Sanctuary: Friends or Monsters with the following Jobs cannot enter the Town: Oathbreaker, Witch Hunter, Soul thief, White Mage, Werewolf, Deep Mage, Serpent Oracle, Hunter in Darkness, Vampire Hunter, Junk Hound.

No Aggression: While in Town, Friends and Monsters cannot have Weapons, Clothes (Head slot), Armor (Head slot) or cast spells.

No Assembly: While in Town, Friends and Monsters cannot be out past sundown and cannot travel or congregate in groups larger than 3 during the day.

No Free Trade: While in Town all Stuff purchased by the Friends is taxed and costs an additional Coin Level. Additionally, the cost to stay at an Inn is Lots of Coins instead of Some Coins

Make your own: The Game Master can create a custom law for this Town.



Breaking the Law!

Laws can be broken, but there are often consequences! If a Friend breaks a law (or even tries to) they'll risk being caught in the act. Being caught in the act means that someone noticed you breaking a law or you left clear evidence behind for the Town Guards to find. Friends who are caught in the act will have to face the consequences for breaking a law!

- If a Friend breaks a Law in any way in the presence of a Town Guard or townsfolk they are immediately caught in the act. Public Fights almost always result in the Friends being caught in the act!

- If a Friend is trying to secretly perform an action that will break a Law they might only be caught if they fail. The Friend will roll against a Skill or Heroic Challenge to determine whether they are able to complete their action without being caught in the act.

- Even if a Friend is able to break a Law without getting caught, there may be a chance that they left behind evidence or a witness or made some other mistake that will alert the Town Guards. After the Law been broken the Game Master can choose to have the Friend roll against a Skill or Heroic Challenge to see if the Town Guard is onto them.

- Sometimes Friends may be able to break Laws without anyone possibly being able to notice. In these rare cases the Game Master can simply let the Friends get away with their criminal activities.

The Game Master can set the Challenge number based on the Adventure's Difficulty (see Adventure Difficulty Level in the Yeld rule book), or choose to determine the number by multiplying the number of Laws the Town has by 5. For example, in a Town with 3 Laws Friends would roll against a Challenge of 15. The later option is recommended for super strict towns or towns loyal to the Prince. For example:

Shin decides to try to steal the Jail keys from the Town Guard's watch house so he can rescue the local Mayor who has been locked up for speaking out against the Prince. The Game Master decides that Shin will have to roll against a Skill Challenge of 20 (the number of Town Laws multiplied by 5) to sneak into the Watch House. If he fails, a nearby Guard will notice. Shin rolls 2 Brave dice and 2 Hide & Sneak dice, but only gets a result of 9. He's been caught in the act!

Fights in Towns

If the Friends break a Law by starting a Fight in Town, before the Fight even begins all participating Friends and Monsters will need to attempt a Skill Challenge to determine whether they are immediately caught in the act. If any Friend or Monsters in the Fight fails the Skill Challenge then they will all be caught in the act and the Town Guard will show up to join the Fight. Town Guard will enter the Fight at the end of the 3rd round on any edge of the Action Board. They will fight the nearest Friend or Monster until everyone in the Fight is subdued. If the Fight ends before the 3rd round the Friends can roll against a Skill Challenge (as described above) to run away before the Town Guard arrive and they are caught in the act. So if the Friends want to start a Fight and not get caught they better wrap it up fast!

Consequences!

When a Friend is caught in the act of breaking a Town Law the Town Guards are called to arrest them. The Guards will try to arrest all of the Friends, even if only one of them broke a Town Law!

Town Guards are a Special Monster Gang that the Game Master does not need to spend Monster Points on to use. The Town Guard can only be used if the Friends break a Law while in a Town. Friends can choose to fight the Town Guards or simply surrender and accept punishment.

Fighting Town Guards

If the Friends fight and are able defeat the Town Guards sent to arrest them they'll be safe from further consequences. However, the next time they break a law another more powerful group of Town Guard will be sent after them!

If Town Guards or Warrant Mages win the fight and the Friends are Captured or Surrender they will be locked up in the local Jail. The Friends will spend a number of days in jail equal to twice the number of Laws they broke, multiplied by the number of Friends who were arrested. For example:

Shin and Kiandra were arrested by the Town Guard after trying to break into the watch house and steal the Guard's keys. They also fought the Guards! Since they broke 3 Laws (Trespassing, Stealing and Violence) both Friends will spend 12 days in jail.

