

WILDERFEAST

 YOU ARE WHAT YOU EAT 



QUICKSTART



WELCOME TO THE ONE LAND

Welcome to the Quickstart version of **Wilderfeast**, a tabletop roleplaying game about monster hunting and campfire cuisine, **coming to Kickstarter in 2023!**

The full version of **Wilderfeast** is still cooking, but we'd love to season it to taste based on your feedback. To help you dig into the game as fast as possible, the Quickstart contains a streamlined set of rules, as well as a tutorial adventure designed so you and your group can learn as you play. In this adventure, you'll travel through the wilderness of the One Land. You'll forage ingredients, read clues in tracks, and clash with frenzied monsters. We'd love to hear how your journey went, so join our community on Discord to share your experiences and meet fellow players:

<https://discord.gg/Rw37ADQjMJ>

In addition, we're hard at work hunting down any errors or issues that may have snuck into this Quickstart. (They're slippery little beasts!) Over the coming months, **Wilderfeast** and all the monsters in it may evolve dramatically. Subscribe to our newsletter to stay updated on future developments:

<https://horribleguild.com/newsletter/>

Finally, the One Land is a world that truly comes alive in the hands of players, and we feel the best way to learn what **Wilderfeast** is about is to watch others enjoying a session. We are eager to collaborate on recorded games by providing personnel to run the session, prototype components, custom adventures, or technical knowledge. You can also help us promote the game on social media, using the **#Wilderfeast** hashtag. There's no such thing as too many cooks in this kitchen.

Thank you for your interest in **Wilderfeast!**

We're excited to share more with you, and we hope you find yourself at home in the One Land.

Contact us at:

press@horribleguild.com



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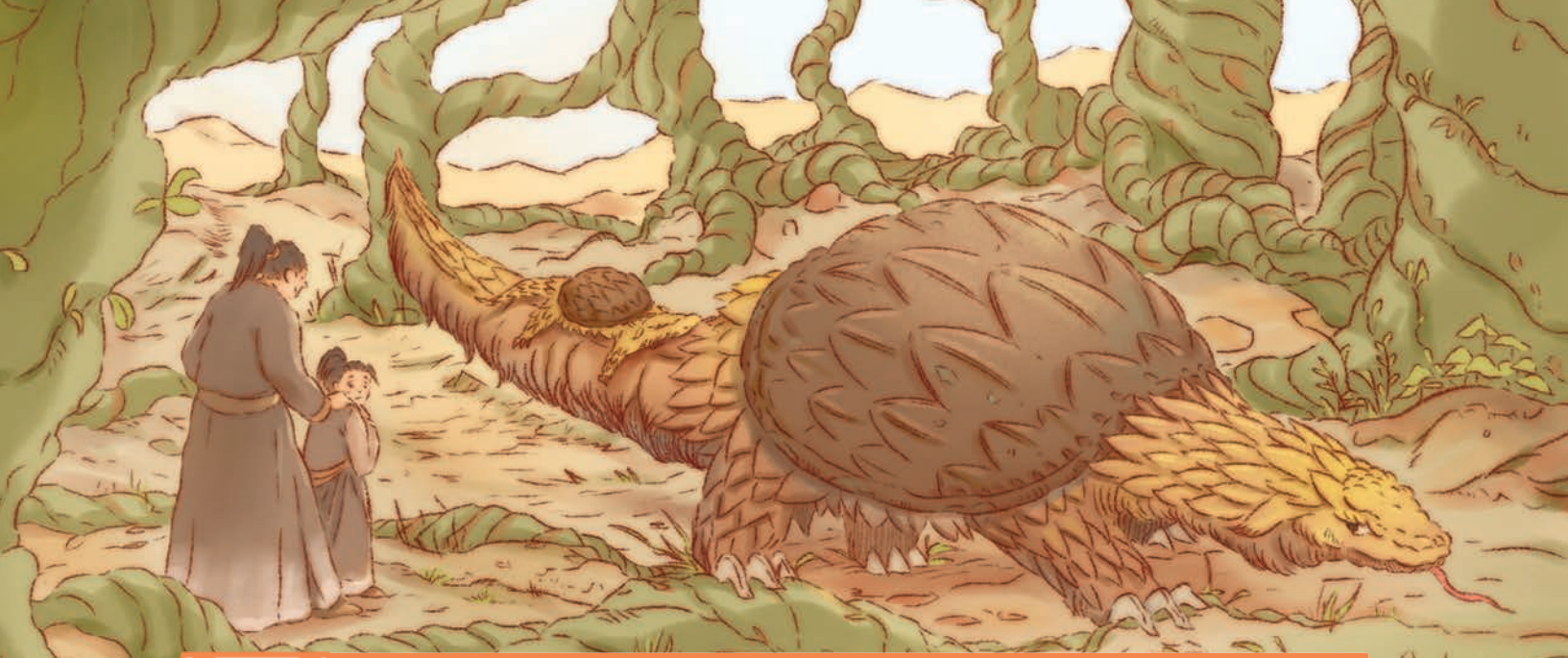
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1

INTRODUCTION

THE TRAIL AWAITS YOU.

Monsters, in their infinite variety, roam the One Land. Some, tall-necked and implacable, stride through parched deserts, each titanic footprint swarming with opportunists when the rain at last falls. Others slither through buzzing swamps, spitting fire and flaring their ruffs as they compete for territory. Monsters coast through the clouds, wallow in the mud, knife through the seas, and swing through the canopies. They are beautiful, brutal, quirky, terrifying, playful, and ravenous, and each is unlike any other.

Monsters, dressed in finery, rule the One Land. Consuls partition the horizon with cold eyes, abacuses clicking as they calculate yields of grain and meat. Silk-robed merchants pay the starving and desperate to poach the last members of vanishing species. And every season, by order of the magistrates, the trains haul away hundreds of prisoners for the distant giants to eat alive. From their frost-rimed capital at the center of the continent, these giants glut themselves on every delicacy imaginable, and yet their appetites still are not satisfied.

Monsters, freakish and grotesque, protect the One Land. As the curse-virus called the frenzy spreads, the mutated rangers called wilders fight to maintain harmony between humanity and nature. They kill the creatures they must, nurture the ones they can, and consume the ones they fail to save. In doing so, wilders transform into half-human chimeras, for like all monsters, they derive their power from the One Law of the One Land:

YOU ARE WHAT YOU EAT.

HUNTER, RANGER, KEEPER, CHEF

You are a wild-eater, better known as a wilder. You are human, though you might not look like it, as with every hunt you incorporate part of another monster into yourself. The first among your kind dedicated their lives to containing the frenzy, the incurable curse which amplifies hunger, pain, and rage in a vicious cycle. But despite their best efforts, the frenzy now circulates with virulent speed across the One Land. Hope remains you can save the monsters threatened by the supernatural disease, but it is a hope that requires diligence and sacrifice.

Wilders travel in packs, but they are not a formal order. No central authority or hierarchy governs them, and each is free to decide both what harmony with nature means and also how they hope to achieve it. Some wilders live like cave-dwelling beasts, clad in rugged furs and eschewing all polite company. Others act like wandering knights, adored by some and hated by others, their artful mutations forever separating them from those who have not sworn their oaths.

Wilders sleep in the ruins of the greenkings, in the cargo holds of rattling trains, and in the dens of long-toothed monsters who consider them family. They come from every background, and their travels take them across the width of the One Land.

You decide what path you walk as a wilder. But though you follow no creed but your own, all wilders still perform the same duties.

You **hunt** monsters. Wilders scavenge their oversized arksteel weapons from ancient greenking ruins, and few others can even lift their trademark arms. With such a tool in hand and packmates by your side, you track down monsters whose frenzy advances too far to manage, and you put them down before they hurt themselves or anyone else. Many wilders wish gentler forms of euthanasia were an option, but these berserk titans never fall quietly.

You **cook** monsters. The frenzy spreads from fallen corpses, but you know the techniques to prepare frenzied meat and make it safe for consumption. Eating your hunts is what gives you your powers, and while all creatures in the One Land take a measure of supernatural strength from their meals, only wilders undergo such permanent and dramatic transformations. The One Land's best wilders are also its most skilled chefs.

You **feed** monsters. Healing the world takes more than just killing your way through it. You must also care for the injured and orphaned monsters left behind. Your beliefs dictate when it is right to interfere with the often callous reality of nature, but if you refuse to act at all, then it won't be long before the One Land's most wondrous creatures disappear entirely. You comfort, cure, and raise monsters who'd die without your help, and in doing so you demonstrate your humanity — or, perhaps, a quality that transcends it.

Go forth in hunger, wilder. The trail awaits you.

GETTING STARTED

Welcome to the One Land! *Wilderfeast* is a tabletop roleplaying game about monster hunting and campfire cuisine. If you don't know what a tabletop RPG is, the Internet can help. In essence, you're going to play pretend with your friends, and the rules of the game mediate the conversation. The dice and the other players are what make tabletop RPGs different from sitting down and writing a novel, adding an element of unpredictability that makes the game tense and exciting.

One player is the **Guide**, this system's term for the Game Master or GM, who facilitates the game and brings the world to life. The rest are **wilders**, the protagonists of a story about finding harmony between humanity and nature. While the Guide knows the One Land better than the wilders, the One Land can still surprise them, and the Guide should stay open to unexpected discoveries as they explore the wilderness with their fellow players.

Games like this often say, “**Play to find out what happens next.**” We'll second that, but for *Wilderfeast* specifically, we'd like to add, “**Play to become part of this world.**” Seek connections, cherish the little details, and care fearlessly even when apathy is easier. By doing so, in ways great and small, you make this world part of you.

WHAT YOU NEED

To start, grab some six-sided dice (**d6s**), one eight-sided die (**d8**), and one twenty-sided die (**d20**). Wilders, you'll also need a **character sheet**. Pregenerated ones are included in this Quickstart (in the **Appendix**). If you get hungry when you talk about food, bring snacks!



SETTING AND TONE

The One Land is **vast**, **wild**, and **old**. It's populated entirely by **monsters**, extraordinary creatures who take inspiration from paleontology, cryptozoology, and works like *Monster Hunter*™ and *Godzilla*™. Monsters celebrate and exaggerate the methods life uses to survive. Their supernatural abilities are grounded in the pressures of their environment, and in them you can see echoes of familiar animals from our Earth, both extant and extinct. Many monsters display forms of advanced cognition, but while some behave in more human-like ways than others, none could be mistaken as human.

Speaking of humans, they came to this world several thousand years ago. Most live in small, rural communities, in which the full breadth of human diversity — gender, sexuality, appearance, ability, etc. — can be found. Their post-post-apocalyptic technology seems anachronistic to us, combining futuristic, magical salvage with tools made from stone and bone. They have access to high-speed, levitating trains, for example, but they use clubs and spears instead of guns.

Food is no exception. Some people eat pottage from iron kettles, others have cheeseburgers and fries, and still more cook meals with no easy parallel, enabled by the world's fantastical abundance. **Whatever cuisine you know best, you can find its analogue in the One Land.** If you want to replicate the culture surrounding that cuisine — for what is food without its context? — we trust you to do so thoughtfully and creatively.

Finally, the One Land is **vulnerable**. A global trading conglomerate named the Charter expands from the center of the supercontinent, unknowingly (or perhaps uncaringly) spreading the frenzy through the use of scavenged technology. Because of the frenzy, people live in fear of monsters; because of their fear, they ask the Charter to defend them; and because of the Charter, the frenzy spreads further. Wilders are the ones most dedicated to stopping this spiral, but though they are capable and skilled, they are still small compared to the world around them.

Making It Your Own

This Quickstart won't go into detail about the setting, but even the full version of *Wilderfeast* leaves plenty of blanks for you to fill. You do this in every RPG, no matter the style or genre, but to make it explicit for Guides and wilders alike: be creative, bend the rules, and fill the world with monsters, regions, and recipes only you could make. Every playgroup's version of the One Land is going to be different, synthesized from your unique blend of imaginations and experiences.

One thing to keep in mind, as you explore your take of this world, is that it's both serious and silly. **Nature isn't self-conscious.** A majestic leonine monster can spend one minute overseeing its territory, backlit by the orange sun while its mane ripples in the wind, and then spend the next licking its butt. Likewise, as wilders, you grapple with the deterioration of the natural world and the human systems responsible for that decline, but at the end of the day you're also wielding oversized cooking utensils to turn kaiju into dinner. The aim is for its two sides to enhance rather than undermine each other, and as a group you'll find the balance of tone that works best for you.

SAFETY

This game touches on heavy material. Animal sickness and animal death especially can be sensitive topics, and some players find certain types of animals unsettling, like spiders or snakes. Use safety tools to ensure the game stays fun for everyone.

We recommend **the X-card** by John Stavropoulos, found at <http://tinyurl.com/x-card-rpg>

THE BASICS

Gameplay in *Wilderfeast* cycles through phases, each representing a major aspect of an adventure in the One Land. While every phase has its own rules, they all build off the same foundation.





FREE PLAY

Be creative, and form connections with the world around you.

Set goals, roll Tests, and develop your relationships with both your packmates and the One Land.



THE TRAIL

Explore the wild as you follow signs left by the Monster.

Discover Tracks, overcome Events, and traverse Areas with unique terrains and foraging opportunities.



THE HUNT

Confront your prey, using all your training, wits, and monstrous strength.

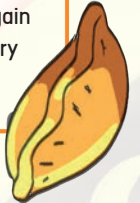
Bring your Traits and Techniques to bear in fast-paced, tactical combat.



THE FEAST

Gather around the fire to share a meal with your packmates.

Mix and match Ingredients to restore Stamina and gain bonuses, both temporary and permanent.



Core Rules

Every character has levels in **STYLES**, which represent broad approaches to actions, and **SKILLS**, which represent the types of actions wilders and monsters perform most. If a character attempts an action with something at stake, they make a **Test** using a Style combined with a Skill, such as a **MIGHTY CALL** to intimidate a monster into backing away or a **SWIFT SEARCH** to follow tracks in the undergrowth.

The basic steps for any Test are:

- 1• Decide the **STYLE** and **SKILL** you're testing.
- 2• Create a dice pool with a number of d6s equal to your level in the Test's **STYLE**.
- 3• Choose your Action Die. Humans use a d8 Action Die and monsters use a d20. Wilders have access to both.
- 4• Roll your dice pool, then add your **SKILL** bonus.
- 5• Check for Success. Your **STYLE** Dice determine whether you succeed. If you do, your Action Die determines the quality of that success.

A common short-term consequence of failing Tests is that you lose **Stamina**. The less Stamina you have, the more dangerous it is to press forward. A more long-term consequence is that you lose **Harmony**, a shared resource that represents your pack's relationship with each other and the natural world.

For more on the core rules, see **How to Play** (p. 11).

Journeys

The bulk of gameplay in *Wilderfeast* occurs during Journeys, where you explore wild places and hunt frenzied monsters. Each phase of a Journey reflects your main duties as a wilder:

- When you're trying to reach a destination, use the rules for **The Trail** (p. 20).
- When you're trying to fight a frenzied monster, use the rules for **The Hunt** (p. 24).
- When you're trying to cook a meal, use the rules for **The Feast** (p. 30).

