



LEGEND IN THE MIST

THE RUSTIC FANTASY RPG

Demo Game



SON OF OAK
GAME STUDIO

What Is This Game About? —

Legend In The Mist is a rustic fantasy roleplaying game in which you play a companion in a band of travelers who set out on a journey to unravel the secrets of the lands beyond their home. For this demo, we will use the companion setting of *Hearts of Ravensdale*, but you can use this game to play in any setting.

While you may play as one of the strange beings that inhabit the Wanderlands or even as a powerful and mysterious thaumaturge, it is more likely that you begin the game as a denizen of **the Dales**, a remote mountain community that has lain undisturbed by the outside world for centuries.

A farmer, a cook, or a member of the local guard, your entire life has been lived in the Dales, perhaps even in one village. All you know is the till of the land, the mirth of summer festivals, and glorified stories of a minor skirmish that happened long ago. And the wind, you know the wind: in your hair, in the barley, in the rustle of the leaves. Sometimes it blows in unexpectedly, bringing dreams of faraway lands that drift away just as quickly. You know the glimmer of sunlight on the gushing brook – and that will matter, where you're going.

Lately, however, the wind has changed. It wails as it blows through the ruins of an ancient tower. Shadows move deep in the forest. A crow calls at dusk. A mysterious chill still grips the nights. There is a sense that **what has slept so far, is now awakening**.

This brings back memories of old tales, of a kingdom fallen, and of the Creatures of Twilight, monsters and deceivers that prowl the wild regions of the world, preying on the lost. Things that have not been seen in the Dales for centuries, and that most Dalespeople ascribe to folk tales.

Something is watching over your shoulder, in the darkness of every hollow log. Observing. Expecting. Something is wrong outside of the Dales. It seeps into the creeks, flickering in the starry sky. You feel it in your bones. An ancient calling, and with it – an imminent doom that will be the beginning of a long journey...



What Do You Do In This Game?

You and your **companions** go on a **journey**: either you are curious about the world beyond the Dales, or a terrible revelation propels you on a quest to save your home.

On your path, you traverse the countryside and wilderness, scale natural obstacles, befriend and trade with locals and wanderers, and explore the ruins of the past. You face off with wild beasts and sometimes much worse, encounter eerie and cryptic beings that nevertheless teach you valuable lessons, and every now and then make a discovery that changes your world.

That's the crux of it: you change, you grow, and the bonds between you deepen. With every challenge you endure and every world-rattling truth revealed, something in your heart builds. With every difficult choice that you make, you learn, little by little, who you are. And this self-knowing will be put to the test, during your journey and at the end, when it matters most.

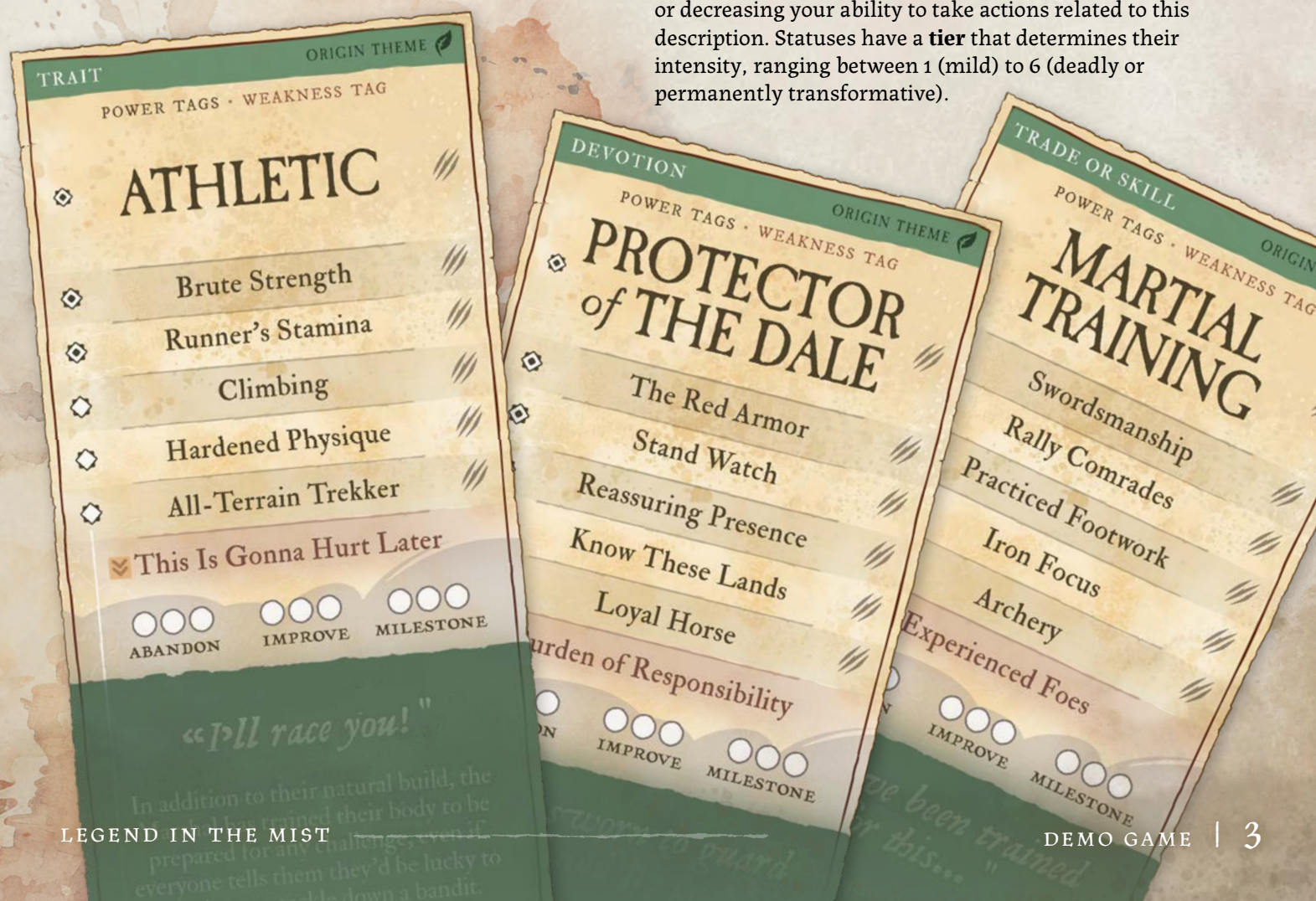
What Actions Can My Character Take?

Depending on their abilities and background, your character could influence others, fight, sneak, climb, explore, tinker with equipment, and so on. In time, unique items, acquired traits, or true hard-earned power can give them uncanny abilities akin to those of the **Thaumaturges** or the **Creatures of Twilight**.

Your character's abilities, qualities, and assets are defined by four sets of short descriptions, or **tags**. Each of the four sets focuses on a single **theme**, a core aspect of your character, and each tag describes something that your character is, has, or can do, such as **strong**, a **worn backpack**, or cook **incredible meals**.

When the time comes to take action, you **count up your tags** that **directly** help you take that action; the more directly relevant tags you have, the better the outcome. Taking actions is explained further below.

Special tags called **statuses** mark transient conditions, such as **wounded**, **mesmerized**, or **blessed**, describing your character's situation and at the same time increasing or decreasing your ability to take actions related to this description. Statuses have a **tier** that determines their intensity, ranging between 1 (mild) to 6 (deadly or permanently transformative).





