



RUSTIC FANTASY RPG

LEGEND IN THE MIST

LEARN-TO-PLAY COMIC BOOK ADVENTURE



SON OF OAK
GAME STUDIO







Long ago, in kingdoms long forgotten, great sovereigns uncovered the secrets of Thaumaturgy and labored to bring wonders and joy to their people.

That Great Age ended with betrayal, greed, and unbridled wrath. Wretched power was unleashed, and perils hitherto unknown to mankind came into the world: Creatures of twilight and of malice, cunning, and terror.

Ancient towers and forts fell and sank in the swamps of time, and with them, the secrets and answers that could ward off the darkness.



Centuries passed by.

The world grew cold. Folk got by, their hearts growing ever more suspicious under the threat of the shadows in the night.



But now, something is awakening ~
a seed of hope that was sequestered
in the faraway mountain villages,
hidden until the day it will be called
upon to make whole that which was
broken, and restore hope to all.

A call stirs deep within the
hill-folk to venture forth and unveil
a truth long forgotten. Little do
they know the journeys ahead,
and the perils that await...



LEGEND IN THE MIST

THE RUSTIC FANTASY ROLE~PLAYING GAME



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In this faraway land of forested mountains and brook-strewn valleys, there lives with his family a young deer stalker named Gerrin.

The Game

Let's tell a Legend in the Mist!

In this game you play a character, the **Hero**, and tell a story about their journey.

The story has a **Narrator**, which can be you or another player, and there can be other Heroes, too. For now, the Narrator will be this book.

Content warning: This tutorial features potential loss of a loved one and some battleground violence.





Gerrin is a *spirited youth*, *skilled with a bow*, and a talented *deer stalker*. But more than all, he is *devoted to his family*.

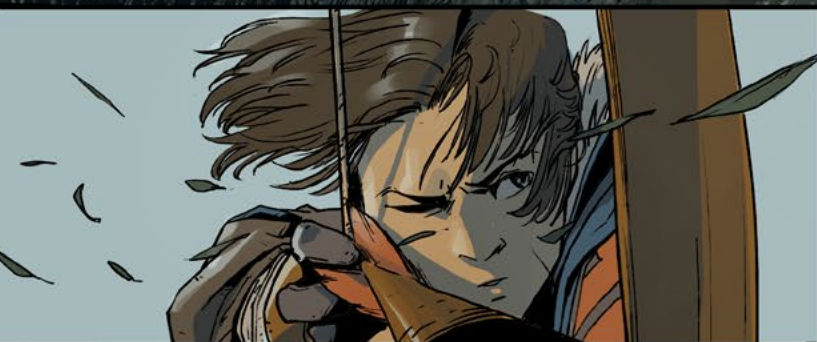
The Hero

In this tutorial story, you are Gerrin, the deer stalker. Your character is made out of **tags**, the short descriptors above *highlighted in yellow*.

To play, you will need two six-sided or *Legend in the Mist* dice, and some pen and paper or Tracking Cards and markers to track changes.



On this fateful day,
Gerrin is out hunting.



Your Themes & Tags

Your Hero's four main tags have other tags attached to them, providing more details. Together, each such set of tags is called a **theme**. The tags in a theme are called **power tags**, except for the last tag in each theme, which is a **weakness tag**, highlighted in ✖orange.

GERRIN'S TAGS

Spirited Youth, untapped fierceness, inner compass, ✖hard-headed

Deer Stalker, stealthy step, keen senses, ✖loner

Skilled with a Bow, father's yew bow, rapid second arrow, ✖close combat

Devoted to Family, good listener, tough it out, ✖family is my soft spot

Gerrin wasted no time, rushing back to his family's cabin...

Pops!

Here they come.

You called the Wise One?

What happened?

Your mother,

she's very ill, she was coming home from the village and...

She had the misfortune of coming across something...

unnatural...

which left its poisoned mark on her.

There is a remedy to this witching poison, that I've come across many years ago,

But the chief ingredient...

it is very hard to come by.

The Story

The story begins with some exposition from the Narrator which poses a quest, something at stake that propels the Hero to undertake a journey.

While the player (you) plays the Hero, the Narrator plays all non-Hero or **non-player characters (NPCs)**. These can be the Hero's allies, mentors, enemies, rivals, or passersby - anyone who might feature in the Hero's story.

It's an herb called **Rime Thistle** that can only be found on the north slopes of mountains, above the treeline.

Its flower, ball-shaped, is in beautiful shade of azure.

You're a huntsman, Gerrin. Perhaps you could find it.

Yes, anything. I'll find it. But I wish to see her first.

Mother... Stay strong.

I will return with the cure.

I will be blunt, Gerrin. I don't know if she can last the day. **Be back before sunset.**

And take this **charm**. If the fiend that did this is still out there, this may offer some defense against its evil.

Thank you, Wise One. I will return in time. Keep her safe.

Your Quest

Each theme also has a **Quest** - one of your Hero's goals. In this example, we will use only two out of your four quests:

Spirited Youth:

Never surrender to darkness or despair.

Devoted to Family:

Find a cure for my mother's illness.

Your Backpack

Lastly, you have a **backpack** in which you can store temporary tags, called **story tags**.

Your Hero starts the game with the tag **protective charm** in their backpack.



THEME CARD



TYPE *Personality*

Spirited Youth

Untapped fierceness

Inner compass

≡ *Hard-headed*

QUEST

Never surrender to darkness or despair.

