

MASTER OF FABLES



EDUCATIONAL ROLE-PLAYING GAME

FIRST ADVENTURE

Here is the DEMO version of the game.

You can decide if our game is for you and your children by reading the game rules and scenario. Once you've read it and run the First Adventure, we'll be happy if you decide to back the full version of the Master of Fables rulebook. Enjoy reading it, and have a blast!

Family role-playing game for children 5+ **Number of players: 2-6**

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The true sign of intelligence is not knowledge, but imagination. - A. Einstein.

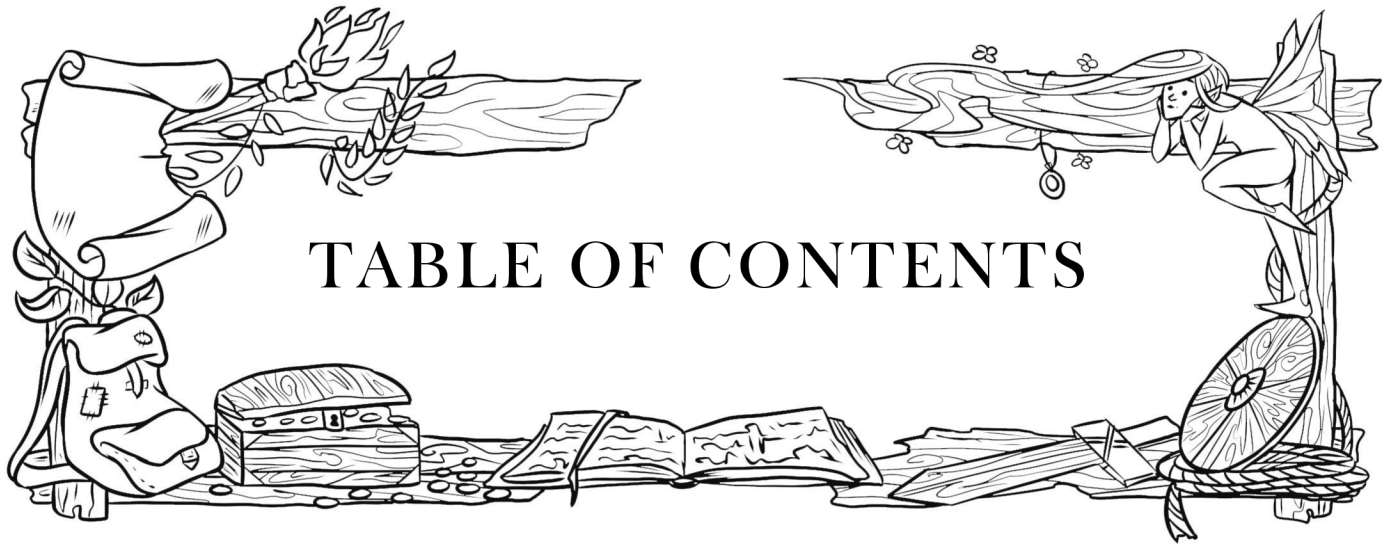
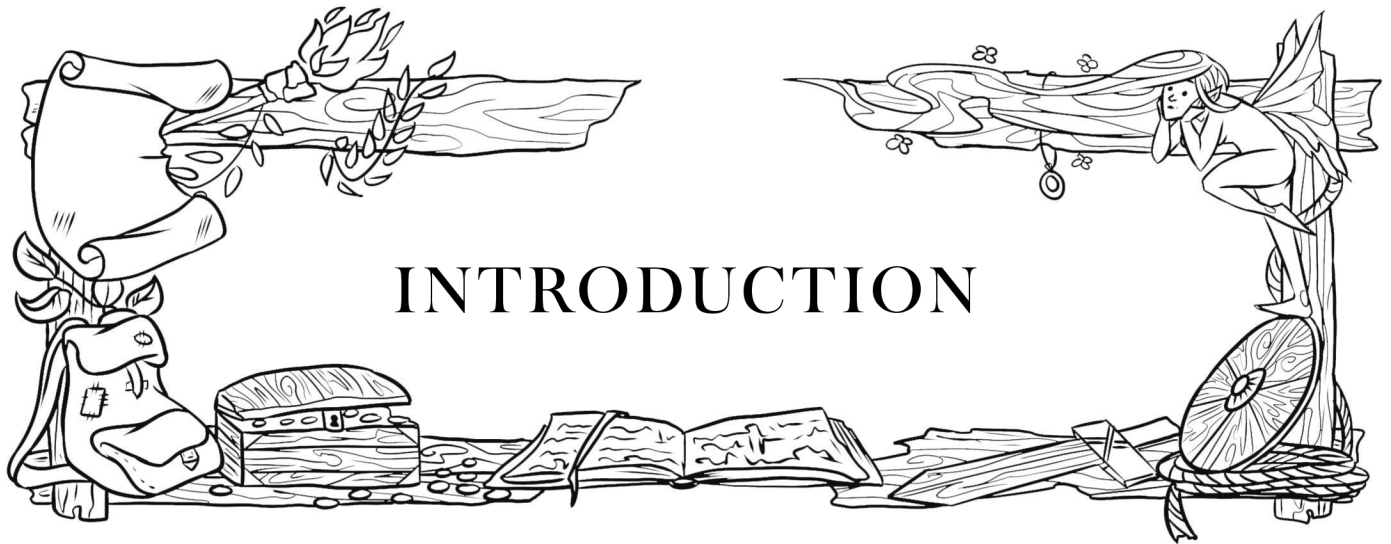


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INTRODUCTION

Hello, future Fable Master!

Please, stop for a moment and try to use your imagination. More than ever, you're going to need it. Imagine being a hero or heroine. A courageous knight, a sage sorceress, a curious traveler, or a golden-haired songstress. You lead your team towards a new challenge. The world is magical, like a fairy tale. You explore forgotten ruins, solve puzzles, learn secrets and face fearsome adversaries. Does it sound like a good book or computer game? You're close. You sit down at a communal table. John, Kathrine, Matheus and Ola. Each of you selects a character, gives it a name, and writes it down on a so-called character sheet. From now on, you will use the names that you made up. An extraordinary adventure awaits you after you have become heroes. The story is started by the leader of the game, the Fable Master. He tells about dragons who live in a flying castle. About the rats that nest in it, and about the evil Warlock. He also talks about the Invisible Queen, on whom a curse was cast many years ago. She needs help. She needs your help. Will you accept the challenge?

Storytelling

A role-playing game resembles telling a fairy tale, except that the audience doesn't snuggle in bed, but gathers around a communal table and reacts to your story. They come up with their own characters and steer their actions within a shared narrative.

During the game, they will have the opportunity to:

- talk to the characters in the game, played by the Fable Master;
- learn to work as a team;
- make independent decisions;
- boost intelligence and imagination;
- use facts to support their arguments;
- solve problems without using violence;
- discover their strengths and weaknesses; practice memory, counting and drawing;
- make up and tell their own stories;
- show empathy and compassion;
- draw valuable behavioral patterns;
- learn how to deal with failure;
- gain self-confidence.

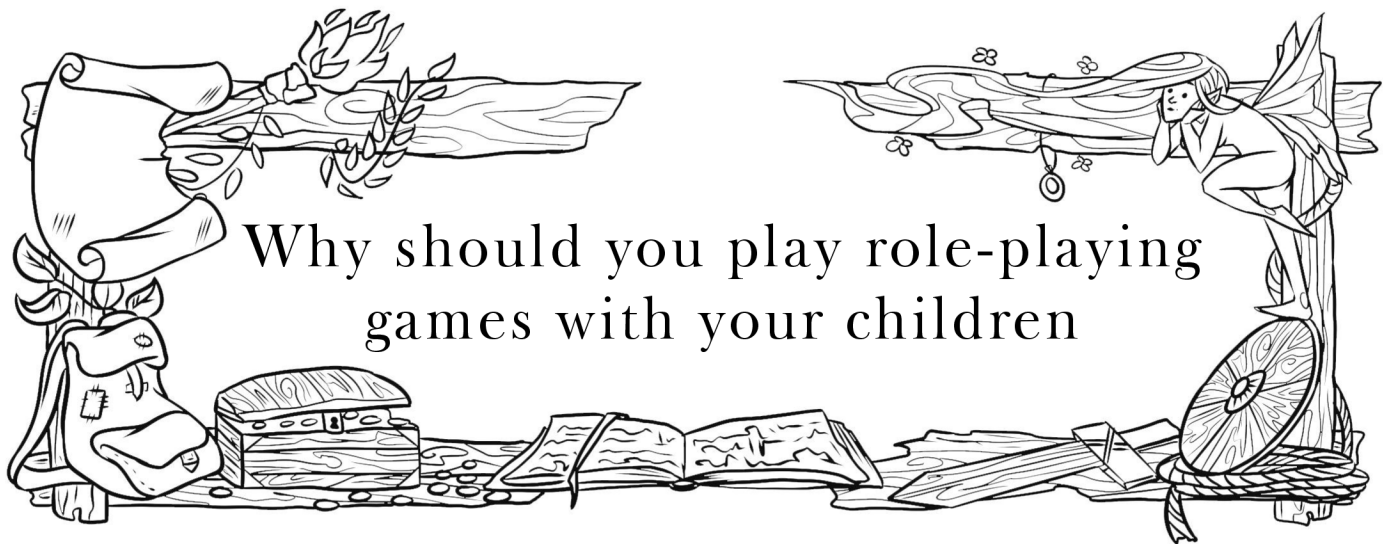




A game for the whole family

Having adventures together in the Land of Heroes is the perfect way to spend a family night. Although our game is designed for children aged 5-10, even those who are a little older will find something for themselves. Anyone with an idea for an interesting adventure and a desire to lead can become the leader, the Fable Master. It can be a parent, caregiver, uncle, sister, classmate, or a teacher. Read the rulebook, assemble a team, and embark on an adventure!





Why should you play role-playing games with your children

Many studies suggest that the most important period for a children's development is up to the age of ten. The more we read to a child, the more often we play board, card, or role-playing games with him, the more we help them grow intellectually. During the adventures, children will learn to solve problems on their own, act in a group, be assertive, and develop as many as five types of intelligence (according to H. Gardner's theory of multiple intelligences).

- **Interpersonal (social) intelligence** - helps people understand each other. It is responsible for the ability to cooperate, control one's own emotions, be patient and making new friends easily.
- **Intrapersonal (emotional) intelligence** - focuses on understanding the experiences of the inner world, both one's own and of the other people. It identifies individuals who are responsible, consistent, prone to reflection, and eager for personal development.
- **Linguistic (linguistic) intelligence** - characterizes people with a large vocabulary, eager to read books, write their own texts and argue appropriately. It helps with learning foreign languages and acting.
- **Logical-mathematical intelligence** - during the game, children will learn how to connect facts and combine them into a cause-and-effect sequence. Practicing numbers and using the strict rules of the game teaches concentration and strategic thinking.

- **Visual-spatial intelligence (imagination)** - characterizes people who think visually. Architects, draughtsmen, painters, writers, as well as engineers or scientists need vast resources of imagination. A building, a masterpiece or a new scientific idea first comes to mind, so that it can later delight everyone around it. When we play role-playing games, we assume the roles of imaginary characters. In an imaginary world full of imaginary places, we face imaginary opponents.





Why children's games should not contain violence?

Children today spend too much time in front of tablets, computers, and TV screens. This has a disastrous effect on their cognitive abilities, sensory system and, above all, psychosocial development, as parents often don't control what their children play or what content they are given. The modern commercialized world transmits behavioral patterns based on aggression and violence, the context of which is not clear to children. The period up to the age of 10 is particularly important for children assimilation of observed behavioral patterns. What's the best way to get proper ideas into their heads?

Role-playing games are an effective and very attractive way to achieve this goal. Not only do they build a strong emotional bond between parents and children, but they are also a way to sneak in valuable ideas while playing together. This happens by creating a fairy-tale story together.

The players need to join their forces to achieve success. Proper argumentation, persuasion, and diplomacy are required to work out a compromise solution to a problem. This teaches children how to work together, whether they're at school or at work. Furthermore, role-playing games such as Master of Fables require empathy. This is often the only way for players to understand the motivations behind the characters they encounter in the story. Being able to put oneself in another person's shoes helps them understand others and communicate better. We want Master of Fables to be a game that helps children solve problems without using any violence. They should behave with compassion, diplomacy, or cleverness.

A fairy tale world full of challenges!

The world in which we set out on our adventure is called the Land of Heroes. It's a magical world where we intertwine familiar fairy tales and fantasy elements, such as those from The Hobbit, Harry Potter or Shrek. Popular fairy tales are told a little differently here. Players, being participants, change the course of the plot. Not everything is perfect and fairy-tale-like. Foxes hunt hares, dragons eat sheep and cats chase mice. Everything would go on in a normal rhythm if it weren't for the fact that animals and some plants can talk. Intelligent rats establish underground kingdoms. A lone wolf grows carrots deep in the forest by himself. The ancient dragon loves books, and the stone troll builds bridges and collects tolls. The heroes' tasks will include reconciling feuding parties, solving problems, and rescuing or searching for lost creatures. In the Land of Heroes, there is no clear distinction between good and evil. There are times when seemingly good beings do someone harm. On the other hand, those who seem evil, terrible, or malicious may be hiding an unpleasant event from their past that led them down the wrong path. Everyone here has their own story to tell. Create it and discover together!





