the CLINGS INTO THE RUINS

PLAYER'S KIT

INTRODUCTION

BASIC RULES

CHARACTER SHEET

you have been chosen

The men and women warriors of your clan are far away across the dark sea, raiding. You are a young warrior—a *wildling*—not yet tested in the Trials.

Two nights ago, a foul thing crept from the ruins beyond the old forest into the village and carried away two sheep, a barrel of lard, and a small child: **Rylka**, daughter of Yuri Red Hand.

The wise women have met in council and decreed that something must be done. The People of the Stone Spire are not to be preyed upon. Though the child might be eaten by now, a rescue must nevertheless be undertaken.

You have been chosen for this task. Take up your arms and steel your courage. The time has come to do your duty.



THE OLD FOREST

the way of things

The wise women teach us that people are made from five spirits: the WOLF, the BOAR, the OWL, the SNAKE, and the STAG. Each manifests differently in every person; some people are more like the snarling wolf, others like the wise owl, others like the sly snake. and so on. Such is the way of things.

your wildling

Assign your dice: Your character is represented in the game by five dice: d4, d6, d8, d10, d12. Assign one die to each of the five spirits. The stronger a spirit manifests in your wildling, the bigger the die you should assign.

Your d10 is special; it's your WARRIOR Die. Whenever you fight monsters, you'll roll your d10. The spirit associated with your d10 tells us what your fighting style is (like a snarling Wolf, a swooping Owl, a subtle Snake, a charging Boar, or a swift Stag).

Choose your warrior's name: Adric, Aelfa, Boro, Brin, Clade, Cyline, Dremma, Dov, Ea, Evard, Felnir, Fenna, Hest, Hollis, Iav, Isvel, Maruk, Mun, Noth, Nerris, Orn, Olyn, Rora, Rusk, Savra, Sym, Tellis, Tyl, Valyr, Vin

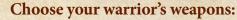
Now say the name of one of the other warriors, then choose one of these and say it:

- ... is my most trusted friend.
- ... is secretly in love with me, and I know it.
- ... dishonored me and I will have my revenge.
- ... doesn't know that I'm secretly in love with them.
- ... promised to be my right hand in battle.
- ... promised to keep me safe.









- a massive two-handed battle axe, forged just for me.
- two short hand-axes, connected with a length of chain, newly captured in a raid across the sea.
- a keen sword, passed down from my grandfather.
- a spear and stout shield bound with metal, styled in the manner of my favored animal.
- many daggers, concealed about my person.

Choose your warrior's armor:

- thick gloves, boots, and mantle of bearskin.
- a metal breastplate and helmet with horns.
- a mail shirt and hood.
- a heavy, dark cloak and tall boots.
- a mismatched outfit of metal, rag, and bone.

In addition, each wildling carries a simple knife, a pack & bedroll, rations of dried meat for the trail, a skin of water, a torch & tinder, and a length of rope.

A WORD ABOUT MARKS

As you adventure, your wildling will earn **MARKS** as a record of their exploits. Each animal spirit has marks associated with it. To earn a mark, you'll have to complete a specific task that relates to that animal spirit. The Guide will tell you what the tasks are. When you complete one of the tasks, draw a

symbol for that mark on your character sheet. The symbol can be anything you want, but should relate to the animal spirit somehow (you might draw a ragged claw for the Wolf mark, for example).

When you earn an animal's mark, you get to do special things. If you want to find out what they are, you'll have to earn the marks!

how to play

The Guide will tell you where your warrior is, and what he or she sees and hears. The Guide will also tell you what the other characters you meet say and do.

You'll say what your wildling thinks, feels, says and does. When your character does something that falls into the domain of one your spirits, the Guide will tell you to roll the die you assigned to that spirit.

Roll your Wolf die when:

- You track or hunt
- You go into danger

Roll your BOAR die when:

- You resist or hold steadfast
- You show aggression

Roll your Owl die when:

- You watch and listen
- You implement a clever plan

Roll your SNAKE die when:

- You sneak around or hide in stillness
- You look for a way in or try to escape

Roll your STAG die when:

- You act with swiftness or grace
- You open your heart to the wild

Roll your WARRIOR die (d10) when:

- You attack a monster
- You try to avoid a monster's attack

You'll get to pick a number of **outcomes** for your action depending on how high you roll. The outcomes are:

Boldly

Carefully

Cleverly

Forcefully

Helpfully

Impressively

Precisely

Thoroughly

Quickly

Quietly

If you roll a 10 or higher, choose three outcomes.

If you roll 7, 8, or 9, choose two outcomes.

If you roll 4, 5, or 6, choose **one** outcome.

If you roll 3 or less, something bad happens! (The Guide will tell you what it is, and will ask you what you want to do about it.)

After you roll and choose outcomes, the Guide will tell you what happens as a result of your action. To help figure out what happens, the Guide will probably ask you questions about your choices, like, "When you attack the Moss Troll *forcefully*, what does that look like?" or "You're running out of the burning house *quickly*, but not *carefully*, right?"

Sometimes, you can choose an outcome more than once, for extra effect. If you were running a race, for example, and rolled an 11, you might want to pick *quickly* three times so you could run really really fast!

The Guide's kit has more complete rules, but this is all you need to know to play.



the TUIL OLINGS

BOLDLY · CAREFULLY · CLEVERLY · FORCEFULLY · HELPFULLY · IMPRESSIVELY · PRECISELY · THOROUGHLY · QUICKLY · QUIETLY