THEME CARD



TYPE *Circumstance*

Deer Stalker

Stealthy step

Keen senses

≡ *Loner*

THEME CARD



TYPE *Skill or Trade*

Skilled with a Bow

Father's yew bow

Rapid second arrow

≡ *Close combat*

THEME CARD



TYPE *Devotion*

Devoted to Family

Good listener

Tough it out

≡ *Family is my soft spot*

QUEST

Find a cure for my mother's illness.



BACKPACK

Protective charm

Record your Hero's details -- themes, tags, and Quests -- on a sheet of paper, a *Legend in the Mist* character sheet, or *Legend in the Mist* theme cards.

During play, if you gain new tags, write them down in your backpack or on *Legend in the Mist* tracking cards.

You're ready! Turn the page to embark on your fateful journey.

And so, with a heavy heart
and a sense of urgency,
Gerrin sets out to find
the Rime Thistle that
could cure his mother...



With silent determination,
he walks through parts of the
forest well-known to him.



Known ~ but not safe.

On the old brook bridge, someone seems to be in distress.

Scenes

A scene begins when the Narrator describes a specific place and happening. This is called **establishing the scene**.

The Narrator then asks the player(s): **What Do You Do?** which prompts you to choose an **action** for your Hero. (Here you have some suggestions for actions, but in a real game you can take any action you can come up with.)

...call it a bridge toll. We deserve some payment.

Let me pass!

Aye, we keep this bridge in good repair, it's hard work...

How dare you, you ruffians are not even from these parts!

WHAT DO YOU DO?

Choose your action and turn the page to discover the outcome.



I observe from a safe distance.



I slip into the forest and sneak closer, unnoticed.



I march over and speak to them.

Action & Outcomes

Every Hero action has an outcome:

Success ♦, negative **Consequences** ☠, or both ♦☠.

After you describe your action, the Narrator chooses one of three ways to arrive at the outcome: **Simple**, **Quick**, or **Detailed**.

SIMPLE OUTCOME

With a Simple outcome, shown here, the Narrator simply tells you what happened, based on the scenario, your Hero's tags, and the details of the characters involved. The Narrator can also give you new tags, good or bad, as a Success or a Consequence. This method is used to keep the story going without using the dice.

Follow the outcome of your chosen action

I observe from a safe distance.



I slip into the forest and sneak closer, unnoticed.



I march over and speak to them.



♦ You remain at a safe distance, watching the ruffians harass the traveling woman. To judge by their clubs, they appear to be ill-intending bandits.

☠ You contemplate walking away, but going off the path will waste precious time. What more, you feel a **pang of remorse** leaving the traveler to fend for herself (add this tag to your notes).

CONTINUE TO THE NEXT PAGE

♦ A **deerstalker** of **stealthy step**, you have no difficulty creeping up closer unnoticed and you settle in a **good hiding spot** (add this tag to your notes).

☠ However, while you sneak, the hooded figures ~ bandits, no doubt ~ beset the traveler, a peddler, and threaten her to surrender her goods.

CONTINUE TO THE NEXT PAGE

♦ You walk proudly toward the band, introducing yourself. They turn from the peddler to face you.

☠ But they will not yield the peddler. Instead, they threaten you as well.

CONTINUE TO THE NEXT PAGE

A New Round Begins

With your action and its Consequences resolved, the Narrator describes the scene again, re-establishing what's going on. This starts a new turn of the **Establish-Action-Consequences** cycle which repeats throughout the scene.

THREATS

When the Narrator establishes that something suspicious or dangerous is happening, it's called a **Threat**. A Threat can later manifest into Consequences, so use your actions wisely to avoid or address Threats.

The ruffians raise their clubs over the peddler's head. Things are looking dire!

Enough niceties!

Get off!

Give us your valuables, peddler...

...or we'll take 'em ourselves.

WHAT DO YOU DO?



I rally the peddler to help me fight off the bandits.

CONTINUE TO PAGE 21



I rush to the rescue, standing between the bandits and the peddler.

CONTINUE TO PAGE 22



I let fly a warning shot to scare them away.

CONTINUE TO PAGE 23

QUICK OUTCOME

This time, let's get the dice involved! A Quick outcome is used when the Narrator wants a quick yes/no answer to what happens next.

Start by invoking (naming) the tags that **help** or **hinder** your action.

- For each helpful (positive) tag, your action gains 1 **Power**.
- For each hindering (negative) tag, your action loses 1 **Power**.

Tags that could affect your action include your Hero's tags, but also your adversaries' or the environment tags. The Narrator will tell you if there are other tags that affect your action.

Power

Power is a number that represents how likely your action is to succeed and how effective it is.

Dice Roll



Roll two dice and add your **Power**.

If the total is:

- **10 or more** , the action succeeds without Consequences. (If you ignored a Threat, you may still suffer Consequences.)
- **7 to 9** , your action succeeds but you take Consequences.
- **6 or less** , the action fails and you take Consequences.



You there!
Get up! Let's show them what we're made of!

I rally the peddler to help me fight off the bandits.

Power

What could help?

Each helpful tag gives you +1 Power.
Gerrin is a *spirited youth* with *untapped fierceness* that suddenly overtakes him.
That's two tags, so a Power of 2.

If Gerrin feels a *pang of remorse* for not helping earlier, it could make him more eager to help now. Add 1 more to your Power.

What could hinder?

Each hindering tag reduces your Power by 1.

Is Gerrin in a *good hiding spot*? Pleading the peddler to fight from a position of safety is not very convincing!

Reduce your Power by 1.

Roll!

Roll two dice and add your Power.
Read the result to the right.



10+

The peddler jumps to her feet, fists up!



You've recruited the peddler and so you gain a tag - *peddler*.

6-

The bandits turn to face you, and now they're *angry*!