GAME BASICS

Purpose of the game

Every adventure has a goal. The heroes are asked to save someone, find something, or stop an evil event. In the first adventure, the team may have to rescue a princess kidnapped by a toad prince. In the second, they can help an already friendly toad prince find a magic ring that lets him go back to his human form.

Thus, the end of one adventure marks the beginning of another. The rules of the game allow conflicts to be settled without violence. Heroes should strive to befriend their opponent, and when this fails, they should look for another way to achieve their goal.

Monsters that stand in the way of the heroes are often scary. They guard some kind of chest or ask heroes riddles. They won't initiate aggression, though. All monsters, animals, and other creatures in the world of the Master of Fables can speak. Unless provoked, they are not mindless and bloodthirsty beasts that will lash out with their claws at the heroes.

During the game, we create a shared story. We will call the story an adventure or a session. A session should last from 45 to 120 minutes. Longer game time can be exhausting.

It's not our job to toughen our children up to face a cruel and heartless world. It's our job to raise children who will make the world a little less cruel and heartless.

L.R. Knost

What is required for a session?

- Printed, colorable character sheets. You can copy the character sheets that come with this starter, or download and print the printable character sheet files from www.masteroffables.com;
- Crayons and pencils with an eraser;
- A set of dice. Ideally, you should have a multicolored set: red for Strength, green for Dexterity, and blue for Mind. The Fable Master, meanwhile, can roll black Malice Dice;
- If players can't count yet, use dice with pips instead of numbers. They will learn how to do it during the game;
- Coins, tokens, blocks - each player should have three pieces. They will symbolize Lucky Coins;
- A table or other flat surface on which you can freely color, roll dice, and lay out a world map;
- To go on an adventure, you need a team. Playing with just one person is possible, but having three, four, or even five players guarantees a lot more fun. However, if there was only one player, the Fable Master should create a companion for him. This can be any fantastic creature, such as an elf, a fairy, a small dragon, a young Pegasus or a personified favorite mascot of the player. It is important that the hero doesn't travel alone and always has a faithful companion who can help or hint at something when things get tough.





CHARACTER CREATION

Players pick their character at the start of the game. Copy the ready-made character sheets that come with this rulebook or download the printable file from www.masteroffables.com. Prepare blank character sheets, put them out in front of the team and let the children choose. Each character card contains a drawing of a character, so the players will pick the ones that suit them best. Next, you'll help them fill in the gaps on the character ca

First step: Heroic name

A name for a hero should be fantastic - that is, least associated with the modern world. Names can be inspired by books, movies, or the Internet, where you can find many names invented specifically for role-playing games. It can also be a quirky variation of player's first or second name. If players really want their heroes to have the same name as them, allow it. Younger children in particular may have a hard time with this, because they are still developing their sense of self. During the game, we call the players by the names of their characters. This is very important to make them feel like they're in a fairy tale world. If a player uses his own name, don't forget to add his profession: "Knight...", "Healer...", "Wanderer...", "Forest Keeper..." etc.

Second step: Profession

Every hero in the fairy tale world specializes in something and likes to solve problems in a certain way. The suggestions for professions below will help players diversify their team and make it easier to meet the challenges they face. If everyone wants to play as knights or wizards, let them. Those are their characters, and they are the ones who are supposed to have fun with it. If a player wants to change their character's profession, they can only do so at the beginning or end of the session. You will find six sample professions below.





Wizard/Sorceress

Description: Wizards and sorceresses love to acquire and accumulate knowledge. They are usually serious researchers, chroniclers, or diplomats who serve in courts or lock themselves in libraries, reading old books. Many, however, go out into the world to entertain children they meet in roadside villages with magic tricks. Experienced wizards and sorceresses like to travel on flying carpets, broomsticks, or on beds (often in pajamas alone!). They have understanding of the magic that prevails in the Land of Heroes. They learn it and apply it in critical situations. However, magic can be erratic at times. Poorly executed gesture or a misspoken syllable can lead to lamentable consequences.

Wizards and sorceresses have a book in which they store their learned spells. Their magic is powerful, but exploring its secrets comes with a price.

Equipment: a spell book, wizard's hat, wand, paper, quill, ink, and a camp kit.

Talent: Gift of Magic. You receive a spell book. At the beginning, you know one spell. You gain new spells by utilizing Friendship Dice.

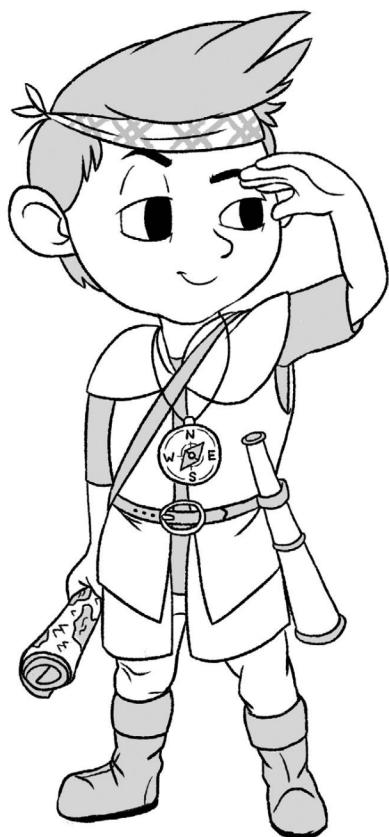
Ability List: Compliments (M), Magic Trick (D), Helping (S/M/D), Persuasion (M), Drawing (D).





Wanderer/Wanderess

Description: Wanderers explore the wilderness, discover new places, and meet unnamed creatures. Their purpose in life is to constantly wander, exploring the white spots on the map and reaching places where no one has gone before. They are curious, resourceful, funny and more perceptive than most people. They love to collect maps and souvenirs from their wanderings. They always carry a telescope with them, so they can see things from a distance and tell their companions about it. Moreover, they are great at finding hidden objects, tracking, and finding a lost path. Wanderers and wanderesses value constant movement the most. If they only have four walls around them, they feel confined and isolated. They enjoy climbing trees, mountain peaks, sledding downhill, and entering deep, dark caves.



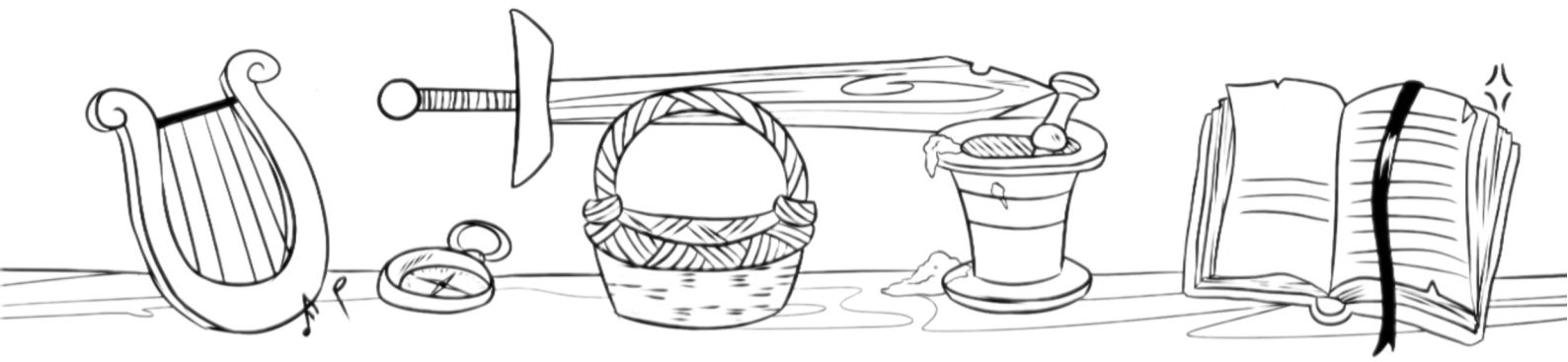
There are no peaks or depths that are beyond their reach. They train the art of survival in the most difficult conditions.

Equipment: A spyglass, lock pick, map of the Land of Heroes, mapmaker kit, compass, and a camp kit.

Talent: Survivalist. You get an extra dice when searching, swimming, jumping and climbing.

Ability List: Building (S), Joking (M), Gifting (M), Drawing (D), Sincere Smile (M).





They will protect them with their shield, even against a much larger opponent.

Equipment: A wooden shield, wooden sword, armor, and a camp kit.

Talent: Unbreakable courage. You get an extra dice when you take on a challenge as a first.

Ability List: Building (S), Gifting (M), Helping (S/M/D), Sincere Smile (M), Playing (D).

Knight/Knightess

Description: Knights and knightesses are the bravest of the brave. They walk at the front of the group and take on the challenge first. When everyone is afraid, the knight raises his sword and shield, showing his comrades that any adversity is surmountable. The knights and knightesses are not afraid to move towards a new adventure and press forward with a smile on their lips. They collect magical equipment - swords, shields, armor, and helmets - in order to be even better prepared to perform the task entrusted to them. They love to ride on fast and strong mounts. They always want to be the first one and love to win. They love competition, but they value their friends the most. For them, they would go into the fire. They stand up for the weak and oppressed.





Explanation of used terms:

Equipment: a set of items that a character has. Those are items that the character has with him at all times.

Camp Kit: The camp kit consists of: a tent, sleeping bag, water skin, small knife, shovel, rope, hatchet, grappling hook, tinder, flint, fire starter, torch, plate, cup and cutlery.

Abilities: Each profession has a pre-made list of abilities, created for beginner players. Experienced players can completely customize the list of their abilities, leaving only those that are typical of their profession, such as Healing for a healer or Magic Tricks for a wizard. As characters gain experience, they can improve their abilities or buy new ones.

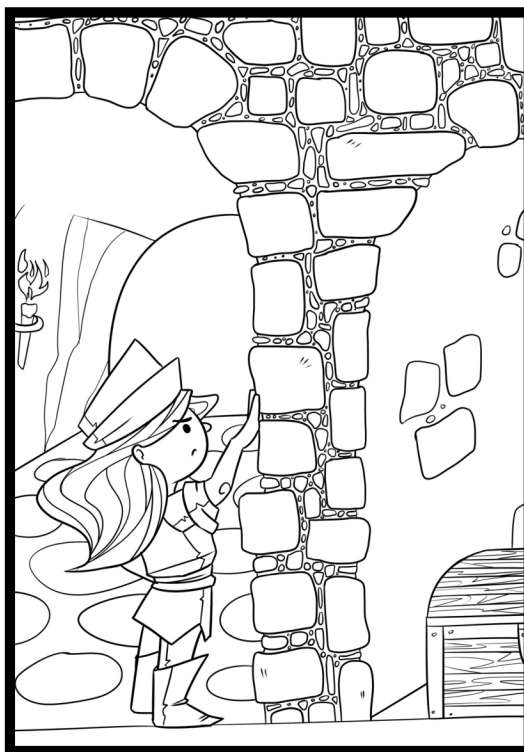
Talent: An extraordinary ability that makes a character stand out. The player receives an extra die to test in a specific situation. It can be used any number of times and at any time, provided its requirements are met.

What if those professions aren't enough?

If a player wants to become a mermaid ninja princess, think about it together. Ask them what ninjas are good at. For example, they can jump high. Choose or invent a talent that fits. Talk to the player, if you think that a mermaid without legs shouldn't move on the ground. Together, you can figure out if they should get their legs from a sorceress, or whether they simply have a magic belt that allows them to fly low to the ground. Remember that we are playing in a fairy tale world, where magic can explain almost everything. Races and classes don't have a distinct classification. The player can draw wings for their heroine on their character sheet if they want to play a fairy sorceress. The character sheet should be modified by crossing out the old talent and writing a new one with a name such as "flying"

A list of sample talents:

- Acrobat – An additional die during Dexterity checks.
- Beautiful Voice – An additional die during checks in which you use your voice;
- Clever – An additional die during Mind checks.
- Flyer – You have wings, so you can fly with the speed of one die.
- Gecko Skin – An additional die when climbing.
- Handyman – An additional die when building and repairing.
- Mermaid Ancestry – You breathe underwater and have an additional die to checks involving swimming.
- Spider Sense – An additional die during checks, in which failure means receiving a Wound or Shock.
- Sprinter – While running, you have an additional die to checks involving running.
- Strongman – An additional die during Strength check.





Third step: Traits

Each hero has three traits: Strength, Mind and Dexterity. Everyone starts with one die in each trait. The mechanics of the game are based on dice, which in this starter we will write with the abbreviation "d6". The abbreviation "1d6" refers to one die, "2d6" is two dice, etc.

Strength - we use it for jumping, swimming, lifting weights, building, breaking down doors, and other situations where physical strength is important. Its abbreviation is "**S**".

Mind - comes in handy when searching for objects, hidden doors, traps, and when spotting danger. It also helps when recognizing traces or learning secret knowledge from the game world. It is also essential for wizards and sorceresses to cast spells. Its abbreviation is "**M**".