Like taking a hike or cooking a meal, context makes each experience unique even while the framework stays the same. The tutorial in this Quickstart, *Recipe for Disaster* (p. 41), is just one example of the many adventures you can have in the One Land.



2

CHARACTERS

YOUR PERSONA IN THE ONE LAND

In *Wilderfeast*, your character sheet is an evolving personal chronicle, each attribute representing a major moment from your life or a monster you've made part of yourself. This Quickstart includes six pregenerated wilders with backstories and connections all of their own, which you can use to play the tutorial adventure. To help you choose one that fits your playstyle, this section covers what the various elements on a character sheet mean.

STYLES

Styles are the core attributes of wilders and monsters, representing the overarching approaches actions can take. Styles range from +0 to +5 for monsters and +1 to +5 for wilders. Each pregenerated wilder starts with +3 in one Style, +2 in another Style, and +1 in the remaining Styles.

For each level you have in a Style, you get a d6 when rolling Tests. There are four Styles in total:

- ◆ **MIGHTY**
Being strong, tough, firm, or blunt.
- ◆ **PRECISE**
Being calm, methodical, focused, or accurate.
- ◆ **SWIFT**
Being quick, energetic, alert, or dexterous.
- ◆ **TRICKY**
Being subtle, deceitful, technical, or shrewd.



SKILLS

Skills are the abilities wilders and monsters use most. Skills range from +0 to +3. Each pregenerated wilder starts with +1 in three different Skills and +0 in the remaining Skills.

For each level you have in a Skill, you increase a die result by 1 after you roll. You can combine any Skill with any Style when making Tests. There are twelve Skills in total:

◇ ASSURANCE

Soothing or encouraging creatures, including yourself.

Examples: Make a **MIGHTY ASSURANCE** to pin a monster to the ground until it calms down. Make a **SWIFT ASSURANCE** to boost a packmate's confidence with your boisterous demeanor.

◇ CALL

Communicating with monsters, vocalizing, using certain supernatural Traits.

Examples: Make a **PRECISE CALL** to echolocate and sense your surroundings. Make a **TRICKY CALL** to imitate a phrase of birdsong.

◇ CRAFT

Creating or repairing objects, from a silk web to a rope snare.

Examples: Make a **MIGHTY CRAFT** to hammer the fence of a monster enclosure into place. Make a **PRECISE CRAFT** to tinker with a delicate, fiddly mechanism.

◇ CURE

Tending or healing injuries, including your own.

Examples: Make a **MIGHTY CURE** to shrug off the toxin coursing through your system. Make a **PRECISE CURE** to stitch together a nasty cut.

◇ DISPLAY

Making a demonstration, being flashy or showy.

Examples: Make a **SWIFT DISPLAY** to show how fast you can chop these onions. Make a **TRICKY DISPLAY** to make an old, drowsy monster look fierce and bloodthirsty.

◇ GRAB

Holding on tight, snatching creatures or objects.

Examples: Make a **MIGHTY GRAB** to haul your supplies out of a hungry monster's jaws. Make a **SWIFT GRAB** to steal the keys off someone's belt mid-chase.

◇ HOARD

Having or accumulating resources, storing them safely.

Examples: Make a **PRECISE HOARD** to pack just the right gift for the tollkeeper blocking the road. Make a **TRICKY HOARD** to bury the monster's eggs where no one will find them.

◇ SEARCH

Finding things, like tracks, food, or foes.

Examples: Make a **PRECISE SEARCH** to distinguish one monster in the herd from a set of hundreds. Make a **SWIFT SEARCH** to harvest the agile fish darting in the shallows.

◇ SHOT

Attacking from afar.

Examples: Make a **PRECISE SHOT** to hit a monster right in the wing. Make a **SWIFT SHOT** to spit a jet of water at an insect buzzing past.

◇ STRIKE

Attacking from up close.

Examples: Make a **MIGHTY STRIKE** to put all your force behind a blow. Make a **TRICKY STRIKE** to leap out and ambush your prey.

◇ STUDY

Retaining knowledge, reading situations.

Examples: Make a **SWIFT STUDY** to identify a monster you only saw for a split second. Make a **TRICKY STUDY** to observe a monster without it noticing you.

◇ TRAVERSAL

Getting across distances.

Examples: Make a **MIGHTY TRAVERSAL** to slog through the mud. Make a **TRICKY TRAVERSAL** to sneak through the magistrate's gardens.

GATHERING INFORMATION

TO CHECK WHAT INFORMATION YOUR CHARACTER KNOWS, FOLLOW THESE STEPS WITH YOUR GUIDE.

If it's common knowledge or obvious, you know it.

If you have reason to know it because of your Background (see Other Attributes), you know it.

If you have no reason to know it but you have a way of finding out, make a Test.

The default Skill to use is **STUDY**, but you can adjust both your Style and Skill depending on how you acquire your information. You find out whether you succeed or fail, but the outcome of the Test determines what it costs you.

If you don't have a way of finding out, you don't know it.

TRAITS

Traits are the qualities that make every creature special, like **FLYING** or **VENOM**. Some Traits can upgrade multiple levels (e.g. **FLYING 2**), in which case you acquire them one level at a time. Every Trait has an explicit mechanical effect, but feasibly your Traits can help in any situation so long as you can describe how.

By default, every creature has **GRIT**, a Trait representing life's quintessential will to survive. Every human also has **INSIGHT**, a Trait representing their intelligence and ability to read situations. These two Traits are already written on your pregenerated character sheet, and we discuss them more on p. 14 after we go over more of the basic rules.

In addition, each pregenerated character has two starting Traits, representing their most dramatic mutations. The mechanics for these Traits are included on the character sheet for ease of reference, but as with **GRIT** and **INSIGHT**, they make more sense after you read the rules.



OTHER ATTRIBUTES

Each character also has the following attributes:

- A **name** and two prompts for your **personality**.
- A **TOOL**, an oversized cooking utensil made from a regenerating, mystical metal called “arksteel.” Your Tool serves as your weapon in combat. Each Tool also comes with a starting **Technique**, a special type of Trait exclusive to the Tool you’re wielding.
- A three-course **Background**, framing your life so far through food. Each Background also has a **Connection**, a detail linking your backstory to another character’s. Since there’s no guarantee which pregenerated wilders your group will choose, decide who your Connection is referencing after everyone has picked their character.
- A **Hometown Staple** and a **Hometown Spice**, the fundamental ingredients that define your cooking.
- A **monstrous acquaintance**, a monster NPC who gives you a concrete relationship with the natural world. For the Quickstart, every character has the same monstrous acquaintance: Sweetloaf, a gentle, armored monster called a mammudo (p. 61).

The full version of *Wilderfeast* contains rules for customizing these attributes during character creation.

Finally, each character sheet has fields for attributes that change frequently over the course of the game, like your **Stamina**, your **TOOL’s Durability**, and your *Conditions*.



CHARACTER SHEET REFERENCE

NAME

PRIZE

PRONOUNS

THEY/THEM

TOOL

CLEAVER

STYLES

MIGHTY	■	■	■
PRECISE	■	■	
SWIFT	■		
TRICKY	■		

SKILLS

▶ ASSURANCE	⊕	▶ DISPLAY	⊕ 1	▶ SHOT	⊕
▶ CALL	⊕	▶ GRAB	⊕	▶ STRIKE	⊕ 1
▶ CRAFT	⊕	▶ HOARD	⊕	▶ STUDY	⊕
▶ CURE	⊕	▶ SEARCH	⊕ 1	▶ TRAVERSAL	⊕

STAMINA



CONDITIONS

CURRENT:

MAX:

20

.....

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.....

.....

TRAITS

GRIT. Life's quintessential will to survive.

- (Cost: 1 Success)

Increase [A] by 1.

INSIGHT. Human reasoning and intelligence.

- (Cost: 1 Success)

Establish a detail about the situation.

THREATEN.

An intimidating feature, like eyespots or deep roar.

- (Cost: 1 Mighty Success)

Make a creature within 1 Stride **FRIGHTENED**.

FRIGHTENED is a Condition that makes creatures less effective when they roll Tests. **FRIGHTENED** is also cumulative, so you can seriously debilitate a creature if you keep making it Frightened (raising the Condition to **FRIGHTENED 2**, **FRIGHTENED 3**, and so on).

ELECTRORECEPTIVE.

You can feel weak electric currents.

- (Passive)

HIDDEN creatures don't have Advantage when Attacking you.

All living creatures emit currents you can detect. When sight and hearing fail you, this extra sense prevents sneakier monsters from getting the jump on you.

TOOL

CLEAVER

RANGE: 1 (STRIKE)

IF BROKEN: If this Part has additional Range from Techniques, reduce its Range back to 1 (Strike). This Part deals half Damage.

TOOL DURABILITY

CURRENT:

MAX: 20

TECHNIQUES:

CLEAN CUT. Mercy takes training.

- (Cost: 3 Actions)

Make a **Mighty Strike** or **Precise Strike** against a creature within 1 Stride.

If you succeed, deal [A] x 2 Part Damage.

Clean Cut is a combat Technique that takes your whole turn to use. You'll need to move into position ahead of time to make the most of it, but if you land your Strike, then you'll deal a massive amount of Part Damage in one blow.

CHARACTER SHEET REFERENCE



NAME

PRIZE

PRONOUNS

THEY/THEM

TOOL

CLEAVER

YOU ARE

SCARY

BUT YOU STRUGGLE TO BE

DECISIVE

MONSTROUS ACQUAINTANCE

Sweetloaf, a gentle mammudo who ambles around the forest you call home, sipping nectar from flowers.



STAPLE

SOURDOUGH

SPICE

ARK EBONY PEPPER



3 COURSE BACKGROUND

UPBRINGING

WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?

Grilled fish on stale bread. You scrounged up all the leftovers you could from the dockside market, because your parents told you never to waste what the world freely gave you. (+1 Search)

INITIATION

WHAT IS THE MEAL THAT MADE YOU A WILDER?

A bowl of porridge, containing carefully measured cubes of shark-like meat. You became a sport wilder, assisting Charter officers in their hunts like a scenthound. With them, you never went hungry, but they treated you little better than the dogs. (+1 Strike)

AMBITION

WHAT IS THE MEAL YOU WANT TO EAT MOST?

The best cut of a difficult catch. You'd never ask for it yourself. But one day, you hope someone will freely offer it as a reward for work done especially well. (+1 Display)

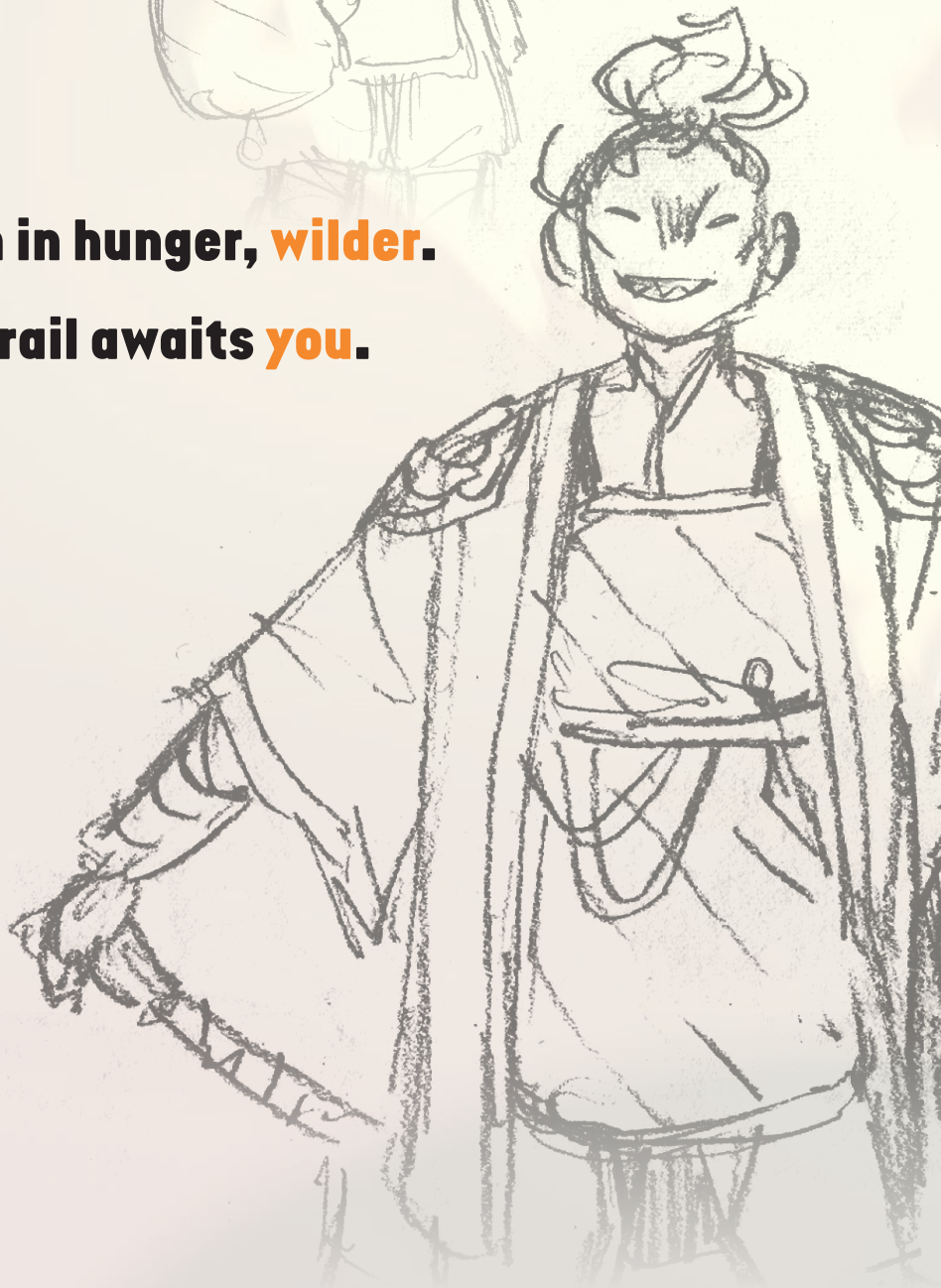
CONNECTION

A packmate found you after the Charter abandoned you for dead. You owe them your life and undying loyalty.



Go forth in hunger, **wilder.**

The trail awaits **you.**





3

HOW TO PLAY

THE CORE RULES

Like many tabletop RPGs, *Wilderfeast* is a conversation between the players. You talk to each other, set goals, ask questions, and attempt actions. Sometimes you zoom in, playing out every moment of a tense situation, and other times you zoom out, covering events with a quick montage. As the conversation unfolds, questions arise: will you succeed or won't you? What happens next? And while you can answer many of these questions by consensus — “No, we all agree that's impossible” or “I think it makes sense if the monster reacts like this” — other times you turn to the dice.

In this section, we cover the main way *Wilderfeast* answers questions of uncertainty: **Tests**. We also go over a couple, simple ways you can adjust Tests to fit a variety of situations. When you're just using these basic rules to mediate the conversation of the game, that's called **free play**, and the only difference between free play and Journeys is that Journeys provide some extra structure on top of the foundation that free play lays. No matter what you're doing or where the conversation has gone, you can always fall back on these rules.