Consequences often include tags that could be bad for your Hero and good for your opponents. Keep track of the bandits' tags separately from yours.

9-7

Apply both and

No!

I rush to the rescue,
standing between the
bandits and the peddler.

Power

What could help?

Each helpful tag gives you +1 Power.

Gerrin is a *spirited youth* with *untapped fierceness* that suddenly overtakes him.

That's two helpful tags, so a Power of 2.

If Gerrin feels a *pang of remorse* for not helping earlier, it could make him more eager to help now. Add 1 more to your Power.

If Gerrin is springing out of a *good hiding spot*, it could give him an advantage. Add 1 more to your Power.

What could hinder?

Each hindering tag reduces your Power by 1.

There are no tags in the game right now that could hinder this action. That can happen too!

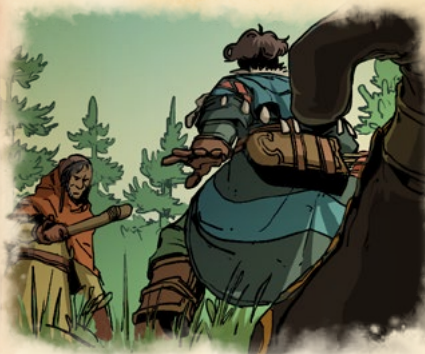
Roll!

Roll two dice and add your Power. Read the result to the right.



10+ ♦

You reach the peddler
in time to protect
her from the bandits,
standing in their way!



You've recruited the peddler and so you gain a tag - *peddler*.

However, your action did not address the Threat posed by the bandit - it just gave him a new target! You also suffer the Consequences, regardless of your success.

9-7 ♦

Apply both ♦ and ☠

6- ☠

You're hit with a blow
of one bandit's club,
which takes the wind
out of your sails.



Consequences can take away your useful tags.

Scratch out *untapped fierceness*. It can't be used until recovered.

CONTINUE TO PAGE 24



Power

What could help?

Each helpful tag gives you +1 Power.

Gerrin is a *spirited youth* with *untapped fierceness* that suddenly overtakes him.

He's also *skilled with a bow* and equipped with his *Father's yew bow*.

That's four helpful tags, so a Power of 4.

If Gerrin is shooting out of a *good hiding spot*, it would give him an advantage. Add 1 more to your Power.

What could hinder?

Each hindering tag reduces your Power by 1.

The Narrator lets you know that these bandits are *hardened*, having survived conflict before. It's not so easy to scare them. Reduce your Power by 1.

Roll!

Roll two dice and add your Power. Read the result to the right.



10+

Startled by your arrow, one of the bandits lets out a cry of terror and flees down the hill!



Sometimes a success steers the story your way. Having to deal with fewer bandits will make things easier later.

9-7

Apply both and

6-

The bandit whose ear you almost clipped gets *angry*.



Consequences often include tags that could be bad for your Hero and good for your opponents. Keep track of the bandits' tags separately from yours.

CONTINUE TO PAGE 24

The bandits advance toward you, ready to tackle you down and dish out a beating!

Get 'em!

And grab any good stuff they have.

YEAH!

We didn't come all the way up the mountain for nothin'!

WHAT DO YOU DO?



I try to talk them out of it.

CONTINUE TO PAGE 25



I try to shoot arrows to pin or hobble them, so we can flee.

CONTINUE TO PAGE 26



It's us or them. I shoot in order to wound.

CONTINUE TO PAGE 27

A new round begins, and the Narrator describes the scene again, making a new **Threat**. In this high-stakes conflict, your actions will be resolved in the **Detailed** way.

DETAILED OUTCOME

You **count your Power** and **roll the dice** in the same way as with the **Quick** outcome (see page 20).

If you succeed, you'll be able to **spend your Power** on various **Effects**, adding or removing tags from yourself and other characters!

STATUSES

The most common Effect is **giving a status**. A **status** is a special tag that has a tier (number) from 1 to 6, measuring its intensity. A status always describes a temporary condition, never an item or thing. It is marked with a **green highlight**.

Creating a status costs 1 Power per 1 tier. In other words, the tier of the status you will give the bandits is the same as the Power of your action!

Statuses affect your actions. You add to your Power the tier of your most helpful status in the situation, and subtract the tier of the most hindering status.

Statuses are recorded on tracking cards, like so.



Tag Expiry

Tags you gain during the story expire when they are no longer true or make sense. Scratch out ~~good hiding spot~~ or ~~pang of remorse~~, if you had them. They expired as soon as you intervened on behalf of the peddler. Your power tags never expire, but they can be temporarily scratched out, becoming unavailable.

I try to talk them out of it.



Listen, let's talk about this.

I'm sure we can work it out somehow...

Power

What could help?

Spirited youth - Gerrin is not afraid to speak out.

If you rallied the **peddler**, it might make the bandits rethink their position. She's also a good negotiator.

What could hinder?

✖ **Hard-headed** - compromise does not come easy to Gerrin.

If the bandits are **angry**, it's harder to convince them to let you go.

If Gerrin is **stunned**, it makes it harder for him to talk.

Roll!



Roll two dice and add your Power.

Spend

If your action succeeds, you'll spend your Power to give the bandits a **convinced** status.

10+ ♦

Your words seem to reach them, and they pause, looking at each other.



You give the bandits a **convinced** status, with a tier equal to the Power you rolled with. If your Power was zero or less, the tier is 1.



CONTINUE TO PAGE 29

9-7 ♦

Apply ♦ and read on:
The bandits are listening, but they want to get something in return. What will you give them?



Scratch out an item tag: **protective charm**, if you have it and are willing to trade. You can only do this once. Otherwise, read the Consequences below.