How Do You Play? —————

You and your group sit around the table and play out this rustic fantasy story scene by scene, like a fireside tale, but you don't know in advance how each scene will end. Each **session** could have a handful of **scenes**. You could play a one-shot session or a series.

Most of you will be **players**, each portraying one of the protagonists, a **Hero**.

One of you will be the **Narrator**, setting the scenes and portraying **non-player characters** (NPCs) as well as all the **Challenges** your characters face: adversaries, hazards, mysteries, and dangerous situations.

Your conversation will be guided by some rules. The outcome of your characters' actions will be determined by your **tags** and by **rolling dice**, as well as the choices of the Narrator.

ESTABLISH > ACTION > CONSEQUENCES

When playing a scene, your conversation follows a set rhythm:

The Narrator establishes (or reestablishes) the scene, presenting new **Challenges** and/or making **Threats** with them by describing a dangerous thing they are about to do. The Narrator then gives one of the players the **spotlight**.

The player in the spotlight describes the **action** their character takes and often rolls the dice to determine the **outcome**.

Depending on the outcome, or if Threats were ignored, the Narrator then delivers **Consequences**. Sometimes the Narrator allows the player's character to react in order to **lessen** those Consequences.

This turn sequence repeats itself, passing from one player character to the next like a suspenseful tale switching between protagonists, until the scene ends and a new scene begins.



Taking Action

Determining the outcome of an action can have three parts – narration, roll, Effects – and the Narrator chooses whether to use one, two, or all three.

Like a good storyteller, the Narrator chooses whether they want the action to be resolved Simply with a decision, Quickly with a roll, or Detailed, best used in a blow-by-blow fight, a word-by-word argument, or a step-by-step exploration of a ruin. You switch between the narrative and the tactical, whatever works best for the scene.

All actions begin with the player describing their action.

SIMPLE WAY

For casual or risk-free actions, that's all that is needed – a **Simple** resolution. The Narrator confirms, and the scene continues. This is often used for actions to **perceive** the scene, **move** around, or **converse** in a low-stakes environment.

QUICK WAY

If the action you narrate is dangerous or dramatic, the Narrator will ask you to roll for it – a **Quick** resolution.

You first determine your action's Power by counting up the tags that help you do the thing: You get +1 Power for every helpful tag and -1 Power for every impeding tag. You also add the tier of the most helpful relevant status and subtract the tier of the most impeding relevant status.

You then roll two six-sided dice and add your Power to the result. If it's 10 or more, you succeed without Consequences; 7-9, succeed but suffer Consequences; 6 or less, you suffer Consequences without any benefits.

DETAILED WAY

If the degree of success is important, such as when trying to overcome a major Challenge, use a **Detailed** resolution. You roll as above, and if you get a success, the Narrator asks you to spend your Power on Effects. You then get to add or remove tags and statuses from yourself, your opponent, or your allies.

You can attack by giving your opponent *wounded* or *subdued*; influence them by giving them *convinced* or *threatened*; boost yourself or an ally to be *emboldened*; create a *healing salve*; restore a hexed ally by removing their *cursed*; and more.

Each status tier costs 1 Power to add or to remove, and each tag costs 2 Power to add or to remove. You can also spend 1 Power to discover a valuable detail in the scene or to perform extra feats that enhance or flourish your described action.

That's it – there is only one kind of roll in this game, and yet every roll is different because different tags come into play, based on the action, your abilities, and the situation.

Making Sacrifices

If you need more Power at a critical moment, use the following options to control the narrative.

Burn for Power: Before you roll for a Quick or Detailed outcome, you can voluntarily **scratch** one of your own useful tags – making it temporarily unavailable – to get 3 Power instead of 1 Power for that tag. Circle the claws icon of that tag until you take action to recover it.

Push Your Luck: After you roll, if you get a 10+ result you can choose to accept Consequences anyway for a bonus. On a Quick roll, you gain a greater success, as decided by the Narrator. On a Detailed roll, you gain +1 Power to spend.



How Do I Overcome Challenges?

A Challenge is anything that stands in your way or puts your goal at risk.

In many cases, overcoming an obstacle or a Challenge only requires succeeding with your roll, a Quick outcome. You don't need to get into the nitty-gritty with every action.

The Narrator can also put into the scene a greater Challenge, one that has **Limits**. Each Limit describes a way you can overcome this Challenge, and it has a number denoting the maximum status tier this Challenge can take. For example, the Limit to convince a smug bandit leader to stand down could be *convince* 4 while the Limit to defeat them in battle is *harm* 3.

To overcome a Challenge's Limit, you **give it a status with a tier that hits or exceeds that desired Limit**. Take a Detailed action and spend your Power (1 per tier) to give the Challenge the right kind of status. In the above example, that would be *convinced*-4 or higher, or *wounded*-3 or higher.

You don't have to hit the desired Limit with a single action, because **statuses stack**. When you give a status for the first time, mark its tier on a Tracking Card assigned to the target. When the same target takes the same type of status again, mark its tier on the same card. If the box is already marked, mark the box on the right. The tier of a status is always **the highest tier marked** on the card. For example, giving a Challenge *banished*-2 and *banished*-2 results in *banished*-3; the next time you give them *banished*-2, it will push the status to *banished*-4.

Limits can also track any process: the progress of a ritual to awaken a malevolent stone circle (*complete* 3), assembling a cart (*construct* 4), or training an animal companion (*train* 2). When the Limit is met or exceeded, the process is completed, and something important or dramatic happens.

The Consequences

After each action, if it had Consequences or if you ignored incoming Threats, the Narrator will strike back with negative developments that complicate your Hero's life.

The most common Consequence is materializing a Threat that was established, like an attack landing or a trap springing. Other Consequences include narrative complications ("You're spotted!" or "She refuses to discuss this further"), side effects, exhaustion, harm to allies, and so on.

Optionally, the Narrator can add negative Effects to the Consequences, giving you statuses that make things harder for you, such as *wounded*-4 or *scared*-2, or **scratching** off your tags temporarily (circle the scratch marker to the right of the tag) – a scratched tag can't be used until recovered. The Narrator doesn't spend Power on these Effects, they can dish them out as they see fit depending on the Challenge you're facing and the circumstances.

If your Hero has some capability to avoid or withstand the Effects of Consequences, the Narrator may allow you to try and **lessen** them by taking a reaction in the same way you take an action: describe how you react, count up the Power of your reaction, roll the dice, and, if you roll 7 or more, spend your Power to buy the negative Effects down. If you roll 10 or more, you gain 1 more Power and you are not limited just to lessening and can use any Effect. This defensive reaction roll only happens when you take Consequences and only when the Narrator deems it possible – you can't block an attack you didn't see, for example.

Know that **you have Limits**: if you take a tier 5 status, you're out and can't take actions affected by that status. If you take a tier 6 status, you're either killed or forever transformed by it.



The Challenges

Challenges – adversaries, hazards, and dangerous situations – act in the scene using Threats and Consequences, instead of having their own turns.

In scenes where the Heroes are facing risks or attacks, the Narrator makes Threats with the Challenge(s) in the Establish phase and then possibly makes good on them in the Consequence phase.

Challenges can have a **profile** that lists their Limits as well as typical pairs of Threats and Consequences that represent their abilities. Challenges can also have their own tags and statuses that affect Hero actions against them or a Hero's ability to lessen their Consequences. A giant spider can have the status *evasive-2* that reduces the Power of actions to attack them, and a mysterious archer with *witched arrows* reduces the Power of Heroes who lessen their arrow-shooting Consequences.

Character Growth

During your journey, your Hero grows in two separate ways.