ROLLING A TEST

Tests are how you resolve risky actions. Before you roll any Test, work with the Guide to answer this question: **What's at stake?** Only roll if it's something significant. Deciding what counts as significant is part of setting the tone for your game, and every group builds a consensus organically as they play.

Once you decide to roll a Test, follow these steps. The following sections go over each step in detail:

- 1 • Decide the **STYLE** and **SKILL** you're testing.
- 2 • Create a dice pool with a number of d6s equal to your level in the Test's **STYLE**.
- 3 • Choose your Action Die. Humans use a d8 Action Die and monsters use a d20. Wilders have access to both.
- 4 • Roll your dice pool, then add your **SKILL** bonus.
- 5 • Check for Success. Your Style Dice determine whether you succeed. If you do, your Action Die determines the *quality* of that success.



1. Decide Style and Skill

State your goal. What are you trying to accomplish? What action is your character performing within the world? If necessary, the Guide asks questions to clarify not only what but how. Based on your answer, the Guide then decides the Test's **STYLE** and **SKILL**.

Example

Knot wants to scare a monster away.

That's not quite enough detail to make a judgment, so the Guide asks, "How?" Knot decides to imitate the cry of the monster's natural predator. Satisfied with that answer, the Guide tells Knot to make a **TRICKY CALL**.

Depending on how your action fits the situation, the Guide can adjust the risk, cost, or outcome of the Test.

◇ **RISK**

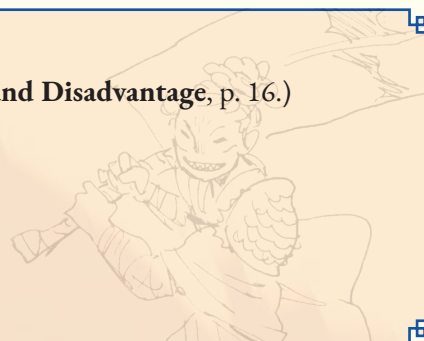
Your likelihood of success increases or decreases. (See **Advantage and Disadvantage**, p. 16.)

◇ **COST**

You pay Stamina or some other resource just to make the attempt.

◇ **OUTCOME**

You gain additional benefits or you face additional consequences.



Example

Old Paw wants to restrain a monster with a sturdy length of rope.

There are many different ways Paw could approach the situation. She might dash around its legs, tangling it up as it walks (a **SWIFT CRAFT**), or she might hide a snare further down the path (a **TRICKY CRAFT**). But in the end, Paw makes a **MIGHTY CRAFT**, wrestling the monster down as she secures its bonds. The Guide warns her that if she fails, she may suffer injuries she'd otherwise avoid if she used a different Style. But Paw isn't afraid, and she commits to her choice.

2. Create a Dice Pool

To create your dice pool, gather a number of d6s equal to your level in the Test's **Style**. These are called your **Style Dice**.

Example

Continuing from the previous example,

Paw has +3 Mighty, so her initial dice pool is 3 Style Dice.



3. Choose Your Action Die

During this step, you gain an **Action Die**. The Action Die's result is your action score, abbreviated [A]. If you succeed, [A] measures your effectiveness. If you don't succeed, the Action Die does nothing. Sometimes the effect of [A] has a strict definition, like when you deal [A] Damage, but other times the Guide uses it as an abstract gauge for success, like how convincing your lie was.

Humans use d8s, and monsters use d20s. Wilders are both human and monstrous, and they can switch between these dice sizes.



To rely on your human strengths, focus up. Add a d8 Action Die to your dice pool. This option is consistent and reliable.



Alternatively, become the monster and go wild. Choose one of your Traits and describe how it helps you in this situation. Be bold and imaginative with your description! Most Traits apply to more situations than you'd think at first glance, and Guides are encouraged to be as generous as possible with what they permit. You can't go wild with the default Traits, **GRIT** and **INSIGHT**, or with your **TOOL**'s Techniques.

Then, remove 1 Style Die and replace it with a d20 Action Die. This is risky, but it could make your action an order of magnitude more effective.

For NPCs, just add the appropriate Action Die to their dice pool.

Example

Paw must choose her Action Die. She could potentially go wild while the thrashing monster exhausts itself.

But she decides to play it safe and focus up instead, adding a d8 Action Die to her dice pool. Paw's dice pool is now 3 **STYLE** Dice and a d8 Action Die.

4. Roll

Roll your dice pool. After rolling, you can add 1 to a dice result for each level you have in the Test's **SKILL**. You can apply this bonus to one die or multiple dice, you can split it unevenly, and you can raise a dice result beyond its rollable maximum, e.g. 9 on a d8.

Typically, you want to prioritize getting at least one 5+ on a Style Die. Then, you can apply your remaining Skill bonus to the Action Die, or you can manipulate the Style Dice to get more results of 5+.

❖ FOCUS UP OR GO WILD? ❖

Wilders blur the line between humans and monsters. As a wilder, every time you make a Test, you choose which side of yourself to embrace.

Humans are versatile, but they're little creatures in a big world. Going human leaves your d6 pool unaltered, while at the same time adding a middling d8 to your dice pool. This increases your chance of success, but limits the range of [A] – which in turn limits the effectiveness of your success.

Monsters are more specialized, and they have access to unique features: their **TRAITS**. If you go wild, you sacrifice a d6 from your pool, but you get to add a hefty d20. This lowers your chance of success, but it also increases the range of [A] by 150%.

You can weigh these approaches for every situation. For example, it's safer to focus up if your **STYLE** for the Test is just +2. But sometimes you don't have time for the safe option. During the heat of combat, embracing your monstrous side and going wild could make all the difference.



Example

After rolling, Nhat Zin's result is 5, 4, 1, and [2] on the Action Die.

She has +3 **CRAFT**. First, she applies +1 to her 4, raising it to a 5 and securing an additional Success. Then, she applies the remaining +2 to her [2] on the Action Die. Her final result is 5, 5, 1, and [4].

5. Check for Success

Each result of 5 or more **on a Style Die** (that is to say, every d6, or every die except the Action Die) is a Success.

If you have **no Successes**, you fail. Guides, remember that failing isn't just, "Nothing happens, try again." The situation changes, the opportunity is lost, or an opposing force gets the initiative. Always, the consequences of failure produce interesting results.

If you fail after going wild, your pack ALSO loses 1 Harmony. This is in addition to any other consequences. Harmony represents your relationship with the natural world, and when you're not in sync with your monstrous side, you strain that relationship. For more on Harmony, see p. 19.

If you have **at least one Success**, you accomplish what you set out to do, but not necessarily without complications. The Guide checks [A] to determine what happens next.

- ◇ **1–4 represents a partial success.**
You're not as effective as you planned, or you suffer a setback.
- ◇ **5–7 represents a standard success.**
You did what you wanted.
- ◇ **8+ represents a critical success.**
You're very effective or you gain momentum going forward.

If you have **multiple Successes**, you can spend the extra on Traits that cost Successes. You can use multiple Traits, or a single Trait multiple times, provided you have the Successes to do so. You can't spend your last or only Success. Once you're done spending Successes, the Guide checks [A] as normal.

❖ GRIT AND INSIGHT ❖

Remember, all the creatures have the Grit Trait:

GRIT (Cost: 1 Success.) Increase [A] by 1.

In addition, all humans have the Insight Trait:

INSIGHT (Cost: 1 Success.) Establish a detail about the situation.

If you're ever not sure how to spend your extra Successes, just use them on **GRIT**. A bigger [A] means a bigger impact. You'll hit harder, run faster, or see farther, and you won't overcomplicate anything.

INSIGHT is trickier, but still universally applicable. Use **INSIGHT** to discover a weak spot between the monster's scales, a convenient shelter in the undergrowth, or a personal connection to a character that's just been introduced.

The way you frame this discovery depends on the playstyle of your group. Many people play RPGs to step into the mind of a single character. (It's the name of the genre, after all.) When they use **INSIGHT**, they act like they're merely noticing a detail that's been there all along, and so they ask questions and work with the Guide from their character's perspective. But others prefer to play RPGs like they're co-authoring a collaborative story. For these tables, **INSIGHT** is a perfect chance for a player besides the Guide to flex their creativity and establish new facts about the One Land. And of course, most people mix these playstyles – the classic example is the player who "owns" all details about the world related to their backstory, like the NPCs in their family or the region where they grew up, but who is otherwise ready to discover the world that the Guide (or Gamemaster, or what have you) has created for them.

Talk with your group to figure out what playstyle is most fun for everyone. It's helpful to set a baseline before the game starts, but it's also natural to develop a consensus or even change your mind as you play.

Once you establish a detail using **INSIGHT**, the Guide decides what it means mechanically. Usually, **INSIGHT** gives you Advantage (see the next section) on a Test which uses your discovery, or it opens a new approach, allowing you to attempt a Test where you previously couldn't.

TEST RESOLUTION MECHANIC

1

DECIDE STYLE AND SKILLS

By default, Guide chooses. If your method is flexible, you choose.

2

CREATE A DICE POOL

of D6s = level in **STYLE**



CHOOSE YOUR ACTION DIE

FOCUS UP

OR

GO WILD

DESCRIBE HOW A **TRAIT** HELPS

3

ADD



ADD



, REMOVE



EXAMPLE:

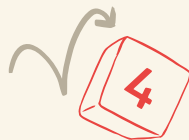


EXAMPLE:



4

ROLL



+1 FOR EACH LEVEL
IN **SKILL** ON ANY DIE



5

CHECK FOR SUCCESS



SUCCESS #1
CHECK [A]



SUCCESS #2
SPEND ON
TRAITS



FAILURE
IGNORE



ACTION SCORE [A]
QUALITY OF SUCCESS

Example

That Zin's roll was 5, 5, 1, and [4] on the Action Die, so she has two Successes.

She spends her extra Success on **GRIT**, increasing the result on the Action Die by 1. With a final [A] of 5, the Guide declares the knot is plenty sturdy. Later, the monster tries to escape. It makes a **MIGHTY STRIKE** at its bonds, but it only has +1 **MIGHTY** and +0 **STRIKE**. Its total dice pool is 1 Style Die and a d20 Action Die. It rolls a 1 and [17] on the Action Die – no luck. Even though it rolled a high number on its Action Die, it has no Style Dice above 5, so its final [A] is 0.

Time passes, and the monster gains another opportunity to break free. It rolls another **MIGHTY STRIKE**, and it gets a 5 and [17] on the Action Die. Freedom at last! It has only one Success, so it has no extra to spend on Traits, but all the same it succeeds with a whopping [A] of 17.

❖ MATH RULES ❖

Math does rule. But also:

ALWAYS ROUND UP

ZERO IS THE MINIMUM

ADD MULTIPLYING AND DIVIDING EFFECTS TOGETHER

For example, if two effects double a number, you instead triple that number. If two effects halve a number, you instead divide it by three.

ADVANTAGE AND DISADVANTAGE

To represent shifting circumstances, the riskiness of actions, or how well you're adapted to a situation, the Guide gives you **Advantage** or **Disadvantage** on Tests. On a Test with Advantage, results of 4+ on the Style Die are Successes. On a Test with Disadvantage, only results of 6+ on the Style Die are Successes. If you have both Advantage and Disadvantage, they cancel each other out, no matter how many sources of Advantage or Disadvantage you have.

Helping a Packmate

A common way to gain Advantage is through **help**. Before any packmate rolls a Test, you can declare that you're helping. Choose one of your Traits, and describe how it helps your packmate in this situation. (This is similar to how you go wild.) Then, spend 1 Harmony (p. 19) and give Advantage to your packmate for their Test. If your packmate fails, you both suffer the consequences. A wilder can only receive help from one packmate at a time.

CHALLENGES

Challenges are sequences of Tests where every successful Test adds its [A] to a running total. You succeed the **Challenge** if the total [A] reaches or exceeds a **target number**, abbreviated **TN**. For example, you succeed a **TN 10 Challenge** if your total [A] reaches or exceeds 10. The TN is a dial the Guide can fine-tune, but here are some general guidelines.

- **TN 10** represents a short Challenge, which the pack can accomplish within a few attempts.
- **TN 30** represents a moderate Challenge, which the pack can accomplish within a session.
- **TN 50** represents a long Challenge, which the pack can accomplish within multiple sessions.

The number of Tests you can make and when you can make them depend on the Challenge. Guides, if time or resources are limited, set a **timer**. Draw a circle, divide it into segments, and fill a segment (or "tick" it) at regular intervals, such as at the start of every session, Journey, or in-game day. You can also tick the timer when a condition is met, such as every time a wilder makes a Test, if that makes more sense. A timer's prefix indicates how many segments it has, e.g. a 4-timer ticks 4 times before it's done. Timers typically have 4 to 12 segments. If the timer finishes and the Challenge isn't complete, then you fail the Challenge and suffer the consequences.

Multiple creatures can participate in a single Challenge, and they don't necessarily have to use the same Styles and Skills.



Example

A herd of monsters stampedes straight toward the village.

Diverting them is a **TN 10 Challenge**. Since time is limited, the Guide sets a 4-timer, ticking it every time a wilder makes a Test. The first wilder makes a **SWIFT ASSURANCE** to calm the herd and succeeds with an [A] of 5. The next follows suit, and barely succeeds with an [A] of 1, raising the total to 6. The third tries a different approach, making a **TRICKY ASSURANCE**, but their deception fails and they add nothing to the total, instead suffering 1d20 Damage as a consequence. Finally, the last wilder throws aside all subtlety and yanks the lead monster away with a **MIGHTY GRAB**, succeeding with an [A] of 3 and raising the total to 9. Unfortunately, it's not enough, and the herd tramples through the village as the Challenge fails.

Afterward, the pack helps the villagers rebuild. A **TN 50 Challenge**, this is a much longer endeavor, but the time limit is less strict. The Guide doesn't set a timer. Instead, once after every Journey, each wilder can make a **CRAFT**, using any Style, to contribute to the Challenge. Slowly but surely they clear the rubble and raise new buildings beyond the herd's reach.

CONSEQUENCES

When it comes to consequences, the fiction leads the way. Usually it's obvious what happens if you fail to soothe the monster, or climb the cliff, or find the tracks. Depending on the situation, multiple consequences might follow a single Test, or you might face a choice between consequences. Here are, broadly, the types of consequences:

- ◇ **RESOURCES:** Your attempt costs time, supplies, or influence. You lose Ingredients or access to your **TOOL**. Or, the Guide ticks a Challenge's timer.
- ◇ **OPPORTUNITY:** Your current approach is no longer viable. You can't use the same **STYLE** or **SKILL** to get through the situation.
- ◇ **IMPACT:** You're not as effective as you hoped. This consequence always happens when the exact value of [A] matters, such as when you're completing a Challenge.
- ◇ **CONTROL:** You end up in a risky position. You have Disadvantage on your next Test or series of Tests. Or, the consequences of future failures become greater.
- ◇ **COLLATERAL:** Someone else gets hurt.
- ◇ **HEALTH:** You get hurt. You suffer a **Condition**, you lose Stamina, or your pack loses Harmony. (See the following sections for more details.)