Dexterity - we use it for running, climbing, falling, tying knots, hiding, sneaking, throwing, shooting, opening locks, and other activities that require good motor coordination. Its abbreviation is "**D**".

Color the trait dice on the character card to indicate the number of trait dice you have. All characters start with one die of each trait, so at the beginning we only color the dice with one eye:

Strength - is colored in red;
Mind - is colored in blue;
Dexterity - is colored in green.

Example:

Fable Master: Wanderess Agathe, you are standing in front of a strange-looking wall. The bricks don't seem to go together. They are a slightly different color, and you see a perfectly vertical crack that looks suspicious.

Agathe: It could be some kind of hidden passage. I'm looking at it very closely.

Fable Master: Okay. Please do the Mind test to see if you've found anything hidden. And add a die for your Traveler's Talent.

Agathe: Well, yes! I have the Survivalist ability, after all. I have one Mind dice plus a die from the Talent, that's a total of two dice. I roll... <she rolls the dice> 3 and 6! I made it!

Fable Master: Great! "6" means extraordinary success. You look closely at the strange wall, examining it with your fingers centimeter by centimeter. You find a dusty hole, which turns out to open a hidden chamber. In this tiny chamber is an equally tiny lever. What do you do?

Agathe: I pull it, of course!

Fable Master: You pull the lever and suddenly hear aloud rasp and rumble. Old plaster sprinkles, and white dust falls into your hair. The stone door began to open slowly.

Agathe: Great! What's behind them?

Fable Master: The hidden chamber shines...

Fourth step: Abilities

When heroes encounter creatures or monsters in the game, they can do anything but attack. One way to "defeat" a monster is to befriend it. It doesn't matter if it's an evil witch, a bloodthirsty crocodile, a scary skeleton, or a wild beast. Characters can talk to any character in the game (big insects, trees, or magical grass, too). To determine if we have successfully befriended an opponent, we perform a Befriending Check. Each Ability has a value of one die at the beginning. When testing Befriending, we combine the number of dice we have in Trait with the Ability dice. That is, if we have one die of Strength, and two dice of Mind, we roll a total of three dice.





If a player feels that the abilities his character has are inadequate for the situation, he can use any other ability. The player doesn't get an extra die, just a +1 bonus on the score of one die of the trait whose check he performs.

Here is a list of eighteen basic abilities. They have a trait assigned to them in parentheses. If an ability has more than one trait listed in parentheses, it means that, you can use one of those listed, depending on the situation

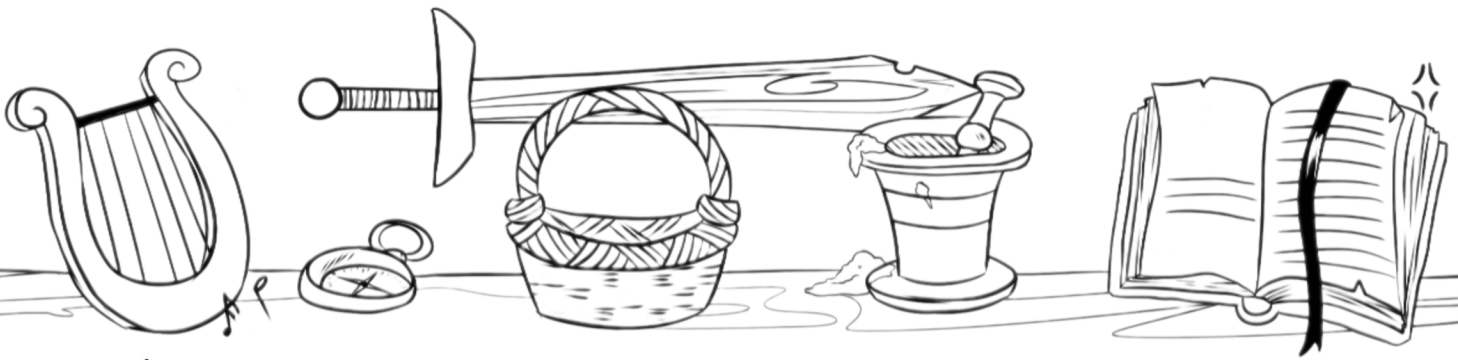
- Building (Strength)** - building something for the opponent or building something in front of him.
- Sincere Smile (Mind)** - genuine smile while looking someone in the eye.
- Complimenting (Mind)** - praising the opponent's qualities.
- Drawing (Dexterity)** - drawing or painting a portrait of the opponent or his favorite thing.
- Feeding (Mind)** - giving the opponent appropriate food.
- Gifting (Mind)** - giving a suitable gift to an opponent.
- Healing (Mind)** - examining, applying a bandage, administering an ointment, removing a tooth, pulling out a thorn, etc.
- Helping (Strength/Abilities/Mind)** - solving a small problem for the opponent.
- Joking (Mind)** - telling a joke that will make your opponent laugh.
- Juggling (Dexterity)** - juggling objects to amaze your opponent.
- Magic Trick (Dexterity)** - pulling a rabbit out of a hat, a coin from behind an ear, a trick with cards, a pigeon in a sleeve, etc.
- Music (Dexterity)** - playing a happy or sad, pretty tune on an instrument.
- Persuasion (Mind)** - using arguments to convince a change in behavior.
- Playing (Dexterity)** - suggesting an interesting game, charade, playing together.
- Repairing (Dexterity)** - fixing something that belongs to an opponent.
- Singing (Mind)** - singing a nice or cheerful song.
- Story telling (Mind)** - telling a fable, legend, or story with a moral to the opponent.

Abilities on the character card also have their own cubes. They are filled with colors that correspond to the colors of the traits assigned to them. This allows players to match dice more easily.


Character sheet legend

- Player Name:** Space for the player's name.
- Hero/Heroine Name:** Space for the name of the hero/heroine.
- Traits/Talent/Abilities:** Depend on the character's profession and experience.
- Portrait:** Use a ready-made one or draw your own.
- Wound/Shock:** Write here injuries received during the game.
- Purse:** This is where you write the Lucky Coins you have saved.
- Friends:** A place for opponents that the hero has befriended. They can be summoned later in exchange for Lucky Coins.
- Items:** Here we enter all items that the character has. Also, those for which we have item cards.
- Spellbook:** A place for your spells.
- Friendship Dice:** Here we record how many Friendship Dice the character has earned during adventures. If they were spent on traits or abilities, we record this in the appropriate box.
- Magic Backpack:** You can draw all your items here. One square for one item.






SAMPLE CHARACTER SHEET



MASTER OF FABLES

PORTRAIT



PURSE

ITEMS

Camp kit: Tent, sleeping bag, cutlery, mug, canteen, knife, shovel, rope, hook, hatchet, hammer, nails, fire set, torch.

A wooden shield, wooden sword, armor


PLAYER NAME


Suzie


HERO NAME

NELA

TRAITS

STRENGTH 


MIND 


DEXTERITY 


TALENT


COURAGE


ABILITIES

BUILDING (CS) 


GIFTING (CM) 


HELPING (CS/M/D) 

SINCERE SMILE (CM) 

PLAYING (CD) 

FRIENDS

WOUND 

SHOCK 

SPELLBOOK

















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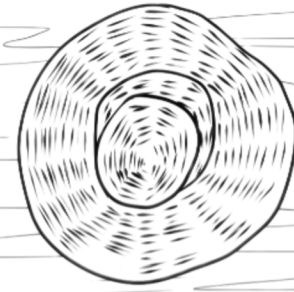
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MAGIC BACKPACK

FRIENDSHIP DICE

SESSION	GAINED	SPENT
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		



SAMPLE CHARACTER SHEET AFTER FIRST SESSION

MASTER OF FABLES

PLAYER NAME
Suzie

HERO NAME
NELA

TRAITS

STRENGTH

MIND

DEXTERITY



PURSE
2 Lucky Coins

FRIENDS

Tater Tot
Whisker and Claw
King Rockjor

ITEMS

Camp kit: Tent, sleeping bag, cutlery, mug, canteen, knife, shovel, rope, hook, hatchet, hammer, nails, fire set, torch.
A wooden shield, wooden sword, armor...
a bread, Crystal sword, part of Amulet of Friendship

TALENT
COURAGE

WOUND

SHOCK

SPELLBOOK

ABILITIES

BUILDING (S)

GIFTING (M)

HELPING (S/M/D)

SINCERE SMILE (M)

PLAYING (D)

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MAGIC BACKPACK

FRIENDSHIP DICE

SESSION	GAINED	SPENT
1		2
2		
3		
4		
5		
6		
7		
8		
9		
10		
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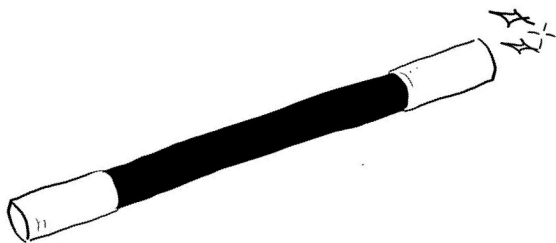
MAGIC

Wizards and sorceresses begin the game with one spell. To learn a new spell, they must spend one Friendship Dice.

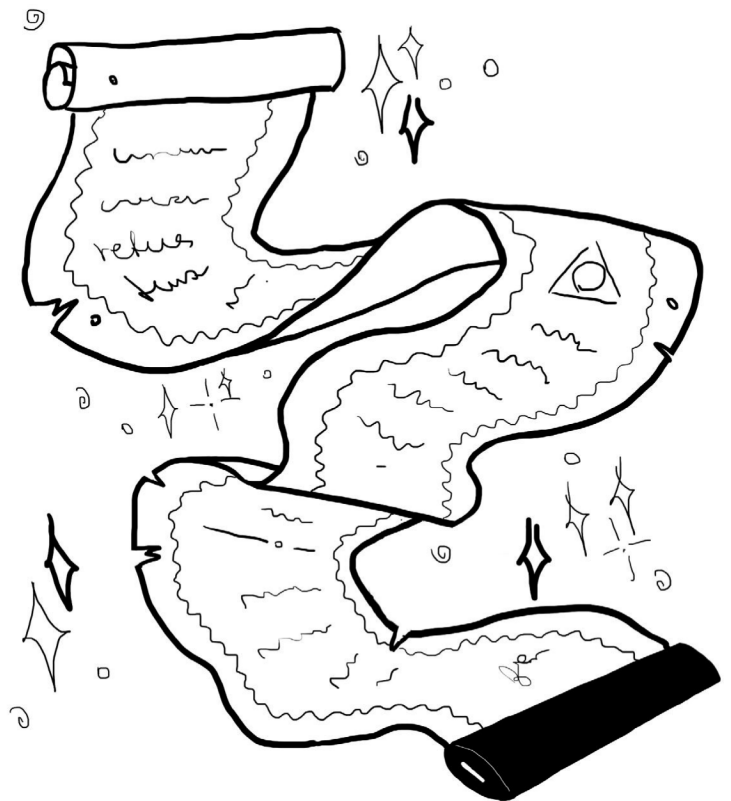
Characters are limited to casting one spell in their turn. They have to wait 10 minutes before casting another spell. Set an alarm on your phone or put up a mini-hourglass.

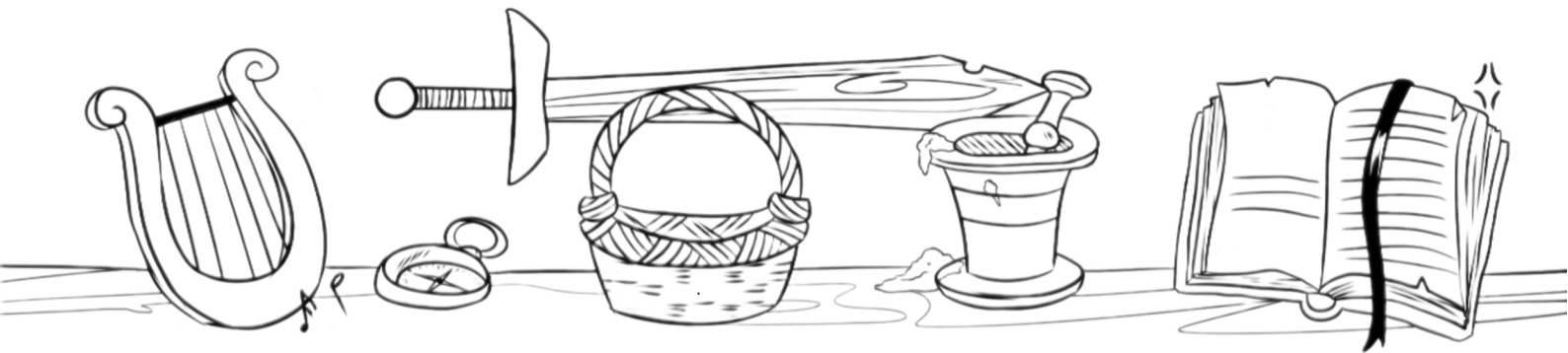
These 10 minutes is how long the spellcaster's mind needs to regenerate. A spell cast before this time will simply fail. Spells last 10 minutes, unless the spell description says otherwise.