Improve: Whenever you or the Narrator invoke one of your *weakness* tags, you lose 1 Power on that roll but mark that theme's Improve track. When it's full, you reset it and gain a new tag or a new Special Improvement, a rule unique to you.

Personal Story Arc: Your Hero has a **Quest** for each theme, some of which are conflicting in a way that can drive them to make difficult choices. This is how your Hero grows and evolves together with the story.

Making a great stride to achieve your Quest, or choosing to sacrifice something important to uphold your motivation, leads you to mark **Milestone**. When this track is full, you evolve your theme, and it changes to reflect a greater, or different, part of you.

Choosing to act against your Quest can lead you to mark **Abandon**. When this track is full, you replace the theme with a new one. One aspect of your character is changed or lost, while another emerges, dramatically changing the tags and actions available to you and how your Hero is played.

All themes have a **Might**, either *Origin*, *Adventure*, or *Greatness*. Respectively, such themes describe who you are in your roots; your highly-useful abilities or well-established truths; and your mastery over some aspect of the world. The *Legend In The Mist Core Book* includes rules for creating starting characters with Adventure and Greatness themes, who are more experienced or powerful than your typical Dalesperson.

As you replace themes, your character can either grow and gain Adventure and Greatness themes, or go back to their roots, replacing mightier themes with Origin themes. This doesn't make your characters weaker or stronger – they still have the same number of tags – but it shifts the focus of what actions they take are more likely to have more Power and therefore a greater impact on your journey.

AGGRESSOR



CORVINE THAUMATURGE

Roaming the Wanderlands, this practitioner of the secret arts seeks ancient knowledge and forgotten elixirs that will deepen their magic. Crossing paths with them is ill-advised.

LIMITS

6
HARM

6
BEFRIEND

4
OUT OF CROWS

TAGS & STATUSES

warded-3 *mysterious-4*

Magical prowess

SPECIAL FEATURES

PROTECTIVE MURDER: When you attack a Corvine Thaumaturge, you first take *distracted-3*, as their crows beset you. They take *less-crows-1*.

THREATS & CONSEQUENCES

- > Crows circle in the air above
 - >> Crows land nearby and eavesdrop on the companions (Exposure)
- > Bristle or be frustrated by the conversation
 - >> Put a spell of paralysis on any number of companions (*paralyzed-3*)
- > Direct their murder of crows to attack
 - >> Many crows assail the target (*bleeding-3*)
- > Hold the head of a paralyzed foe back
 - >> Steal a shynymorsel of life force (*drained-3*)
- > Start growing black feathers on their face
 - >> Transform into a crow and fly away (Blocked)



Backpack & Camp

You don't track the number of coins or arrows you have, or write down every piece of gear you carry. Like in a story, your tags only show important gear or major assets your character owns, things that could change the story.

Your Hero begins the game with one **story tag**, a temporary tag that affects your rolls just like a power tag or a weakness tag (but when a story tag works against you, you don't mark Improve). You keep this story tag in your **backpack**. This doesn't mean it's all you carry; you can also have many other items, they just don't affect your rolls. Having this tag simply represents gear that you as the player wants to focus on during your journey.

Story tags and statues expire whenever the Narrator deems so, such as at the end of a scene; backpack story tags usually expire when you set up camp, as you sit down to rest and recover. You can take action during camp to keep your tags, or create new ones. The *Legend In The Mist Core Book* has full rules for camping and sojourning.



Using Effects

Here are some things you can do with Effects that create or remove tags and statuses.

Against an Opponent or a Target

ATTACK <i>Slash, punch, lay a curse, shoot</i> Give your target a harmful status 1 Power per tier	DISRUPT <i>Blind, confuse, shock, trip, interrupt</i> Give your target a hindering tag or status 1 Power per tier 2 Power per tag	INFLUENCE <i>Convince, threaten, provoke, mind control</i> Give your target a compelling status 1 Power per tier	WEAKEN <i>Break, sunder, neutralize, silence</i> Remove a target's useful tag or status 1 Power per tier 2 Power per tag
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For Yourself or for an Ally

BESTOW <i>Teach, empower, enchant, equip</i> Give yourself or an ally new abilities using tags 2 Power per tag	CREATE <i>Craft, find, purchase, summon, rally</i> Create a new object or being using tags 2 Power per tag	ENHANCE <i>Assist, aim, boost, take cover</i> Give yourself or an ally a helpful status 1 Power per tier	RESTORE <i>Heal, repair, rejuvenate, undo</i> Reduce a harmful status or recover a burnt power tag 1 Power per tier 2 Power per tag
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On a Process

ADVANCE <i>Make progress, get closer, push forward</i> Increase a progress status 1 Power per tier	SET BACK <i>Delay, ruin, sabotage, reverse</i> Decrease a progress status 1 Power per tier
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Other Effects

DISCOVER <i>Sense, recall, research, converse</i> Discover a valuable detail 1 Power per detail	EXTRA FEAT 1 Power per additional feature or minor achievement included in the action
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Against a Consequence

LESSEN <i>Block, dodge, shield, absorb</i> <i>Reduce or cancel incoming Effects</i>	1 Power per tier 2 Power per tag
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CHARACTER CREATION

When making a Hero, you pick four of these themes types to focus on and then create tags for each of your chosen themes.

Origin —————

The things close to your roots, that make you you.

CIRCUMSTANCE

Your background, standing, or way of life.

DEVOTION

A group, person, or ideal to whom you are loyal.

PAST

An important life event that shaped you.

PEOPLE

Your heritage, tribe, culture, race, or nation.

PERSONALITY

Your temperament, behavior, or style.

SKILL OR TRADE

Something you do well.

TRAIT

An inherent quality unique to you, or a rare talent.

Adventure —————

How experience has changed you, or how you're inherently a part of a greater world.

DUTY

A grand quest, allegiance, or obligation you have undertaken.

INFLUENCE

Your sway over others, due to position, savvy, or connections.

KNOWLEDGE

Something you know that is beyond everyday, common knowledge.

PRODIGIOUS ABILITY

A unique expertise or talent that sets you apart from others.

RELIC

A magical item that has changed your path in life.

UNCANNY BEING

Being a supernatural creature or entity.

Greatness —————

The things that make your actions far-reaching and important to the fate of the world.

DESTINY

Something you are fated or chosen to do or achieve.

DOMINION

Your authority over a land, a people, or a powerful organization.

MASTERY

An art of which you have become the greatest exemplar.

MONSTROSITY

Being a supernatural creature of immense magnitude or power (e.g., a great dragon).

Theme types of varying might

COMPANION

A friend or ally who follows you everywhere.

MAGIC

Supernatural abilities at your disposal.

POSSESSIONS

Item(s) or assets in your possession.

FOR THE NARRATOR

Your role as the Narrator is to act as the host, guide, and referee of the game. In practice, this entails the following:

Establish The Scene

When a new scene starts, describe it to the players. Describe what changed after each player action and its Consequences. Conclude the scene when it's exhausted and describe the next scene. Every time you establish or reestablish the scene:

- **Present Challenges:** Tell the players what characters, hazards, or situations they must overcome to reach their goals in the scene.
- **Make Threats:** Announce any actions Challenges are about to take or developments about to happen. This is important because if the Heroes don't react and address your Threats, you can deliver Consequences later. *Challenge profiles list Threat suggestions in italics.*
- **Give the Spotlight:** Choose a player character who will act next. Remember to cycle through all players judiciously.