A **common consequence** for a failure or partial success is that you lose 2 Stamina. For failures, you also lose your opportunity, i.e. you can't use the same **STYLE** or **SKILL** to get through the situation. Finally, remember that **if you fail after going wild**, your pack ALWAYS loses 1 Harmony in addition to other consequences.

Guides, if you're ever not sure what consequence to inflict, you can easily fall back on these guidelines. While these consequences may seem simple, they're versatile prompts to describe how the world responds to the wilder's actions. What caused the wilder to lose Stamina? Why has the opportunity been lost? Answering these two questions alone can dramatically change the situation.

Conditions

Being *Fatigued* as you march through a howling blizzard, being *Hidden* as you fade into the foliage, being Frightened as a monster makes a threatening display — these are all **Conditions**. Most Conditions are negative, but some have positive effects.

If something inflicts you with a Condition while you're already suffering it, the Condition increases a level. For example, if you're *Wounded* and you become *Wounded* again, your Condition becomes *Wounded 2*. Likewise, if something removes a Condition while you have multiple levels of it, then it only decreases a level. If a Condition doesn't list another level in its description, then the last one listed is the maximum. You only suffer the effects at your current level.

Typically, you remove Conditions when you Camp (p. 21) or eat meals with counterbalancing effects. In the full version of *Wilderfeast*, you also remove Conditions during Downtime, the period of rest and recuperation between Journeys.

For a list of Conditions included in the Quickstart, see the **Appendix**.

Stamina

Stamina represents your health and energy. Many Techniques cost Stamina. If you spend more Stamina than you have, you become *Wounded*, and your Stamina resets to its maximum. You then pay the remaining Stamina cost.

Example

Prize has 3 Stamina left, and they use the Cleaver Technique The Inevitable Blade, which costs 10 Stamina.

When their Stamina reaches 0, they become *Wounded*. After their Stamina resets to 20, they pay the remaining cost (10 - 3 = 7), leaving them at 13 Stamina.

Stamina is also reduced by **Damage**. Damage can take the form of pain, exhaustion, stress, or doubt — anything that, as it builds, makes it more likely for you to make a mistake and get seriously hurt. Like when spending Stamina, if your Stamina reaches 0, you become *Wounded*, and your Stamina resets to its maximum. However, when Damage reduces your Stamina to 0, you ignore any excess Damage beyond what was required to reach 0 Stamina.

Example

Prize has 3 Stamina left, and they take 10 Damage.

When their Stamina reaches 0, they become *Wounded*. Then their Stamina resets to 20.

Wounded is listed with the other Conditions in the Appendix, but since it's relevant, its effects are also included here.

- *Wounded*. You show signs of weakness. *Wounded* has no effect on its own, but it interacts with other mechanics and changes the behavior of monsters.
- *Wounded 2*. You can't spend Stamina. (You still pay the remaining cost if spending Stamina made you *Wounded 2*.)
- *Wounded 3*. You've hit your limit. Your Stamina stays at 0, and you can neither spend nor recover Stamina. If you **stay down**, then you're out of the action. You might be able to crawl or speak hoarsely, but you can't spend Actions or make Tests until you're no longer *Wounded 3*. If you **push yourself**, then you may spend Actions and make Tests, but the next time you suffer Damage while *Wounded 3*, you **die**.

Risking death is the player's choice. If you're **Wounded 3** but staying down, then there's always a chance out. However, this chance might come at the cost of resources, opportunities, or collateral.

Example

Prize becomes **Wounded 3** and stays down.

Instead of killing and eating them on the spot, the monster drags them back to its lair, separating them from their pack and forcing them to start their next adventure alone.

Wilders have 20 maximum Stamina. You mainly recover Stamina through food and Downtime.

Harmony

Harmony represents your relationship with the natural world — including your packmates, who, after all, are part of that natural world. **In this Quickstart, Harmony starts at its maximum of 3.** In the full version of *Wilderness*, Harmony's maximum fluctuates depending on your choices over the course of many Journeys. Harmony is a resource shared by the entire pack, so keep track of it in a place where everyone can see.

The pack loses 1 Harmony each time you go wild and fail. This type of failure represents a rift between your human side and your monstrous side. Perhaps you ignored your monstrous instincts, or perhaps you gave in to them without thinking. The more these failures accumulate, the more you — a human animal with inhuman mutations — feel like a stranger within your own body. If Harmony decreases while it's at 0, it remains at 0, and instead the wilder who caused Harmony to decrease becomes **Discordant**.

Discordant is listed with the other Conditions in the appendix, but since it's relevant, its effects are also included here.

- **Discordant.** Your thoughts and your instincts are in conflict. You have Disadvantage on all Tests. End this Condition if Harmony increases above 0.

Additionally, the pack spends 1 Harmony each time you use your MUTATIONS to help a packmate. Harmony is not just something you protect, but also a power you draw upon to go above and beyond for those around you. As with when you go wild and fail, if Harmony decreases while it's at 0, it remains at 0, and instead the wilder who caused Harmony to decrease (in this case, the helper, not the one being helped) becomes **Discordant**.

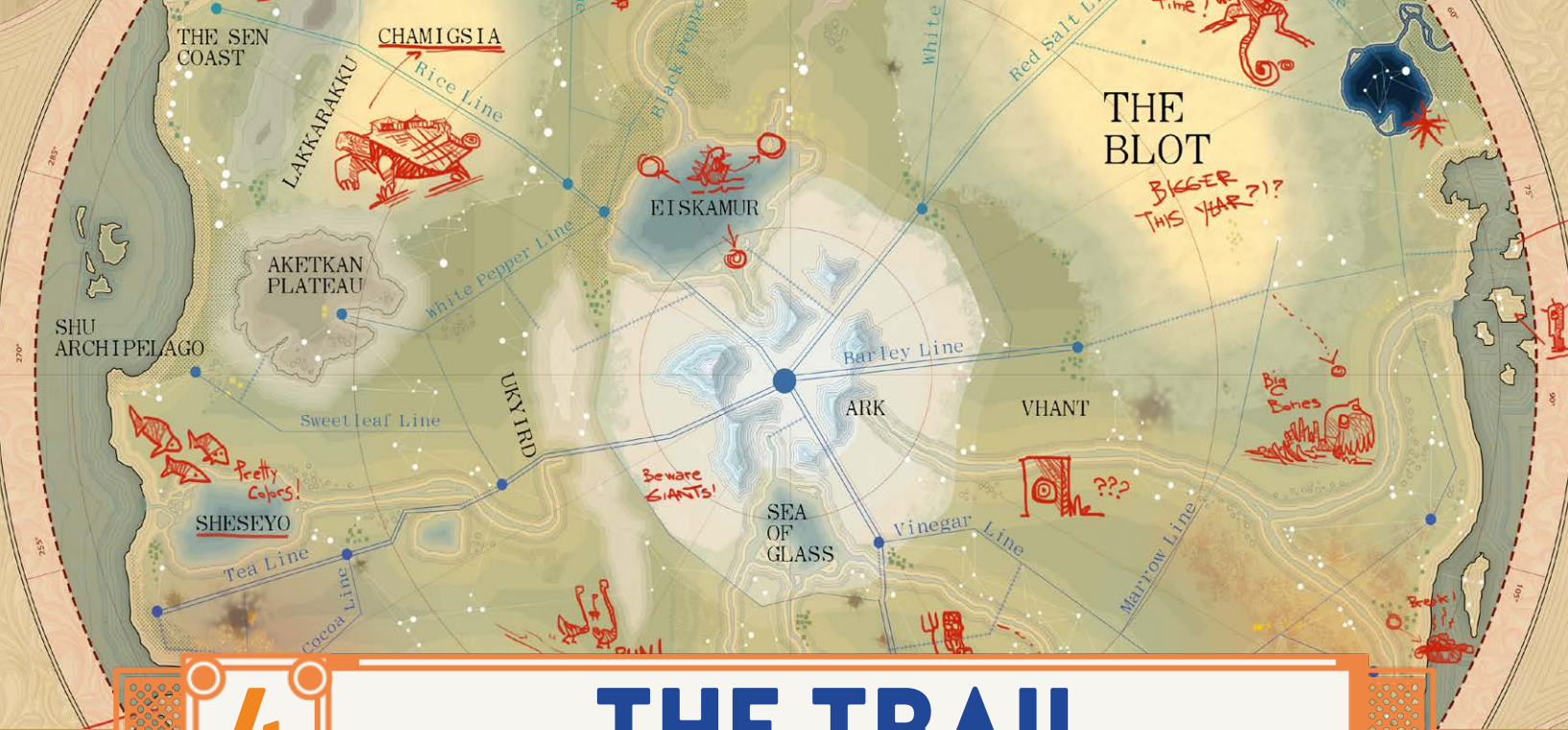
For both humans and monsters, it's important to acknowledge aid with praise, gratitude, or even just a tasty treat. While helping a packmate may have a stricter upfront cost than going wild, it also directly paves the way for you to restore any lost Harmony, because...

The pack gains 1 Harmony each time you and your packmates bond over a meal. After all, Harmony represents the circle of life, the flow of energy between all things, and the delicate systems in which all creatures of the One Land participate. At the end of the day, it has a lot to do with food! And every meal is a reminder that, despite discrepancies in scale, humans and monsters are not so different after all.

You know your character's heart best, so you decide when to trigger this effect. Try to honor the spirit of this rule, but also be generous with yourself. It's not "cheating" or "gaming the system" for this to happen every meal, so long as you make an effort to acknowledge where your food came from and who you're sharing it with. Harmony can only increase once per meal.

Finally, during free play, the Guide can also increase or decrease Harmony based on your choices. Harmony increases if you take significant actions that steward, sustain, or restore nature, like rehabilitating an injured monster and releasing it back into the wild, and it decreases if you take actions that are destructive or short-sighted, like killing a monster without cause. The Guide has final say over what causes Harmony to rise or fall, though it's also their responsibility to communicate clearly before this might happen.





4

THE TRAIL

THE RULES FOR TRAVEL AND TRACKING MONSTERS

❖ JOURNEYS ❖

The next three chapters (**The Trail**, **The Hunt**, and **The Feast**) cover the different phases of Journeys.

They all build off the foundational rules in the previous chapter, and while these phases typically follow each other in the listed order, you can jump between them – or free play – as the situation demands.

During this phase, you travel and explore the land. You do so by crossing Areas, one after another, until you find your target. Each Area has the following attributes:

HAZARD

a number representing how difficult the terrain is to traverse.

DISTANCE

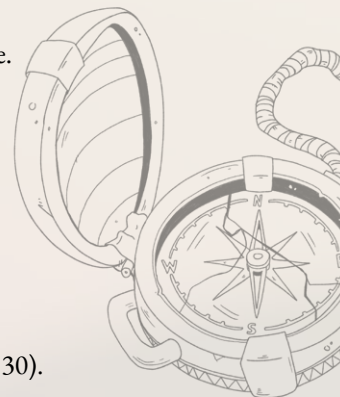
a number representing how long it takes to cross the Area.

TRAITS

representing unique features about the landscape.

INGREDIENTS

listed in a table. For more on Ingredients, see **The Feast** (p. 30).



TRACKING MONSTERS

Reaching a static location is as easy as crossing Areas, one after another, until you get there. But since you're a wilder, your destination is often a moving target. Most Journeys focus on a single frenzied monster, which we refer to here as the capital-M **Monster**.

Wherever the Monster goes, it leaves **Tracks**. Tracks always have two attributes: a direction (pointing toward an adjacent Area) and an age (Fresh or Old).

◇ **Fresh Tracks** indicate the Monster is one Area away.

◇ **Old Tracks** indicate the Monster is two Areas away.

When you enter the Monster's current Area, transition immediately to the **Hunt**. (See **The First Round**, p. 27, for more on how to start combat.)

TRAVEL ROUNDS

During The Trail, you complete **travel rounds** one after another until you reach your destination. At the start of each travel round, the pack chooses to either **gather supplies** or **move on**. Based on your collective choice, each wilder then makes Tests as appropriate. Finally, at the end of the round, the Area "acts" last. (See **End of Round & Events**, p. 23.)

Gather Supplies

If you gather supplies, you slow down, gather food from the wilderness, and recover your strength. You won't make any progress toward your destination, but it's dangerous to strain yourself without pause. To gather supplies, follow these steps.

1 • Forage

Every Ingredient in the Area requires a certain **STYLE** to collect. For example, tubers buried in the hard earth require you to be **MIGHTY**. Mushrooms that are easily mistaken for their poisonous counterparts require you to be **PRECISE**. Fruits you must climb high trees to reach require you to be **SWIFT**. Small, alert rodents that dart away if they hear you require you to be **TRICKY**. Every wilder makes a **SEARCH**, using any **STYLE**. If you succeed, you gain [A] servings of an Ingredient. Your choice of **STYLE**, and sometimes your [A], determines what type of Ingredient.

2 • Camp

First, each wilder ends all Conditions except **Discordant** and **Wounded**. (This includes beneficial conditions like **Hidden** and **Rested**.) Then, the pack collectively cooks one meal. (See **How to Cook**, p. 34.)



Move On

If you **move on**, you leave your current Area and proceed to the next one. You make progress no matter what, but your Tests during this round determine what it costs you.

You also lose the opportunity to cook or rest, but **at any point during the round, you may eat a Snack** (p. 33). This is a quick and easy way to keep your strength up on the go, if you have the resources to spare.

1 • Start the Challenge

Start a **Challenge** with **TN** equal to **the Area's Distance × the number of wilders**. This Challenge represents the time and energy it takes to cross the Area, and you have a single round to complete it. "Cross [A] Distance" is a shorthand for "add your [A] to the pack's total [A] for this Challenge."

While as players you might roll Tests one at a time, as wilders you move together. Your [A] in any Test to complete this Challenge represents how much you contribute to the pack's average speed.



TRAVELING WITH STYLE

The way you travel says something about your character. But what exactly do the various Styles of **TRAVERSAL** look like? Let's start with a simple example. You're walking along when you see a pile of rocks blocking your way, perhaps dislodged by a recent mudslide.

If you're **MIGHTY**, you might shove aside the debris and march onward. If you're **PRECISE**, you might step carefully, always sure your footing is stable before proceeding. If you're **SWIFT**, you might hop from stone to stone, taking a moment to survey the view at the top before skidding down the other side. And if you're **TRICKY**, you might slink around the rocks, careful to keep low so predatory monsters don't spot you.

Now let's zoom out. Say you're traveling through a forest. How? Perhaps you swing between branches, or perhaps you sneak through the foliage. Just like with a pile of rocks, there are multiple ways to move through or around this obstacle. The principle remains the same despite differences in scale.

Ultimately, this level of abstraction lets you skim over the minutiae of travel when it's not interesting and spend more time on the details when it is, especially when the dice, your choices, and the Area's unique features combine to inspire your imagination.

2 • Navigate

One wilder volunteers to be the navigator for the round. If an Event singles out a wilder, it singles out the navigator, so this role comes with additional risk.

Then, the navigator makes a **TRAVERSAL**, using any **STYLE**, to complete the Challenge from Step 1.