If you draw a spell that the character originally wanted to cast, repeat the draw. If a player has come up with a new spell, it can be put into play as long as it does not harm anyone



To cast a spell, the player says, for example: "I cast the spell Flying" and then performs a Mind check. Success on at least one dice indicates a successful spell casting. A natural "six" (that is, six eyes) means doubling its power and duration. However, magic can play tricks. If a "1" falls on one of the dice, and there is no success on the rest of the dice, the spell not only fails, but is cast completely different! If you have a deck of spell cards, let the player draw one card. Alternatively, you can use a twenty-sided dice (k20) and draw a spell that way. The third way is to roll four dice and add up the result. It will indicate to you a spell from the following list. The results 21, 22, 23, 24 indicate the number: 1, 2, 3, 4.



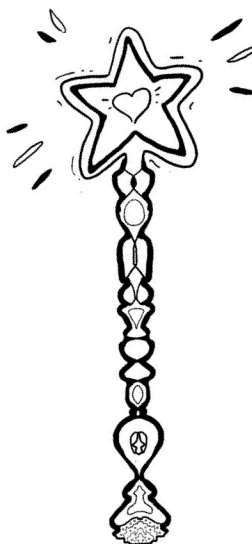


Spell List

1. Become a mermaid - the target of the spell turns into a mermaid, receives gills and a fishtail. It breathes underwater and swims without the need for checks.

2. Become an animal - you turn into a small animal of your choice - such as a mouse, rat, cat, hare, snake.

3. Change your size - you can make yourself smaller or twice as big.



4. Charm animal - the animal obeys your commands, provided that the requested actions will not harm it. After receiving a dangerous command, the spell breaks.

5. Dispel magic - you remove the effect of spells cast by someone else.

6. Flying - the target of this spell flies as fast and so high as he wants. It is crucial to land before the spell ends. The target of the spell can also be an object, such as a boat or a carpet. Each 10 kg shortens the effect of the spell by 1 minute. The weight of objects and creatures is decided by the Fable Master.

7. Giant Strength - the target of the spell receives +2 to Strength Checks.

8. Gust of wind - on your command, a whirlwind breaks and knocks over the selected target. Contested check: the target's Malice Dice versus the spellcaster's Mind Dice.

9. Invisibility - no one is able to see the target of this spell (and his clothes and objects).

10. Light - cast on an object (stick, stone). A beam of light with a radius of 10 meters.

11. Lullaby - the target of the spell immediately falls asleep.

12. Magic house - you conjure a small house where the characters can hide or stay overnight. The spell lasts for 10 hours.

13. Magic Key - you can open any padlock and lock.

14. Magic rope - 30 meters long rope appears and performs your commands.

15. Monkey agility - the target of the spell receives +2 to Dexterity Checks.

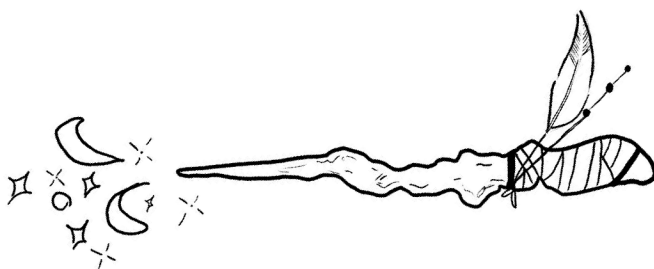
16. Purification - magic cleans clothes and water.

17. Shield - a shield that will protect the team from a creature, falling tree or avalanche.

18. Smoke cloud - useful for diversion. Covers a circle with a diameter of 2d6 meters.

19. Teleportation - instantly transports the hero and all the people he holds hands with to a previously visited place or a place within his sight. The creatures must want to be teleported.

20. Water stream - a stream of cold water is poured from the magic wand. Rate: 10 liters per minute.



Example 1.

Fable Master: You are standing at the foot of a tower several meters high. You went around it and did not find any entrance. Instead, you notice that there is a window at about the height of the second floor.

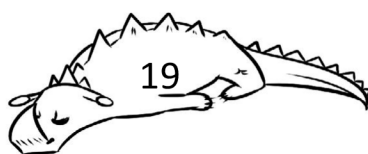
Wizard Conradus: I know the spell of Flying. I would like to fly there!

Fable Master: Sure. Do the Mind check, please.

Conradus: I only have one die. <he rolls the die> 4!

Fable Master: Great. That's enough. You whisper the magic words and float up in the air. Tell me where you want to fly, and remember that the spell only lasts 10 minutes. I set the time.

Conradus: I take the rope and fly to the window. I'll tie it, so everyone can climb up.





Example 2.

Fable Master: You have failed a Befriending Check with a bandit leader. His band has trapped half the halfling village. You see that they have encircled you and prepared their clubs and ropes. They are getting closer and closer, they probably want to overpower you and then tie you up.

Sorceress Anna: Quick, grab my hands. I'll take us out of here! I'm casting Teleportation spell!

Fable Master: Where do you want to teleport to? You can only go where you've been before or within sight.

Anna: I want to get back on the road!

Fable Master: Do the Mind Check then.

Anna: I have two dice. <she rolls the dice> 5 and 2! One success!

Fable Master: Great! The bandits have already raised their maces, but suddenly you disappeared from their sight. You're on the road now, not far from the bandits' camp. It's time for a plan B. Do you have any ideas?

Example 3.

Knight Victorious: Why don't we sneak in at night when the bandits are asleep? We'll open the cages, and the prisoners will escape.

Healer Sophia: What if one of them wakes up?

Sorceress Anna: Then I'll cast the Lullaby spell on him, and he'll fall asleep again.

Fable Master: Okay. You have waited until night. Even though you also want to sleep, you sneak back to camp. Do the Dexterity Checks. We have to check if you are quiet enough. (The knight failed). Oops. Victorious, you accidentally stepped on the hand of a bandit. He cried out and wakes up.

Anna: I'm casting the spell Lullaby! I have two Mind dice. <she rolls the dice> 4 and 6!

Fable Master: Great! The bandit falls asleep and starts snoring loudly. He didn't wake anyone up. You are already at the cage with the halflings. Unfortunately, it is locked with a padlock.

Anna: It's a pity that I don't know the Magic Key spell....

Traveler Agathe: But I do have the item Magnificent Lock Pick. Can I use it?

Fable Master: Yes. Make a Dexterity Check plus a die for an item.

Agathe: That is, a total of three dice. <she rolls the dice> 2, 4, 6! Two successes!

Fable Master: Using a lock pick, you quietly open the cage. The prisoners walk out of the cage just as quietly, and together you escape from the sleep-deprived bandit camp.

Example 4.

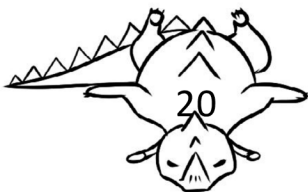
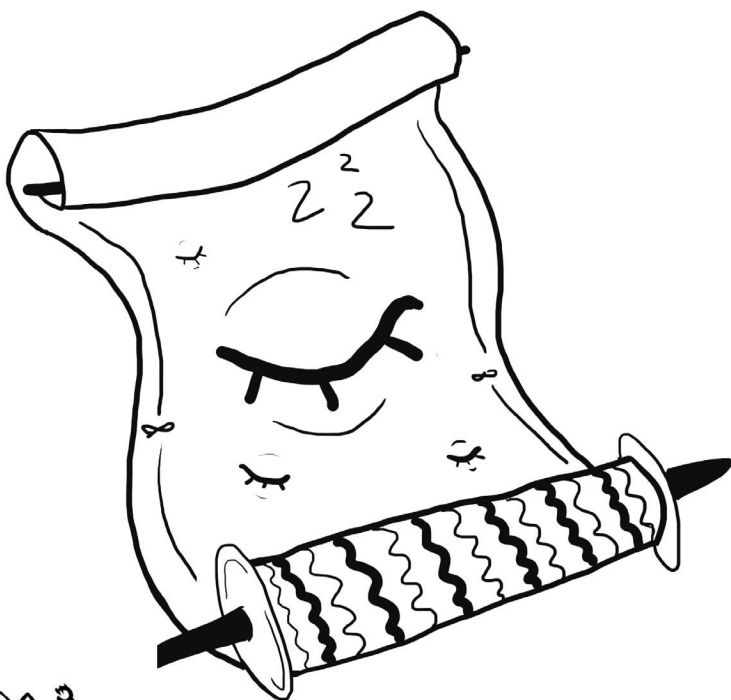
Fable Master: The sun is setting, and it's a long way to the castle. You won't reach home before night.

Sorceress Anna: I know the Magic House spell. I'll conjure it, and we'll spend the night in it!

Fable Master: Good idea. Try it.

Sorceress Anna: I will utter the spell Magic House. I have two Mind dice. <she rolls the dice> 3 and 1. Oh...

Fable Master: I think you made a slip of the tongue, because the spell failed. You threw a 1 at it, so let's check what you accidentally conjured. <he rolls 4d6> The 4th on the list is the Invisibility spell. I guess you have to set up camp by yourself. The sorceress has disappeared somewhere





GAME RULES

The rules of the game are based on rolling dice. If you want to check whether an action performed by our hero was successful, you have to perform a Check. Players perform trait-based checks when their heroes want to tackle physical or mental challenges. The check is successful if the score on the dice is equal to or higher than "4". Such a result is called a "success." So it is easy to calculate that each roll gives roughly a 50% chance of success. We almost always use this rule.

If the check is unsuccessful, players can use the Lucky Coins and the help of companions, as you will learn below. If all options have been exhausted, the task fails. You should think about another solution.

The chances of success increase with the number of dice rolled. When you roll three dice, for example, you only need to succeed on one die to pass the check. Developing traits, using talents, or cooperating allows you to roll more dice.

It may happen that experienced heroes want to perform something very difficult or dangerous. For example, jumping over a wide chasm, swimming in a rushing river, climbing an icy mountain, or tying a shoelace in boxing gloves. Fable Master can then demand two or even three successes. Apply this rule wisely and sparingly.

Helping

If one hero Helps another, he adds +1 to the score on his colleague's dice. That is, if a player rolls a "3" on the dice, then after receiving help the new score will be $3 + 1 = 4$ (which means "success").

The hero can be helped at the same time by any number of companions (as this is a game intended for children, so the willingness to help should be rewarded).

By helping, we mean, for example, throwing a rope, searching a room together, helping to lift a weight, or any other activity that, in the opinion of the Fable Master and the players, benefits the check.

If the number of players is less than three, use the following modification:

To help the other hero, say how you are helping and check the trait associated with the situation. If you roll 1 to 3 on the dice, the Help gives +1, If you roll 4 to 6 on the dice, the Help gives +2.





Overcoming obstacles

The heroes want to cross a river where there is no bridge. They don't want to swim in it, so they come up with the idea of building a raft. To do this, they need to gather the supplies. There are trees growing in the nearby forest. They need to find the right trunks, so they have to do a Mind Check to choose the right ones. Using the axes that everyone has in their magic backpack, these trees must be cut down and brought to the site, which requires a Strength Check. The wooden piles need to be tied well with rope, so someone has to do a Dexterity Check. Finally, a Strength Check must be done to push the heavy raft into the water. Of course, in all of these checks, the characters can help each other, using the rule of Helping.

This example illustrates only one of the infinite possibilities. Every obstacle in the game should be able to be overcome in several ways. Don't create problems for which there is only one solution. Allow players to be inventive and find solutions on their own.

Lucky Coins (LC)

At the beginning of each session, all players receive three Lucky Coins. It can be used to repeat the roll or to add +1 to it. A Lucky Coin can be received additionally during the session for an interesting idea or active participation.

What if players don't use all the Lucky Coins?

If there are any Lucky Coins left over after completing the adventure, you can save them on your character card in the Purse field. Lucky Coins are the official currency of the Land of Heroes, so they are also used to purchase items and services. For more on this, see the Equipment chapter in the full Master of Fables rulebook. Players can use Lucky Coins from the Purse if they have already used up the Coins received at the beginning of the session.

Examples of Trait Checks

During the check, the player rolls a number of dice depending on the value of the tested trait. A result equal to or greater than "4" means success. Rolling a natural six (six eyes on the dice) can be rewarded with some additional effect, such as an epic description, discovering something extra, or impressing an opponent.

Example 1.

Fable Master: Knight Victorious, you are walking down a dark corridor lit only by the light of your torch. You see a deep hole in front of you, from which you hear a rat screech. The hole is too wide to go around.

Victorious: I speed up and jump over it.

Fable Master: Good. Do the Strength Check and add a die for your talent, since you are the first person on the team to take up the challenge.

Victorious: I have one Strength die plus a talent dice... <noise of rolling dice> 2 and 5. There it is!

Fable Master: Excellent, Victorious. You took a run-up and jumped over the obstacle with one leap!

Example 2.

Knight Victorious is followed by the healer Emiliana. She also faces the challenge of jumping over a hole full of rats.

Fable Master: Emiliana, Victorious jumped over the hole with one jump. What are you doing?

Emiliana: I want to jump over it too.

Fable Master: Good. Do the Strength Check.