Guide And Rule On Player Actions

While a player has the spotlight, you make decisions regarding their action:

- **When the player describes their action,** choose whether to resolve it Simply with narration only, Quickly with a roll, or Detailed with a roll and spending Power, depending on how deep you want to get into it.
- **When a player counts their tags before a roll:**
 - Tell them which tags are relevant and which aren't.
 - Invoke their weakness tags when appropriate.
 - Let them know which of the Challenges' or environment *tags* or *statuses* hinder their action, reducing their Power (although you may rule using such tags cleverly can sometimes help the Hero's action instead). Challenge profiles list their *tags* and *statuses*.

- **Announce when a challenge is overcome.** When a Hero gives a Challenge a status at a tier that meets or exceeds one of their Limits, that Challenge is overcome and cannot pose any more danger to the Heroes in this scene. Challenge profiles list their Limits at the top, below the title and description. (Note that a Challenge can still deliver Consequences for the action that defeated it, because action and Consequence happen at the same time.)

Deliver Consequences

After each player action, if the action generated Consequences (rolling 9 or below) or if they failed to address a Threat, you deliver Consequences. Make something bad happen in the narrative, and if fitting, give them Effects such as dishing out a harmful status, burning their tags, or giving positive tags or statuses to the Challenges. **Challenge profiles list Consequences suggestions in bold under their respective Threats.**

- If it makes sense, allow the affected players to **lessen** the Effects of your Consequences, by rolling a reaction (same as an action, but without Consequences) with appropriate tags and then spending their Power to buy down the Effects.



Challenges , Threats, Consequences

Anything that gets in the way of the Hero could be a Challenge. Pre-written Challenges have a Profile that lists some Threats that they can pose and the Consequences they deliver, but the Narrator can also improvise based on what's happening in the fiction. Here are a few examples of common Challenge behaviors:

Aggressor: Someone who wants to hurt the Heroes physically, mentally, socially, emotionally, etc.

- › Threats: Drawing a weapon, aiming a weapon, preparing to make a statement or revelation, speaking an incantation
- ❖ Consequences: Landing an attack, giving the target a harmful status

Charge: Someone or something that the Heroes must defend from other forces.

- › Threats: Coming under attack, becoming at risk of harm such as tipping on the edge of a chasm, being restrained or abducted
- ❖ Consequences: The Charge is harmed (give a harmful status); the Charge is killed, destroyed, or taken

Countdown: Something that will happen in a few moments or that advances towards a crescendo, like a wooden bridge burning down or an ongoing ritual.

- › Threats: Preliminary events, time passing, a clear indication of how another increment is about to happen
- ❖ Consequences: The countdown advances (give a progress status), the countdown ends and something happens

Influence: Someone or something that tries to get the Heroes to act in a certain way.

- › Threats: Beckon the Heroes, begin to converse or communicate with the Heroes, make an offer
- ❖ Consequences: Give the Hero a compelling status (*convinced*, *beguiled*) or take their things (*short-on-coin* or scratch tags)

Mystery: Something the Heroes want to find out but is not evident and may even be hidden from them.

- › Threats: Mysteries are often passive and do not pose Threats.
- ❖ Consequences: The mystery becomes harder to solve (give a status such as Hero becomes *confused-2* or a witness becomes *tight-lipped-3*)

Obstacle: A barrier or hazard that is in the path of the Heroes and hinders their passage.

- › Threats: Obstacles are often passive and do not pose Threats.
- ❖ Consequences: The Obstacle harms those interacting with it (give a status), becomes harder to pass (give itself a tag or status), alerts new Challenges, or costs resources to pass through (scratch tags)

Pursuer: Someone who is chasing the Heroes down.

- › Threats: Indication of approaching, speeding up, moving into hiding, preparing to pounce
- ❖ Consequences: The Pursuer reaches the Heroes (ready to pose a worse Threat), or reduces the tier of the status measuring the distance between them

Quarry: Someone or something that the Heroes need but is getting away.

- › Threats: Moving further away, searching for an escape route, marked/coveted by a third party, disappearing in the underbrush
- ❖ Consequences: The Quarry flees the Heroes, or increases the tier of the status measuring the distance between them

Sapper: Someone who undermines or weakens the Heroes without necessarily trying to defeat them.

- › Threats: Skulking about without direct confrontation, preparing a "surprise" for the Heroes
- ❖ Consequences: The Heroes' tags are scratched or they receive debilitating statuses such as *tired* or *distracted*

Support: Someone who empowers or restores other Challenges.

- › Threats: Rallying soldiers, bandaging wounds, applying a remedy, chanting a prayer of healing or blessing
- ❖ Consequences: Remove negative tags and statuses from other Challenges or give them positive tags and statuses.

Watcher: Someone or something that is patrolling, looking for the Heroes, watching the Heroes, or trying to assess their true intentions.

- › Threats: Walking closer, looking your way, catching a scent, becoming suspicious
- ❖ Consequences: The Watcher find the Heroes, discovers something about them (intentions, equipment, plan), or gains the *alert* status

Other Consequences

If you didn't make a Threat, or if you think it's not the right time for a Threat to materialize, you can deliver these Consequences based on the player's action, rather than the Challenges in the scene. Each Consequence below has suggested Effects, but many times the story complication is trouble enough for the Hero and you don't need to add any Effects.

- **A new danger:** In the process of taking the action, the Hero ran into a new Challenge or a new Threat from an existing Challenge.
EFFECTS: Optionally give the Hero *surprised*.
- **Attack of Opportunity:** The Hero's action opens up an opportunity for a Challenge in the scene to deliver Consequences, whether or not it made a Threat beforehand.
EFFECTS: Per the Challenge.
- **Collateral damage:** The action unintentionally affects something or someone that the Hero did not want to affect.
EFFECTS: Give an ally a negative status or scratch their tags.
- **Exposure:** While taking the action, the Hero betrays vital information to their adversaries such as their location, identity, intentions, or plan of action.
EFFECTS: Give the Challenge an advantageous tag or status.

- **Expenditure:** The Hero expends resources (stamina, arrows, ingredients, mana, etc.) in the process of taking the action.
EFFECTS: Scratch a tag, give a negative status like *exhausted*, or reduce the Hero's resource status like *mana*.
- **Harm:** The Hero was harmed during the course of their action.
EFFECTS: Give a negative status such as *bleeding*, *burned*, *upset*, etc.
- **Imperfect execution:** The Hero didn't get everything they wanted out of the action, e.g., information is vague, a concoction has only some of the intended effects, etc.
EFFECTS: Add a negative story tag or status.
- **Loss of advantage:** The Hero lost an advantage they previously had or worked to achieve.
EFFECTS: Remove or reduce a Hero's beneficial status or scratch their beneficial tags.
- **Side-effects:** The Hero's action had unexpected or unwanted results.
EFFECTS: Add a negative tag to the scene or give the Hero a negative status or tag.
- **Wasted Time:** The Hero spent too much time on this action, allowing other negative complications to unfold.
EFFECTS: None.





A Shadow In The Barley

Players, Turn Back.

This section is for the Narrator and contains major spoilers for the Hearts of Ravensdale setting and campaign.

Welcome Narrator!

This is a short adventure with three scenes that you could run for your group in one or two sessions to get a taste of the *Legend In The Mist* roleplaying game. Before you read this, read the rules given above. This adventure is designed to be used with the three attached sample characters – the **Red Marshal**, the **Wise One**, and the **Apple Picker** – or any other player characters who are villagers from the village of Ravenhome, in the southwest of the Dales.