If the navigator succeeds, they cross [A] Distance. In addition, for the rest of the round, wilders gain Advantage on Traversals if they use the same **STYLE** as the navigator.

If the navigator fails, they cross 0 Distance, and wilders gain Disadvantage on Traversals if they use the same **STYLE** as the navigator.

Either way, if there are Tracks in the Area, the navigator learns their age and direction.

3 • Travel

While the navigator looks for tracks or checks the map, the other wilders clear a path through the brush, haul supplies over obstacles, and keep watch for hostile monsters.

Every wilder except the navigator makes a **TRAVERSAL** to complete the Challenge, using any **STYLE**. You either have Advantage or Disadvantage if you use the same **STYLE** as the navigator. If you succeed, cross [A] Distance.

4 • Check the Result

Compare the pack's total [A] to the Challenge's TN.

If you fail the Challenge, each wilder takes Damage equal to the remaining Distance + the Area's Hazard. (**Example:** The pack crossed 18 Distance for a TN 25 Challenge, so the remaining Distance is $25 - 18 = 7$. In addition, the Area's Hazard is 2. Each wilder takes $7 + 2 = 9$ Damage.) You get lost, the terrain saps your strength as you cross it, or you run into an unexpected complication.

If you complete the Challenge, each wilder loses Stamina equal to the Area's Hazard. Strain is unavoidable while traveling, but you move through the wilderness as safely and skillfully as you can.

Either way, you proceed to an adjacent Area. Guides, take a moment now to set the scene and describe the pack's new environment. If the Monster is in the Area the pack just entered, transition to **The Hunt**.



❖ TESTS DURING JOURNEYS ❖

If the rules call for you to make a Test, you don't check for partial or critical successes like you would during free play. For example, if you Forage and roll an [A] of 1, you don't suffer any additional setbacks. The fact that you only got 1 Ingredient is the complication, in the same way that getting an [A] of 1 during free play might cause the Guide to say, "You're not as effective as you planned."

In addition, you repeat many Tests over the course of a Journey, like Tests to Travel or Attack. The first time you go wild during this kind of Test, describe how a Trait helps like normal. But if you go wild again, unless the situation changes significantly, you don't have to reiterate how the same Trait helps. Everyone can assume your action within the fiction remains mostly the same.

End of Round & Events

First, the Guide ticks any travel-related timers. They resolve the consequences if any timer finishes.

Then, an Event occurs. Events are vignettes that punctuate the rhythm of travel. Many are quiet moments to take in the world around you, but others are obstacles you must overcome to reach your destination. If an Event calls for a Challenge, enter free play and make Tests to complete the Challenge. The Guide adjusts the risks, costs, and outcomes depending on how your choices fit the situation. Once the Challenge is complete, you begin the next travel round.



5

THE HUNT

THE RULES FOR COMBAT AND MONSTER BEHAVIOR

At the end of the trail lies your prey. The following rules are for the violent drama of your clash with the Monster.

PARTS

To represent their most significant features, monsters have **PARTS**. Upon looking at the Monster, it's obvious what its Parts are, but not necessarily what they do. Here are two examples:

- **Shell**. Passive: If you take Damage from a **SWIFT STRIKE** or **SWIFT SHOT**, halve it.
- **Claw**. Range: 1 (**STRIKE**).

Many **PARTS** have a Passive, like Shell, with an effect that happens whenever a trigger is met. A Part's Passive effect costs no Actions or Stamina, and it can happen during another creature's turn.

If a Part has a Range, like Claw, the Monster can use it to Attack. For example, "Range: 1 (**STRIKE**)" means the Monster can use its Part to make a **STRIKE** against any creature within 1 Stride or less. (Strides are the unit of distance during combat. For more detail, see the next section.)

Durability

PARTS have **Durability**, which you can think of as their Stamina. When a creature deals Part Damage to another creature, it targets a Part. That Part loses Durability, and the creature who has the Part loses an equal amount of Stamina.

When a Part reaches 0 Durability, it breaks. Ignore its normal description, and instead use the one listed after "If Broken" if it has one. If a broken Part takes Part Damage, its Durability remains at 0, but the creature who has the Part still loses Stamina.

For example, let's say a monster has this Part:

- **Fin**. Range: 2 (**STRIKE**). Passive: You have Advantage on Tests while **SWIMMING**.
If Broken: Range: 1 (**STRIKE**). This Part deals half Damage. You can't use **SWIMMING**.

If it reaches 0 Durability, it turns into this:

- **Fin.** Range: 1 (**STRIKE**). This Part deals half Damage. You can't use **SWIMMING**.

Some creatures, like those with the **REGENERATION** Trait, can restore Durability to their **PARTS**. If a Part has more than 0 Durability, it is no longer broken, and it regains its normal description.



❖ BRUTALLY BROKEN ❖

The word "broken" implies a level of graphic violence with which some players might not be comfortable. After all, most wilders fight frenzied monsters as a mercy to them, and it's hard to feel that way when you're snapping bones or cutting off limbs. If you like, you can reframe broken **PARTS** as numbed, bruised, restrained, or impaired in any way that prevents them from fully functioning. Alternatively, if your game has a darker tone, the Guide can emphasize that frenzied monsters are in severe pain, and they hardly feel the breaking of a Part compared to the agony of their disease.



Tools

Unlike Styles, Skills, or Traits, wilders can't gain **PARTS** from eating monsters. You can certainly mutate your own shells, claws, or fins, but you're just not big enough for these parts to be Parts, tracked separately from your own Stamina.

Instead, you have your **TOOL**. Tools are a special type of Part, and they follow the same rules regarding Part Damage, Durability, and being broken. For example, just like with monsters, when your Tool takes Part Damage and loses Durability, you lose an equal amount of Stamina. This represents the strain of holding onto your Tool, the physical and mental effort of using a Tool that is falling apart, or simply the fact that you and your Tool got hit at the same time.

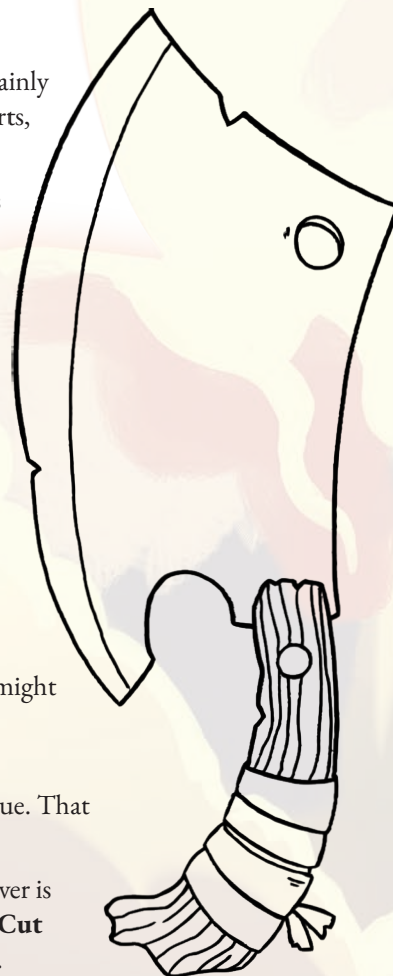
All **TOOLS** start like this:

- **TOOL.** Range: 1 (**STRIKE**).
If Broken: If this Part has additional Range from Techniques, reduce its Range back to "1 (**STRIKE**)."
This Part deals half Damage.

All **TOOLS** start with a base of 20 maximum Durability. As you learn Techniques, your **TOOL** might gain additional Range, Durability, and effects.

You can still use your Techniques if your **TOOL** is broken, unless the Technique says otherwise. (For example, if your Cleaver is broken, you still remember how to use the **Clean Cut** Technique. That cut may be less effective with a dulled or snapped blade, but you can still attempt it.)

You can't use any Techniques if you don't have access to your **TOOL**. (For example, if your Cleaver is missing, you can't use the **Clean Cut** Technique. After all, you have nothing to make a **Clean Cut** with!) Depending on the narrative premise of your Technique, the Guide can make exceptions.



DISTANCE IN COMBAT

Combat orbits around the Monster. Thus, you measure all distance in combat relative to the Monster, using **Strides**. Strides don't have a set length, but generally speaking they're closer in size to the Monster's strides than yours. Most wilders spend combat between 0 Strides, where you're right on top of the Monster, and 4 Strides, where you just barely register as a threat.

This number represents the distance you're maintaining, not your static position. At all times during a hunt, you're circling the Monster, chasing after it, or driving it toward favorable terrain. Moving *around* or *with* the Monster is automatic; moving towards or away from it takes effort. If you need to measure distance between one wilder and another, take the difference in Strides.

In the Appendices, you can find a Combat Tracker to help you keep track of wilders' and monster's position during combat. Remember: the Monster always stays at zero!

Example

The pack runs to keep up with the Monster.

Knot is 3 Strides away, sneaking through the undergrowth. Prize is also 3 Strides away, but they're approaching from a different angle, out in the open. Finally, Bug is 1 Stride away, which is close enough that he can punch at the Monster with his oversized Mitts. He decides to really get in there though, so he leaps onto the Monster's back and clings onto its spikes, moving from 1 Stride to 0 Strides. However, the Monster only has its eyes on Prize. It puts on a burst of speed, closing the gap by a margin and reducing Prize's distance to 2 Strides. Knot remains 3 Strides away and Bug remains 0 Strides away. Within the narrative, every creature in the combat was moving this whole time.

COMBAT ROUNDS

During a combat round, when initiative passes to the pack, any wilder who hasn't acted yet can take their turn. The order in which wilders take turns can change from round to round.

❖ OPTIONAL RULE ❖ FIXED INITIATIVE

If your group prefers, you can establish a fixed initiative order, using any criteria that makes sense. Perhaps you go clockwise around the table, or perhaps you rank each wilder based on who has the most levels in **SWIFT**. This can streamline the flow of combat and make it clear who acts next, although you're still free to temporarily or permanently swap places in the initiative order if everyone agrees.

The First Round

To start, the Guide establishes every wilder's starting distance. This is more art than science, and it depends on context from the previous phase. For example, if you entered the Monster's Area but can't get much closer without it detecting you, everyone starts 3 Strides away. Perhaps if you encountered the Monster in a forest with plenty of cover, everyone starts 2 Strides away. But on the other hand, if the Monster has been stalking you unseen ever since you entered its territory, one unlucky wilder might start 1 Stride away from the Monster as it pounces on them, while all others are a distant 4 Strides away.

In this Quickstart, the tutorial adventure has recommendations for starting distances.

Then, the Guide decides who has the initiative. Again, this depends on context from the previous phase. As a rule of thumb, if the pack entered the Monster's Area, they have the initiative. Conversely, if the Monster entered the pack's Area, it has the initiative.

- If the pack has the initiative, every wilder gets one turn during the first round. At the start of their turn, each wilder gains **1 Action**, which they can spend on the listed combat options. The Monster doesn't act during the first round.
- If the Monster has the initiative, the Monster gets one turn during the first round. At the start of its turn, the Monster chooses its **target** (p. 29), then gains **3 Actions**, which it can spend on the listed combat options. The pack doesn't act during the first round.

Once the first round is over, combat rounds continue as normal.

Subsequent Rounds

At the start of each round, the Monster chooses its target. Then initiative alternates between sides, starting with the wilders.

Each wilder takes one turn per round, while the Monster takes a turn after each wilder. **The Monster has two types of turns: short turns**, where it gets **1 Action**, and **full turns**, where it gets **3 Actions**. Once per round, before the Monster's turn starts, the Guide can declare the Monster is taking its full turn. The Monster can take its full turn at any point during the round, so long as it hasn't taken one already. Otherwise, all its turns are short turns.

After every wilder has taken a turn, and the Monster has taken a number of turns equal to the number of wilders, a new round begins, starting with the wilders. **Each wilder gains 3 Actions at the start of their turn during combat**, which they can spend on the following options. The Monster can spend its Actions on the same options.



COMBAT OPTIONS

ATTACK | Cost: Variable

To Attack, make a **STRIKE** or **SHOT**, using any **STYLE**. The choice of Skill depends on the Range of the **PART** (p. 24) you're using to Attack.

In addition, an Attack has different effects and costs depending on its Style.

- **MIGHTY**: (Cost: 2 Actions.) You hold nothing back. If you succeed, you deal [A] × 2 Damage. If you fail, you become *Exposed*.
- **PRECISE**: (Cost: 2 Actions.) You aim carefully. If you succeed, you deal [A] Part Damage.
- **SWIFT**: (Cost: 1 Action.) You focus on speed. If you succeed, you deal [A] Damage.
- **TRICKY**: (Cost: 1 Action.) You attempt a feint. If you succeed, you deal [A] Part Damage. If you fail, you become *Exposed*.

If you Attack multiple times in a single turn, you must choose a different **STYLE** each time.

BRACE | Cost: 2 Actions

You anticipate a blow. Until the start of your next turn, you halve any Damage you take.

When you Move, choose one of these options.

MOVE | Cost: 1 Action

- **GATHER UP**: Choose a packmate within 0 Strides. If the Monster gets closer or farther from the chosen packmate, it also gets closer or farther from you, and vice versa. This effect ends once you or the chosen packmate move again. The Monster can't Gather Up.
- **GET CLOSER**: You move 1 Stride closer to the Monster. If the Monster chooses this option, it moves 1 Stride closer to a single creature. (*Actually, the Monster always stays at 0. Instead, you move one wilder 1 Stride closer to it*).
- **GET FARTHER**: You move 1 Stride farther from the Monster. If the Monster chooses this option, it moves 1 Stride farther from a single creature. (*Actually, the Monster always stays at 0. Instead, you move one wilder 1 Stride farther from it*).

PREPARE | Cost: 1 Action

You gain 1 extra Action at the start of your next turn. You can only Prepare once per turn.

TAUNT | Cost: 1 Action

If you're within 1 Stride of the Monster, you become the Monster's target. (The Monster's target is the one creature it can Attack. You remain the Monster's target until the next time it chooses a target – typically at the start of the next round or when another wilder Taunts.) The Monster can't Taunt.

DURING COMBAT YOU CAN ALSO...

EAT

Cost: 1 Action

You eat a snack.

HELP

Cost: 1 Harmony

You can only choose this option during another packmate's turn. Before any packmate rolls a Test, you can describe how a Trait helps, spend 1 Harmony, and give Advantage to your packmate for their Test.

(See **Helping a Packmate**, p. 16, for more detail.)

USE A TRAIT

Cost: Variable

TRAITS are good for more than just going wild. Each Trait **has an explicit mechanical effect, as well as a cost to use it**.

- If it costs **Actions**, spend the Actions and use it.
- If it costs **Successes**, use the Trait after rolling a Test with extra Successes.
- If it costs **Stamina**, spend the Stamina and use it. Since it costs no Actions, you can keep using the Trait as long as you have Stamina to spend.
- If it costs nothing (it's **Passive**), use the Trait when it says you can.

MONSTER BEHAVIOR

Monsters are powerful, but predictable. At the start of each round, the Guide announces the Monster's **target**. The Monster's target is the only creature it can Attack, although it can still Use a Trait on other creatures. The Monster can only have one target at a time. If the Monster's target becomes **Wounded 3** and stays down, then the Monster immediately chooses another target.