Emiliana: I have one Strength die <she rolls the dice> 3. Oh no, that's not enough.

Fable Master: You sped up, jumped and were just a few centimeters short! You fall down, but at the last moment you caught the edge!

Emiliana: Oh no! Help!

Victorious: Take my hand, Emiliana!

Emiliana: I give him my hand.

Fable Master: Great. With this, Emiliana will get +1 to the next check.





Fable Master: Emiliana, if you want to climb up, do the Dexterity Check and add +1 to it for Victorious' help.

Emiliana: My Dexterity is two dice <rolls> 2 and 3. With the help is $3 + 1 = 4$. Successful?

Fable Master: Of course. With a little help from Victorious, you manage to get out of the hole and stand next to your companion.

However, what would happen if the Dexterity Check had failed? Emiliana would continue to hang over hungry rats that would have already eaten the hem of her dress. And after failing the Strength check, she would fall right on top of them. There are an unlimited number of ways players can solve this problem. Here are three sample ideas.

Idea 1.

There are other heroes on the team, including the wizard Conradus. He knows Charm Animal spell. He uses a spell to make the leader of rats listen to him for 10 minutes and do what he says. The rats climb one on top of the other to create a staircase for Emiliana.

Idea 2.

The team also includes the forest keeper Carolla, who gets along well with the animals. Thanks to this, she learns why the rats are hungry, and decides to befriend them. The player performs a Mind Check. She rolls one Mind die plus a die for talent (tests with animals), for a total of two dice, and gets scores of 2 and 5. She succeeds! The rats help Emiliana get out, and after that the team looks for a way to help the trapped animals.

Idea 3.

The player uses her Lucky Coin, with which she can add +1 to the result of the roll. $3 + 1 = 4$. This is enough to succeed in the check.

Failures and injuries

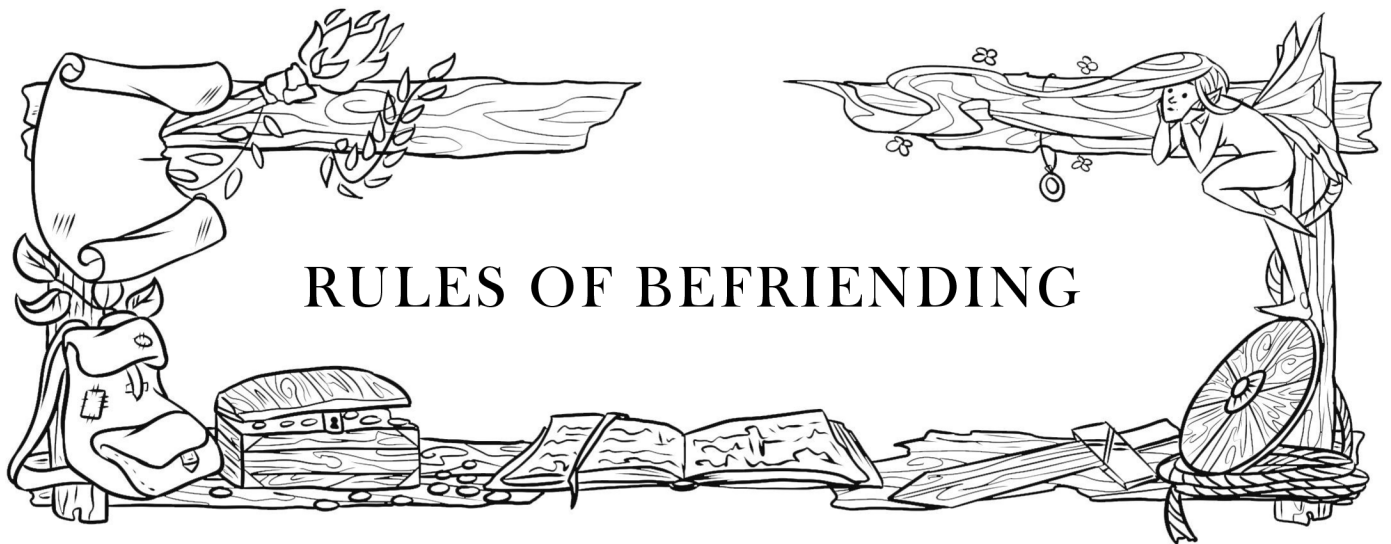
What if the team is uncoordinated or extremely unlucky? If a Strength Check while swimming fails and a character is swept away by the river's current? The rest of the team should rush to her aid. What if the character falls into a deep hole and fails the Dexterity Check while falling? You have two options: Wound and Shock.

Wound: The hero receives a Wound when his body is physically damaged. He may break a limb, cut his skin, get burned or be hit hard by something. The Wound can be healed magically, which can be done by a team healer. A successful healing check is all that is needed. Characters can also spend time recovering in the Castle of Heroes. The player can add a cool scar to the character after a wound heals. When a character receives a Wound, his movement is impeded. Apply plot hindrances that fit the situation, and give a -1 penalty to checks based on Strength and Dexterity. The -1 penalty applies to the result on each dice the hero rolls.

Shock: The hero receives Shock when he is hit hard on the head, waterlogged, eats something poisoned, breathes poisoned air, has poison introduced into his body, or is sick. A character in Shock is semi-conscious. Neutralizing the Shock by the team healer requires getting at least two successes during the Healing Check. Apply plot difficulties that fit the situation, and give a -1 penalty to checks based on all traits. The -1 penalty applies to the result on each dice the character rolls.

Unconscious: If the hero suffers a -3 penalty to his tests as a result of Wounds and Shocks, he falls unconscious. He must sleep 8 hours or be magically healed. Each 8 hours of sleep or one magical cure nullifies the effect of one Shock or one Wound.





RULES OF BEFRIENDING

In Master of Fables, conflicts are resolved without violence. So how can the Heroes get the skeleton guarding the tower entrance to let them through? They have no weapons and they are children. Despite being scary and a bit smelly, the skeleton seems friendly. Maybe they could make friends with him? Then he will surely let them through!

This game features something called Befriending Checks. These are tests we make when characters want an NPC to like them.

Befriending Check formula is Ability Dice + Skill Dice = number of dice we roll

The check is successful if the number of successes achieved is greater than or equal to the number of opponent's successes

Befriending Resistance (BR)

Each opponent has a pool of Befriending Resistance (BR). The BR of a weak monster is 1-2. The BR of a strong monster is 3-4. Powerful creatures have 5 BRs or more. If a team wants to befriend such a monster, they have to deprive it of all its BR points. When the hero wins the Befriending Check, then the monster loses 1 BR point.

When you're preparing an adventure, it is necessary to determine the BR of the Encounter. For more information, see the chapter Creating Adventures in the Master of Fables rulebook

Malice Dice (MD)

Malice Dice are used to counter the heroes' Befriending Checks. Opponents have as many Malice dice (MD) as half their Befriending Resistance (BR).

For example, a Toad with BR 2 has one Malice Dice. A Goblin with BR 4 has two Malice Dice. A Dragon with BR 6 has three Malice Dice. When the BR of a monster is an odd number, then the number of Malice Dice is rounded down. That is, if the BR is 5, then the opponent has only two Malice Dice.

When calculating the MD, we will be increasing BR of the encounter by a number of Heroes. A dragon that has a basic BR of 5 will have an BR of 9 when encountering a team of 4 heroes (BR + number of heroes). This always happens when there are more than 1 hero. In this example, a Dragon will have a total of 4 Malice Dice. For more information, see the Creating Adventures chapter of the Master of Fables rulebook





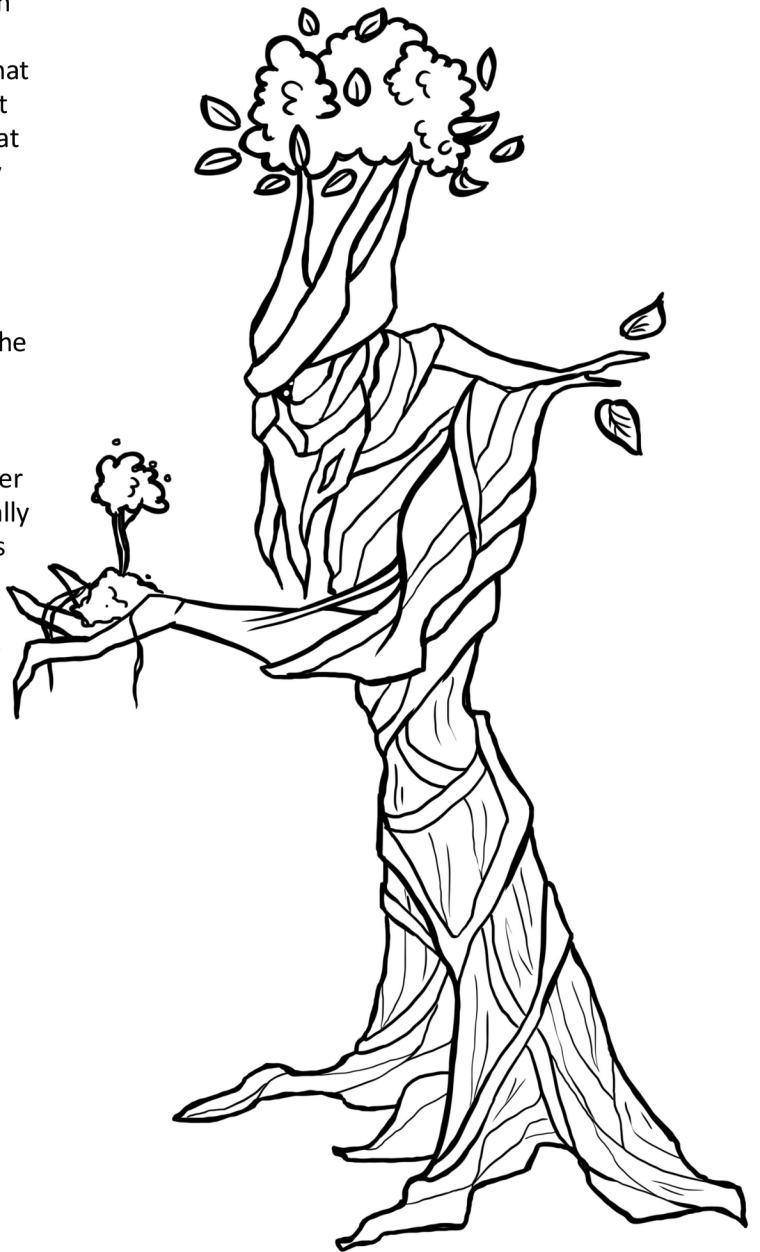
Failures in Befriending Checks

If each hero fails the Befriending Check against an opponent twice, further attempts become impossible. The monster gets bored or realizes that the heroes are up to something and doesn't want to deal with them anymore. It may threaten to eat them or chase them away. In worse cases, it may want to trap the heroes, giving us an interesting opportunity for a cage escape adventure.

If one of the heroes acts aggressively and strikes the opponent, then the latter will respond with the same.

Unlike in other role-playing games, in Master of Fables, there are no fighting mechanics. A monster that reacts to a hero's physical attack automatically inflicts a Wound on him. Describe it as horribly as you can.

Important note: the opponent will not injure the other team members if they do not attack him. Sufficient punishment for heroes now is to take care of a wounded companion and lose a Befriending attempt.



Turn Order

Heroes perform their actions in the order determined by the roll of the Dexterity dice. The higher the sum of the rolled pips, the higher the position in the action queue.

In their turn, a player can make a Befriending Check, cast a spell or perform any other action within common sense. You can also let a knight or knightess (with the whole team's consent!) to start the turn due to a talent that is beneficial for the team).





Friendship Dice (FD)

These are the dice that a team gets as a reward for Befriending an opponent. If heroes befriend one monster, each player gets one Friendship Dice. Usually between 1 and 3 Friendship Dice are earned per session. The number of Friendship Dice earned and spent is recorded on the character sheet.

Hero evolution

In order for a hero to develop his abilities, skills, or learn new spells, he must spend Friendship Dice. This is the equivalent of so-called experience points, which are used in other TTRPGs.

Raising Traits

The cost of purchasing a second die in Trait, for example Strength, is 4 Friendship Dice.

The cost of purchasing the third dice of Strength is 6 Friendship Dice.

To sum up: to have the maximum level of any Trait, player need to spend a total of 10 Friendship Dice.

Raising Abilities:

The cost of purchasing a new skill, such as Building, is 1 Friendship Dice.

The cost of purchasing a second Building dice is 2 Friendship Dice.

The cost of purchasing a third Building dice is 3 Friendship Dice.

That is, to have the maximum level in one skill, 5 Friendship Bones must be spent.

For completing the main task in the adventure, the team receives a reward from the quest giver, the word "thank you" and one Friendship Dice.





Example of a Befriending Check

The team is lost in the woods and doesn't know which way to go. They meet a red fox lounging lazily on a rock. He maliciously mocks the heroes who have lost their way. "You will certainly not get out of this dark forest," he says. The heroes ask if he could help him and show them the way, but he says that they are not his friends, so he does not care about their fate. The players want to change that.