CONTINUE TO PAGE 29

6- ☠

The bandits have had enough talking, and they give you a beating with their clubs!



Consequences can involve taking a negative status. In this case, the bandits give you **stunned-2**.



CONTINUE TO PAGE 28

I try to shoot arrows to pin or hobble them, so we can flee.



Power

What could help?

Skilled with a bow

Father's yew bow

Rapid second shot (if you already made a shot before)

If the bandits are already *hobbling*, they are easier to hit.

What could hinder?

❖ *Close combat* - Gerrin's bow is not ideal for shooting very close opponents.

If Gerrin is *stunned*, it makes it harder for him to shoot.

Roll!



Roll two dice and add your Power.

Spend

If your action succeeds, you'll spend your Power to give the bandits a *hobbling* status.

10+ ♦

Your arrows fly true, and you manage to slow some of the bandits down, without hurting them too severely.



You give the bandits a *hobbling* status, with a tier equal to the Power you rolled with. If your Power was zero or less, the tier is 1.



CONTINUE TO PAGE 29

9-7 ♦

Apply both ♦ and ♦

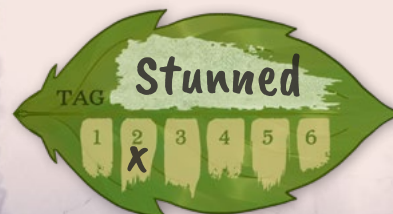
CONTINUE TO PAGE 28

6- ♦

The bandits rush you and strike you with their clubs!



Consequences can involve taking a negative status. In this case, the bandits give you *stunned-2*.



CONTINUE TO PAGE 28

It's us or them. I shoot
in order to wound.

Power

What could help?

Untapped fierceness - Gerrin is showing his true grit.

Skilled with a bow

Father's yew bow

Rapid second shot (if you already made a shot before)

If the bandits are **hobbling**, they are easier to hit.

What could hinder?

The bandits are **hardened**, and can take a cut or two.

If Gerrin is **stunned**, it makes it harder for him to shoot.

Roll!

Roll two dice and add your Power.

Spend

If your action succeeds, you'll spend your Power to give the bandits a **wounded** status.

10+ 

Your arrows fly true, and you injure the bandits.



You give the bandits a **wounded** status, with a tier equal to the Power you rolled with. If your Power was zero or less, the tier is 1.



CONTINUE TO PAGE 29

9-7 

Apply both  and 

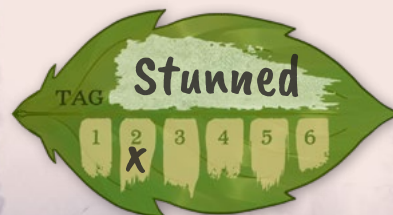
CONTINUE TO PAGE 28

6- 

The bandits rush you and strike you with their clubs!



Consequences can involve taking a negative status. In this case, the bandits give you **stunned-2**.



CONTINUE TO PAGE 28

Taking a Status

Ouch, your Hero has taken a negative status!

Luckily, when your Hero suffers some Consequences, the Narrator may allow you to take a reaction to **lessen** the harm. Let's try this now with the status you just received.

LESSEN THE BLOW

You now roll a **reaction**. Count your Power and roll the dice; if you succeed, you spend Power to **reduce the negative Effects**.

Every point of Power you rolled with reduces the tier of the status by 1. If you roll 10+, you get one extra point of Power with which to lessen the status. If you get 6 or less, you take the status as it is, without any further Consequences.

Alas, the brutish bandits get the better of Gerrin!

Oof!

STATUSES AFFECT YOUR ACTIONS!

When a status supports an action, add its tier to the action's Power. When a status hinders an action, subtract its tier from the action's Power.

But only the highest positive status and the highest negative status are counted. All other statuses are ignored, even if they are relevant.

7+ ♦

You take the hit but endure the pain.



Reduce the incoming *stunned-2* status tier by 1 for every point of Power you had, and one more if you rolled 10 or more. If it reaches zero or below, you don't get the status at all!



6- ☠

The hit lands hard, and you take its full brunt!



Your incoming *stunned-2* status stays the same.

Power

What could help?

Tough it out - Gerrin can endure a little pain.

What could hinder?

Nothing hinders this roll.

Roll!

Roll two dice and add your Power.

Spend

If you get 7 or higher, you'll spend your Power to lessen the incoming status.



CONTINUE TO THE NEXT PAGE

Will Gerrin gain the upper hand?



Overcoming a Challenge

This group of bandits is a single **Challenge** - something that stands in your way, and that must be **overcome** through action.

Heroes, and many Challenges, have a **Limit** of how much they can take of a certain status, a number between 1 and 6. When they receive a status of that tier or higher, they are overcome: overcome Heroes cannot act and lose control of the scene, while overcome Challenges cease to pose a threat. Limits are *highlighted in red*.

DEFEAT: YOUR HERO'S LIMIT

Heroes are overcome at tier 5. If Gerrin takes a *stunned-5* status, for example, he passes out and cannot continue to fight. If he takes *convinced-5*, he stops arguing and aligns himself with whoever convinced him.

IF YOU WERE OVERCOME BY THE BANDITS, CONTINUE TO PAGE 30

VICTORY: THE CHALLENGE LIMIT

The bandits Challenge has the following Limits. If you made one of them run away with a warning shot, reduce all these Limits by 1.

CONVINCE 3, **HOBBLE** 4, **WOUND** 4

(Heroes don't always know a Challenge's Limits; sometimes action must be taken to discover what they are.)

If you manage to give them any of these statuses at these tiers or higher, you overcome them.