At the start of each round, the Guide checks these steps in order, stopping once there's a match.

1. If a creature is **Exposed**, it becomes the Monster's target.
2. If a creature meets the Monster's special criteria, it becomes the Monster's target. For example, a monster that hunts based on motion might choose the last creature to Move as its target.
3. The creature nearest to the Monster becomes the Monster's target.

If multiple creatures tie in priority (such as if two creatures are **Exposed**), the Monster uses the next criteria down as the tiebreaker, or the Guide can simply choose its target based on what makes sense. If a creature becomes the target in the middle of the round, such as through Taunt, it remains the Monster's target until the Monster chooses a target again, usually at the start of the next round.

Each Monster also has other patterns of behavior, like the way it pairs **STYLES** and **PARTS** together to Attack or the timing of its full turn. Guides, understand that Monsters aren't automatons, but make them follow their instincts wherever it makes sense.

Finally, when a frenzied Monster becomes **Wounded 3**, it always pushes itself. If the Monster dies, begin **The Feast**.





6

THE FEAST

THE RULES FOR COOKING MEALS, BIG AND SMALL

The iconic meals of wilders combine the roughness of campfire cooking with the ceremony of a holiday festival. These wilderfeasts are celebration and mourning, all wrapped up in one. During this phase, you clean, prepare, and cook the Monster where it fell, turning it into a meal that honors its legacy and gives you strength.

PREPARING THE FEAST

Preparing a wilderfeast is a process which can take hours or even days. You dress and butcher the Monster, purify it of its frenzy, and figure out how to cook it. In doing so, you learn about it. The more you know about the Monster, the better informed your decision when you choose what mutation to inherit.

Wilders, as you play out the scene, answer the following questions.

◇ HOW ARE YOU COOKING THE MONSTER?

There's enough meat on any Monster that you can make multiple main dishes.

◇ WHAT ARE YOU DOING TO PREPARE THE MEAL?

Are you dressing and butchering the Monster? Foraging for fresh fruits and vegetables? Getting the cooking fire just the right temperature? Mixing a sauce? The meal tastes best when everyone helps make it.

◇ WHAT ELSE ARE YOU SERVING AT THE WILDERFEAST?

You don't need to use Ingredients for these side dishes, but you can certainly use them as inspiration for what's available nearby. In death, as in life, you can surround the Monster with the foods of its home.

◇ HOW IS THIS MEAL CONNECTED TO YOUR PAST?

Who taught you this recipe? Have you eaten anything like this before? Tell your packmates about these connections, and discover what experiences you have in common.

◇ THE NEXT TIME YOU EAT THIS MEAL, WHAT WILL YOU REMEMBER?

Now is your chance to reflect on what your Journey meant to you, both as an individual and as a pack.

You can answer the same question multiple times, so long as you provide a different answer each time. For example, if you make three distinct side dishes, that counts as answering “*What else are you serving at the wilderfeast?*” three times. For each question you answer, you can ask the Guide one of the following questions in turn.



- How many levels does the Monster have in a certain **STYLE**?

- How many levels does the Monster have in a certain **SKILL**?

- What is one of the Monster's **TRAITS**?

You can narrow this question if you want, e.g. “What Trait did the Monster use to make us **Frightened**?” The first time any wilder asks this question, the Guide also tells you how many Traits the Monster has in total.

GIVING THANKS

To signal you're done asking questions and the meal is ready to eat, one wilder gives thanks. Think of this like saying grace or itadakimasu. As an example, here's Old Paw's Prayer, which packs throughout the One Land have inherited from the first wilder:

“Thank you for this gift, [monster's name].”

We receive it with love.”

You can give thanks in whatever way you like! It can be short or long, formal or casual, spiritual or secular, so long as it's clear what you're doing. Once you're finished, the pack digs in. No waves of light or pulses of arcane energy accompany a wilderfeast. The only magic, at least as you eat, is the weight of food in your belly and the warmth of your friends beside you.

After you eat The Feast, choose a **STYLE**, **SKILL**, or **TRAIT** in which the Monster has more levels than you do. You permanently gain a level in that Style, Skill, or Trait.

GAINING NEW TRAITS

If a creature (including you) doesn't have a **TRAIT**, it has 0 levels in it. If a creature has a **TRAIT** but there's no number after it, it has 1 level in it. To acquire a new **TRAIT**, simply gain at least 1 level in it.

Example

Telun cooks and eats a frenzied monster with **VENOM** and **FLYING 2**.

In more explicit terms, the monster has 1 level in **VENOM** (you can tell because there's no number after it) and 2 levels in **FLYING**. Telun has neither of these Traits, so he could choose to gain a level in either of them. He chooses the latter, permanently gaining a level in that Trait. He has **FLYING** now – but NOT **FLYING 2**! He'll need to eat another wilderfeast if he wants to upgrade his **FLYING** another level.

OTHER MEALS

The One Law rules the One Land. But before the frenzy, it was rare for transformations caused by the One Law to be so dramatic or permanent. “*Taken strength lasts as long as you can taste it,*” said the High King once, an observation that still holds true for the vast majority of people. Before setting out on the road, a merchant eats a meal full of hardy greens to give them the endurance for a day of travel; a guard, beginning their shift in a watchtower, chews on raptor jerky to sharpen their eyesight; a student brews tea with a night-blooming flower so they can stay up late studying. The changes caused by these meals are subtle and temporary, and they're woven into the fabric of everyday life.

Though stories about wilders often focus on the grand wilderfeasts where you gain your powers, your day-to-day meals are just as important. They lend you a different kind of strength — that of small monsters dashing or buzzing through the brush, that of grasping roots and outstretched leaves, even that of the salt-laden sea or the dark, rich earth.

This section covers the rules for common day-to-day cooking. You typically make these meals during free play and The Trail. In the full version of *Wilderfeast*, this type of cooking also features heavily during Downtime.

YOUR PANTRY

The only items you track in this game are **Ingredients**, the raw materials for meals, and **Snacks**, which are meals you cooked and saved for later. The pack shares both **Ingredients** and **Snacks**, and you don't need to worry about who's holding on to what. The wilder who ends up using it is the one who's been carrying it.



Ingredients

Ingredients, from wild vegetables to small game to rare spices, line the trail. It's helpful to think of Ingredients as the choicest pickings or cuts. A day of harvesting might yield you a basketful of berries, but only [A] servings of those berries are ripe enough to have noticeable effects.

Most Ingredients have a bonus effect. Some allow a choice between multiple effects, while others only provide their effect if a condition is met. The number in parentheses indicates what increases when you cook multiple Ingredients with that effect in the same meal. These are the common Ingredient effects.

- ◇ Until your next meal, gain (+1) in a certain **STYLE**.
- ◇ Until your next meal, gain (+1) in a certain **SKILL**.
- ◇ Until your next meal, gain (1) level of a certain **TRAIT**.
- ◇ Gain (1) level of a certain **Condition**.
- ◇ Remove (1) level of a certain **Condition**.
- ◇ Restore (1) Durability to one of your **PARTS**.



These effects are abbreviated in Ingredient descriptions, e.g. “Gain (+1) **MIGHTY**” means “Until your next meal, gain (+1) in the **MIGHTY** Style” and “Remove (1) **Wounded**” means “Remove (1) level of the **Wounded** Condition.”

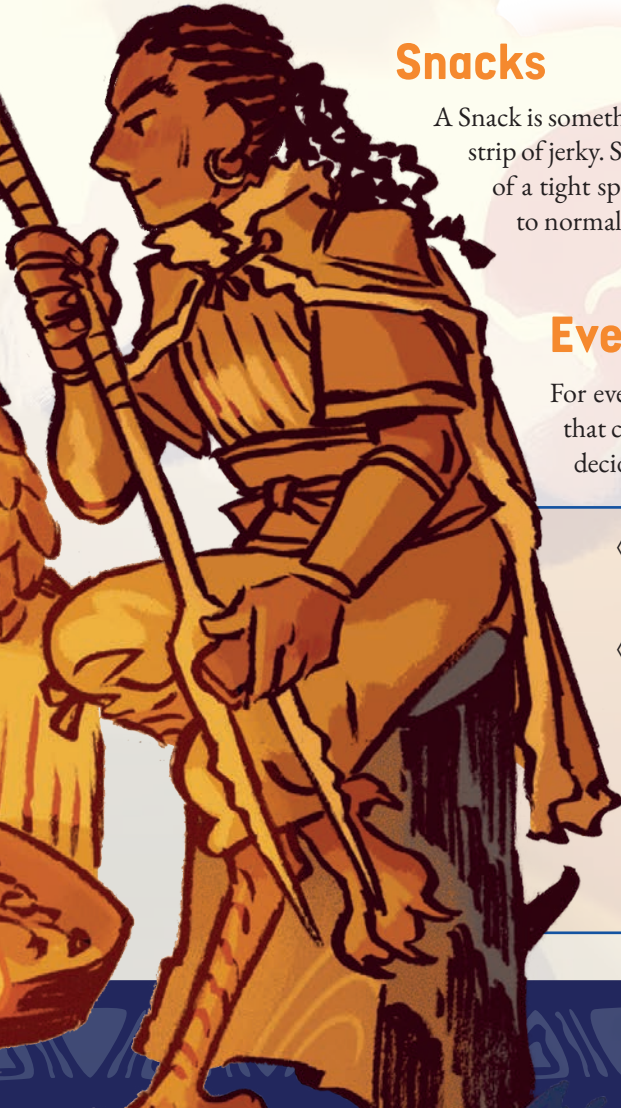
Snacks

A Snack is something you can consume in one gulp or bite, such as a drink in a flask, a candied pill, or a strip of jerky. Snacks see the most use in combat. They're emergency supplies intended to get you out of a tight spot when you don't have time to cook, and they only benefit one person, as opposed to normal meals which benefit the whole pack. During combat, eating a snack costs 1 Action.

Everything Else

For everything else, food or otherwise, you have the **HOARD** Skill. When you want an item that could have an immediate and significant effect on the story, make a **HOARD**. The Guide decides the **STYLE** of the Test based on the item.

- ◇ **MIGHTY** for bulky, heavy, or durable items.
Examples: a barrel of clean water, a sturdy traveling cloak.
- ◇ **PRECISE** for items with an exact quality.
Examples: a wheel of cheese from a famous region, an antidote for a specific poison.
- ◇ **SWIFT** for versatile or convenient items.
Examples: a serrated knife, a letter of credit signed by a Charter officer.
- ◇ **TRICKY** for concealed, subtle, or disreputable items.
Examples: a bag of sedative powder, an ornamental mask.



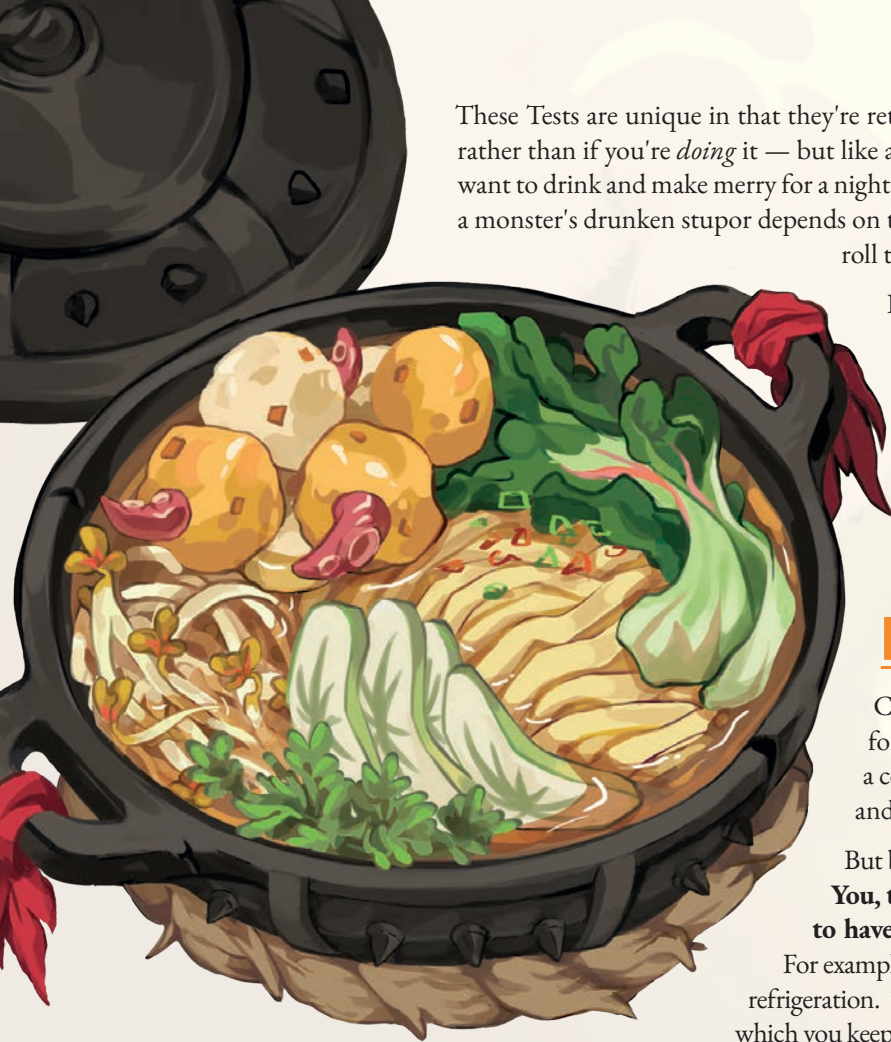
These Tests are unique in that they're retroactive — you're checking to see if you *did* something, rather than if you're *doing* it — but like all Tests, only roll if there's something at stake. If you just want to drink and make merry for a night, assume you packed a flask of wine. If your ploy to induce a monster's drunken stupor depends on the quality (or quantity) of your alcohol, that's when you roll the dice.

For some players, a limited pantry prompts creativity. But others have more fun when they don't have to worry about logistics. This extends to other resources too. How much effort should it take to find medicine? A place to spend the night? Clothes for a special occasion? Figuring out what calls for a Test and what doesn't is part of establishing the tone of the game, and you'll build a consensus naturally as you play.

HOW TO COOK

Cooking can be many things, but in *Wilderfeast*, it is foremost a rejuvenating, shared experience. When you have a cooking opportunity, such as when you Camp (p. 21), you and your packmates can make a meal.

But before you get started, for those who need to hear it — relax! **You, the player, don't need to be an expert chef or survivalist to have fun.** Many players get intimidated when it's time to cook. For example, a lot of people don't know how to preserve meat without refrigeration. That's okay! Say you've got a portable arksteel freezer in which you keep your perishables, and move on.



To cook, follow these steps:

1 • Select Ingredients

Only capital-I Ingredients have special effects. Assume you have all other basic ingredients, like cooking fats, grain, and seasonings.

2 • Determine how much Stamina the meal restores

Typically, the meal restores 1 Stamina for each Ingredient used to make it, and Seasonings double those effects.

3 • Determine the meal's effect

Choose the effect from among the effects of the Ingredients you used. A meal can only have one effect and must have one if effects are available. If you have multiple Ingredients that provide the same effect, they add together. Some Ingredients only provide their effect if certain conditions are met, so check those now.

