

ENCOUNTER 1 (E1)

You dream you are in a chapel. Small, high-pitched voices sing an ancient song. You draw in the scent of stone and incense.

Yet a sense of unease washes through you. The comforting smell is a veil. The core is more macabre. Dream yields to waking confusion. A grave. Dust, bones and dried death. A flickering torch. Underground. A crypt.

*In the near darkness,
you remember nothing,
not even your name. You
wait, listening for any-
thing to provide answers.
Nothing.*

*The flesh of your arm
aches. You touch it.
Leathery. A rough,
tumor-like growth covers
your forearm. The weak torchlight sparkles from its surface, as if
from a wound. Yet it feels dry. The flesh around it throbs, as if
infiltrated by a stealthy, spreading infection.*

*You catch a wisp of a breeze, heavy with the stench of rot. You gag.
Yet a breeze suggests a way out. You take the torch, determined to
get out of here alive.*



OVERVIEW

In this game, you play the role of a hero who must escape a crypt, find a cure for a mysterious disease, and perhaps discover and defeat those who caused your unfortunate situation.

All game-play instructions appear in this font (that you are reading). As you read, you may skip narrative story line, which appears in the following font:

You are starting to remember your identity. Slowly.

This book consists of numbered Encounters, such as E1 (on the previous page), which you will not read in order. Each Encounter may direct you to read the next Encounter, or to choose among several options.

Some of these options will only be available to you if you possess a certain Item or if you pass a test involving dice. Failing such tests may result in harm to you, as indicated by a statistic called “Vigor.” Your Vigor may increase without limit or decrease.

If your Vigor ever becomes 0 or negative, you die and lose the game. If you die, restart from the beginning with a new character. You lose everything from your old character, except your unspent Experience Points (XP) from your old character. You may spend XP to upgrade your new character, as described at the end of this book in the Rules Reference and Arcana Appendix (which also summarizes all the rules).

Your goal is to find your way through this book to a page that states “Survival” or, even better, “Victory.” The book has several paths to survival and victory – and many paths to death.

COMPONENTS

You need:

- The Character Sheet: photocopy the last page or download & print a PDF from ferventworkshop.com
- 6 six-sided dice (preferably ½", around 13 mm)
- Pencil and eraser



SETUP

Roll 2 dice. If you roll doubles, reroll 1 die until your dice have 2 different values. Look at the table below and select 1 of the 2 corresponding rows. Copy your class, starting Hit, Dex, Wit, and Vigor statistics to your Character Sheet. Leave name, XP and Enc blank.

Roll	Class	Hit	Dex	Wit	Vigor
1	Bard	2	1	2	8
2	Berserker	2	1	1	16
3	Druid	1	2	2	6
4	Rogue	1	2	2	8
5	Warrior	2	2	1	8
6	Wizard	1	1	2	11

- Hit will aid you in combat tests (which involve rolling dice to achieve a certain threshold).
- Dex will aid you in dexterity tests (which involve physically flicking a die).
- Wit will aid you in intellectual tests (which involve solving dice puzzles).
- Vigor is your health. If it becomes 0 or negative, you're dead.
- XP are your experience points, which you'll have opportunities to spend on leveling up (or to boost a new character if you die).
- Enc is a spot to write the Encounter that you are about to read, if you need to pause the game and restart later.

[Continue]

Proceed to the next encounter.

Go to **E2** (next page).

E2 *You stumble out of the crypt and immediately trip on your weak legs, sending a few skulls clattering into the darkness as you fall prone to the ground. Suddenly, a rat hisses into your face.*

On the page below, notice that you have 2 options.

The first option, starting with [Hit @ 2], offers you the opportunity to try hitting the rat. The rules for hitting appear on the next page. If you succeed in hitting the rat, you gain 1 XP. If you fail, you lose 1 Vigor as the rat gnaws on you for a little while.

The second option, starting with [Continue], simply directs you to proceed to the next Encounter (E3).

When you see a list of options, like this, proceed through them in order. Each option is optional, except that if you reach the last option, then you must take that option.

For example, you could try to hit the rat (and succeed or fail), and then continue on to the next option (and proceed to E3). You don't have to hit the rat. You can just decide to skip the first option and go to the last option (by fleeing to E3). It's your choice.

[Hit @ 2] **Attack the rat?**
Success: Gain 1 XP.
Failure: Lose 1 Vigor.