IF YOU OVERCAME THE BANDITS, CONTINUE TO PAGE 30

CONTINUE: STACKING STATUSES

Usually, one action isn't enough to overcome a Challenge and one Consequence isn't enough to defeat a Hero. Statuses need to be applied several times and **stack**, to reach the Limit.

When a status is first taken, such as *stunned-2*, mark it on a tracking card.

If a similar status is taken (*stunned-4*), mark its tier on the same card. The tier of the status is the **highest marked box**.

If a box is already marked, (taking *stunned-2* again) mark the next empty box to the right.

The next *stunned-2* would take it to *stunned-5*!

Return to the conflict and continue taking actions and dealing statuses until one side has won.

IF NEITHER SIDE HAS WON YET, CONTINUE TAKING ACTIONS UNTIL A LIMIT IS REACHED. RETURN TO PAGE 24



VICTORY

The bandits were **WOUNDED**.



The bandits flee before you, leaving a trail of blood behind them.

COMPROMISE

The bandits were **CONVINCED**.



The bandits let you go, and you hope not to cross paths with them again.

FLIGHT

The bandits were **HOBbled**.



You take advantage of the disoriented and tangled state of the bandits to flee up the trail, hoping they won't follow.

DEFEAT

Gerrin was **STUNNED**.



You come to after a while, with a terrible headache, only to discover your personal effects have been stolen.

WRAPPING UP THE SCENE

The scene ends when your Hero overcomes the scene's Challenges or when they overcome your Hero. Either way, it's time to move on with the story.

At the end of a scene, some statuses expire and others remain, at the Narrator's discretion. If you

had any **stunned** status at the end of the scene, replace it with **headache-2**.

If you've been defeated and robbed by the bandits, scratch out **Father's yew bow**. Your entire **Skilled With a Bow** theme becomes useless, so scratch that and **rapid second arrow** too, until you find a new bow. Scratched tags can't be used.

As Gerrin dusts himself off and prepares to continue up the trail, the peddler stops him for a moment.

Thank you for your help...
Uh, I'm Erna, from Underbough.
Sorry you got dragged into this.
It didn't use to be so dangerous
on these back roads.

Glad I could be of
help, Erna. I'm Gerrin.
I beg your pardon, but I
don't have much time.

I must climb the
mountain to find an
herb called Rime Thistle.
I need it urgently
for a remedy.

But lately...
things have been
brewing in the lowlands.
There's talk of war in the
North, of ill-intending
folk roaming about.

It seems even the peace
of the high mountains
is now disturbed...

Rime Thistle... aye,
I know it. A blue flower.
Quite rare, it only grows
in very cold places.

I can help.
It's the least
I could do.

WHAT DO YOU DO?



I make small talk with
the peddler as we walk.

CONTINUE TO PAGE 32



I ask the peddler if she
has anything useful.

CONTINUE TO PAGE 33



I ask the peddler to help
treat my *headache*.

CONTINUE TO PAGE 34

Allies are Tags, Too

If you haven't done so yet, add **peddler** to your backpack. Let's make it into a temporary theme and add also the tags **resourceful** and **oddball**. If you two weren't robbed (that is, if you were not

defeated by the bandits), add also **bag of curiosities** to this theme. When you take action as your allies or when they help your actions directly, use their tags as if they were your Hero's tags.

I make small talk with the peddler as we walk.

So, you're going to Barleytown? I've never been that far south.

Never?

You should go...
They have great pastries.

Actions that Give Positive Statuses

You can take action to give yourself or your allies new positive statuses.

This time, use a **Detailed outcome**. If you are successful, you can **spend your Power** to give a status. Each tier costs one point of Power, same as before.

Power

What could help?

Good listener

Peddler

What could hinder?

You're a *loner* and she's an *oddball*. It's going to be awkward.

Roll!

Roll two dice and add your Power.

Spend

If your action succeeds, you'll spend your Power to create a new status.

9-7  and 

6- 

After a while, you both grow silent. Erna's company suddenly reminds you of your mother, and you begin to fret.



Take *headache-1*. You cannot lessen this Consequence.

TAKE A NEW ACTION WITH THE PEDDLER ON PAGE 31 OR CONTINUE TO PAGE 35

10+ 

You find common ground with Erna. Meeting a kind person gives you some encouragement.



Give yourself *hopeful*. If your Power is zero or less, you still get 1 Power to spend.

I ask the peddler if she has anything useful.

Of course!

I have lots of useful things!

What did you have in mind?

Actions that Create New Tags —

You can take action to introduce new story tags, representing new items or allies, or even new abilities.

This time, use a **Detailed outcome**. If you are successful, you can **spend your Power to create a new tag**. Each tag costs 2 Power.

Power —

What could help?

Peddler

Bag of curiosities

Resourceful

What could hinder?

Nothing hinders this action right now.

Roll! —

Roll two dice and add your Power.

Spend —

If your action succeeds, you'll spend your Power to create a new tag.

10+ ♦

Erna finds a useful item.



You only have enough Power to add one tag of your choice: *climbing pick*, or *pretty opal*. The remaining Power is lost.

9-7 ♦

Apply both ♦ and ♦

6- ♦

Erna makes a mess of her bag. She won't be able to find anything useful in it until she organizes it better.



Scratch out *bag of curiosities*.

TAKE A NEW ACTION WITH THE PEDDLER ON PAGE 31 OR CONTINUE TO PAGE 35

I ask the peddler to help treat my *headache*.

Man, those hoodlums got you good.

I'm no apothecary, but I ought to have something refreshing...
I've had Milkrest go...

The hoodlums they take this to get them peppy...

Ah, there we go.

...finally.