4 • Either serve it fresh OR save it for later.

4.a. Serve it fresh

You can serve a fresh meal to as many creatures as you like, including yourself. They each restore the amount of Stamina you calculated earlier and gain the meal's effect. If a meal gives you levels in a **STYLE**, **SKILL**, or **TRAIT**, its effect always lasts until your next meal. **In addition, if you bond with a packmate over this meal, Harmony increases by 1.**

4.b. Save it for later

The meal becomes a Snack. If you do this, you get a number of portions equal to Harmony. Later, in any situation where there's no time to cook, a creature can eat 1 portion of a Snack to restore Stamina and gain its effect. Typically, Harmony doesn't increase after you eat a Snack — unless it's a particularly significant Snack, like a gift your packmate gave you to make up for a bitter argument.

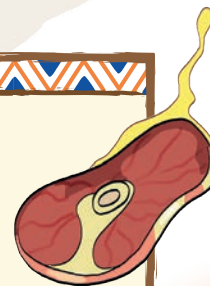
Once you've cooked the meal, **be sure to describe it!**

Tell everyone enough about the dish's flavor, textures, or appearance that they can taste it in their heads. If you're looking for inspiration, use the following table.

❖ COOKING IDEAS ❖

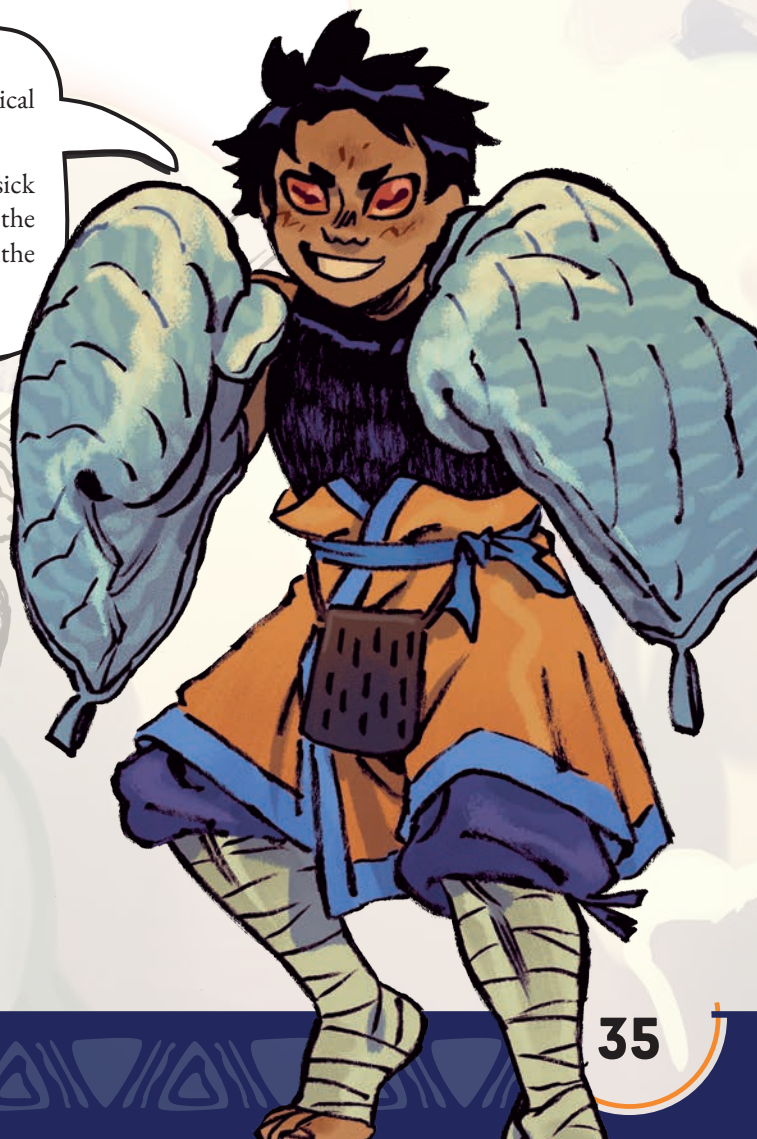
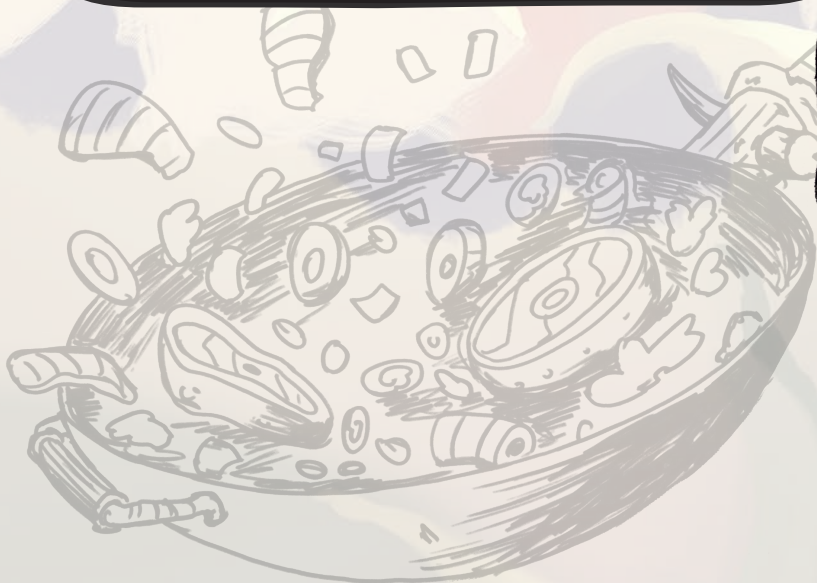
Pick a column, or roll for each and combine them in a creative way.

1D6	METHOD	TEXTURE	FLAVOR
1	Baked	Chewy	Bitter
2	Fried	Creamy	Rich
3	Grilled	Crispy	Salty
4	Pickled	Firm	Sour
5	Steamed	Liquid	Spicy
6	Stewed	Tender	Sweet



Cooking doesn't require you to roll any dice, as there's no mechanical difference between a gourmet dish and a meal that's barely edible.

If there's a situation where the quality matters (you're trying to get a sick monster to eat, or maybe you're competing in a cooking contest), the Guide can call for an appropriate Test, but the effect of the meal and the Stamina it restores don't change.



SAMPLE RECIPES

Let's break out the cookware and try a few recipes — a simple breakfast demonstrating cooking at its most basic, a more advanced lunch that represents the typical fare you cook on the trail, and a complex dinner that uses Ingredients with multiple and conditional effects.



BREAKFAST PANCAKES WITH KINGFLOWER BUTTER

Restores 1 Stamina. No additional effect.

INGREDIENTS

- 1 Kingflower Seed
No additional effect.

DIRECTIONS

- 1. Determine how much Stamina the meal restores.** Since it only uses 1 Ingredient, it restores 1 Stamina.
- 2. Determine the meal's effect.** Its Ingredients have no effect, so neither does the meal.
- 3.** Toast Kingflower Seed, then grind or process with an arksteel blender, adding oil a little at a time, until seed paste is smooth and creamy. Add salt, honey, or syrup to taste.
- 4.** Mix flour, eggs, and milk to make pancake batter.
- 5.** Scoop batter onto a hot griddle, flipping once to brown on both sides. Spread with kingflower butter.
- 6. Serve portions.** Each wilder restores 1 Stamina — it's more the camaraderie of the meal that heals them, rather than the single seed's nutritional value.

WINGFISH DUMPLINGS

Restores 5 Stamina. Until your next meal, gain 1 level of the **FLYING** Trait.

INGREDIENTS

- 4 Kingflower Seeds
No additional effect.
- 1 Wingfish
Gain (1) **FLYING**.



DIRECTIONS

- 1. Determine how much Stamina the meal restores.** Since it uses 5 Ingredients, it restores 5 Stamina.
- 2. Determine the meal's effect.** There's only one effect to choose, the Wingfish's. The meal's effect becomes "Until your next meal, gain (1) level of the **FLYING** Trait."
- 3.** Grind Kingflower Seeds into flour. Mix with water to make dough, adding moisture until it is soft and pliable, but not wet or sticky.
- 4.** While the dough rests, coarsely chop Wingfish, then mix with aromatics and sauces.
- 5.** Cut the dough and roll it out to make dumpling wrappers. Pinch wrappers around a dollop of filling, then suffer your mother's internalized voice telling you how clumsy you are.
- 6.** Boil dumplings, then serve with dipping sauce.
- 7. Serve portions.** This meal restores 5 Stamina and grants **FLYING** to each wilder until their next meal. If any wilder already has **FLYING**, they upgrade to **FLYING 2** until their next meal.

FISH BALL NOODLE SOUP WITH WINTER VEGETABLES

Restores 8 Stamina. Until your next meal, gain +3 Mighty.

INGREDIENTS

- **4 Kingflower Seeds**
No additional effect.
- **1 Wingfish**
Gain [1] **FLYING**.
- **2 Pepper Cabbage**
If the meal restores 8+ Stamina, gain (+1) **MIGHTY**.
- **1 Hundred-Year Sprout**
Either gain (+1) **MIGHTY** or gain (+1) **SWIFT**.

DIRECTIONS

- 1. Determine how much Stamina the meal restores.** $4 + 1 + 2 + 1 = 8$. The meal restores 8 Stamina.
- Determine the meal's effect.** There are three effects you can choose: gain **FLYING**, gain **MIGHTY**, or gain **SWIFT**. Choose "gain (+1) **MIGHTY**." The total bonus the meal provides then increases to +3: 1 each from the 2 Pepper Cabbage, which meet the condition for their effect, and 1 from the Hundred-Year Sprout, which lists a **MIGHTY** bonus among the effects it provides. The Wingfish's effect goes unused in the final product, but its inclusion was still important in unlocking the flavor of the other Ingredients.
- 3.** Grind Kingflower Seeds into flour. Mix with water to make dough.
- 4.** While dough rests, mince Wingfish, then combine with leftover flour to make fish balls.
- 5.** Roll out dough and cut into thick noodles.
- 6.** Boil a pot of water with broth, aromatics, and sauces. Cook noodles, fish balls, Pepper Cabbage, and Hundred-Year Sprout one at a time, layering each into a bowl as you finish.
- 7.** Pour over with soup and serve.
- 8. Serve portions.** Each wilder restores 8 Stamina and gains +3 **MIGHTY** until their next meal, a powerful bonus that'll help in the coming hunt. If any wilder already had +3 **MIGHTY** or more, they reach the maximum of +5 and don't increase it any further.

INGREDIENT TRAITS

Ingredients' Traits change how they're cooked. They're listed here along with sample recipes to demonstrate them in action.

Rare

This Ingredient comes in a variety of sizes or qualities. When you find this Ingredient, instead of gathering [A] servings that restore 1 Stamina, you gather 1 serving that restores [A] Stamina. Note how much Stamina this Ingredient restores when you first gather it.

A U R O R A H O N E Y T E A

Restores 10 Stamina. Remove 2 levels of the *Wounded* Condition.

INGREDIENTS

- **1 Balm Honey**
Rare (5 Stamina) If the meal restores 10+ Stamina, remove (1) *Wounded*.
- **1 Aurora Lemon**
No additional effect.
- **1 Balm Honey**
Rare (3 Stamina) If the meal restores 10+ Stamina, remove (1) *Wounded*.
- **1 Mintbloom Petal**
No additional effect.



DIRECTIONS

- 1. Determine how much Stamina the meal restores.** This meal uses two Balm Honeys, a higher quality one which restores 5 Stamina and a lower quality one which restores 3 Stamina. Combined with the 2 other Ingredients, the meal restores a total of 10 Stamina.
- 2. Determine the meal's effect.** There is only one option, "Remove (1) level of the *Wounded* Condition." Since there are 2 Balm Honeys, both of which meet the condition for their effect, this increases to "Remove (2) levels of the *Wounded* Condition."
- 3.** Boil water and steep Mintbloom Petal to make tea.
- 4.** Juice Aurora Lemon. Pour tea in serving cups, then stir in lemon juice and Balm Honey to taste.
- 5. Serve portions.** Each wilder restores 10 Stamina and removes 2 levels of the *Wounded* Condition if they have it.

Seasoning

This Ingredient provides little sustenance if eaten alone, but it enhances the flavor if combined with other food. *Seasoning* Ingredients don't contribute any Stamina to what the meal restores. However, if a meal includes at least one *Seasoning* Ingredient, then you double the Stamina restored by all other Ingredients in the meal. If you add multiple *Seasoning* Ingredients to a meal, you only double the Stamina restored once.



S T E A M E D S I L V E R C R A B

Restores 4 Stamina. Until your next meal, gain 1 level of the **REGENERATION** Trait.

INGREDIENTS

- **1 Silver Crab**
If the meal restores 4+ Stamina, gain [1] **REGENERATION**.
- **1 Soy Sauce**
Seasoning.
No additional effect.
- **1 Onion Grass**
No additional effect.
- **1 Seabounty Vinegar.**
Seasoning.
No additional effect.

DIRECTIONS

- 1. Determine how much Stamina the meal restores.** The non-Seasoning Ingredients together restore 2 Stamina. The first Seasoning Ingredient doubles this to 4. **Note the second Seasoning Ingredient doesn't double it again – it's just here for flavor.**
- 2. Determine the meal's effect.** Since the Silver Crab meets the condition for its effect, the meal's effect becomes, "Until your next meal, gain [1] level of the **REGENERATION** Trait."
- 3.** Wash Silver Crab thoroughly. Boil water in a large steamer.
- 4.** Steam Silver Crab.
- 5.** Cut Onion Grass into matchsticks. Mix with Seabounty Vinegar and Soy Sauce.
- 6.** Divide dipping sauce into separate bowls.
- 7. Serve portions.** Each wilder restores 4 Stamina and gains the **REGENERATION** Trait.



7

RECIPE FOR DISASTER

TUTORIAL SCENARIO

The adventure starts behind bars. Poachers have captured the wilders, along with several wild monsters they hope to sell to the Charter. But one caged monster has the frenzy, and when it escapes, it frees all the rest in its rampage. To secure their own freedom, to keep the infection from spreading, and to ensure no one else gets hurt, the wilders must band together and do what they do best — hunt.

This section is primarily for Guides. **Before starting**, make sure everyone knows what they're getting into. Pitch the game if you haven't already, answer any questions the players have, and discuss what safety tools you're using. (Again, we recommend the X-card.) Even a five minute briefing, as the players gather their dice and settle down, is helpful.

SIGNS

You are all crammed together in a single cage, baking under the white sun. It's unseasonably warm for the winter dry season, and the twistwoods have lost their leaves, leaving you bereft of shade. The heat makes the captive monsters in the other cages low, and hiss, and squawk with discomfort. In the cage next to yours, Sweetloaf barely has room to move. She sends a long, questing tongue out between the bars to lick at the sweat on the nearest wilder's brow, then seems to think better of it and withdraws for a fitful nap.

