



How to Get Started

This is the Top Page

Title Text should be to the right →

Do Not Fold

Heroes of Feonora

FLAT VERSION

This is the "Flat version" of the How to Get Started booklet, designed for people with a regular stapler who just want something that's easy to put together. With this version you'll be able to quickly produce a workable document without the need for a special stapler. It has been formatted to produce a flat stack of standard size paper with a staple in the corner. Nothing should be folded. With so few pages needed (7 total) **this one will be one-sided**, rather than using two PDFs to print front and back. For the "Booklet" version you will need the other PDF (called "Booklet_Getting Started") and a special stapler that is long enough to reach the center of the page. The booklet version is slightly more difficult to assemble, but looks more like a traditional Manual. Most office supply stores have a long stapler they will let you use inside the store. The content of both versions is exactly the same.

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.

Whenever a party prepares for an adventure a new Group Leader is chosen through a series of elimination rounds. There is good reason for why the Group Leader is chosen this way, which will slowly reveal itself the more you play the game.

Before we begin let's talk about what it means to "roll" in Heroes of Feonora.

Whenever it's time to make an Ability roll be sure to include the *Bonus* for that Ability. If two players roll the same number on their respective dice, but only one player has an Ability Bonus, the player with the Ability Bonus has "rolled" a higher number. For example, if your character rolls a 5 for Persuasion and has a +2 Bonus, they have just rolled a 7. *Your Character's Ability Bonus is a natural part of an Ability roll.*

Alright; it's time to find out who our Group Leader for the game is going to be...

1. **Fewest Hero Awards** – On the back of the Character Sheet there is a place for the number of Hero Awards earned (over the course of many games). Right now, the character with the fewest Hero Awards gets to be the Group Leader. If this is your first time playing, then probably none of the characters have earned a Hero Award. In this case we move on to the next selection round. If two or more candidates are tied with the fewest, only those players would move on to the next round.
2. **Highest Rank** – Now we're going to look at Rank. Comparing only those candidates who have made it to the second round, whoever has a higher Rank gets the honor of being the Group Leader for today's game. However, if everyone has the same Rank, or more than one character has the highest Rank then continue on to the next round. *Only the characters with the highest Rank are still in the running.*
3. **Lowest Movement** – For this next round our focus is Character Movement. Any characters with a Permanent Mount will look *only* at the Movement value for the Mount. Let's compare the Movement value of our characters still in the running. We're looking for the candidate with the *lowest* Movement. If everyone has the same movement, or two or more candidates are tied with the lowest Movement we move on to the next selection round. *Only candidates with the lowest Movement should continue.*
4. **Charisma** - Check to see which of the candidates has the Special Skill Charisma. If only one Character from among the candidates has Charisma this is your Group Leader for the game. If all or none of our Candidates have Charisma then continue on to the next round. *Otherwise, only characters with Charisma should continue.*

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.

Town Time - The first phase finds our characters going about the town earning money, purchasing Mounts, hiring Companions and generally running amok. During Town Time every player is on their own as you try to prepare yourself for the coming adventure. The main goal during Town Time should focus on getting the group well equipped before it’s time to depart. Accumulating wealth can bring advantages later on, but you also need to balance that against the needs of the party. *To ensure victory you’ll have to make decisions that help everyone.* A well equipped character would mostly likely have at least one Companion, a Mount, and some Fish to help keep them alive. There are many ways to earn money during Town Time including such activities as solving Troubles, Pit Fighting, Baking Bread and catching Criminals. Why even Fishing can earn CP for characters who find a rhythm. Try to find what works best for your character and keep a close eye on that coin purse. The better prepared you are the better the whole party’s chances of survival – and winning the game.

Adventure – This is when our brave heroes set off to tackle their quest. *You’ll discover your quest in a few moments.* During the Adventure phase your characters will form a Group with one figurine representing the entire group. You’ll travel across a variety of terrain such as Swamp, Forest, Rugged Mountains, and the Frozen Lands. Occasionally you’ll venture deep underground, exploring dark Caverns, dangerous Dungeons and encountering all manner of inhospitable creatures. This is the time when your characters must utilize their resources well and when you find out whether you made good use of Town Time. At the end of the journey is the Final Encounter. This is the moment when everyone must pull together one last time for a glorious finish. For more information on *Final Encounters* see Game Manual.

Victory Phase – Should you complete your noble task the group gets to move on to the final phase of the game. The Victory phase is the time for joy and celebration as your characters revel in their victory. During this phase you’ll be guided by the Checklist, find out who collected the most Badges and which player earned the elusive Hero Award - *only one character gets this award.* Your characters will also take stock of their loot and Special Achievements, Level Up and even spend some of their hard earned treasure. The Victory phase will let you see just how well each character did during the game and how they compare to the others.

Remember, a successful adventure means that everyone survives...
...and works together to complete the Final Encounter.