Friends who are Killed by the Town Guard or Local Warrant Mage and become Ghosts will wake up alive again with a single Tough die after staying a night in jail (just as if they had slept for a night at an Inn).

Serving your time and breaking out!

If the Friends have been defeated by Town Guards or Local Warrant Mages they will be taken to the Local Jail and forced to serve their sentence. The Friend's Stuff will be confiscated and won't be returned until they have served their full sentence.

Even though the Friends may find themselves locked up, escape is always an option. Opportunities for escape can come in many different forms, and can be easy or super impossible! The Game Master should feel free to design Challenges or Adventures for Friends who want escape. Any Friend who successfully escapes jail automatically gains an Outlaw Badge and must make a Skill Challenge to determine whether or not they are caught in the act.

Friends who escape from Jail but are unable to retrieve their confiscated Stuff may be able to find it for sale for Some Coins from the Black Market Dealer Exotic Merchant.

Friends who choose to serve out their sentence (or are unable to escape) will eventually be released, their Stuff (often but not always) returned and any warrants the Town has issued on them will be rescinded.



The Town Guard Monster Gang

Every city, village and town across Yeld has some structure of law. Those laws are enforced by the local guards in an effort to keep the peace or control the populous. Town Guards come in many different forms. Some Town Guards are uniformed soldiers well trained in their craft and paid handsomely, while other Towns may have small volunteer forces consisting of just a few able bodied citizens looking to serve their community. While guards may differ between towns they will always use the same skills and tactics to uphold the law.

The following profiles are for the Monsters in the Town Guard Monster Gang. A Game Master doesn't need to spend any Monster Points to use these Monsters, but can only use them if the Friends break a Law while in Town. Town Guards will not leave their Town and cannot be used outside of Town limits for any reason.

The Town Guard Monster Gang consists of Town Guard Patrols, Investigators and Captains. The first time during an Adventure the Friends are caught in the act they'll face the Patrol. The second time they'll face the Investigators and the third time they'll face the Captains.

Town Guard Patrols, Investigators and Captains all use the same special rules for Fights:

Special Rules for this fight!

- The number of Town Guards in a Fight is equal to half the number of Friends in Town.
- The Town Guard Patrol prefers to accept the Friend's Surrender, and if forced to Fight will try to Capture the friends instead of killing them. However, Town Guards can resort to deadly force if they have special orders or believe it is necessary to protect their Town (See the Monster Guide in the Yeld rule book to learn about Captured, Surrendered and Killed).
- After the Friends defeat the Town Guard Patrol, the next Town Guards will not be sent after them until they break another Town Law.

Town Guard Patrol

Town guards on patrol. These first responders are usually rookies or the least favored among the guards.

Rank X Guard

Titles: None

Strong 2 Tough 2 Smart 2 Brave 2

Special Dice: +1 Trip, +1 Disarm, +1 Snatch, +1 Excuse me!

Stuff: Guard's Baton (Rank x club) +1 Strong, +3 Break

Guards Tabard (Rank x Medium Armor) +2 Armor

Sturdy Shackles (Rank x Gear) +3 Do things with rope

Rewards: 1 Outlaw Badge



Town Guard Investigators

Seasoned Town Guards with a talent for catching outlaws. Investigators are only sent out when the crimes being committed are serious business!

Rank X Guard

Titles: Deadly

Strong 2 Tough 2 Smart 3 Brave 3

Special Dice: +2 Trip, +2 Disarm, +2 Snatch, +2 Excuse me!

Stuff: Guard's Baton (Rank x club) +1 Strong, +3 Break

Guards Tabard (Rank x Medium Armor) +2 Armor

Sturdy Shackles (Rank x Gear) +3 Do things with rope

Rewards: 1 Outlaw Badge and 1 roll on the Loot table

Town Guard Captain

A veteran Town Guard locally renowned for their skill and intelligence. The Captain is elected from among the current guards and often has the respect of the Town's people

Rank X Guard

Titles: miniboss

Strong 3 Tough 3 Smart 3 Brave 3

Special Dice: +3 Trip, +3 Disarm, +3 Snatch, +3 Excuse me!