The Background

For centuries, the remote villages in **the Dales**, and the village of **Ravenhome** in particular, have been isolated from the world at large. Life went on without much peril, except for the everyday dangers of work in the fields and village affairs. To the Dalespeople, it seems this quiet life has always been this way. Perhaps somewhere out in the world, beyond **the Wanderlands**, there are great and miraculous things happening; here in the Dales, miracles and adversity are small and mundane. Every few years, a traveler from outside the Dales might pass through and bring strange tales with them, but they leave quickly and their fanciful stories are promptly forgotten.

Legends of the treacherous **Creatures of Twilight** and the **Great Thaumaturges** of old are nothing more than a fireside tale for most Dalespeople. The vast majority of them spend their entire life without ever thinking of such things, let alone encountering them. However, there are a few remaining practitioners of **the Oldways** who still retain fragments of knowledge from those bygone days, when the Dales were more involved with the outside world. The followers of this passed on tradition were charged with keeping the dangers spoken of in the old tales from seeping back into the Dales. But as the centuries passed their numbers dwindled, their faith faltered, and their memory faded. Today, they are too few and know too little to uphold their ancient duty.

This is no coincidence; the world is changing, and far outside the Dales **the old powers are once more awakening**, after an age-long slumber. It can be felt in the air, by those who listen and sense: a storm is coming.

Specifically relevant to this adventure, **an ancient, festering miasma** from the marshes to the southwest has seeped into the water under the Dales. Taking root in the sunken ruin of a watchtower from the days of an ancient kingdom, it awakened the bog corpse of a guard (or guards) who had lain at the bottom of the waterlogged structure, spurring them to emerge from the ruin, seek out human life – and snuff it. This dead **Waken Sentry** has made its way to the nearby bucolic village of Ravenhome, where it is about to turn the small world of our Heroes on its head.

This adventure revolves around the moment when three unassuming Dalespeople become embroiled in the first encounter in centuries with foul forces from outside the Dale, and are called to set out on a journey to reveal the source of these malign influences in order to protect their home. It is a moment of awakening, of stirring, a kindling of the soul; and at the same time a moment of grave danger, the rise of a great threat to all life in the Dales.



LEAVE IT UNNAMED

When you as the Narrator describe an unfamiliar phenomenon to the players, it's easy to revert to tropes that everyone knows. For example, you can describe the Waken Sentry to your players by saying "it's basically a zombie with 2 hit points.". While this sort of familiar language could be great for a purely tactical game, it really does little to create the atmosphere of a fantasy story.

*In Legend In The Mist, the sense of wonder and mystery can be enhanced by **never naming strange phenomena**. The companions don't know what they are facing and so, to increase the immersion of the players, you consciously avoid calling it by a specific name. You can describe the Waken Sentry as "this dead, ancient sentry" or "a dripping, groaning bog corpse" or describe Sorrowbalm as "this outlander".*

Don't be tempted to use worn out definitions; even when the players take action and reveal what something really is, continue to describe it with detail and flavor while always circling around an actual name: "It's a remarkably preserved body, which seems to have been in water for a very long time. What gives it the power to move, you do not know; but surely it is something foul and powerful, more than you've ever seen before – and you've seen a thing or two..."



OPENING SCENE: THE FIELDS

The story begins in the fields outside of the village of Ravenhome, in the dale known as the Ravensdale. On what seems to be an unexciting, overcast autumn morning, our companions all happen to meet on the road by the fields. But this innocuous roadside meeting takes a horrifying turn as the long-dead guard of the old kingdom staggers onto the field.

Roadside Meeting

Start by **Establishing** the scene. Present at the scene are the three Heroes to be. You can read these descriptions to the players now and have them pick out a character if they haven't done so yet.

- **THE RED MARSHAL** a member of the scouts order of the Dales, was assigned to guard Ravenhome. While trained as guards, most Red Marshals, including this one, only ever face a house fire, a wild animal run amok, or a robber once every few years. This Marshal is bored, and eager to prove their worth.
- **THE WISE ONE**, a reclusive apothecary living over the hills to the south, coming into the village every now and then to sell their wares and treat the sick. They know much more than the others about the unseen world, and have been sensing a change in the air, even if they can't put a name to it. But their tradition of the Oldways has been much diluted as it was passed down over the centuries, and their brothers and sisters have been neglecting their duties of late.
- **THE APPLE PICKER**, a rascally young orphan adopted by the people of Ravenhome, who is always looking for an opportunity to pull a prank. More focused on the here and now, this resourceful and deft youth nonetheless holds great potential, especially when it comes to creatively using the apples they seem to always carry with them everywhere.

Also present at the scene is a Non-Player Character (NPC), **Willow**, a child from the village (known to all three companions). She is playing in the barley fields that have recently been partially harvested, close to the edge of the tall, unharvested barley.

Give the spotlight to the players and have them present their characters, greet each other on the road as their characters, and have some small talk. Most of these actions should only require **Narrating**, as nothing dramatic is happening yet. Perhaps one of them already wants to take an action worth **Rolling** for, such as the Apple Picker pulling a prank on the Red Marshal.

Continue **Establishing**, taking action, and, if needed, delivering **Consequences** until you feel it's time to escalate the situation by presenting new **Challenges**.

The Challenges

There are three Challenges in this scene:

- **The Mystery** of what is moving in the barley (the Waken Sentry)
- **An Aggressor**, the **Waken Sentry**, a rotting bog corpse, brought to life by dark, unseen forces, and who will soon emerge from the barley
- **A Charge**, Willow, who is in danger of being attacked by the Sentry

Danger In The Barley

When you next Establish the scene, at the most opportune time, describe Willow letting out a blood-curdling scream. She is speechless, shuddering, and can only point at the tall barley with paralyzed, quivering lips. If coaxed, she will say she saw something moving in there, wailing the words.

Use Willow's scream and the strange feeling in the air as intentionally vague **Threats**, letting the players know something is coming.

The Hero may take action to calm Willow down or to find out if anything is hiding or moving deeper in the field. These actions can be resolved as **Quick Outcomes** (Narration + Roll), or, if you wish, add **Effects** to quantify the result. For example, you could ask a player to use the **Discover** Effect to quantify just how well they can perceive what's in the barley.

The Waken Sentry

Eventually, reveal the Waken Sentry Challenge, whether as part of Establishing the scene, as a reward for a successful player action to identify the danger, or as Consequences.

As the Waken Sentry emerges from among the tall blades, the companions see a shambling, water-drenched human carcass stagger toward them. Its face is mummified and blackened by rot, and it dons the rusty remains of some resplendent armor from a bygone age. It is armed with a similarly corroded sword, which it angles at its victim as it lugs forward, squelching putrid water with every step.

Once revealed, the Waken Sentry will attempt to cut down any living soul in its path, a wicked synergy of its old duties and the life-devouring miasma festering in its dead body. It does not feed on flesh, however; it is driven by a strange call to consume and bring ruin to all that is good. Whenever you Establish, pose Threats with the Waken Sentry to keep the players on their toes.

The common ways to overcome the sentry are described by its Limits, but you can come up with new Limits on the fly if your players find creative ways to do so, for example if they attempt to **cleanse** it from the miasma or **restrain** it. If one Waken Sentry isn't challenging enough for the companions, you can reveal another one when you Establish again

AGGRESSOR



WAKEN SENTRY

This mindless shambling bog corpse of an ancient guard has been preserved in its waterlogged resting place and reanimated by a foul poison that had seeped into the water. Wearing the decrepit remains of its old armor, it now roams the Ravensdale, seeking to ruin and snuff out all living things. The dark ooze itself is infused with a malign spirit or force that can be banished, and the body can be broken beyond use. It's impractical to light this creature on fire, unless it is somehow dried out first.

