

We only bother to write down important items; stuff that will help you work on Tasks. If your Elder wears a hat, for example, it doesn't take up a Slot unless you plan to use it with a Task!

Example Mementos

Mementos are items associated with past experiences and skills. They can be used for any Task related to those memories.

Gruff's Compass

Sailed the 5 oceans.
(Navigate by the stars, tie strong knots, ship repair, predict weather)

Heather's Hat

Dozens of years as a Lady of the court.
(Social cunning, build new alliances, clever wordplay)

Alexa's Deck

Ran a gambling den.
(Manage finances, organize employees, catch cheaters, plan big events)

Example Spells

Spells are stored in an item (which is stored in a Slot). They are named in the "Adjective Noun" format. A spell can be cast to do anything related to its name.

Angry Growth

A jar of seeds that shudder and shake.
(Tangle foes, infest an area with deadly ivy)

Howling Moon

A small pendant of a White wolf. (Turn into A wolf, provide light, a piercing howl)

Burnt Questions

A charred book of ancient riddles.
(Ignite materials, confuse an enemy, distract dragons)

Example Burdens

Burdens can be positive or negative; anything that weighs you down and takes up your time. All Burdens take up a Slot and cannot be used with Rolls.

All Burdens require 20 Progress to transform into a Memento or Spell.

Half-empty Vial

You're running low. Can you get more? (Memento: learned alchemy)

Twisted Ankle

Every step is agony.
(Memento: learned basic first aid skills)

A Deep Lie

A lie you believe about the world...or yourself.
(Memento: detecting lies of others)

Same Old Fear

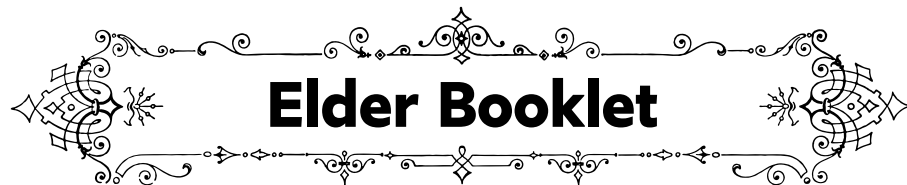
How much longer can you avoid it?
(Memento: related to your fear)

Frustrating Stutter

Why is communication so difficult sometimes?
(Spell: Mindful Message)

New Hobby

Oil Painting maybe?
(Spell: New Perspective)



Elder Booklet

Print two sided (along short edge) and fold so that this is the front of a booklet.

Name: _____

Age: _____

Debts: _____



Create an Elder

Every player creates an Elder that they will guide with their decisions and dice rolls.

1. Name your Elder. You are 60 years old. No Debts.
2. In your first Slot, write down a Memento.
3. In your second Slot, write down a Spell.
4. In your third Slot, write down a Burden.
5. In the other Slots write down anything else your Elder cares about; tools, supplies, weapons, etc.
6. For each blank Slot, gain +1 Energy in Reserves.



What's On Your Mind?

These are just the items your Elder cares about right now.
Items either **allow** you to do something or they **assist** you (roll 2x).

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

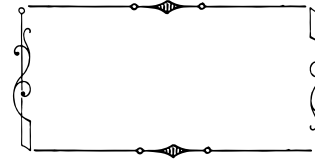


Rest to Recover

When you rest, follow these steps in order:

1. **Meditate & Train.** Unmark a Number of your choice except **1**. (can't avoid Harvesters)
2. **Work on a Burden.** Make a single roll on any Burden (even another Elder's), then spend ALL your Reserve Energy on it. *You cannot use any items with this roll.*
3. **Sleep.** Gain 1 Energy in your Reserve for each blank item Slot.

Energy Reserves



Spend Energy after you roll to make additional Progress, 1 for 1.
Spend 2 Energy to "discover" a simple item in your Pack.

Describe Action, then roll a d20

11-20 Make Progress equal to (ROLL - 10).

1-10 Your actions made no Progress. **Mark the Number** you rolled below. **If already Marked**, suffer the consequence. **If all Numbers** are Marked, your Elder is dying.



- | | |
|-----------|---|
| 10 | <input type="checkbox"/> This Task is instantly failed. |
| 9 | <input type="checkbox"/> Lose all Energy in your Reserves. |
| 8 | <input type="checkbox"/> Gain a Burden related to an injury. |
| 7 | <input type="checkbox"/> Gain a Burden related to stress. |
| 6 | <input type="checkbox"/> Gain a Burden related to your past. |
| 5 | <input type="checkbox"/> Immediately Mark another Number. |
| 4 | <input type="checkbox"/> Destroy all simple items. |
| 3 | <input type="checkbox"/> Destroy a Spell or Memento. |
| 2 | <input type="checkbox"/> Incapacitated. Allies may attempt to revive you. (15 Progress, 3 Rolls) |
| 1 | <input type="checkbox"/> When all three are Marked, then your Harvester arrives! Earn your Haven. |