[Continue] **Get up and flee.**
Go to **E3**.

RULES FOR HIT TESTS

Hitting is a test of whether you can roll at least 1 die greater than or equal to a threshold, in order to defeat a foe in combat. For example, the test [Hit @ 2] in E2 translates to “test your Hit skill at level 2,” which means that you need to roll a 2 or higher.

Your character's Hit statistic indicates the number of dice that you get to roll. For example, a Wizard with a Hit of 1 would roll 1 die, while a Warrior with a Hit of 2 would roll 2 dice. Certain Items allow you to manipulate the dice after you roll them.

If at least 1 rolled die equals or exceeds the target threshold, then you succeed. Otherwise, you fail.

Example: A hero with a Hit of 2 might roll  when facing a [Hit @ 3] test. Although the first die doesn't meet the threshold (3), the second die equals or exceeds the threshold, so the hero succeeds.

The Encounter indicates the consequences of succeeding or failing. For example, E2 indicates that you gain 1 XP if you succeed, and you lose 1 Vigor if you fail. XP signifies your growing under-standing of your situation – and of how to emerge victorious. You would update your Character Sheet accordingly.

Some Encounters have a consequence for success but none for failure, or vice versa.

Some Encounters indicate that you should turn to another Encounter if you succeed or fail the test. In that case, do not continue with the rest of the options on the current Encounter. Instead, immediately turn to the indicated Encounter. (You'll see an example of this in a few pages.)

E3 You enter a tunnel of rough-hewn rock alternating with bricks. Slippery goo drips down the walls. Your torchlight glistens from a bit of metal wedged into the rocks. Examining it, you see a key.

On the page below, notice that you have 2 options.

The first option, starting with [Dex @ 4], offers you the opportunity to dexterously pull the slippery key from the rocks. The rules for dexterity tests appear on the next page.

If you succeed, you gain an Item, "CP1," which abbreviates the words "crypt passkey 1." This book uses abbreviations and acronyms to reduce guessing what they mean, when you see them referenced elsewhere in the book.

Upon gaining the key, write "CP1" on your Character Sheet's Items section, look up "CP1" in the Arcana Appendix to learn what this Item does, and write whatever notes on your Character Sheet will help you remember the Item's function.

Your pockets and belt suffice for carrying all Items that you'll encounter - don't worry about capacity. You may have only 1 of each Item (e.g., one CP1), unless indicated otherwise in the Arcana Appendix.

If you fail, there are no consequences for this particular option. Just go to the next option.

As with E2, you can choose to skip the first option and just go to the last option (proceeding to E4).

[Dex @ 4]

Retrieve the key?

Success: Gain Item CP1.

[Continue]

Follow the tunnel.

Go to **E4**.

RULES FOR DEX TESTS

Dexterity challenges you to flick a die from a distance.

Stack 2 dice on top of one another. These 2 dice are your target. Place a third die at the indicated number of inches from the target, measured from the center of the dice. (1 inch equals 25.4 mm.) Note that the edge of your Character Sheet provides a ruler. Certain Items allow you to manipulate the dice after you set them up.

Example: The test [Dex @ 4] in E3 directs you to stack 2 dice as a target, then place a third die 4 inches from the target.

Flick the die with your finger toward the target. Your goal is to strike the target with the flicked die, without knocking the top die off the stack.



(It is acceptable if your flicked die simply brushes the target and moves forward. It is also acceptable if the top die moves. What matters is whether the flicked die makes any contact with the target, and whether the top die comes in contact with the table.)

Your Dex statistic indicates the number of attempts that you get. If your first try knocks the target stack over or you miss entirely, reset the target and take your next attempt.

Example: A hero with a Dex of 1 would try 1 time, while a hero with a Dex of 2 could try 2 times.

If any attempt strikes the target, without causing the top die of the target to fall, then you succeed. If all your tries miss the target or knock it over, then you fail the test.

Alternative rules: If you prefer not to flick, refer to the Alternative Dexterity Rules in the Rules Reference for another way to do dexterity tests.

E4 *As you creep through the tunnel, you observe a metal door built into the wall beside you. The door is half your height – about as tall as a weefolk, such as the goblins who live in the mountains or the gnomes in the forests of this magic world, Teg. A massive bar crosses the door, sealed with a padlock the size of your fist – or, to a weefolk, the size of two fists.*

If your character is a druid or a wizard, you also notice that you have a crystalline tooth in your pocket. Gain Item WCF1, and refer to the Arcana Appendix for details. (You do not gain this Item if your character is not a druid or a wizard.)