LIMITS

2	2	-
HARM	BANISH	BURN

TAGS & STATUSES

shambling, *dead flesh*

THREATS & CONSEQUENCES

- > Lumber forwards threateningly
 - >> Swing at the nearest person with a rusty sword (*slashed-2*)
- > Squelch and ooze putrid water as it moves
 - >> Horrify onlookers (*terrified-3* or *nauseated-3*)
 - >> Infect someone with the cursed miasma (*poisoned-1*)
- > Stop suddenly and gaze at its sword, as if recalling its old days
 - >> Remember how to parry or feign (give itself *parry* or *feign*)

CHARGE



WILLOW

* Content warning: danger or harm to children.
Check with your table that this Challenge is safe to use in your story.

This child of Ravenhome is playing in the barley field when the Waken Sentry passes through. She is petrified with fear at first, but if snapped out of it, she will attempt to flee. If anything happens to her, it would be a tragedy that will surely burden the companions for the rest of their lives.

LIMITS

1
HURT

TAGS & STATUSES

petrified-1

THREATS & CONSEQUENCES

> Come under attack

>> Be injured, or worse (give all Heroes **guilty-4**)

> Stumble over stones as she flees

>> Trip and fall (give her **prone-1**)

WHAT AWAKENED THE DEAD SENTRY?

There is not a lot in the collective knowledge of the Dalespeople that can explain what exactly is the dark ooze that infected the body of the Waken Sentry. Only the Wise One, with their Oldways tradition, can discern that it is a liquid carrying some kind of malignancy, some spirit or influence of rot and decay, which at its core seems to be hungry to devour.

Only an exceptional recollection (perhaps represented by a great roll) would conjure back to their mind the notion that such evil was the fallout of an ancient war, fought among the Great Thaumaturges.

The Field That Has Changed Forever

Once the Waken Sentry has been overcome, ask the players how their characters feel about what just happened, and what their thoughts are.

The companions may have questions, to each other and about what is going on. They may take some actions to investigate the Waken Sentry, where it came from, or what animated it.

- **THE RED MARSHAL** might attempt to track the Waken Sentry back to its point of origin at the Sunken Watchtower.
- **THE WISE ONE** could use her Oldways wisdom to assess the nature of this thing, and perhaps discover the oozing pitchy substance it has been submerged in.
- **THE APPLE PICKER** knows the area well and can recall that the closest body of water is the pond in the ruins of the Sunken Watchtower.

Now that the imminent danger is over, you don't need to make any Threats, but such investigative actions can still yield Consequences (see **Other Consequences**, page 13).

There are two natural conclusions to this scene: the companions may go to Ravenhome (**Back at Ravenhome**, below), perhaps escorting little Willow safely to her family and warning the villagers, or they may try to seek out where this Waken Sentry came from and why. This could lead them to the **Sunken Watchtower** (page 21), whether they surmise directly where to go, or they go to the Wise One's abode and pass by the Watchtower on the way. Choose the next scene based on their choice.

BACK AT RAVENHOME

The village of Ravenhome is set in the heart of the breadbasket dale of Ravensdale, a small but fertile valley where barley fields stretch to the feet of the hills and apple orchards dot the landscape.

Walking back on the familiar path into the village and welcomed by its shingle-roofed houses and the scent of wood fires, some of the companions are perhaps considering what is to be the fate of this place, now that such horrors walk the Ravensdale. Ask the players what their characters are thinking about, as they are engulfed by the sounds of afternoon activities in the village.

If the companions arrive at the village and share the news about what they have seen or if they allow Willow to return and tell the Ravenhome people about the Waken Sentry, the entire village is soon assembled at the tavern and a panicked discussion begins about what to do about this reviled and dangerous “Creature of Twilight” (that is how the people of the Dales refer to all strange beings).

What Must Be Done? —————

There are three distinct voices among the cackle of concerned villagers:

ALDERMAN BEAKS, the official head of the village, is a glib-tongued man with an affinity for peace and quiet. He would like to reassure the people of Ravenhome that there is no danger whatsoever and deal with the matter privately. If the companions have no proof, and especially since the prankster Apple Picker is involved, Alderman Beaks would be the first to question whether the Waken Sentry is real.

ALEONORA, the retired Red Marshal who used to guard Ravenhome before the Player Character Red Marshal arrived to replace her, is excited by the prospect of seeing and facing a Creature of Twilight in battle, even if her glory days have passed. She would like to rally a band of Ravenhome villagers, arm them with pitchforks, and head out to search for other Waken Sentries. Her mind wanders not so much towards glory, but towards the danger and exhilaration of battle, and perhaps even a swifter and brighter ending to her life.

MACKROSS, a frightful Ravenhome local, is an alarmist who claims he’s been hearing about all manner of calamities from travelers, and has been mocked by his peers for that. Now that such a “calamity” is at hand, he is convinced that he has always been right and pushes to flee the village before it is overrun by these “vile monsters”, offering the large town of Barleytown as a refuge.



Alderman Beaks



Aleonora



Mackross

COUNTDOWN



CONCERNED VILLAGERS

Faced with the news about the deathly walkabout, the people of Ravenhome are at a loss. Either they flee the village, take up their pitchforks and go searching for more villainous Creatures of Twilight, or go back to their homes and reconsider it all. It's up to the companions to steer them in the right direction – whatever they think it is.

3
PANIC

3
RALLY

3
REASSURE

TAGS & STATUSES

panicked-1, Alderman Beaks, Aleonora, Mackross

THREATS & CONSEQUENCES

- > *The villagers give someone an untrustworthy look*
 - >> Someone points and accuses, the crowd joining in (suspected-1, hushed-2, or ignored-3)
- > *The crowd murmurs amongst themselves*
 - >> Alderman Beaks seizes the moment to soothe the crowd (give themselves reassure-1)
 - >> Aleonora bangs her sword against her shield and calls for action (give themselves rally-1)
 - >> Mackross spreads fearful words through the crowd (give themselves panicked-1)
- > *There is a tense energy among the arguing villagers*
 - >> A fight breaks out and someone gets hurt (give hurt-1)

The Challenge

There is a single Challenge in this scene which reflects the **Concerned Villagers** (Countdown) as well as the three prominent voices among them.

If the companions try to avoid the discussion or sneak out and fail, they might be forced into participating by the villagers, who want to learn all they can about the incident at the fields. If they are interested in influencing the outcome of the discussion, the Challenge becomes the focus of the scene.

- **ESTABLISH** the scene, and make **Threats** with one of the three community leaders.
- **GIVE THE SPOTLIGHT** and have the players **take actions** to push the popular opinion here or there. Whenever the companions make a statement that is opposed by either of the three prominent Ravenhomers, use their tags (see in the Challenge Profile to the left) as negative tags to reduce the Power of the players' actions.
- **USE CONSEQUENCES** to advance the Limits that are opposed to the approach the players are advocating for. The first Limit that is reached determines the course of action chosen by the assembly.

Note that the Concerned Villagers start with panicked-1, giving Mackross a leg up.

A Sad Departure

The choices that the companions make and their success or failure in steering the village of Ravenhome dictated how this scene ends.

Describe the repercussions of the assembly to the players. That evening, the companions may see the people of Ravenhome depart in a lantern-lit caravan of carts, fleeing north for the fear of the Waken Sentry. Or, a band of villagers led by Aleonora carrying torches and pitchforks go fervently into the night seeking trouble they do not fully comprehend, as a heavy sense of impending tragedy fills the crisp night air. Or perhaps everyone is at their homes, behind barricaded doors, fearing whatever prowls the fields.