Encounter Statistics

Befriending Resistance of a randomly met red fox: **1**
 Number of heroes: **3**
 Calculation of BR of the Encounter: **1 + 3 = 4**
 Final BR of the red fox: **4**
 Calculating MD of the fox: **4/2 = 2**
 Malice Dice of the red fox: **2**

First, you need to determine the Turn Order. Players roll Dexterity dice, that is, as many d6s as the Dexterity of their characters. The order of actions is determined by the results - from highest to lowest. Write it down so you don't get confused.

Fable Master: Carolla, you are first. How are you trying to reach the fox's heart?

Carolla: I go close to him, bring my face close to his muzzle and smile very pleasantly. - Fox, fox, show your fangs.

Fable Master: Your smile is sure to impress him. Do the Mind Check, add a die from the Beautiful Smile ability and another one for your Animal Friend talent.

Carolla: One Mind die, one for Sincere Smile and one for a talent. <she rolls the dice> 2, 5 and 3.

Fable Master: Okay. Let's see what the red fox has to say about this. <rolls the Malice Dice> 1 and 5! That means a draw, and draws are decided in favor of the hero. You did it, Keeper.

Carolla: Hurray!

Fable Master: Your beautiful, sincere smile greatly surprised the fox. At first, he was indifferent, but then he smiled widely at you, showing an array of terrible and sharp teeth.

Fable Master writes off one BR point from the opponent and moves on to the next player.

Fable Master: The second in line is the wizard **Conradus**. What do you plan to do?

Conradus: I think I will show him some magic trick. Maybe the one with the cards. - Mr. Red Fox. I am a court illusionist and I will show you my skills. Fable Master: Great idea! Please do the Dexterity Check and add the dice for Magic Trick ability.

Conradus: I have one die for Dexterity and also one for Magic Trick. So I roll two dice <he rolls the dice> 3 and 3.

Fable Master: Let's see what the fox says. <rolls the dice> 2 and 6! That's more than your score, Conradus.

Conradus: Oh no. I use the Lucky Coin to reroll one die.

Fable Master: Okay. Roll.

Conradus: <blows on the die and rolls> 6. Yay!

Fable Master: Bravo, Conradus! Your magic trick didn't go well at first, but you got lucky, and the fox didn't notice. He liked your performance.

Fable Master writes off another BR point from the red fox.

Fable Master: Next in line is Patrick the Singer. Patrick, how would you like to make friends with the red fox?

Patrick: I say to him: - Mr. Fox, you have the prettiest fur I have ever seen in my life. Is it as warm and pleasant to the touch as it looks?

Fable Master: Such a compliment should please him. Do the Mind Check, adding dice for the Compliments ability.

Patrick: I have one Mind die and one for Compliments too, that is two dice <he rolls> 2 and 4.





Fable Master: Let's see what the fox has to say about it. <rolls the dice> 1 and 3: Well, Patrick. The fox absorbs your words, proudly straightens up and shows off his beautiful fur. He comes up to you and lets you stroke him. Indeed, his fur is warm and soft.

Patrick: I stroke his fur and continue to delight in it.

We write off another point of fox's Befriending Resistance. He only has one left. We don't tell the players so as not to spoil the excitement.

Fable Master: It's time for you again, Carolla. You have always had a knack with animals. How will you charm him?

Carolla: Hmm... he looks like he hasn't been running much lately. I pull a leather ball out of my pocket and throw it, shouting: "Fetch!" - I try to encourage him to play.

Fable Master: Good. Do the Dexterity Check, add a die for the Playing ability, and one for your Animal Friend talent.

Carolla: Great. I have three dice. <she rolls> 2, 4, 6!

Fable Master: Let's see if the fox wants to run after her. <rolls the dice> 3 and 4.

Carolla: I won! Run, foxie!

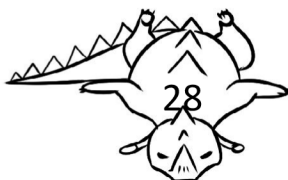
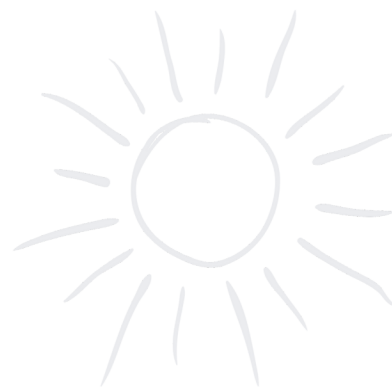
Fable Master: You watch as this red-headed, mischievous fox instantly jump off the rock and catch the ball in flight. He then ran up to Carolla, let the ball out of its mouth, and waited for the next throw with an almost puppy-like gaze.

Carolla: I'm throwing the fetch ball for him again. This time high!

Patrick: Hey! I want to play fetch with him, too.

Fable Master: You are having the best time with your new friend. You are all together running around the clearing, laughing, and rolling in the grass. After a while, the red fox returns to his rock and introduces himself: "- My name is Kita. How can I help you, my friends?"

The fox becomes their friend, so he answers their questions and will lead them wherever they need. Each player receives one **Friendship Dice**.





ADVENTURE AWAITS!

Are the rules of the game clear to you? If not, no worries! On the next page, there is a quick summary of the game rules. Print or copy it, have it handy, and you'll be fine.

The most important thing is that you know when there is success and when there is failure. You don't have to learn how all the skills, spells, and magic items work. During the game, you can glance at the rules without restraint and read up on what you just don't remember. In critical situations, rely on your judgment and make decisions in favor of the players. The most important thing is to tell a story together and have fun.

Starting and ending a session

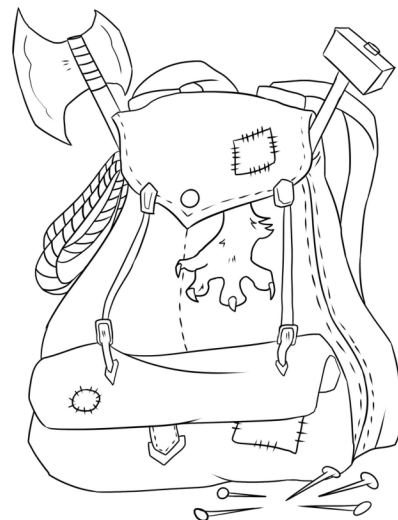
The start of the session is that magical moment when the Fable Master begins the story and the children (players) turn into characters. Be silent for a moment. . Look at the players with serious eyes. Look at each of them and say:

Now we will move to the world of fairy tales, magic, and wonder. Paul - you are the brave knight, Lancelot. Cassie - you are the wise sorceress, Katrina. You, Tom - you are the famous traveler, Columbus. And you, Anne - you are the beautifully singing songstress, Ophelia.

If you want, you can turn on previously prepared music. Set up one of the premade scenarios that we prepared for you, or start your own story. The end of the session is the moment when the storytelling ends and the players' minds return to reality.

You can end it this way: *We return to our room and become ourselves again. Paul in a yellow sweater, Cassie in a red dress, Tom in a dinosaur shirt and Anna with pigtails.*

Now you can assign the players Friendship Dice, remind them about the magical treasures, put the saved Lucky Coins in the Purse and ask them what adventure they would like to experience at the next session. With this information, you will be able to prepare something especially for them.





Summary of the rules of the game

Name of the rule	How to do?	Success	Failure
Strength Check	Roll red dice of Strength	When there is a 4+ on at least one die	When there is a score below 4 on each dice
Mind Check	Roll blue dice of Mind	When there is a 4+ on at least one die	When there is a score below 4 on each dice
Dexterity Check	Roll green dice of Dexterity	When there is a 4+ on at least one die	When there is a score below 4 on each dice
Befriending Check	Trait dice + Ability dice (+sometimes a Talent dice or Magic Item dice)	When we have as many or more successes than the opponent have on the Malice Dice (MD)	When we have less success than the opponent have on the Malice Dice (MD)
Helping	When one hero helps another, he adds +1 to the result of their test on a single dice. The more helpers, the greater the chance of passing the check.		
Lucky Coins (LC)	You spend it to roll the dice again or add +1 to one score. It is also used to buy goods and services in the Land of Heroes.		
Friendship Dice (FD)	Received as a reward for Befriending an opponent. Used to develop character skills and abilities.		
Befriending Resistance (BR)	Determines how many Befriending actions an opponent is capable of withstanding. When it drops to zero, the opponent succumbs to the charm of heroes.		
Malice Dice (MD)	MD is always half the value of BR. Malice Dice (MD) are used by the opponent to counter the hero's Befriending actions.		
Wound	Physical damage dealt to the hero. The hero receives a plot difficulty and a -1 penalty to Strength and Dexterity Checks on all dice.		
Shock	Head injury, hypoxia, or poisoning of the hero's body. The hero receives a plot difficulty and a -1 penalty to Strength, Dexterity, and Mind Checks on all dice.		
Turn order	Players simultaneously perform a Dexterity Check and add up the score. The one with the highest score starts. The round ends with the one who has rolled the least. Players have the right to delay their action.		





Code of the Fable Master

1. Remember that you are playing with children. Be patient, and help them make decisions. Guide them, but don't decide for them.
2. Cheer up the players with funny sounds, especially when meeting important opponents. Modulate your voice and try to tell stories in an interesting way.
3. Be careful not to limit children's contributions to the story. Use their ideas and let them invent elements of the world.
4. Encourage inventiveness so that the players can overcome the obstacles you put in front of them in an interesting way.
5. Make sure that all players have a stake in the action of the story and that you give them a similar amount of attention.
6. If possible, keep distractions to a minimum. Turn off the TV, hide smartphones, snacks and sugary juices. There may be fruit on the table, in addition to water. Excessive sugar can interfere with focusing on the game.
7. Never try to beat the heroes. Rejoice when they win and grieve when they fail. Remind players of Lucky Coins if they forget to use them.
8. Run the game responsibly. Be careful of what you say, and don't play a horror game. More sensitive players may have nightmares if you overdo the darkness and fear in the session.
9. If your player wants to become a Fable Master, support him with your knowledge and experience.
10. Have fun and inspire children with your commitment. Keep smiling!

Preparing for the session

Check:

1. Do you have enough crayons and paper?
2. Are there enough dice on the table?
3. Has everyone received three Lucky Coins each?
4. Does everyone have their character sheets ready?
5. Are you all sitting comfortably?
6. Has everyone been to the bathroom?

Pre-made scenario

This is a pre-made adventure created for a beginner Fable Master. It was designed to be as simple as possible to run it. Be sure to read it in its entirety before starting the game. In the rulebook there will be three additional pre-made scenarios and a lot of tools for creating your own unique adventures.





THE RAT KING

Number of players: 2 - 5

Duration: 60-90 minutes

Introduction

First of all, I would like to describe what you can see in this scenario.

The suggested descriptions are written in italics. You can read them or tell it in your own words. Surely, players will ask questions that aren't answered there. Use your imagination to add any details you see fit.

In quotes, you can find proposed lines that characters in the game can say. Players can ask those characters questions and interact with them. That means it isn't predictable what questions they ask. It's up to you to take on the role of each character and speak on their behalf. As stated above, use your imagination to answer in a way that gives the players the answers they want. It can turn into an interesting discussion, but be careful not to get too long-winded.

Any other information, tips, additional descriptions, and rule reminders are written in regular font.

Story Sequence

1. Heroes meet the Invisible Queen. They receive the task of driving out the castle-destroying rats from the sewers.
2. Kids meet the royal chef Kolos in the castle kitchens and receive fresh bread.
3. Heroes meet a cat, Maurice, the guardian of the royal cellars. They answer a riddle and get a cipher.
4. Kids wander in the sewers and overcome an obstacle - a broken bridge.
5. Heroes rescue a drowning mouse, which becomes a guide to the rats' lair.
6. Encounter with the rat guards. First befriending checks. Difficult path to the presence of the Rat King.
7. Heroes meet the Rat King, befriend him, and listen to the story of the curse.
8. Heroes lift the curse and accept the task from the Rat King.
9. Kids receive a gift from Tater Tot's family.







1. Castle of Heroes

The adventure starts when kids arrive at the Castle of Heroes. Once they all describe what they look like and who they are, you can begin the adventure with this description:

After a long and tiring journey, you finally arrive at the Castle of Heroes. Your path was very hard and full of dangers, but finally you managed to reach the gates of the legendary capital. You have gathered here from the farthest lands to answer the call of the renowned Invisible Queen. She called for the bravest of braves and the most gallant heroes and heroines to submit themselves to trials that would test whether they were fit to be the guardians of the kingdom.

Now you are standing in front of the large, gilded gate that leads to the throne room. Guards press the gilded handles and open the path straight to the presence of the Queen. As you walk down the red carpet, you can see that many spectators have gathered in the hall. There are humans, elves, dwarves, halflings, and fairies, all of them dressed in luxurious attire. You even notice a dragon and a pegasus among the crowd! Every one of them looks at you with curiosity and hope. Maybe you will be the one to save the kingdom?

Finally, you reach the foot of the golden throne. Through your journey, you have wondered what the Invisible Queen looks like. She is dressed in a leather riding outfit and an opulent red cloak made of the finest silk. She wears black gloves on her hands and a golden crown on her completely invisible head. You cannot see her eyes, but somehow you can feel her gaze on you.