Now, notice that you have 2 options below.

The first option, starting with [Item CP1], offers you the opportunity to unlock the door, provided that you have the specified Item (the key from E3). The rules for Item tests appear on the next page.

Items are not “used up” unless the Arcana Appendix indicates that they are “single use.”

If you can unlock the door, and you decide to do so, you immediately turn to E8, without proceeding to the second option below.

If you lack the Item, there are no failure consequences. Just go to the next option.

As with earlier Encounters, you can choose to skip the first option and just go to the last option (proceeding to E5). In other words, even if you have the key, you can choose not to use it.

[Item CP1] Unlock the door?
Success: Go to **E8**.

[Continue] Proceed along the tunnel.
Go to **E5**.

RULES FOR ITEM AND TAG TESTS

Item and Tag tests are simple: you succeed if you have the indicated requirement. Otherwise, you fail.

Example: You succeed at [Item CP1] if you have Item CP1 written on your Character Sheet. If you do not have it, you fail.

Other tests will depend on your achievements or events earlier in the book. These are called Tags.

Example: If you defeat a certain powerful enemy, the book might direct you to gain "Tag ENEMY123," which you would write in the Tags section of your Character Sheet. A subsequent Encounter might then test [Tag ENEMY123], and you would succeed at this test if you have that Tag.

Unless indicated otherwise, you have a choice of whether to use the Item or the Tag. For example, E4 offers the option of using your crypt key to unlock the door. You may choose not to do it. Options always have [square] brackets.

However, occasionally an Encounter will specifically direct that you must do something if you have a certain Tag. For example, maybe killing ENEMY123 wasn't such a good idea. His allies might decide to cause you some harm later in the book.

Examples: The statement, "If you have Item CP1, gain 1 XP" is not an option. Similarly, "If you have Tag ENEMY123, go to E666" means that you must go as instructed (if you have the Tag) – it's not an option.

Mandatory instructions are always explicitly stated in the Encounter's text (without square brackets).

E5 *The cavern divides. Two arches extend over the openings, each etched with barely-visible runes not written in the common tongue.*



The darkness beyond one or both openings echoes with the sound of rushing water and – unless your imagination lies to you – a soft buzz.

Note that you have 3 options below.

The first option, starting with [Wit @ 4], offers you the opportunity to decipher the runes. If you succeed, immediately turn to the indicated Encounter (E33), rather than continuing with the other options.

If you choose not to use the first option, or if you fail the first option's test, then continue to the second or third options. These allow you to proceed to the left or the right tunnel.

[Wit @ 4] **Decipher the runes?**

Success: Go to **E33**.

[Continue] **Enter the left-hand tunnel?**




Go to **E11**.

[Continue] **Enter the right-hand tunnel?**



Go to **E22**.

RULES FOR WIT TESTS

Wit is a test of whether you can put a specified number of dice in sequence (also known as a “run”).



Example: [Wit @ 4] in E5 asks you to roll 4 dice and manipulate them into a sequence such as  or  or .

As another example, [Wit @ 3] challenges you to roll 3 dice and manipulate them into a sequence such as  or  or .




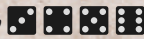
Roll the indicated number of dice. You get Wit actions to then manipulate the dice into a sequence. Any sequence is acceptable. (Note that a sequence does not “wrap” from  to .)

Example: A hero with a Wit of 2 gets 2 actions. A hero with Wit of 1 gets to perform only 1 action.

You may choose from the actions below. You may choose an action more than once (if your Character has sufficient Wit to do multiple actions).

- (Re) Roll 1 die.
- Flip 1 die (turn it upside down).
- Increase 1 die by 1. A  remains a , as values do not “wrap.”

Example: You might roll . As a hero with 2 Wit, you'd get 2 actions. For example, you can:

1. *Increase or flip a . Your dice are now .*
2. *Then flip the . Your dice are now . This is a valid sequence of 4 dice, so you've succeeded the test.*

If you manipulate the dice into sequence with your allowed number of actions (or fewer), then you succeed. If you fail to manipulate the dice into sequence within your allowed number of actions, then you fail.