Whatever the outcome is, Ravenhome is forever changed. Use this moment to spur the companions into action: can they find out where the Waken Sentry came from, and why? Or, if possible, do they join the villagers?

The next morning, before the companions depart again, allow them to take a moment to pack and pick one tag from their Backpack theme to activate. These tags could prove useful against the dangers that are to come.

THE SUNKEN WATCHTOWER

The next morning, before the companions depart again, allow them to recover and reduce harmful statuses. They can also take a moment to pack, and mark one tag from their backpack. These tags could prove useful against the dangers that are to come.

The trek takes a few hours, not quite enough to be considered a journey. After a while, the curve of the hills softens, and the trees tighten their ranks. Even for an old recluse like the Wise One, there is always a strange presence in these woods; something unseen, whispering. And it is whispering louder than ever now.

At last they arrive. There in the dense woods stands jutting out of the earth the decrepit stone walls of a circular building, now a ruin. There are no doors, only a window or two. The part of the building which is now above ground was originally its third story; over the years, the ground level of the tower has sunk deep into the muddy earth. A murky pond, presumably several stories deep, now fills the base of the tower. The tower belonged to a kingdom of old that existed many centuries ago in the days of the Great Thaumaturges.

That is all folks know about it, and even that has been forgotten by most. Footprints and tree limbs chopped with a sword betray that this is the place from which the Waken Sentry emerged and the foul smell of the pond confirms it. The companions peer into the impenetrable cloudy water – knowing answers are at the bottom.

But someone else is nearby. Surprising the companions, a slender and wide-eyed woman wearing outlandish clothes approaches them with an offer: she needs help to retrieve a family heirloom from the bottom of the pond, and she is willing to trade what she knows, or anything in her possession, if the companions are willing to help.



WHO, OR WHAT, IS SORROWBALM?

Sorrowbalm is a member – or more accurately, an emissary – of the Children of Twilight, a kind of spirits, kami, or angels that pervade the world of Hearts of Ravensdale. The Children have a long and complicated history with mankind, most of which was forgotten and confused. Today, their name is only preserved in the distorted phrase “Creatures of Twilight”, a generalized name that Dalespeople give any being they don’t understand.

There is much to be told about the Children, but unlike people, they do not seem to possess or understand free will. They are all made for a specific purpose, and pass their time on earth fulfilling that purpose. When Sorrowbalm tells the companions she was not made for dangerous pursuits, she means exactly that, although she is well-aware most humans would not understand the deeper meaning behind this.

Twilight Emissaries are powerful beings and can pose grave dangers to the companions, but luckily Sorrowbalm is one of the lesser among them, sent from the Aldenwood only to collect the ancient stones that her kind once gifted humanity, and return them to their rightful place.

The Challenges

There are three Challenges in this scene:

- **THE OBSTACLE of the Pond in the Tower**, a pool tainted by a foul miasma, which holds the answers the companions are seeking
- **AN AGGRESSOR**, the **Poisoned Wurm**, a snake twisted and made monstrous by the miasma in the pond
- **AN INFLUENCE**, a strange outlander called **Sorrowbalm**, who wants the companions help with retrieving a chest from the bottom of the pond in return for goods or information

Diving In

The answers about the Waken Sentry that the companions seek – where it came from, why it stirred to life – are at the bottom of the pond. To get there, a Hero must take an action to dive to the muddy bottom.

Once at the bottom of the pond, a diving Hero could take another action to find the source of the poison that infected the Waken Sentry: **a crack in the ground**, through which a dark, oily liquid is seeping up from the ground. If bottled, it can later be found to be the poison that saturated the body of the Waken Sentry. Also at the bottom is **a rotted wooden chest**, decorated with the same carvings and metallurgy that adorned the Waken Sentry’s armor.

While exploring the bottom, a companion is exposed to danger. First, they have a limited supply of air and risk drowning. Second, they must spend another action to ascend, which is hindered by the **entangling plants** in the pond and the weight of the **heavy chest**, if the companion is carrying it out. Third, the Poisoned Wurm will assail them, craving to devour or at least poison a human life.

The Outlander’s Wish

As the companions prepare to dive in, they are approached by a stranger (Sorrowbalm).

Without introducing herself and with an almost mischievous tone, she will offer to pay the companions with coin or knowledge if they retrieve the chest at the bottom of the pond. She claims it contains a family heirloom and that she is but a simple *pilgrim* traveling the Wanderlands, not *made* for such a dangerous pursuit.

In truth, Sorrowbalm seeks a bewitched opal that is in the chest, an marvelous object that holds many secrets and which she was sent by her kind to retrieve. Sorrowbalm knows about the miasma that polluted the pond, and she knows what it is, but her kind are not eager to share such profound truths with thick-headed Dalespeople (they’ve been burnt before doing that). She would try to assess what the companions want most and offer it to them, and will divulge secret knowledge about the foul liquid – but only when she has the bewitched opal in her hand.

While she can be duped, Sorrowbalm cannot be harmed. Before a sword can touch her skin, she would vanish into thin air, like morning dew in sunlight. Later, she could return, to coax the opal out of the hands of the companions, or to condemn them to be hunted by her kin. She is not made to fight, and therefore, she won't harm a soul, but if the companions are harmed by their own actions – well, that is of no concern to her.

The Rotted Chest

If the rotted chest is carried up from the bottom of the pond, it is easy to break up the soggy wood and uncover its contents. Inside, everything has rotted away with the years, except for three objects, each can be gifted as a new tag to a Hero who carries it.

- An **untarnished sword**, untouched by rust or decay.
- A **strange vial**, holding a swirling bluish liquid.
- A **bewitched opal**, as big as your palm. Staring into it evokes strange thoughts, feelings, and sensations.

WHAT WAS THIS TOWER BEFORE IT SANK?

No Dalesperson lives now who remembers the purpose of this old ruin – barely anyone even remembers it's there. While the Wise One can perhaps cobble together a vague clue, only Sorrowbalm can reveal the following information, and she will only do so in return to the opal and if bound by an agreement.

In days of old, this was a watchtower of a kingdom led by a Great Thaumaturge. The watchmen, or at least the higher-ranking officers, were practitioners of Thaumaturgy. They learned this mysterious art from sacred stones given to them by the Children of Twilight, Sorrowbalm's kin – and the bewitched opal is one of those stones. The sword in the chest was one of their best weapons, made to withstand corruption and sorcery. Finally, they knew how to refine certain essences that would deepen their awareness and could be consumed in a time of need for a stronger momentary connection between a Thaumaturge and their source of power. The liquid in the vial is such a substance – an entheogen.

It would appear then that the Waken Sentry was an officer of the olden days who practiced Thaumaturgy; these were their most cherished belongings.

TEMPTATION



SORROWBALM

Sorrowbalm is a Child of Twilight that collects relics of the ancient kingdom. She seeks the bewitched opal that is in a chest at the bottom of the Sunken Watchtower, but is ill-equipped or unwilling to reach it herself, so she attempts to enlist the companions. She cannot be killed; if **hurt** or if she thinks the companions are a waste of time, she vanishes without a trace, but she may return later one more time for the opal, or to curse those who would deny it from her.