Stuff: Guard's Baton (Rank x club) +1 Strong, +3 Break

Guards Tabard (Rank x Medium Armor) +2 Armor

Sturdy Shackles (Rank x Gear) +3 Do things with rope

Rewards: 1 Outlaw Badge and 1 roll on the Treasure Table

Warrants and Warrant Mages

If the Friends defeat a Town's entire Town Guard Monster Gang or leave Town while the Town Guard is trying to arrest them, the Town will issue a warrant for the Friend's arrest.

At the beginning of any Adventure where the Friends are in the same Map Square as a Town that has issued a warrant for their arrest the Game Master will roll to see if a Local Warrant Mage picks up their trail. The Game Master will roll 1 die for each warrant issued by a Town in the current Map Square. On a result of 6 or more the Game Master gains access to the Local Warrant Mage (Special Mini-Boss) for free. The type of Local Warrant Mage the Friends will face is determined by their current Rank.

All Local Warrant Mages use the same special rules for Fights:

Special Rules for this fight!

- The Warrant Mage will try to capture or kill the Friends depending on the number of Good! and Evil! dice they have. If the Friend's total Good! Dice is higher than their total Evil! dice (or if they have no Evil! dice at all) the the Warrant Mage will try to capture them, and only use lethal force as a last resort. If the opposite is true then the Warrant Mage will try to kill the Friends on sight.

Warrant Mage in Red

An apprentice level officer of the kingdom looking to prove something and gain recognition.

Rank 0 Caster

Titles: Miniboss

Strong 2 Tough 2 Smart 3 Brave 2

Special Dice: +1 Do Things with Rope, +1 Jynx, +1 Sixth Sense

Stuff: Special Issue Red Spell Book (Rank 0 Gear)

Rewards: Roll once on the Treasure Table

Warrant Mage in White

A journeyman level officer of the kingdom, well trained and versed in the arts of law and combat.

Rank 1 Caster

Titles: Miniboss

Strong 2 Tough 3 Smart 3 Brave 2

Special Dice: +1 Do Things with Rope, +1 Jynx, +1 Sixth Sense, +1 Sticky Hands

Stuff: Warrant Robes (Rank 1 Medium Armor) +2 Armor

Warrant Wand (Rank 1 Gear) +1 Smart

Special Issue White Spell Book (Rank 1 Gear)

Rewards: Roll once on the Treasure Table

Warrant Mage in Blue

A special branch of Warrant Mages comprised almost entirely of Deepfolk. These officers often patrol coastal regions where their Blue magic is considered most effective.

Rank 2 Caster

Titles: Miniboss

Strong 2 Tough 3 Smart 4 Brave 2

Special Dice: +2 Do Things with Rope, +2 Jynx, +2 Sixth Sense, +1 Sticky Hands, +1 Swim

Stuff: Warrant Robes (Rank 2 Medium Armor) +2 Armor, +1 Magic Masochist

Warrant Wand (Rank 2 Gear) +1 Smart, +1 Hate

Special Issue Blue Spell Book (Rank 2 Gear)

Rewards: Roll once on the Treasure Table

Warrant Mage in Black

A master level officer of the Kingdom. These Warrant Mages wield devastating Black magic few others could control.

Rank 3 Caster

Titles: Miniboss

Strong 2 Tough 3 Smart 4 Brave 2

Special Dice: +3 Do Things with Rope, +3 Jynx, +3 Sixth Sense, +1 Sticky hands

Stuff: Warrant Robes (Rank 3 Medium Armor) +2 Armor, +1 Magic Masochist, +1 Patience

Warrant Wand (Rank 3 Gear) +1 Smart, +2 Hate

Special Issue Black Spell Book (Rank 3 Gear)

Rewards: Roll once on the Treasure Table



PART 4: NEW STUFF!



Towns are full of neat stuff for Friends to buy, sometimes from very shady dealers!

The Black Market Dealer's Exotic items

This Exotic Merchant can be accessed from any Town where the Friends have a Dealer Seal. In addition to selling Exotic Weapons, Armor, Gear and, Clothes items, the Black Market Dealer sells any Stuff the Friends have lost as a result of being confiscated by Town Guards (at a cost of the Game Masters choice).