“So you are the hope of the kingdom? They call me the Invisible Queen. What are your names?”, she asks. How do you answer her?

At this point, the players should say their characters’ names and who they are. Without breaking the character of the Queen, you can talk to each player in turn, asking about their professions, what they like, and what they are wearing (the Queen has poor eyesight). This allows each player to present their character to the rest of the team. After getting to know the Queen, who is a charming person, it’s time to give the players their first quest:

The Queen raises her hands and says to you cordially:

“It’s time to start your trials, my dears!”

The crowd in the hall erupts in applause and shouts of joy.

“Your first task is to save our magnificent castle from collapsing”, says the queen. “The cunning rats have gotten into the foundations and are now making huge holes in them. If it continues, the castle will ultimately collapse. Stop the rats, or better yet, make them move out of here entirely. If you have any questions, any resident of the castle will answer them. In the meantime, I’m going on a horse patrol around the kingdom. Good luck!”

The Invisible Queen bows her crown to you and leaves the throne room, surrounded by courtiers. There is absolutely no one left in the room except you. What do you do?

This is the first time the players have to agree on something together. Let them think, and if they have trouble getting started, ask questions like, “Who would know where these rats are? Maybe you could ask someone? Maybe those nice guards at the entrance?”

The guards, or anyone else, will direct the characters to the kitchens, which are near the throne room.





2. Castle Kitchen

You enter the grand castle kitchens. A few scallions are preparing dishes for the royal table. You smell the pleasant aromas of cooked soup, freshly baked bread, and roast meat. When you ask for the head cook, you are led to a fat dwarf tasting some steaming soup from a pot. He adds some spice and continues to stir. He pays no attention to you at all, absorbed in his work. What do you do?

Players should get the cook's attention. They can say something like, "Excuse me, are you the head chef?", or, in some other way, start a conversation. It's important for players to learn to start a dialogue first. It will be very useful in later adventures (and in real life, too).

The cook finally turns around.

"Oh, I can't stand it anymore!", he says. "Tell me, why do your bellies growl so much?! There is no greater torture for me than to be with people with empty bellies. Sit down at my table. I'll pour you my best soup!"

You sit down at the table, and the cook pours you full plates of delicious soup and gives each of you a loaf of freshly baked bread. You are very hungry after your journey to the castle, so you eat greedily. When you finish your portions, the cook sits down next to you.

"Others call me Kolos", he says. "You must be those new heroes who arrived at the castle today. What are your names?"

Other things he could say:

"What task has the Queen given you?"

"Rats? That's terrible! Someone should finally deal with them. I'll show you the entrance to the sewers, where you'll probably find them."

"Another helping?"

The cook will give each hero a huge loaf of bread for their journey. Fortunately, all heroes have magical backpacks, so they can easily put them there. Kolos will show them the old door to the cellar. It is barred with a heavy beam that must be lifted. At least one success on a Strength die is needed to do this and open the door.

3. To the cellars!

You enter a dark, damp corridor. Thin trickles of water run down the walls, gathering into a stream that flows downward into impenetrable darkness. It is completely dark here. You can't see anything at all. What do you do? Do you enter this darkness?

Players can use a Light spell or draw a torchlight from their inventory and use it. Lighting the torchlight with a tinder and a flint is not easy, so it requires a Dexterity check. Alternatively, the team can also borrow fire from the cooks.

The floor is covered in slippery moss, and it's easy to fall. Your shoes slip every now and then. If you don't hold on to each other, you could end up falling.

Ask the players what they do to avoid falling. Each of them should now make a Dexterity Check. If they are holding onto each other, add +1 for the assistance of a companion. Failure means landing on their backside, soaking their clothes, and sliding several meters down the corridor.





4. Cellar

The corridor ends with an aged wooden door fitted into a sturdy frame. At the bottom of the door, there is a square hole that resembles an entryway for a cat or a dog.

Ask the players what they do. If no one responds, ask the oldest player: 'What do you do right now? Do you open the door?' 'Who among you is the bravest?' When the party makes a joint decision, proceed with the further description.

You press the large, cold doorknob. The door creaks terrifyingly as it opens inward. The room is shrouded in darkness, but the light from your torches illuminates it slightly. You see rows of shelves and barrels lined up against the wall.

Suddenly, you notice movement! A large, black shape leaps to the floor. It opens its mouth, revealing a row of sharp, needle-like teeth... and yawns widely.

"Meeooow! Who dares... to disturb meee? The great Maurice? I am the royal guardian of these cellars full of all kinds of treasures. At your service", he bows elegantly. "Who are you and what do you want to do here?"



You see that Maurice is a large black cat, bigger than many dogs. He wears a beautiful silver breastplate and has a helmet on his head. He gazes at you intently, waiting for your response.

The heroes should introduce themselves and explain the purpose of their mission. When they mention the rats, Maurice interrupts them. "Rats?! Those despicable, disgusting rodents?! If any of them comes near me, I'll show those monsters what it means to be the guardian of the royal cellars!", he shouts.

"If you want to go further, go ahead. I have my duty to guard here, and I've been commanded to protect the castle. It's the role of a guardian to stand watch."

"But you, since you're heroes, can go through these doors. Just be careful. Those vile rats are treacherous and deceitful. Just one little moment of inattention, and they'll bite your tail! Oh, yes! It hurts a lot. Ouch, how it hurts!"

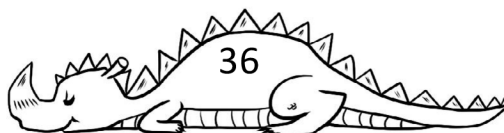
Maurice returns to his barrel, where he has his favorite pillow, and begins to lick his velvety black fur.

The door he indicated looks very solid and has no handle. Next to the door, there are three empty baskets hanging on chains. Nearby, there is also a basket full of heavy iron balls. It seems to be some sort of mechanism for opening and closing it. Players may have trouble imagining this. Try to draw it for them.

When asked (or frustrated by the heroes' failed attempts), Maurice will inform them that it's an old gnome mechanism. A code is needed to open the door. The guardian has a scroll with the code written on it. He will give it to them if the heroes answer his riddle correctly:

*It's the most beautiful animal in all the land,
Known for its agility, speed, and courage, so grand!
It purrs when a human's hand strokes its fur,
And in the morning, it enjoys a bowl of milk, for sure.*

[The answer is: a cat.]





Maurice will pull a scroll from under his helmet and hand it to the heroes with a sly grin. The scroll contains a mathematical riddle suitable for the players' age.

There are three baskets drawn. You need to put 4 balls in the first one, 7 in the second, and 10 in the third.

On the paper, draw three baskets and write the appropriate mathematical operation next to each one.

For children aged 5-6: Just a numbers or dots written next to the baskets will suffice.

For children aged 7-8: Addition and subtraction suitable for your players, e.g., $2 + 2$, $99 - 92$, $17 - 2 - 5$.

For children aged 9-10: Multiplication and division suitable for your players, e.g., 0.25×16 , $49/7$, $600/60$.

The balls should be placed in the appropriate baskets. You can illustrate this by putting cubes or tokens into the drawn baskets on the paper. When the numbers match, the door will open with the sound of a mechanism working.

5. Sewers

As the doors swing open, a terrible stench assaults your nostrils. Filth flows through these sewers from all over the castle. Fortunately, there is a path along the wall that is free of the waste running through the bottom of the corridor. However, it is too narrow for you to walk side by side, so you must move in single file.

Ask the party, 'Who will go first, and who will go last?' The sewers stretch for several hundred meters, and there are several obstacles waiting for the kids along the way.

First obstacle

The sewers twist and branch off frequently. The path you take is more a matter of chance than a conscious decision. Every so often, you have to turn back and take another route because the path suddenly ends. You have just come across another such place, and there is nowhere to turn back now. In front of you, the path has crumbled away for about three meters because of its age. The sewage looks deep. What do you do now?

Ask the kids if they have any ideas for overcoming the obstacle, and respond to their questions. Braver heroes might attempt to jump over it and do the Strength Check. Those who fail the check will land in the muck, which is about a meter deep. The path is approximately a meter above the level of the sewage. They need to make a Dexterity Check to get out. A rope and a helping hand from a companion may be useful.

The heroes can also build a bridge. They have ropes in their backpacks, and they can find large pieces of wood in the sewers. The right sequence of Mind, Dexterity, or Strength Checks will result in the construction of a sample bridge.

Second obstacle

The sewers are not a pleasant place. They're dark, damp, stuffy, and smell terrible, although your noses have somewhat adjusted to the foul odors. Occasionally, you hear squeaks, scurrying, or strange tapping echoing through the corridor. You are certainly not alone in these depths. With every step, the sound of rushing water grows louder in your ears. You notice that the sewage flows faster and seems to drop somewhere on the other side of the corridor.

Suddenly, you hear a squeaky voice calling for help: "Help! Heelp!" You look around and see a mouse swimming from the direction you came. However, saying it is "swimming" is an overstatement. It has been swept away by the rushing stream and is trying to cling to the walls of the sewer. But it is too small and too weak. If you don't do anything, it will be swept over the waterfall!

Allow the players a quick brainstorming session and respond to their questions. If they lack ideas or are too inactive, remind them about the rope they have in their backpacks or describe a long stick lying in the shadows nearby. Ideally, they should come up with a solution on their own. Remember that time is running out, and if they do nothing, the mouse will fall down the waterfall. The action should conclude with its rescue. To add some excitement to the scene, you can conduct Dexterity Checks (throwing the rope or handing over the stick) and Strength tests (pulling the mouse from the strong current). Don't forget about the Lucky Coins.





6. Rat's Den



A wet, refuse-covered mouse girl settles down next to you.

"Cough... cough, cough! Thank you. Thank you," she says. "I thought I was going to drown... Cough, cough. This current is so strong. If it weren't for you, I would have fallen down the waterfall, just like those disgusting rats wanted."

"My name is Tater Tot. Who are you?"

"Heroes? That's wonderful. Maybe you can help me? The rats have taken my whole family captive and forced them to work. When I refused to work, they threw me into the sewage!"

"I'll lead you to them. I'm not afraid at all. I may be small, but I'm very brave!"

The mouse named Tater Tot knows a shortcut to the rat's nest. As she leads the party, she tells them about the great Rat King, who orders the mice to gnaw holes in the castle's foundations. However, the mice don't have teeth strong enough to bite through concrete. Mice prefer to eat cheese or bread. The little mouse's stomach will grumble, and she will say that she hasn't eaten in a long time because the rats eat everything themselves. If any of the heroes share their bread with the mouse, reward them with an extra Lucky Coin. The mouse will eat only a little of the offered food and save the rest for her hungry family.

Tater Tot leads you through winding and very narrow storm drains, which have to be full of water during the rain. Fortunately, it's not raining today, so this route is safe for now. Eventually, you arrive at a tall chamber where many branches of the storm drains converge. As you peek over the edge, you see two enormous rats guarding the entrance. Both are standing on their hind legs and are nearly as tall as you. They wield long sticks with sharp pieces attached to them.

There must be an entrance to the rat dens behind them, where the Rat King resides. What do you do?

The players are about three meters above the floor of this chamber. The rats, meanwhile, stand against the opposite wall. The heroes can lower themselves down using a rope tied to a protruding pipe. To do this, one of the players must succeed in a Dexterity Check to securely tie the rope. No additional tests are needed to climb down. Upon seeing them, the rats will bristle their fur and cross their spears over the entrance.

"Look, Claw, someone is coming", says the rat on the left.

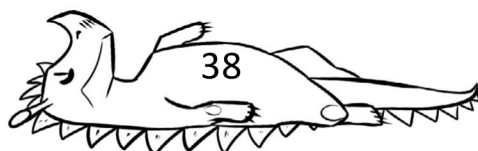
"Ooo! Some hairless ones from the surface. Hey, Whisker, maybe they want to sign up for slave service?", says the rat on the right.

"Of course they do. Their teeth are small and dull, but they have hands. They can carry the load."

"True enough. But look. They're not ordinary. They look like those awful... bleh... heroes."

"Aaah! Yes, they're heroes! We don't want heroes here. We won't let you in!", says Whisker, concluding their conversation.

You see that the rats have bristled their fur and are aiming their glass spears at you. They look menacing and do not want to let you in.





It's time to teach the players the mechanics of Befriending. Ask them for a Dexterity Check to determine the turn order. Ask the player who rolled the highest result which of their hero Ability they would like to use to befriend the rats. You can help them by reading the Abilities aloud. Allow them to choose and come up with a method on their own. Don't worry, it will go faster with the other players.

Whisker and Claw

BR: 1

Insensitivity: Music, Singing

Sensitivity: Building, Repairing, Feeding (Cheese)

For the purpose of the first adventure, we will limit the maximum number of Malice Dice to two.

Befriending Resistance and Malice Dice		
Number of heroes	Befriending Resistance	Malice Dice
1	2	1
2	3	2
3	4	2
4	5	2
5	6	2
6	7	2

Legend

BR - which stands for Befriending Resistance

Insensitivity – when the player uses the specified Ability, the opponent has one additional Malice Die.

