



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...

Here they come.

You called the *Wise One*?

What happened?

Pops!

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.