The Peddler gives you a *tonic*.

Recovery Actions

You can take action to recover from negative conditions.

This time, use a **Detailed outcome**. If you are successful, you can **spend your Power to reduce a status**. Each point of Power spent reduces the status by 1 tier. If the status is reduced to tier zero or less, remove it entirely.

Power _____

What could help?

Tough it out
Tonic

What could hinder?

Nothing really hinders this action.

Roll! _____

Roll two dice and add your Power.

Spend _____

If your action succeeds, you'll spend your Power to reduce the negative status.



10+

Your headache doesn't bother you as much.



Reduce your *headache* status tier by 1 for each point of Power you had. If it reaches zero or below, remove this status.



9-7

You drink the entire bottle, and it helps.

Apply and scratch out *tonic*.

6-

You drink the entire bottle, but it's not enough to make you feel better.



Scratch out *tonic*.

TAKE A NEW ACTION WITH THE PEDDLER ON PAGE 29 OR CONTINUE TO THE NEXT PAGE

As the pair emerge into a glade, Gerrin notices the sun high in the sky.

It's getting late...

I've no time to spare.

Let's leave the trail and cut up through the forest to higher ground.

Whatever you say, but I don't like this forest one bit!

We better keep our wits about us.

Statuses Tracking Progress —

The Narrator made a new **Threat**: the passage of time. From now on, when you take Consequences – as a result of an action or because you ignored this Threat – the Narrator may apply a *time-passes-1* status to indicate you've wasted precious time. When this happens for the first time, take a tracking card and note the status on it. Following the stacking rules (page 29), every time you get this status you'll check another box to the right.



This status is counted against a Limit – **sunset 6**. When this Limit is reached, something dramatic happens. In this case, the sun will have set and it may be too late for Gerrin to help his mother – so watch this tracker!

In his haste, Gerrin leads them
into the untrodden parts of the
woods, to the shadowed places.

Where no hunter dares to go...





Until, under an ill wind,
they spot a haunched
stranger wandering
in the woods...

Another
bandit?

You there!

Well met!

I don't think so...

Oh, well-met,
deer stalker.

You are
far from your
hunting grounds.
What brings you
this far up the
mountain?

We're here in
search of a remedy.
Perhaps you can
help us.

I'd be delighted
to help. We can trade,
the flower you seek for
something of yours.

I never
said I sought
a flower...

Who are you?
What are you hiding?

Show yourself!

Now, now...
no need to
be rash.

You might come to
rue what you wished for.



The stranger casts off its cloak, revealing a monstrous, unearthly creature that instantly towers over Gerrin...

Wha...

what are you?

I am but a humble wanderer 'tween the trees...
a king under the stars...
and I can help you find
what you seek...

... for a price.

WHAT DO YOU DO?



I must discover more
about this creature...

CONTINUE TO THE NEXT PAGE

Is it lying to me?

*How does it know
about the flower?*

What is this thing?

What does it want?

*Was this the fiend
that poisoned mother?*

I must discover more
about this creature...

Discovery Actions

Your Hero can take action to glean new information. As always, the Narrator can tell you what you find out (**Simple**), ask for a roll and provide the information if you succeed (**Quick**), or ask you to roll and spend 1 Power for each answer or valuable detail (**Detailed**). Let's use the Detailed way.

Power

What could help?

Keen senses

Good listener

The wandering *peddler* may have heard rumors about this creature.

What could hinder?

Headache

This creature is acting *mysterious-1*, making it hard to identify.

(Remember, only the worse of these statuses applies.)

Roll!

Roll two dice and add your Power.

Spend

If your action succeeds, spend your Power to reveal new details.

10+ 

If your action succeeds, spend up to 3 Power and read one paragraph for each.

WHAT IS THIS CREATURE?

You believe this to be one of the Creatures of Twilight, treacherous monsters that prey on travelers who stray too far from the trail. It is not to be trusted.

WHAT DOES IT WANT?

It truly wants to make a trade, but you're wary of what it might cost you. You sense it wants something much more than mere earthly possessions.

DOES IT HAVE WEAKNESSES?

This creature is far too big and monstrous to fight head on and there's no telling what foul sorcery it can conjure. But it seems to have a penchant for trades. Maybe you can outsmart it.

CONTINUE TO PAGE 42

9-7 

Apply both  and 

CONTINUE TO THE NEXT PAGE

- 6-  The creature's words pierce your heart.
Does it have the cure? You begin to believe it...



All I ask for is a memory... something you hold dear.

In return, I will help you obtain the cure you seek...



Resisting Temptation

Take *tempted*-4. You may roll to **lessen the Consequences** now, as a reaction (as explained on page 28).

Power _____

What could help?

Spirited youth

Untapped fierceness

Inner compass

Protective charm

Hopeful

No double dipping! If you invoked a tag in the action that led to this Consequence, you cannot use it again in this reaction.

What could hinder?

✓ *Family is my soft spot*

Headache

Roll!

Roll two dice and add your Power.

Spend _____

Reduce the incoming *tempted*-4 status by 1 tier for every point of Power (minimum 1), and an extra tier if you rolled 10 or more.

If you rolled 6 or less, take the full status.

If you already had a *tempted* status, stack it with the new one.

If *tempted* ever reaches or exceeds tier 5, you are compelled to accept the creature's offer. GO TO PAGE 43

Otherwise, CONTINUE TO THE NEXT PAGE

Burning Tags for Power

You may choose to scratch a helpful tag to gain more Power in an action, "burning" it to gain 3 Power instead of 1 Power. However, you won't be able to use it again until you recover it, so burning tags should be used only as a last resort. You can only burn one tag per action.