LIMITS

1
HURT

TAGS & STATUSES

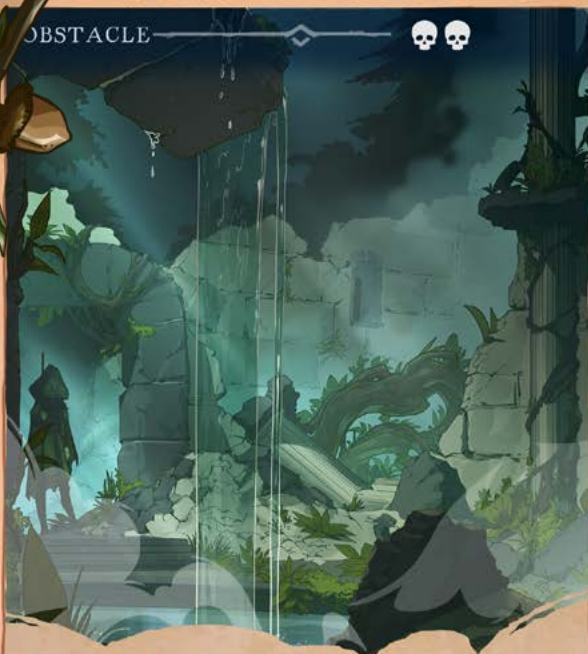
mysterious-2, fleeting-3, alert-3

THREATS & CONSEQUENCES

- > With an eerie smile, plea with the companions to obtain the chest for her
 - >> Tempt someone with a promise of something they want (give them **tempted-1**, or **bound-2** if a deal was made)
- > (If the opal has been found) Beseech the companions to give her the opal
 - >> Stare strangely at the companions as their vision begins to fade (**sleepy-4**)
 - >> (If the opal is in the open) Fleetingly pass by and sweep the opal from their hands
- > (If she is denied the opal) Warn the companions that they must give her the opal
 - >> Foretell that the companions would be hunted down (**marked-4**), and then leave



OBSTACLE



The POND in the TOWER

This ruin of an ancient tower has sunk deep into the ground and filled up with water and plants. What once was the ground level of the tower is the bottom of a murky pond, into which a strange miasma has seeped. It is home to a monstrous worm, as well as some armored skeletons that bear resemblance to the Waken Sentry. Diving to the bottom of the pond takes one action, while diving back up takes another – if the diver can get back up without trouble.

LIMITS

3
CLEANSE

TAGS & STATUSES

murky, underwater, entangling plants, heavy chest

THREATS & CONSEQUENCES

- > A companion who dived in will run out of air soon
- >> A companion who dived in begins to **drown-1**

AGGRESSOR



POISONED WURM

Once a mere watersnake in its little pond, this monstrous creature has been twisted and enlarged over the years by the miasma seeping from the marshes. Now it has grown hungry for blood and will devour anyone diving into its watery home.

LIMITS

3 HARM 3 CLEANSE

TAGS & STATUSES

strong grip, swimmer

THREATS & CONSEQUENCES

- > A long shadow swims around in the murky water
- >> Beware, divers (**scared-1**)
- > Coil and turn so as to strike again
- >> Snap its jaws and fangs on a diver's limb (**wounded-2** and **poisoned-1**)
- > Slither forward, flanking its prey
- >> Wrap around its prey (**constricted-2**)
- > Ripple its coils around its constricted prey
- >> Squeeze tighter, bones crunching (**crushed-2**)

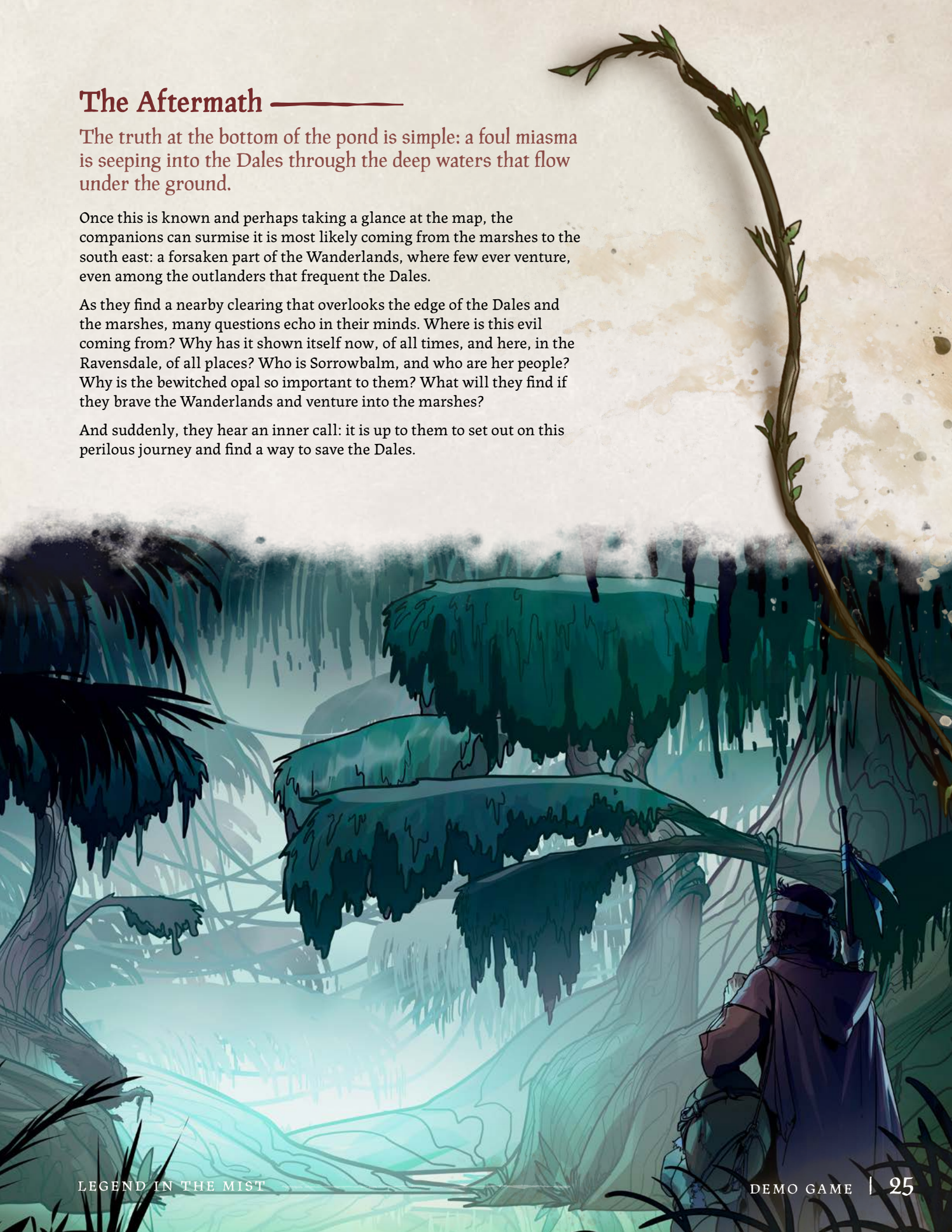
The Aftermath

The truth at the bottom of the pond is simple: a foul miasma is seeping into the Dales through the deep waters that flow under the ground.

Once this is known and perhaps taking a glance at the map, the companions can surmise it is most likely coming from the marshes to the south east: a forsaken part of the Wanderlands, where few ever venture, even among the outlanders that frequent the Dales.

As they find a nearby clearing that overlooks the edge of the Dales and the marshes, many questions echo in their minds. Where is this evil coming from? Why has it shown itself now, of all times, and here, in the Ravensdale, of all places? Who is Sorrowbalm, and who are her people? Why is the bewitched opal so important to them? What will they find if they brave the Wanderlands and venture into the marshes?

And suddenly, they hear an inner call: it is up to them to set out on this perilous journey and find a way to save the Dales.



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