The Black Market Dealer also sells Town Badges for Lots of Coins. Only 1 Town Badge can be purchased each Adventure.



Agent's Mask

A mask worn by agents of the Crimson Ministry. It's stitching is imbued with ancient Soul Thief magics learned by the Ministry's leader Banneth

Rank 1 Clothes (Head)

Benefits: During a Fight roll an extra die on all rolls if the Friends have a Warrant from a Town on the current Map Square.

Cost: Can be purchased from the Black Market Dealer for 1 Outlaw Badge and Tons of Coins

Ministry Jumpsuit

A full body uniform worn by members of the Crimson Ministry. Its special fabrics make it flexible while still providing a decent amount of protection. Get it in red and white or red and black!

Rank 2 Light Armor (Legs/Hands/Chest)

Benefits: +2 Armor, +1 Hide and Sneak

Cost: Can be purchased from the Black Market Dealer for 1 Outlaw Badge and Tons of Coins

Custom Disguise

A custom designed costume specially tailored to its owner to provide the most realistic disguise possible. Agents have used these suits to impersonate some of the most famous people in all of Yeld!

Rank 1 Clothes (Head/Chest/Hands/Legs)

Benefits: While using the Custom Disguise to impersonate your target gain +3 Lie, +3 Perform, +3 I know about "Target".

Extra Benefits: When a Friend buys this Clothes item they choose a target to impersonate. The benefits of the disguise only apply when attempting to impersonating the chosen target.

Cost: Can be purchased from the Black Market Dealer for 1 Outlaw Badge and Lots of Coins

Soul Finger

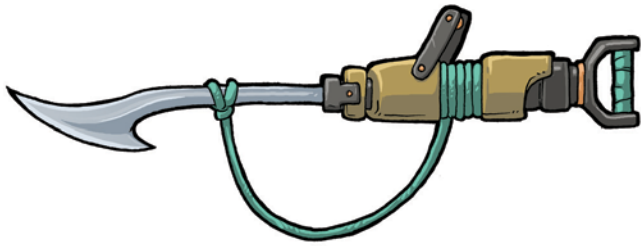
Magic gloves that allow the wearer to hold additional items as if they had invisible fingers on the back of their hand

Rank 3 Clothes (Hands)

Benefits: The wearer can hold 1 additional Gear item as if they had a third hand slot.

Extra Benefits: The Soul Finger can only be put on or taken off while you are a Ghost.

Cost: Can be purchased from the Black Market Dealer for Tons of Coins and 1 Loot item of the Friends choice



Pirate's Harpoon Launcher

A powerful launcher designed by the mad inventors of Pirate Bay. It fires full sized harpoons at high speeds that sink ships and crush buildings.

Rank 3 Bow (Two Handed)

Benefits: +3 Strong, +1 Big

Extra Benefits: During a Fight, the Friend holding this weapon can spend 1 Banked Action to gain the effects of the Ice Trident Blue Spell on this weapon for the next 3 Rounds.

Cost: Can be purchased from the Black Market Dealer for Tons of Coins and 1 Loot item of the Friend's choice

Ladder Staff

A mechanical staff used by a famous burglar. Legends say he would use his staff to climb up to the second story of castles and mansions, robbing the owners and escaping without ever opening a door.

Rank 2 Staff (Two Handed)

Benefits: +1 Strong, +1 Brave, +1 Climb, +1 Jump, +1 Trip

Extra Benefits: Friends roll an extra die on any Climbing or Jumping Challenges the wielder of this weapon has already attempted.

Cost: Can be purchased from the Black Market Dealer for Lots of Coins and 1 Loot item of the Friend's choice

Axe of the Tunnel Mummy Queen

Ancient axe of a tunnel Mummy Queen worn from centuries of use. It's magical energies allow it's wielder to dispatch angry ghosts from the living world.

Rank 2 Axe

Benefits: +2 Strong, +1 Brave

Extra Benefits: A living Friend using this weapon can attack Ghost Monsters as if they were also a Ghost.

Cost: Can be purchased from the Black Market Dealer for Lots of Coins and 1 Loot item of the Friend's choice

The Punishment Stick

A cruel looking club used by instructors at the Crimson Ministry to discipline new members. It's rude power can be felt as soon as it enters the wielder's hand.