Sensitivity – when the player uses the specified Ability, they gain an additional die for the test.

After successfully befriending the rats, they will change their attitude.

“We didn’t know you were such cool guys and gals. Come on in... come on in”, says the rat with a broken claw, smiling crookedly.

“There’s room for everyone willing to work inside. Hihhi.”,

If the players have any questions, even though the rats aren't too bright, they know a thing or two.

- These dungeons are not their home. They came here on a wooden ship from the Island of the Mad Sorcerer. They entered the castle at night with the help of bats.
- They eat the walls because they have received those kind of orders from the Rat King himself. And Claw and Whisker are good and hardworking rats, so they eagerly follow the orders of their king.
- Members of Tater Tot’s family also work hard for the good of the rat community. They will work until they completely drop from exhaustion.

7. The Rat King

You enter the tunnel leading to the rats’ lair. It echoes with squeaks, clatters, scratching, and the sound of something being moved. With each step you take, the sounds grow louder, as if a huge crowd is gathered at the end of the tunnel. And indeed, there is.

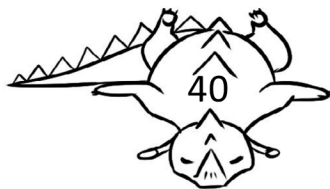
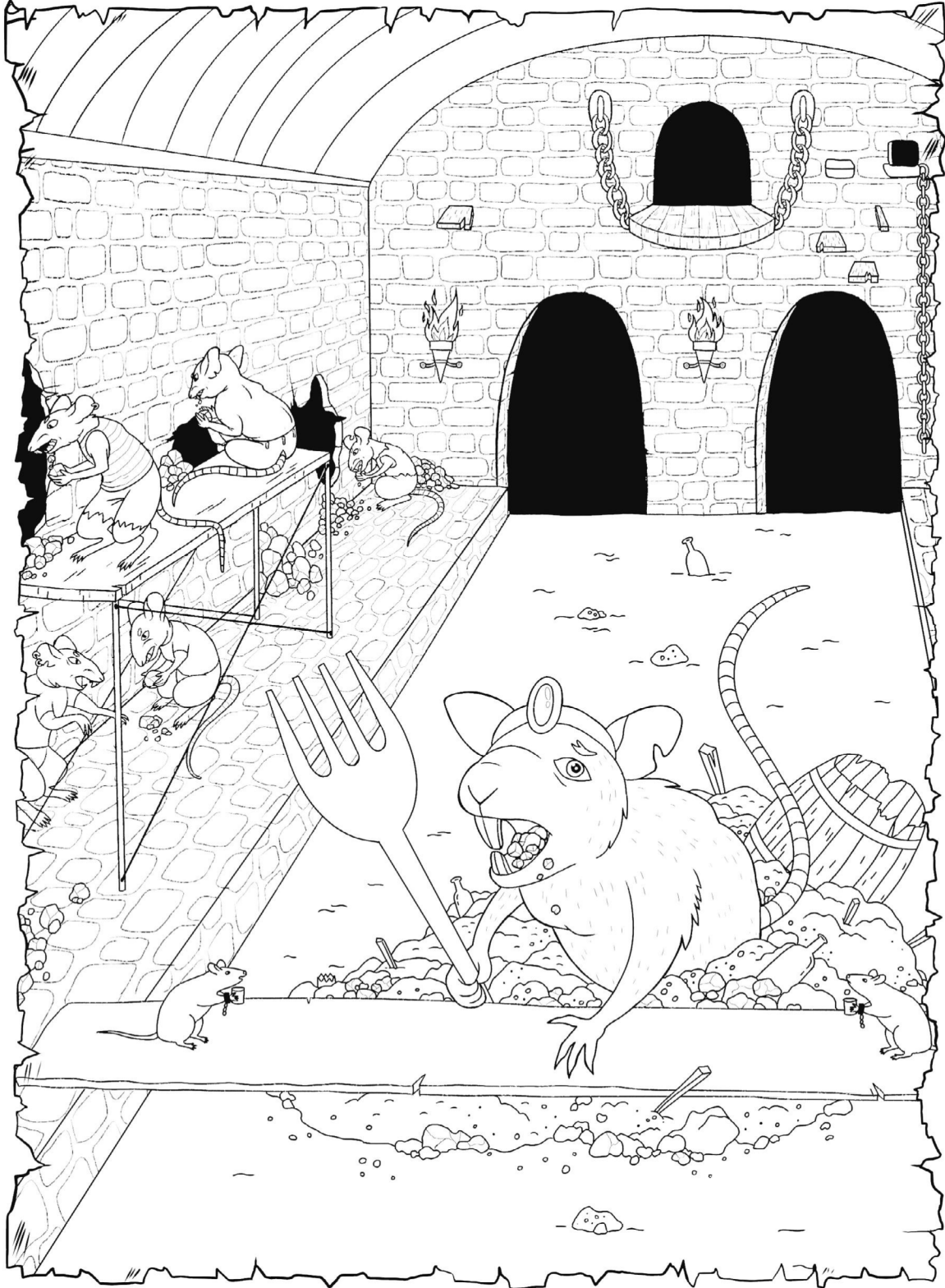
The corridor leads you to an observation deck, from which you can see an enormous cavern full of working rodents. Some are gnawing pieces off the walls, others are carrying rubble to a large pile in the center, and others are distributing water. On this large pile stands an enormous white rat. On his head is a crown resembling a ring with a red ruby. He holds a beautiful golden fork in his paw.

He uses it to load rubble into its gaping maw, where he crushes it with steel teeth and swallows it. At its feet, small mice scurry about, bringing him water to drink.

Tater Tot jumps onto the railing in front of you and points at the mice.

“There! That’s my mom!”, she shouts. “And my dad! And my brother! And my sister. Oh, dear... you’ll help them, won’t you? You’ll free them, right?”







Your heroes, filled with emotions, will likely head towards the Rat King. Remember that this game is not about using violence to solve problems. The heroes will certainly want to talk to the King first, so allow them to do so. If they hesitate, let a few guards approach them and inform them that the King is waiting and is becoming impatient. But first, the heroes must reach him. The Rat King sits on a pile of rubble submerged in a vast swamp of sewage. To get to him, they need to descend the scaffolding constructed by the clever rodents. The players have to do a Dexterity Check. Failing the check means a painful fall from height, resulting in a Wound. A Wound imposes a -1 penalty to Strength and Dexterity checks. If there is a healer in the party, they can heal it. Once the heroes arrive at the location, begin the encounter with the Rat King.

When you approach the Rat King, he will stop devouring the rubble. He looks at you with his red, bloodshot eyes and begins to sniff the air, as if he wants to get a good whiff of your scent.
"Welcome, my dear guests." How do you like my magnificent kingdom?"
"I am King Rockfor the Sixteenth. I am the ruler of this splendid rat family. And who are you?"
"Oh, that's wonderful! That means you'll make excellent slaves."
"You don't want to be slaves? Surely you can be useful for something."
"Therefore, I will ask you very difficult riddles. If you cannot answer them, I will not let you go."

*It has a long tail and fur that's gray,
 Even old tomcats stay out of its way.
 It gnaws through walls and eats up the scraps,
 The cleverest rodent, and that's just the facts.*

[The answer is: rat]

*Eight is the number of its hairy legs,
 It lives in homes, both poor and rich pegs.
 It brings good luck, yet many feel dread,
 You'll find it lurking in corners, it's said.*

[spider]

When the players answer the riddles, the King will be surprised that they are so clever. He will even offer them the position of managers of the operation to gnaw at the castle's foundations. When asked about the reason for gnawing at the foundations, he will reply:

"Do you ask why we're destroying the castle's foundations? Do you think I'll tell you? Ha ha! You'll have to earn that answer."

At this point, the confrontation with the Rat King begins. The heroes should try to make the opponent like them and answer their questions. Establish the order and conduct the friendship-building process, just like in the example with Whiskers and Claw.

Rat's King Rockfor

BR: 2

Insensitivity: Music, Singing

Sensitivity: Building, Repairing, Feeding (Cheese)

For the purpose of the first adventure, we will limit the maximum number of Malice Dice to two.

Befriending Resistance and Malice Dice		
Number of heroes	Befriending Resistance	Malice Dice
1	3	2
2	4	2
3	5	2
4	6	2
5	7	2
6	8	2





Once the heroes win over Rockfor, he will tell them a story.

"You want to know why we are eating these walls? Oh, it's a terrible story. Sit down and listen."

"Long ago, our great rat family lived on a charming, foggy island amidst forgotten swamps in the south. Every decent rat was born and died there. It was like this until the day the Mad Sorcerer cursed me. Imagine that I used to look different. I was a young, muscular, and brave rat warrior. Everyone was afraid of the Sorcerer, so I decided to show them how brave I was. I sneaked into his kitchen. There, on a large oak table, lay a loaf of bread. Oh, how wonderfully it smelled! I couldn't resist and started to nibble on it. The more I ate, the hungrier I became. When I had eaten the whole loaf, I couldn't move, and then the Sorcerer came and saw me.

"You came into my home like a thief and greedily ate something that didn't belong to you. From now on, you will always be hungry, and to make you suffer even more, I'll give you steel teeth so you can only eat stones. Your entire rat family will share your fate, so no rat will ever think of robbing me again", he said.

And from that moment on, the only thing I could eat was rocks. I ate all the stones and pebbles on the island. We were all tormented by an immense hunger. Finally, we went to beg the Sorcerer for mercy. He laughed mockingly and said:

"I will give you a wooden ship to sail across the Pirate Sea and reach the green lands. There, you will find the Castle of Heroes, which is entirely made of stone. You can eat it. As for the curse, I will not lift it from you. It can only be lifted by someone with a good heart who shares freshly baked bread with you, rats."

And that's how we got here. We are eating the foundations of the castle. We will keep doing this until someone lifts the curse from us".

8. Lifting the curse

Remember the bread, that the heroes received at the beginning of this adventure? If they haven't eaten it yet, and decide to share it with rats, the evil spell will be broken. Make sure the moment when the children decide to do this is solemn. Lead this moment as if it were a ceremony. Make it memorable for the players.

As you take the freshly baked loaves of bread out of your backpacks, all the movement and bustling around you come to a halt. The scraping and gnawing of stones go silent, replaced by thousands of curious sniffing sounds and one loud sniff from King Rockfor. When you hand a piece of bread to his clawed paws, you see tears flowing from his eyes, dripping from his large nose straight onto the floor. He lifts the bread to his mouth with trembling paws and slowly swallows it, as if it were the most precious treasure and the most delicious delicacy.

Suddenly, a pink mist appears around him, completely obscuring him, and then, a moment later, revealing a slender, white rat without steel teeth. The king looks at his paws, and touches his teeth, unable to believe his transformation. Then he bows to you and addresses the rest of the rats.

"These young heroes bring us the most wonderful gift. They will lift the Sorcerer's curse from us! Line up here and politely take a crumb so that there's enough for everyone."

Ask the players if they want their heroes to feed every rat, thereby lifting the curse. Describe the long lines of polite rats waiting for a crumb and the heroes feeding them. Let each player feel that their hero is doing something very good and special. When the curse is completely lifted, King Rockfor will turn to them and say:





"We are no longer cursed, so we will not eat the castle walls. Instead, we will repair them as quickly as possible. However, we still need a home and food. This lair would be a wonderful home for us. The residents of this castle throw away huge amounts of leftovers, which end up clogging the sewers. Could you ask that queen up there for permission for us to live here? In return, we will clean the castle of the waste that clogs the sewers and streets."

"If you ever need anything from us, just go to any sewer and call Claw and Whisker. See you. Thank you again."

"Ah... but, but... I can't let you go empty-handed. What should I give you as thanks? Hmm... of course! While breaking the foundations, we found a chamber with strange crystals. Perhaps you might like something from there?"

The Rat King will lead the heroes to a small room that was once sealed off. The room is clean and illuminated by a soft, magical light. The glow comes from magical crystals, which contain the enchantment of light. There are as many crystals as there are heroes in this adventure. The magical crystals can transform into whatever the heroes desire. A knight might wish for a radiant sword, a wizard for a glowing staff, and a healer for a luminous amulet. Someone might even wish for a glowing horse or dragon, which you can allow as long as they aren't too large. Let the players choose what they would like to gift their heroes.

9. A gift from the mice

At the end, Tater Tot and her father will approach the heroes, dragging something behind them. Tater Tot's dad will say:

"It is a great honor for me to meet the first true heroes in ages. Thank you for saving my loved ones. We will give you something that our family has guarded for many generations. It is a fragment of the ancient Amulet of Friendship. Long ago, it was broken into four pieces. I hope you will find them all and restore its power."

10. Conclusion

The heroes have to return to the Invisible Queen and report the completed task. The Queen will praise the heroes and reward them with rooms in the Castle of Heroe,s to always guard the kingdom. She will also agree to the proposal of King Rockfor.

Friendship Dice

- For completing the mission assigned by the Queen: one Friendship Die for each hero.
- For Befriending Claw and Whisker or King Rockfor: one Friendship Die for each hero.
- Character Sheet: In the Friends field, you can add King Rockfor as well as Claw and Whisker.

