Checks and traits

Trying something risky

The player rolls the d20 and adds the trait that fits: Brave, Clever or Kind. If the total reaches the DN, it works. If not, the story still goes on: something else happens.

How hard is it?

8	10	12
Easy	Normal	Tricky

Most moments are 8 or 10. Save 12 for the big ones.

Which trait fits?

One trait gets +2. The other two get +1.

Brave
fighting and daring

Clever
sneaking, puzzles and tricks

Kind
talking, calming and caring for others

The challenge dial

Story mode	Take 3 off every DN. Anything kind works without a roll.
Adventurer	Play every DN as printed.
Veteran	Add 2 to every DN.

Fights and worn out

Every hero starts with

8

Heart Points

Cross one off each time the hero is hit.

10 + Brave

Guard

A monster has to reach it to hit the hero.

Fights	To hit, roll the d20 and add Brave. If the total reaches the monster's Guard, it is a hit: roll a d6, and the monster loses that many Heart Points. Monsters hit back the same way, against the hero's Guard, for the damage on their card.
Worn out	At 0 Heart Points a hero is worn out, never hurt. They cheer the others on for the rest of the scene, and start the next scene with all their Heart Points back.
Someone at the table is uneasy	Make the monster sillier, or let a friend turn up to help. You can end any fight early: the monster gives up or runs off.

Running the game

Your three jobs

Read

Read the big text on each story page out loud, slowly. A full stop is a little pause.

Ask

Ask the questions under it, and make sure the quietest player gets a turn.

Say yes

If a player has an idea the page does not mention, let it work, or let it lead somewhere new.

If the game gets stuck

Nobody knows what to do	Hold up the scene card and read out two of the ways to try it. Let them pick one.
The table is bored	Make something happen right now, then move on to the next scene.
They go off the path	Go with it for a minute, then bring the next scene to them.

The pause word

“Story pause!”

Anyone at the table can say it, at any time. The story stops, everyone takes a breath, and nobody asks why. Then carry on, or change what was too scary.



The Saltmere Reach

The guide's screen, outside panel 3 of 3. Glue it to the back of inside panel 1.



Talewick Quests

The guide's screen

Free to print and play

The guide's screen, outside panel 2 of 3. Glue it to the back of inside panel 2.



The Vale of Aldermoor

The guide's screen, outside panel 1 of 3. Glue it to the back of inside panel 3.