

Your Elder has 10 Slots. Each Slot can contain a Memory, a Spell, a Burden, or something your Elder carries with them. Your Elder has more Memories/Spells/Burdens/Items than are listed; the Slots simply represent the things they care about right now.

For example, if your Elder wears a hat it doesn't take up a Slot. Unless you plan to use that hat as a disguise, THEN it takes up a Slot.

You can empty a Slot at any time, but it costs 2 Energy to fill a Slot with something you're carrying. E.g. if you suddenly get into a fight you can spend 2 Energy to "remember" the sword you packed.

Example Memories

Mementos are associated with past experiences and skills. They can be used for any Task related to those memories.

Sailed the 5 oceans.
(Navigate by the stars, tie strong knots, ship repair, predict weather)

Dozens of years as a Lady of the court.
(Social cunning, build new alliances, clever wordplay)

Ran a gambling den.
(Manage finances, organize employees, catch cheaters, plan big events)

Example Spells

Spells are named in the "Adjective Noun" format. A spell can be cast to do anything related to its name.

Angry Growth
(Tangle foes, infest an area with deadly ivy)

Howling Moon
(Turn into A wolf, provide light, a piercing howl)

Burnt Questions
(Ignite materials, confuse an enemy, distract dragons)

Example Burdens

Burdens can be positive or negative; anything that weighs you down and takes up your time. All Burdens take up a Slot and cannot be used with Rolls.

Half-empty Vial
You're running low. Can you get more? (Memento: learned alchemy)

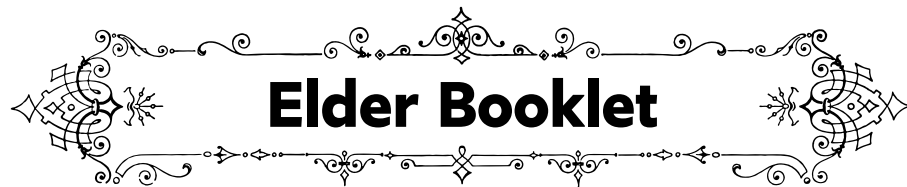
Twisted Ankle
Every step is agony. (Memento: learned basic first aid skills)

Frustrating Stutter
Why is communication so difficult sometimes? (Spell: Mindful Message)

Same Old Fear
How much longer can you avoid it? (Memento: related to your fear)

A Deep Lie
A lie you believe about the world...or yourself. (Memento: detecting lies of others)

New Hobby
Oil Painting maybe? (Spell: New Perspective)



Elder Booklet

Print two sided (along short edge) and fold so that this is the front of a booklet.

Create an Elder

Every player creates an Elder that they will guide with their decisions and dice rolls.

1. Name your Elder. You are 60 years old. No Debts.
2. In your first Slot, write down a Memory.
3. In your second Slot, write down a Spell.
4. In your third Slot, write down a Burden.
5. In the other Slots write down anything else your Elder cares about; tools, supplies, weapons, etc.
6. For each blank Slot, gain +1 Energy in Reserves.

Name: _____ **Age:** _____



Rest to Recover

When you rest, follow these steps in order:

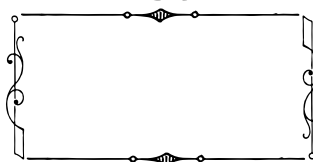
1. **Meditate & Train.** Unmark a Number of your choice except **1.** (can't avoid Harvesters)
2. **Work on a Burden.** Make a single roll on any Burden (even another Elder's), then spend ALL your Reserve Energy on it. *You cannot use any Slots with this roll.*
3. **Sleep.** Gain 1 Energy in your Reserve for each blank Slot.

What's On Your Mind?

Slots can either **allow** you to do something or they **assist** you (roll 2x).

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Energy Reserves



Spend Energy **after** you roll to make additional Progress, 1 for 1.

Spend 2 Energy to fill in a Slot with something you "remembered".

Create a Task

- ◇ What is our goal?
- ◇ Can multiple Elders contribute in different ways?
- ◇ What could go wrong if we fail?



Describe Action, then roll a d20

11-20 Make Progress on this Task equal to (ROLL - 10).

1-10 Your actions made no Progress. **Mark the Number** you rolled below. **If already Marked**, suffer the consequence. **If all Numbers** are Marked, your Elder is dying.



10 This Task now requires 10 more Progress to complete.

9 Lose all Energy in your Reserves.

8 Gain a Burden related to an injury.

7 Gain a Burden related to stress.

6 Gain a Burden related to your past.

5 Immediately Mark another Number.

4 Empty 2 Slots of your choice.

3 Destroy a Spell or Memento.

2 Incapacitated. Allies may attempt to revive you. (15 Progress, 3 Rolls)

1 When all three are Marked, then your Harvester arrives! Earn your Haven.