Understanding the Basics

Heroes of Feonora has but a few simple rules that are fundamental to playing the game. The remaining activities are based on a carefully crafted selection of mini-games. It’s simply a matter of learning each one. *As new & unfamiliar situations arise refer to the appropriate section of the Game Manual – and learn as you go.*

Movement and Action - During Town Time every player is allowed 1 Movement and 1 Action on their turn. You can Move before or after an Action, but not both. To find out how many spaces your character is able to move each turn refer to the Character

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

Adventure card. Once your Group transitions into a Cave or Dungeon you’ll notice that the spaces have changed; but they still work the same way, only now the spaces have a letter “D” in them. Any time you land on one of these spaces someone will pull a Dungeon Card. *Dungeon Cards are used for all types of underground areas, including caves, and are sure to give you a much greater challenge than Adventure Cards.*

Player Characters vs. Companions – One thing you need to understand is that *Player Characters* and *Companions* are not the same thing. The character you created or picked for the game is your “Player Character.” This is one of the key members of the group and the main character you’ll be roleplaying throughout the game. Companions on the other hand are designed to assist and support your main character. They always specialize in one type of skill and are entirely dedicated to your Player Character. When you see the word “characters” in the Game Manual this is referring to both types (that is, all the characters in the group). When a topic needs to focus on a specific *type* of character it will use the proper description of “Player Characters” or “Companions.” It’s helpful to remember this distinction.

Basics of Combat – During Combat the player that pulls the Adventure or Dungeon card gets to attack first. **You only get one attempt regardless of how many characters you control.** If the player fails to defeat the foe (or passes) it goes to the next player clockwise...and so forth. This is called the *Combat Rotation* and is covered in more detail in the Game Manual. For now it is well enough to know that attacking is always optional. In fact, should your group run into a particularly difficult foe there is always the option of Running Away. The first time the group encounters a hostile foe turn to the section in the Game Manual titled *Combat and Running Away* to learn the ins & outs of regular combat.

Cards and Card Limits – Throughout the game Players will collect various cards in their ultimate quest to earn the elusive Hero Award. Here is a quick rundown on each type of card you might acquire and how many of each you’re allowed to hold.

- **Mount cards** – Players are only allowed (1) Mount card at a time. In fact, your Player Character is only allowed one Mount under any circumstances. This means that if they already have a permanent mount (noted on the Character Sheet) no other Mount card may be collected during the game. *Always assume that your Companions already have Mounts of their own.*
- **Companions** – Most characters are allowed (1) Companion card at a time. Characters with the Special Skill *Charisma* are allowed (2) Companions.
- **Fish** – As long as there are fish tokens available at Ned’s Fish Cart players may continue catching fish, and there are no limits on the amount collected. *Once the fish supply runs out however, there are no more fish available for catching...until Ned's Fish Cart is restocked by way of consuming or trading fish (back to Ned).*
- **Magic Spells** – Spells may be purchased during Town Time from Fessiwig the Wizard. Anyone can purchase spells, but only Magic Users can use them. There is no limit on the number of Magic Spells your characters may carry.

- **Artifacts (Item card)**– Artifacts are special treasures hidden throughout the land. Try to collect as many of these as you can. Collect enough of them and you may earn a Treasure Hunter Badge at the end of the game. *Artifacts are fine collectibles...that cannot actually be used by your characters.*
- **Items of Recovery (Item card)**– Items of Recovery come in many forms and level of potency. They come in handy whenever your characters are running low on health. Collect as many as you can and use them freely as needed.
- **Weapons of Uberness (Item card)**– These rare and special weapons are truly magical. They can destroy just about any foe, including those that can only be defeated with Magic. But use them sparingly as they can only be used once. There are no limits on how many Weapons of Uberness may be held.
- **Protective Gear (Item card)**– These helpful pieces of armor can protect your characters from those really big hits. Players may carry any number of Protective Gear and use them whenever they please, but since each piece of gear can only be used once it should be used sparingly. *In practice, Protective Gear can be used to absorb any kind of damage your character may encounter.*
- **Trinkets and Other Stuff (Item cards)**– Sometimes you'll get an item that doesn't fit any of the other categories. Read the card to find out what sort of use each item has. You may even be able to sell some of these to Tynafir the Merchant. In fact, Tynafir is the only character in the game who is interested in Trinkets (*those items with a Trade In Value*) and able to convert them to Silver and Copper pieces...transactions that can only take place during Town Time and the Victory phase. There is no limit on Trinkets and Miscellaneous Items.
- **Bounty cards**– Every time you catch a Criminal collect the Bounty and keep the card. Collect enough and you may earn a Badge at the end of the game.
- **Troubles cards**– Every time you solve a Trouble collect the reward and keep the card. A special Badge awaits the player that earned the most of these.
- **Butterflies (Various decks)**– The King and Queen are passionately devoted to Butterfly collecting and will reward whoever brings them the most Butterflies at the end of the game. They must be caught unharmed however which takes a great deal of Agility (or certain kinds of Magic). Collect as many Butterflies as you can to earn the *Butterfly Collector Badge* at the end of the game.
- **Defeated Foes (Adventure/Dungeon cards)**– During the Adventure phase, whenever your characters defeat a foe, collect the card before rolling the Loot die. A special Badge awaits the player who defeats the most foes. Note: Cards that count toward the Battle Badge can only be taken from the Adventure and Dungeon Card decks. *While characters with good Fighting ability are common recipients of this reward, Magic Users have been known to collect it as well...*

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.
-

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...