As the baffled deer stalker hesitates, the creature presses its proposal.

What say you, young one?

If you but grant me a cherished memory...

...the cure would be yours.

WHAT DO YOU DO?



I accept the trade.

CONTINUE TO PAGE 43



I reject the trade.

CONTINUE TO PAGE 44



I offer a different trade.

CONTINUE TO PAGE 45

YOUR QUESTS ARE AT STAKE

The creature's offer puts Gerrin in a tough spot. On the one hand, it offers help with one of Gerrin's **Quests**: Find a cure for my mother's illness. On the other

hand, surrendering Gerrin's cherished memories to this foul being means forsaking his other Quest: *Never surrender to darkness or despair*. Which will you choose?



I accept the trade.

Simple outcome

Have your way, fiend!

Take what you will, but bring me the cure I seek.

very well...
...young master.



CONTINUE TO PAGE 46

I reject the trade.

Quick outcome

You feel compelled to listen to what the creature has to say. Did it put a spell on you? It will take all you have to break away.

Power

What could help?

Spirited youth

Untapped fierceness

Inner compass

Protective charm

What could hinder?

Family is my soft spot

The more *tempted* Gerrin is, the harder it is for him to reject the trade.

If Gerrin has a *headache*, it's impairing his ability to resist.

(Remember, only the worse of these statuses applies.)

Roll!



Roll two dice and add your Power.

10+ ♦ You refuse the creature and it lets you leave.



Slay me if you wish...
...but I will not give you my memories.
Not even for the cure.



I see.

I admire your fierceness, young one. I shall bid you farewell and wish you luck on your journey.

CONTINUE TO PAGE 47

9-7 ♦ Your inner struggle with the Creature's beguiling words seems to last forever. When you finally break away, you find it was not all in your mind - the shadows have grown longer (*time-passes-1*).

CONTINUE TO PAGE 47

6- ♦ The more you try to push its words out, the more you end up listening...



You are *tempted-4*.



CONTINUE TO PAGE 41

I offer a different trade.

Quick outcome

Maybe we could interest Its Creatureness with another form of payment?

Something of personal value?

For this action, you will need something the creature wants: *Father's yew bow* or the peddler's *pretty opal*: Scratch the tag, and it grants 3 Power instead of 1 (see page 41). If you don't have these, you may ask the peddler to search her inventory again for the opal - take the action on page 33 and then return here, but if you suffer Consequences there, you take *time-passes-1*. If you cannot get one of these items, don't roll this action - you just take the Consequences on this page.

Power

What could help?

You must **burn** for Power either *Father's yew bow* or *pretty opal*.

What could hinder?

The Narrator let's you know the creature is *cunning*.

Roll!

Roll two dice and add your Power.

10+ ♦ The Creature accepts the deal with deep nods.



How...
...intriguing.

That is an item of some interest to me. Very well. You'll have your cure and I'll have this memento.

CONTINUE TO PAGE 46

9-7 ♦ *Time-passes-1* as the creature lengthily deliberates and considers the offer, but eventually it accepts (see above).

CONTINUE TO PAGE 46

6- ♦ The creature rejects your offer, and repeats its own.



Is the life of your dear mother not worth one measly memory?

You are *tempted-4*.



CONTINUE TO PAGE 41



Now hold
your end of
the bargain.

Where is the
Rime Thistle?



But I will
show you the
path to it.

for I have
its pollen,

and it knows
the way.

Quickly! you
must follow it!



You receive *enchanted pollen*.



Choices Matter

The choices you make as your Hero during the game transform who they are by changing your themes.

Abandon a part of you

When you take a course of action that goes against one of your **Quests**, you mark **Abandon** on that theme. When you mark your third Abandon on a theme, you replace it with a different one, representing a new direction for you.

Exceed a part of you

When you accomplish a significant step on your path to one of your **Quests**, you mark a **Milestone** on that theme. When you mark your third Milestone on a theme, you replace it with another, representing an evolution of the current theme.

In both cases, you also gain **Promise**, which is explained later in the book.

Only you decide when to mark Abandon or Milestone for your Hero. Think of the following and choose if they apply to your journey as Gerrin so far:

Devoted to My Family

Find a cure for my mother's illness.

- Do you feel that you dally too much in your search? Mark Abandon.
- Did you forego the help of the creature? Mark Abandon.
- Did you secure the creature's help thanks to your sacrifice or efforts? Mark a Milestone.

Spirited Youth

Never surrender to darkness or despair.

- Did you wound the bandits? Was it out of a dark place? Mark Abandon.
- Did you sacrifice a part of yourself? Was that surrendering to despair? Mark Abandon.
- Did you resist the creature's spell or dark trade? Mark a Milestone.

Another scene ends

The *tempted* status expires.

The deer stalker and the peddler rush up the mountain...

We're here!

The north slope, above the tree line just as the Wise One said.

It's... too steep!

Go ahead! I'll wait for you here.

Oh, no!

Gerrin!

The fog is coming in!

Find it, find it now!

