

THE QUESTMASTER

FOR EACH CARD

Read the italicized text to yourself first, this is the setup for the scene

Then read the list of elements to yourself, use them to imagine the scene

From there, begin to describe the scene, make it your own. Reintroduce themes as you collect them. Ask questions and build on the answers.

Imagine what is there, then imagine what might be interesting to engage.

Describe each Trial or Scene as a part of the story. Set up each Test as something happening naturally. Let scenes play out, don't rush.

If you need a moment to think, take it. If you need ideas, ask your fellow player.

TESTING FATE

When the Apprentice takes an action that could lead to different interesting outcomes, it's time to Test their Fate... Ask them to describe what they are doing, then tell them what could happen.

If they roll as many or more HITS as MISSES, their effort is successful. They get all their dice back, and for every TWO HITS more than 5 Hits they and ADD 1 DIE TO THE TRAIT THAT THEY ROLLED.

If they roll more MISSES than HITS, they barely manage to succeed, but they DISCARD ALL DICE THAT ROLLED MISSES.

If they roll NO HITS, they fail and things worsen. They get their dice back, and then remove one from each of their Traits.

BETWEEN CARDS

KNIT THE MYSTWOOD TOGETHER

Between every location, narrate how the journey looks, changing the landscape as you go. If one card seems to begin abruptly and differently from the one you last left, take a moment to describe how the Apprentice got here. If you're struggling to imagine it yourself, ask the other player. What did the path from the last location to this one look like? How long did it take to get here?

FORESHADOW THE QUEST

The Destination is reached after a certain number of Cards have been played through. As the Apprentice draws closer, describe sights and elements that conjure the Destination. Starting two cards away from the Destination lace each scene with elements that hint at the details for that location. Destinations are considered Wildwoods, from the Orange Deck.

CASTING SPELLS

When the Apprentice tries to cast a spell, ask them what it looks like, and pick an appropriate Trait to test based on that description.

If they roll as many or more HITS as MISSES, the spell is cast perfectly, and they ADD 2 DICE BACK TO ALL THEIR TRAITS. The next time they try to cast this same spell, they get one free Bonus Hit.

If they roll more MISSES than HITS, the spell works, but you alter one of the following: the TARGET of the spell, the DURATION it will last, or the TIME it takes to cast the spell. Discard all Miss dice.

If they roll only MISSES, the spell backfires and they must draw from the Red Misfortune Deck. They cannot cast this spell again in this game. After the effects are explained, they get all their dice back and remove 1 die from all Traits.

THE JOURNEY

GREEN: ROADWAYS

Green cards are colorful moments of traveling the landscape, meant to quietly immerse the Apprentice in your version of the Mystwood. Green Cards replenish Traits, and rarely have Denizens.

ORANGE: WILDWOODS

Orange cards are scenes or trials where the Apprentice interacts with the strange and interesting denizens of the Mystwood. Orange cards Test the Apprentice.

BLACK: DARKHOLLOWS

Black cards are frightful or haunting locations in the Mystwood. They may be dangerous, but they are not lethal. Most threats will pass the Apprentice by or chase them off.

RESTING & RETURNING

RESTING

Whenever it is plausible, the Apprentice can rest or make camp in the Mystwood.

When the Apprentice Rests they can re-arrange their dice however they see fit, moving them between Traits. If the Apprentice Rests in a place of hospitality, they gain 1 in all their Traits while doing so.

THE SILVER DECK

When the Quest is done, the journey back is the Silver Deck.

As soon as the objectives of the Quest are met, you replace all Orange and Black cards with Silver Cards to journey home.

THE APPRENTICE

FOR EACH CARD

GIFTS & FLAWS

THE JOURNEY

Ask questions such as the following:

What illuminates this place?

What do I smell or hear around me?

What colors do I see?

What are the obvious ways onward?

Be patient with your Questmaster, and let them imagine and conjure a wondrous experience for you.

RESTING

If you think a location is reasonably safe, you can rest or make camp...

Resting means you can re-arrange the dice in your Traits, so long as you don't remove from a Trait so there's less than 3. If you are in a place of Hospitality, you can add one die to all your Traits after Resting. Resting also lets you to uncheck one Gift.

GIFTS

A gift is some talent, skill or secret knowledge that gives you an edge. Gifts are related to one Trait. To use a Gift check it off and re-roll any Misses rolled for one Test.

To un-check a Gift you must roll a Flaw, Rest, or gain more than 9 dice in that Gift's Trait.

FLAWS

Flaws are elements of your character that complicate your efforts. When you incorporate a Flaw re-roll all of your Hits on one Test. You cannot use a Gift and Flaw on the same roll.

ADVANCEMENT

With 9 or more dice in a Trait you can spend...

6 Dice to write a New Gift

3 Dice to un-check a Gift

5 Dice to draw a card from the Purple deck

GREEN: ROADWAYS

Green cards are colorful moments of traveling the landscape, meant to quietly immerse your imagination in the Mystwood. Green Cards replenish Traits, and rarely have Denizens.

ORANGE: WILDWOODS

Orange cards are scenes or trials where you will meet the strange and interesting denizens of the Mystwood. Orange cards Test the Fate.

BLACK: DARKHOLLOWS

Black cards are frightful or haunting locations in the Mystwood. They may be dangerous, but the story told in this game is not so glum. Most threats here will chase you off, or leave you be.

TESTING FATE

CASTING SPELLS

DOUBLING BACK

When you attempt to do something that the Questmaster thinks could lead to different interesting outcomes, you're Testing your Fate. Describe what you're trying to do, and the Questmaster will tell you what might go wrong and what Trait to Test.

Rolling as many or more HITS as MISSES, means you're successful. Take all of your dice back. For every TWO HITS more than 5 ADD 1 TO THE TRAIT THAT YOU ROLLED.

Rolling more MISSES than HITS means you barely manage to succeed. DISCARD ALL DICE THAT ROLLED FAILURES.

If you roll no Hits, you have failed, the Questmaster will say how, and at what cost.

When you attempt to cast a magical spell, tell the Questmaster what effect you want it to have, and how you're casting it.

If you roll as many or more HITS as MISSES, the spell is cast perfectly. Take your dice back, and ADD 2 TO ALL YOUR TRAITS. The next time you try to cast this same spell, take one free Bonus Hit.

If you roll more MISSES than HITS, the spell mostly works, but something goes wrong: the TARGET of the spell, the DURATION it will last, or the TIME it takes to cast the spell will go awry.

If you roll only MISSES, the spell backfires and you must draw from the Red Misfortune Deck. You cannot cast this spell again in this game. After any spell backfires, you get all your dice back and then remove 1 die from all Traits.

When you decide a road is unsafe, or when you flee a dangerous encounter, you're Doubling Back. The Mystwood is rarely the same, however, always changing. The Questmaster will tell you to Test your Fate and choose a Trait to Roll...

Succeed and you find yourself back to any Card you've already played. The Questmaster will tell you what has changed, and what benefits or hazards are still there.

Fail and you stumble into the woods blind and uncertain, the next card you Draw will be from the Black Deck.