Start by having one of the players shuffle the Story Cards and then fan them out in their hand. Now the Group Leader should close her eyes and draw one of the cards at random. This is your quest for the game. Be sure to read the card aloud to the rest of the players. Let's talk about what you will see on the front side of the Story Card.

1. **The Story** – A short story will introduce your Characters to the situation at hand, setting the tone for the coming adventure. Your job is to figure out a way to complete or solve the Story without losing any of your Characters.
2. **Special Criteria** – Occasionally, your quest will include a special requirement for winning the game. For example, you might be tasked with escorting a certain Companion or starting the Town Timer with fewer Days. If a Story has one or more of these requirements it will be shown here.
3. **The Journey** – The Journey at the bottom of each card tells you which maps you must travel through during your Adventure. Depending on the Story your group will travel through 1, 2 or 3 maps. For example, one path might look something like this:

Mountain Pass → Rugged Mountains → Cave

In this case you would travel to the edge of the main board to the space marked "Mountain Pass." From there you will transition to the map titled "Mountain Pass" then to the map titled "Rugged Mountains" and finally to the "Cave" map.

The back side of the Story Card features the Final Encounter for the journey and is covered in the corresponding section of the Game Manual. Should your party manage to reach the Final Encounter space a challenging mini-game awaits.

A Variety of Quests and Stories...

A final confrontation awaits your party at the end of every Journey, though not all of them involve a giant battle with a mighty foe. There are four basic types and each one involves a special mini-game requiring different skills and abilities. Depending on which Story you play your adventurers may find themselves engaged in an *Epic Battle*, or on an important *Diplomacy* mission. They may be faced with the difficult decision to *Pay* or *Fight*, or they might be tasked with an urgent *Fish Delivery*. Each Final Encounter requires a good strategy that should have begun all the way back at Town Time. In other words, how you *prepare* for the journey is often just as important as how well you fare during the Adventure. After the Story is chosen you'll need to decide the best way to pool your resources and set about winning the day. Take into consideration things such as your characters' strengths & weaknesses, your personal play style, and how well (or not so well) things are going during Town Time. The key is teamwork...and of course having fun.

If you haven't done so already choose a Story Card now. Read the card aloud, then pull out the maps listed on the bottom of the card. You may also glance at the back of the card to check which type of Final Encounter the group will be facing.

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.

Bank Deposit bonus

Every character with the Treasure Hunter skill gets to start the game with a little bonus in the Bank. Take 5 CP from the *Town Treasury* and place it into each character's Bank Deposit box. The Group Leader gets an additional bonus of 3 CP.

This means that if the Group Leader is also a Treasure Hunter her character would start out with 8 Copper Pieces in the Bank.

Tynafir's Daily Special

Tynafir the Traveling Merchant almost always has an Item up for sale. These range from amazing Artifacts to worthless Trinkets and everywhere in between. You'll soon learn more about buying from Tynafir in the Game Manual. In the meantime, every adventure begins with one Item already up for sale. Take the top Item card from the deck and set it out somewhere for everyone to see. Characters wishing to buy this Item should visit Tynafir's Tent, just behind the Town Treasury.

Begin the Adventure

This is it. Are you ready? It might be wise at this point to discuss amongst the party how you might tackle the challenge that lies ahead. Why don't you take a moment or two and do that now...

Once you've got a general strategy worked out the Group Leader may kick things off by being the first to move their character out of the Tavern. Play always progresses in a clockwise direction.

Remember, a full Round is when every player has taken a turn. The last player in the rotation is responsible for picking up the Town card and reading it aloud to the other players. Also, don't forget to move the marker on the Town Timer - but only if a Day has passed. After that a new Round starts with the Leader's next turn, and so on until the Town Timer runs out.

If this is your First Game we recommend taking turns reading from the Game Manual as you encounter new things. For instance, the first time your Group encounters a foe on one of the Adventure cards someone should turn to the Combat section and read it aloud to the rest of the players; then return to playing the game. This way you'll continue learning as you go, which is usually a more fun way of doing things. The first few games will no doubt take longer, but soon enough, if you hang in there, things will slowly start coming together... *We promise.*

Ready to get started?

Good Luck and...try not to get killed too quickly

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?