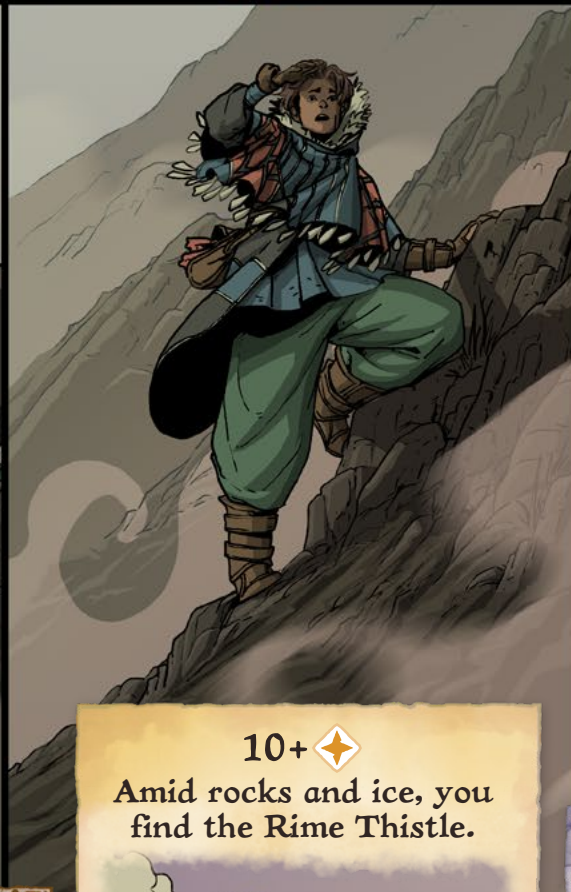
WHAT DO YOU DO?



I search for the Rime Thistle.

I search for the
Rime Thistle.

Quick outcome



10+ ♦

Amid rocks and ice, you
find the Rime Thistle.



CONTINUE TO THE NEXT PAGE

9-7 ♦

You find the Rime Thistle,
but your search takes
long (*time~passes~1*).

CONTINUE TO THE NEXT PAGE

6- ♦

You search and search for
what seems like an eternity,
but without success.



You take *time~passes~1*. You
cannot **lessen** this Consequence.
Then, repeat this action, as
you continue searching.

IF YOU REACH *Time~Passes~6*,
GO TO PAGE 51

Power

What could help?

Keen senses

Devoted to family

Climbing pick

Enchanted pollen

Remember, you can **burn a tag for Power** (page 41), so it grants 3 Power instead of 1, but you have to scratch it out and can only do it once per roll!

What could hinder?

The mountainside is *foggy-4*.

Roll!

Roll two dice and add your Power.



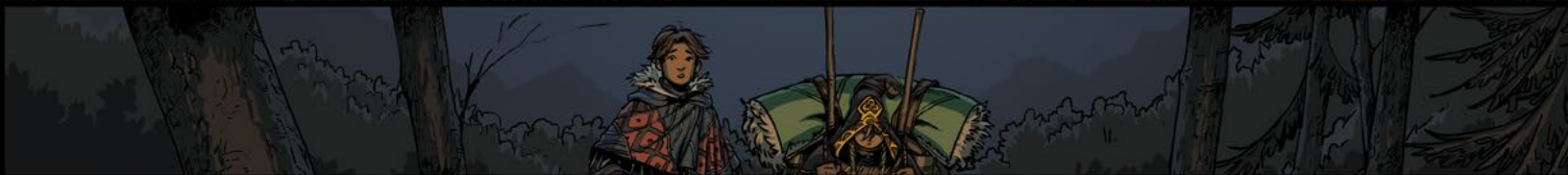


Erna!
Erna, I found it!
Let's go!



Gerrin...

CONTINUE TO PAGE 52



CONTINUE TO THE NEXT PAGE



Gerrin's story is only just beginning——

Let's see how he emerges from this dramatic first chapter.

Mark Abandon and Milestones

Devoted to My Family

Find a cure for my mother's illness.

- Does Gerrin feel he failed his family? Mark Abandon.
- Is Gerrin planning to leave home following this event, for whatever reason? Mark Abandon.
- Did Gerrin save his mother? Mark a Milestone or even three, as the Quest was accomplished.

Spirited Youth

Never surrender to darkness or despair.

- If Gerrin lost his mother, does he succumb to despair? Mark Abandon.
- If Gerrin lost his mother, does he nevertheless resist despair? Mark a Milestone.

Replace your themes

If you reached 3 Abandon or 3 Milestones on either theme, here is how Gerrin can grow:

- If Gerrin abandons his *devotion to his family*, perhaps he becomes a *vagabond*.
- If Gerrin evolves his *devotion to his family*, perhaps he becomes a *border ranger* who now patrols the highlands.
- If Gerrin abandons his *spirited youth*, perhaps he becomes an *embittered bandit*.
- If Gerrin evolves his *spirited youth*, perhaps he becomes an *apprentice to the Wise One*, and learns to resist the dark arts of foul creatures.



Themes grow from their weaknesses

You can gain new permanent tags in your themes and therefore new skills, abilities, and allies. Whenever one of your weakness tags is invoked, mark **Improve** on that theme, and when you have 3 Improve, reset the track and gain a new improvement for that theme. In your next game, remember to invoke your weakness tags!

New allies and treasures

Gerrin has gained some tags that could remain in play going forward. He made a new friend in Erna the *peddler*, and may hold on to some of the useful gifts she shared with him.

Loose threads

What happened to the bandits? Where did they come from? What about the creature? What other creatures are prowling the mountains, and beyond? What deal did Gerrin's mother make with the creature, and why? All of these questions can become the beginning of a new adventure the next time you play!

Did You Try_____

During your time with Gerrin, you could have taken many paths. You might be wondering what else could have happened! Did you...

- Feel a *pang of remorse*, but found a way to make it work in your favor? → page 21
- Get clobbered by a bandit, and learned how to lessen the blow? → page 28
- Have a conversation with the peddler, and gained *hopeful-1*? → page 32
- Ask Erna for something useful, and learned how to create a story tag with a Detailed outcome? → page 33
- Strengthen your resolve against temptation, and learned how to burn a tag for Power? → page 41

The story doesn't end here...

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