Rank 3 Club

Benefits: +3 Strong, +2 Scare, +2 Break

Extra Benefits: When a Friend using this weapon fails an attack roll they may instead spend 1 Restore Roll to reroll the attack adding an extra die.

Cost: Can be purchased from the Black Market Dealer for Tons of Coins and 1 Loot item of the Friend's choice

Crimson Bulwark

A strong and sturdy shield used by Ministers fighting in larger skirmishes. Banneth has these specially forged atop Angry Mountain using the fires of the last dragon Crosis.

Rank 2 Shield

Benefits: +1 Armor

Special Benefits: Friends within 1 Square of the Friend using this shield roll an extra die on all Armor rolls

Cost: Can be purchased from the Black Market Dealer for Tons of Coins and 1 Loot item of the Friend's choice



Shade Spike

A black silver hilted dagger with a blade made of bright shadow. Rumor around the Ministry says Banneth stole it from the Shadow Cliff.

Rank 1 Dagger

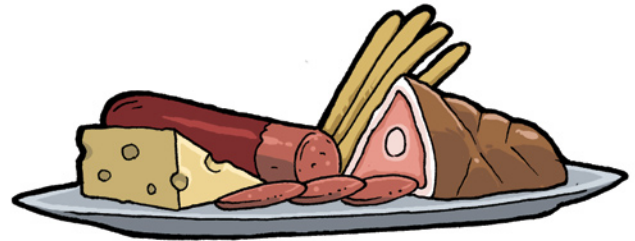
Benefits: +1 Brave, +1 Combo, +1 Charge

Extra benefits: Double the dice provided by the Shade Spike while suffering from the effects of Darkness.

Cost: Can be purchased from the Black Market Dealer for Lots of Coins and 1 Loot item of the Friend's choice

New Food items

These new Food items can be created by using Chore dice after acquiring an Artisan or Underworld Seal.



Party Platters

(created with Cooking Special dice)

Effect: When a Friend eats this Food item up to 2 additional Friends in the same fight also gain its benefits.

Fruit Basket: All effected Friends roll an additional die on their next Smart roll

Veggie Plate: All effected Friends roll an additional die on their next Tough roll

BBQ Buffet: All effected Friends roll an additional die on their next Strong roll

Candy Box: All effected Friends roll an additional die on their next Brave roll



Dangerous Delicacies

(created with Cooking Special dice)

Effect: A Friend who eats this food item risks being poisoned. After eating roll a die. On a result of 6 lose a Restore Roll. If you have no Restore Rolls left lose a Tough die.

Vampire Wine: Roll 2 additional dice on your next Strong roll

Gut Muffins: Roll 2 additional dice on your next Tough roll

Serpent Syrup: Roll 2 additional dice on your next Smart roll

Hasatch Heart: Roll 2 additional dice on your next Brave roll



Rare Fish

(caught with Fishing Special dice)

Rare Fish count as a food item. The type of rare fish you catch is up to you! Don't forget to roll a die to determine its size!

Deep Crab

Benefits: +1 Cold Hearted

Sea Ghost

Benefits: +1 Possessed

Wisdom Squid

Benefits: +1 Magic Masochist

Foul angler

Benefits: +1 Acid Spit

(Roll a die to see how big the fish is!!)

- | | |
|--------------|------------------------------|
| 1: Tiny | Lasts 1 Round |
| 2: Average | Lasts 2 Rounds |
| 3: Big | Lasts 3 Rounds |
| 4: Bigger | Lasts 4 Rounds |
| 5: Huge | Lasts 5 Rounds |
| 6: Monstrous | Lasts until end of Adventure |



Poached Creatures

(caught with Fishing Special dice)

Poached Creatures count as a food item. The type of Poached Creature you catch is up to you! Don't forget to roll a die to determine its size!

