

Roleplaying Questions

Roll a d12 and match the number with the question below...

1. Tell us about one of your battle scars, or a situation that almost became a battle scar...
2. What will you most likely do after you retire?
3. Tell us about a pet from your past or present
4. What are your thoughts on the current situation?
5. Without saying something mean, tell us your thoughts about any Character or Companion in the Group
6. Disclose one thing about yourself or your previous adventures that you've never told before
7. Describe one of the defining moments in your life
8. Describe one of your hobbies, or something you enjoy doing in your free time
9. Tell us about the love of your life
10. Tell us about your family
11. Have you ever been in trouble with the law...?
12. What did you do before becoming an Adventurer?

How to Get Started

Heroes of Feonora

This booklet is for learning how to play Heroes of Feonora. It assumes you have the complete game fully assembled and ready to go.

How to Get Started

Welcome to the Land of Feonora,

Let's be honest; who really wants to read through an entire Game Manual before playing a game? Well, we know some of you out there probably do; but it seems a lot of people prefer to learn as they go. If you're in the second category this "How to Get Started" booklet is just for you. It's been designed to get things up and running with as little hassle as possible. Follow this guide as you begin your first game and you'll be out adventuring in no time. Here's a quick overview of the topics we're about to cover: Create a Character, The 3 Phases of a Game, Basic Rules, Select a Story Card, Victory or Defeat and Setting the Town Timer. This booklet may only be needed for the first few games, and then referenced occasionally thereafter. And don't worry, anything not included here is covered in the Game Manual...feel free to refer to it whenever you encounter something new.

Ready to get started?

Create a Character

Step One: Roleplaying Games are all about characters. More importantly, they're about interesting characters that you create, then play, roleplay & improve over time. Once you get the hang of it creating a character from scratch can be much more fun and rewarding than using a Ready Made character and will also help you learn to play the game. Start by grabbing a blank Character Sheet and turning to the section of the Game Manual titled *Creating a Custom Character*. After working through that chapter continue on to the next one, which will explain how to fill out your character's Health Tracker. Once everyone has a character all ready to go come back here and continue on with Step Two.

Step Two: Every player may now draw their Starting Coin Purse from the Town Treasury. You'll need to earn plenty of Copper Pieces if you want to have a successful adventure. The amount each character will start with is based on the number of players (this information can also be found on the Town Timer).

1-2 Players — 10 Copper Pieces

3-5 Players — 6 Copper Pieces

6 Players — 3 Copper Pieces

Step Three: Choose a Group Leader – Now we need to find out who will have the honor (or burden) of being the first player in today's rotation. Being the Group Leader brings several advantages, but also carries with it a few added responsibilities now and then. Here's how it works.

Victory or Defeat

The motto for Heroes of Feonora is “Win Together, Lose Together”

Victory – Once your group has solved the Final Encounter you’ve won the game. Congratulations and Well Done. Now it’s time for the third and final phase. As soon as the Story is completed break out the Victory Phase booklet. This will take you step-by-step through the Victory Checklist to see what awards and prizes await our heroic adventurers.

Defeat – There are two ways for the game to arrive at an unfortunate end.

1. The moment any one of the Player Characters is killed the game is over
2. If you lose the Final Encounter the quest has failed, and the game is over

In Heroes of Feonora everyone wins together or loses together. This is why it’s important to use good teamwork and plan ahead. In the event one of your characters does get killed, or you fail to beat the Final Encounter, there are consequences that affect the entire party. Turn to the section in the Game Manual titled *Defeat – We Were So Close*, and follow the instructions in the Defeat Checklist.

Set the Town Timer

Go ahead and set the Town Timer now based on the number of Players:

- 1-2 Players – Start with 35 Days
- 3-5 Players – Start with 31 Days
- 6 Players – Start with 28 Days

Everyone should already have their ‘Starting Coin Purse’ noted at the top of the Town Timer

Starting Spells for Magic Users

Every character with the Special Skill of Magic gets to start the game with one Spell card. Starting with the Group Leader, take turns drawing a Spell card from the top of the deck - *which was shuffled during the board setup right?* Whatever spell you pull is the spell your character brings to the Story. *Perhaps this tells us something about them.*

Good Hauflins Always Pack a Lunch

Adventuring Hauflins (not wanting to miss a meal) never leave home without packing a hearty snack, which is why each Hauflin character will start the game with 3 Fish. After all, one never knows when the tummy may begin to grumble, or someone might get hurt, Ooo! or have something good to trade or... *Well, yes, ah-hem.* Collect the fish now, understanding this does not count toward the Fishing Badge.

5. **Persuasion** – Each candidate still in the running is now going to make a Persuasion roll. Just to be fair everyone should roll at the same time – no ‘practice rolls.’ Whoever makes the highest Persuasion roll has been chosen as Group Leader for this adventure. Don’t forget to include your Persuasion Bonus if you have one. Ready? Ok...Go! If players happen to roll a tie for the highest Persuasion roll, then those players only should keep rolling until a winner is decided. Now we should have our Group Leader for the game.

Congratulations. You’ll be the first player to take a turn, and the first one to select a figurine as we move on to the next step in setting up the game.

End of the Rotation – Adventuring etiquette suggests high-level characters be positioned at the end of the rotation. For example, if one character in the group clearly outclasses the others (in terms of Rank, Movement, Hero Awards and other bonuses) that player should be positioned at the end of the rotation, controlling the Town Timer. *Moderate differences among characters is a natural part of the game and by no means an issue.* Players should decide amongst themselves what constitutes an ‘advanced’ character and come to some agreement on which player ought to be the one controlling the Town Timer. *An experienced player with a power-leveled character is meant to understand ‘the code’ and act accordingly.*

Step Four: Let’s have our characters meet up at the Tavern. First, we need to choose figurines. The Group Leader gets first pick. After that, the next player clockwise may go, and so on until everyone has a figurine. After choosing your figurines place them inside the Tavern. Here at Wayfarer’s Rest our brave adventurers have gathered together to meet and talk about the journey and challenges that lie ahead.

Step Five: Introduce the Party Members – Ok, now some introductions are in order. Let’s introduce our characters to the other players in the group. The Group Leader will go first. Don’t be shy now. After all, these are the people with whom you’re about to embark on a heroic and dangerous quest. Talk about things like their Name, Class, Reputation, Special Skills, what kind of Weapon they use, their Personality, and don’t forget to show what your character looks like. Everyone else will follow in a clockwise direction until our entire party has been introduced to one another. *This is also a good way to find out what skills are available to the group.*

The 3 Phases of a Game

Heroes of Feonora is broken into three distinct phases of gameplay: Town Time, Adventuring, and the slightly more elusive Victory phase. The Victory phase only happens if the entire party is able to beat the Final Encounter and complete the Story. Under these conditions a full game would progress as follows:

Town Time ⇒ Adventure ⇒ Victory Phase

Let’s talk about each of these in a little more detail.

Character to Character Trading

Trading is a common activity throughout the game with a few basic rules.

1. During Town Time characters must be in the same building or on adjacent spaces in order to trade. **Trading with other characters does not use up any player's Action or Movement for that round.** In other words, as long as your characters are positioned correctly they may trade freely.
 2. Items, Fish, Magic Spells, Butterflies and Copper Pieces are the main goods available for trading. *Players can also purchase and sell amongst each other at negotiated prices.* Once the characters have formed a group, in other words during the Adventure Phase, all trading may be done freely. Players do not have to wait for their turn to trade or give away these items, nor does it use up a turn. This is true even during a combat encounter.
 3. Mounts, Companions, Bounty cards, Defeated Foes and Troubles cards may not be traded or sold during any phase under any circumstances.
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Congratulations; you've just covered the basic rules of the game. Of course there is plenty more to learn but these are the basic things to know in order to get started. As you discover the world of Feonora it's helpful to think of the first few play-throughs as part of the learning process. They will naturally take much longer than a regular game. By the time your characters embark upon their third or fourth adventure things will begin to run more smoothly.

Now it's time to choose our first Story

Select a Story Card

The world of Feonora is filled with adventure, intrigue, drama and many dangers, which is why it needs brave heroes like you to save the day. Story Cards represent the many quests available for our heroes as they set about fighting evil and righting wrongs. During your many journeys you'll travel through Forest, Swamp, Rugged Mountains, Frozen Tundra, dark Caves and deep foreboding Dungeons. *Every Story Card will tell you which maps to use.* One of the greatest challenges of the game is that the Story won't be revealed until *after* the group have assembled their characters. This is important as players shouldn't be able to customize or choose characters merely to fit the needs of the Story, which is part of the challenge and fun.

Here's how it works...

Sheet. *On some turns you may choose not to move your character at all. This is entirely up to you.* Actions meanwhile cover just about every kind of activity such as pulling a Companion card, renting a Mount, solving a Trouble, Fishing, Stealing and so forth.

There are exactly two exceptions to the 1 Action rule:

- Character to Character trading
- Using Health items (such as *Fish* and *Items of Recovery*)

These activities may be done freely and do not consume an Action. The details of various Actions are covered in the Game Manual. The important thing to remember is that every sort of activity counts as 1 Action during Town Time.

Copper and Silver Pieces – The relationship between Copper and Silver Pieces remains fluid throughout the game. One Silver Piece equals five Copper Pieces. Whenever a character loses (or wishes to spend) “Copper Pieces” any Silver Pieces may be exchanged in order to pay up. *Movement of currency is the main function of the Town Treasury, which has an inexhaustible supply of coins.*

Operating the Town Timer - During Town Time your characters are given a limited number of Days to prepare themselves for the journey ahead. Keeping track of the *time you have remaining* is the ever watchful Town Timer. Here's how it works. At the end of every Round the last player in the rotation will turn over a Town Card and read it aloud to the rest of the group. Town Cards will often produce Random Events, which can introduce some rather unique and challenging situations for our characters to deal with. In addition to these Random Events many of the Town Cards will state the number of *Days Passed* at the bottom of the card. The number could be 0 or 1. If a Day has passed move the marker in the direction of the arrow one space. When the timer token reaches the end (the Group space) your adventure is about to begin...At that point turn to the *Grouping* section of the Game Manual.

Pulling Adventure and Dungeon cards - When you reach the Adventure phase of the game your characters will form a Group and set out on their dangerous journey. This is the time when you'll be drawing from the Adventure and Dungeon card decks. Everyone is going to take turns pulling from these decks. The Leader will pull the first card and from then on players will take turns in a clockwise direction. This is important because the person who pulls a card always gets the first opportunity to attack or respond to the card. The flow of pulling cards and dealing with encounters is known as the *Card Pulling Rotation*. Before setting out from Villagetown you should read the section in the Game Manual titled *Adventure and Dungeon Cards*.

Outdoor vs. Underground Terrain – Once you cross the bridge and venture out into the land your Group is going to progress much slower than it did during Town Time. There is a reason for this. While the spaces may appear similar in size on the board, Travel Spaces actually represent much greater distances than those in town. Your individual movement matters much less while traveling. All of the outdoor terrain is represented by round Adventure spaces with the letter “A” in them. Every time the Group Leader's figurine lands on one of these spaces someone needs to pull an