Explopig

Benefits: +1 Exploder

Hatchling Howligator

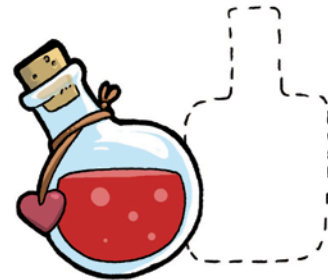
Benefits: +1 Lick

Gallow Finch

Benefits: +1 Deathwish

Wishing Raccoon

Benefits: +1 Commanding Presence



Witch Magic Potions

(created with Magic Potion Special dice)

Elixir of Love

Witch Elixir Food item

Effect: The user suffers the effects of the Friendship White spell as if cast by the first Friend or Monster that says their name after the Elixir is used. The effects last 1 day and cannot be resisted.

Elixir of Invisibility

Witch Elixir Food item

Effect: The user gains the effects of the Invisible Cloak Black Spell and +3 Hide and Sneak Special dice. The effects of this Elixir last until the user loses a Core die or regains a lost Core die.

New Loot



Time Scripter

A strange mechanical object resembling a wrist watch with additional hands that track other forms of time. Only a Junk Hound could possibly understand how to build it.

Legendary Loot Item

Effect: A Friend can destroy this item to rewind time by exactly 1 day, reversing all the events that had happened within that day across the entirety of Yeld. No one else except the Friend who destroyed the Time Scripter or Friends with the Oracle of the Serpent God Monster Job are aware of time rewinding when this happens.

Cost: A Junk Hound must spend 5 Legendary Blueprints (Loot item) and 5 Junk (Loot Item) to acquire 1 Time Scripter

New Spells



(Call) Local Dueling Master

Challenge: 6 **Range:** 1

Exotic Swordmaster Spell

Since the day you defeated them in one on one combat this master of the sword arts has trained relentlessly, hoping to someday best you in a duel. Until that day they will always answer your call and fight by your side.

Effect: Call a Local Duleing Master to fight for you! If this Called Monster is defeated the Friend who summoned it regains 1 lost Core die of their choice.

Local Swordmaster (Called Monster)

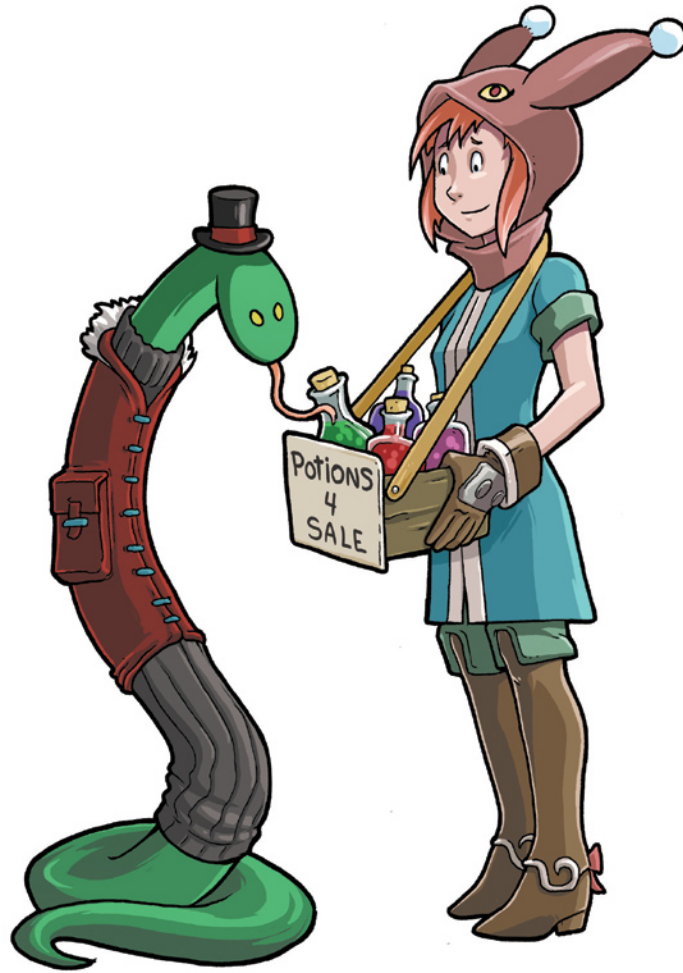
Duration: 5 Rounds

Core Dice: Strong 3 Tough 1 Smart 2 Brave 2

Special Dice: +3 Tease, +1 Excuse me!, +1 Run

Stuff: Quality Sword (+2 Strong +2 Brave)

Training robes (+2 Armor)



**YELD
STUFF**