Every Journey starts with **Signs** that something is wrong. In this adventure, the Signs are the angry squawks of the **kakwari** (p. 56) several cages down, whose calls grow steadily louder — and eerier, with an odd reverberating layer — as the frenzy virus gives it unnatural strength.

Normally, wilders spend this pre-Journey phase picking a Sign to pursue, but for the Quickstart we've narrowed their choice down to one. You don't need to linger too long on this section. It's a warm-up, where you establish the situation and give the players a chance to get comfortable with their characters.

THE SITUATION

The wilders have just arrived in **Peikhu Village**, a rural settlement in a dense forest. More accurately, they've arrived *underneath* Peikhu Village, which is composed entirely of cabins, walkways, lifts, and hanging gardens perched on the upper branches of the trees.

The poachers who captured them have gone into the village, with the intent of bartering away the wilders' arksteel **TOOLS** for supplies. The poachers aren't allowed to bring the actual cages into the canopy, though, so the wilders and monsters remain with a minimal guard on the forest floor, along with the wagons and draft animals — thick-skulled, ceratopsian monsters called **pakyak**, each about the size of a horse. Some children peek over the edges of the walkways, gawking at the cages below.

Characters



Gung “Keys” Aotan (he/him) is the boss of the poachers. (Gung is his family name, Keys is his nickname, and Aotan is his given name.) Keys forged his gang out of the desperate and impoverished, promising that, under him, they'd receive handsome pay from giants hungry for exotic meat. He looks more like an accountant than an outlaw, but his mild manner hides a nonchalant kind of cruelty.



Sweetloaf (she/her) is a **mammudo** (p. 61). Every wilder is familiar with her, whether they helped raise her or simply know her as a fixture of the local wilderness. She's timid, even for a mammudo, and relatively young.



Va Tin Khua (she/her) is the chief of the village. (Va is her family name, and Tin Khua is her given name.) She's a wiry woman with bags under her eyes, but she holds herself with a stiff, upright posture despite how tired she looks. She doesn't want any trouble, and she's just trying to get the poachers to move on as quickly as possible.

INSIDE THE CAGE

Give each wilder a chance to introduce themselves, and prompt them with questions. How are they dealing with their captivity? What events led to their current circumstances? How do they feel about the other wilders?

Once the stage is set, it's likely at least one wilder will attempt to escape, or at least try to gather information in a way that requires a Test. Finding a weak spot in the cage's construction and breaking it open takes a **MIGHTY STRIKE** or **PRECISE CRAFT**, while fooling a poacher into getting closer is a **TRICKY ASSURANCE**. Use the rules for free play to resolve any uncertain outcomes, and encourage the wilders to make big choices! This is also a good opportunity to make sure everyone understands the fundamentals, so walk the players through the steps of rolling a Test if they need help.

If you're ever not sure how to resolve a failure or partial success, deal 2 Damage to the wilder in question (from fatigue, fear, or actual physical resistance — remember, Damage means more than just “getting hit”). On a failure, you should also change the situation so their opportunity is lost (i.e. no one can use the same combination of Style and Skill to solve the current problem). This is how tension typically builds in *Wilderfeast*, with incremental costs accumulating over time, punctuated by dramatic, swingy moments like a monster dealing 1d20 Damage.

Whatever the wilders do, as time passes, the monsters become increasingly agitated. There are four caged monsters in total: in addition to the kakwari and Sweetloaf, there is a scavenging monster called a **botabo** (p. 59) and a fire-spitting arachnid called a **hagsechu** (p. 60). The kakwari is the largest among them, standing four meters with its neck outstretched, while the botabo is the smallest, around two meters when on all fours. These monsters are underneath tarps, and the wilders don't have a clear view of them. But even so, it's obvious the screeching and rattling is growing in volume.

JAILBREAK

At the worst possible moment (perhaps just as the wilders open their cage, or in the seconds after someone starts shouting for help), the kakwari escapes. With an awful, metallic screeching, it tears apart the bars and hurls itself at its nearest neighbor, Sweetloaf. This breaks open Sweetloaf's cage in the process, and the two monsters careen across the camp as they grapple with each other. During their rampage they crush wagons, knock over more cages, and free the remaining monsters.

Based on their actions so far, the wilders could be anywhere when this happens. They might get tossed around helplessly as their own cage goes tumbling, or they might try to break up the fight as it crashes through their escape attempt. Without their **TOOLS**, however, their efficacy is limited. Eventually, unless the wilders are incredibly lucky or skillful, all four monsters scatter into the woods — along with most of the poachers.

For a moment, the wilders are left to their own devices, as everyone waits to make sure the danger has passed. But then, barring any action from the wilders which might change the situation, the villagers descend to check on them.

Va Tin Khua rides a lift down from the canopy. She's accompanied by a few other villagers, who are carrying the wilders' massive, heavy **TOOLS**, as well as "Keys" Aotan, who was in the middle of negotiations when his captives escaped.

As the platform nears the ground, Tin Khua pushes Keys off.



"Now look at what you've done," she growls. "I should never have let you near my village. Go!"

He doesn't break anything, but it's a hard fall, and once he picks himself up, he scrambles away to find whoever's left of his followers. Meanwhile, Tin Khua approaches the wilders. If they're still trapped, she frees them, and she returns their **TOOLS** as a show of good faith.

Tin Khua apologizes to the wilders and answers any questions they have to the best of her ability, but she doesn't wait long before getting to the point: she needs them to deal with the frenzied kakwari. As long as it lives, it isn't safe for her people to travel or forage, and none of them can hunt it themselves.

FINAL PREPARATIONS

There's one last order of business before the Journey begins: the pack's supplies.

Ask for a volunteer to be the pack's **kitchen manager**. They'll keep a list of all the pack's Ingredients and Snacks, updating it whenever food is acquired or consumed. As mentioned on p. 32, the pack stores all their food collectively, and in this game we don't concern ourselves with the question of who's carrying what.

Among their returned belongings, each wilder has **3 servings of their Hometown Staple** and **1 serving of their Hometown Spice**. These Ingredients all have different names, found on the pregenerated character sheets, to give them some flavor. But in terms of game mechanics, they function identically.

- **Hometown Staple.** No additional effect. (*Like the Kingflower Seed from the examples, p. 36.*)
- **Hometown Spice.** *Seasoning.* No additional effect. (*Like the Soy Sauce from the examples, p. 41.*)



With their pantry assembled, the pack is ready to go. Whether they want to protect Sweetloaf, help the village, or hunt the monster simply because that's what they do, the path ahead is clear, and it leads into the wild.

THE TRAIL

The kakwari's tracks lead deeper into the Gnarled Wood. The monster moved fast in the time it took to retrieve your tools and gather your supplies, but at least it left clear prints for you to follow. Traces of other monsters crisscross the path, a reminder that this forest is full of life — some of it nourishing, but all of it hungry.

In this adventure, there are three Areas: the **Gnarled Wood**, the **Honey Orchard**, and the **Burn**. Each Area connects to the next in sequence.

When the adventure begins, Old Tracks are in the Gnarled Wood, Fresh Tracks are in the Honey Orchard, and the kakwari is in the Burn. Start a 4-timer to keep track of the kakwari's movement, and tick it every time a travel round ends.

If the timer fills, the kakwari roams to wherever the wilders are, then ambushes them. (See **Event #6** for more details.) If this happens, or if at any point the wilders reach the kakwari, begin **The Hunt**.

❖ INFORMATION IN AREAS ❖

Every Area has information that's important to know, like its Hazard, Distance, Traits, and Ingredients. By default, the narrative premise of all this information is open to the players, while the mechanical effects are hinted or hidden until they're relevant. For example, all wilders can see there are edible tubers in the earth that they can forage, but they don't know the tubers are pillowroot (or that pillowroot gives them the **Rested** Condition) until they take the time to dig the plants up, identify them, and cook with them. So as not to overwhelm the players, bring up information only when they ask or when it's relevant. If necessary, give them a chance to reconsider their decisions based on what you've told them.

In the full version of **Wilderfeast**, there are more in-depth rules for navigation, tracking, and studying the land. However, these rules are designed for more long-term play, and they're not included in this Quickstart.



The Gnarled Wood

Towon Seha, the Gnarled Wood, wakes and slumbers in rhythm with the monsoon. During the wet summer, the forest is humid and green, with both humans and monsters scrambling through its branches to make the most of its seasonal bounties. But during the dry winter, as it is now, the forest enters a crackling, brittle dormancy. Its iconic twistwood trees, which have trunks that twist like wrung towels, shed their leaves, and many of its native monsters migrate elsewhere. Winters here are usually cool, but currently a heat wave ripples over the Sen Coast. Recent wildfires have made the air feel dirty and thick.

As the wilders travel through this Area, here are some small details you can describe:

- Fat, pigeon-like **wari** coo in the undergrowth, then scatter in a flurry of feathers if the wilders get too close.
- The overgrown, crumbling **ruins of a giant's palace** loom above the trees. It was picked clean by looters long ago, but it might still provide shelter for a camp.
- Sheets of **hanging rice** drape over the branches. Arboreal monsters also live in the canopy, eyeing any would-be harvesters with suspicion.



THE GNARLED WOOD

TRAITS

HAZARD: 1

DISTANCE: 5 (* number of wilders)

Dense Foliage. Thorny brambles crowd the trails. Wilders must spend 5 Stamina, in addition to any other costs, to make a **MIGHTY TRAVERSAL**.

INGREDIENTS

STYLE	NAME	EFFECT
MIGHTY	Pillowroot	Gain (1) <i>Rested</i> . <i>A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap.</i>
PRECISE ([A] ≤ 4)	Fool's Teaberry	<i>Seasoning.</i> Gain (1) <i>Fatigued</i> . <i>The dried leaves of the teaberry plant are stimulating. The effect is temporary, though, and always precedes a crash in energy.</i>
PRECISE ([A] ≥ 5)	Sage's Teaberry	<i>Seasoning.</i> No additional effect. <i>Identical in most respects to fool's teaberry, sage's teaberry is distinguished by its milder odor. This cultivar has a rejuvenating aftereffect.</i>
SWIFT	Wari Egg	Rare. If the meal restores 8+ Stamina, either gain (+1) SEARCH or gain (+1) TRAVERSAL . <i>The ancients raised pigeon-like wari as their primary poultry, and feral populations have now spread to every corner of the continent.</i>
TRICKY	Hanging Rice	No additional effect. <i>Bred to survive arid conditions, hanging rice dangles in sheets from tree branches. The grain is short and sticky compared to other types of rice.</i>

The Honey Orchard

The nomads of Clan To cultivate this section of the Gnarled Wood. Every time they pass through, they build and leave behind artificial hives, which colonies of **zin bees** fill in their absence. But it has been a long, rough year and the To families have yet to return. In the meantime, the wilders can gather any surplus honey from the hives without giving offense. Walkways and bridges, in various states of disrepair, connect the branches like roads — Clan To deeply fear the monsters on the forest floor, and they travel above their reach whenever possible.

As the wilders travel through this Area, here are some small details you can describe:

- A box-shaped hive buzzes odiously, and **headless bees** litter the ground beneath it. A miniature war of succession plays out within, as immature females compete to become the new queen of the colony.
- A **wild mammudo** looks longingly at the honey dripping down from a hive, but even for him, it's too far out of reach. He lumbers away once he hears or sees the wilders.
- A walkway has been smashed apart, as if **monsters fought here** and collided through it.



THE HONEY ORCHARD

TRAITS

HAZARD: 2

DISTANCE: 5 (* number of wilders)

Treacherous Terrain. The walkways are unstable, while hasty travelers risk disturbing monstrous insects on the forest floor. Wilders have Disadvantage on **SWIFT TRAVERSALS**.

INGREDIENTS

The Ingredients in the Orchard are identical to the ones in the Gnarled Wood, except for those found using the **TRICKY** Style. Neighboring Areas generally have similar ecologies, with the local wildlife transitioning gradually the farther you go.

STYLE	NAME	EFFECT
MIGHTY	Pillowroot	Gain (1) <i>Rested</i> . <i>A soft, starchy tuber you can boil, mash, bake, or fry. They say there's no greater pleasure than tucking into a pillowroot dish and then taking a nap.</i>
PRECISE ([A] ≤ 4)	Fool's Teaberry	Seasoning. Gain (1) <i>Fatigued</i> . <i>The dried leaves of the teaberry plant are stimulating. The effect is temporary, though, and always precedes a crash in energy.</i>
PRECISE ([A] ≥ 5)	Sage's Teaberry	Seasoning. No additional effect. <i>Identical in most respects to fool's teaberry, sage's teaberry is distinguished by its milder odor. This cultivar has a rejuvenating aftereffect.</i>
SWIFT	Wari Egg	Rare. If the meal restores 8+ Stamina, either gain (+1) SEARCH or gain (+1) TRAVERSAL . <i>The ancients raised pigeon-like wari as their primary poultry, and feral populations have now spread to every corner of the continent.</i>
TRICKY	Balm Honey	Rare. If the meal restores 12+ Stamina, heal (1) <i>Wounded</i> . <i>A clear, low-viscosity honey with remarkable medicinal properties. Smoke is a common method to sedate the bees before taking it.</i>

The Burn

Wildfire scoured this section of the forest a few days ago. The earth is charred black, with only a few surviving twistwoods left standing above the desolate landscape. Yet this process is natural and necessary, and already the forest shows signs of recovery. Patches of green bloom amid the ash, while **hagsechu** hatchlings, whose eggs only develop when exposed to extreme heat, crawl out of the dirt.

As the wilders travel through this Area, here are some small details you can describe:

- Little crustaceans called **cindercrabs** scuttle over a burned carcass, picking it clean. Dim red lights on their shells blink in slow, regular patterns — unless they're startled, in which case they start flashing irregularly.
- A breeze blows **soot** into the wilder's faces. It'll take forever for them to wash it out of their clothes.
- A **fallen tree** has been crushed to splinters by the kakwari's stomping passage. The shed feathers beside it are oddly stiff and pale, like bleached coral.

The pack won't have time to gather Ingredients or explore the Burn. As soon as they enter it, The Hunt begins.

EVENTS

In the full version of *Wilderfeast*, Events are randomly generated. For the tutorial, we've instead provided a list of **pregenerated Events**.

At the end of each round, choose an Event to occur. If you're not sure, you can run Events #1, #2, and #3 at the end of round 1, 2, and 3 respectively, as they provide a good introduction to the system for players who are still learning the game. If you think the wilders are up for a challenge, you can swap in Events #4 and #5. **At the end of round 4, ALWAYS run Event #6.**

Event #0: Sweetloaf's Scales

Strictly speaking, this "Event" isn't one. Instead, the first time a wilder finds Tracks, use this to inform your description.

Broken mammudo scales, still wet with blood, are scattered across the ground. Long scrapes on the edges indicate they were torn off by the kakwari's metal talons. The confusion of prints indicate that Sweetloaf ran away, injured, from this encounter, before the kakwari followed in pursuit.

Use the same 4-timer as the one for the kakwari's movement to represent how long Sweetloaf can defend against the kakwari's attacks. If the timer finishes before the wilders begin combat, then Sweetloaf suffers a permanent, severe injury.



Event #1: Poachers

Keys has rallied the remnants of his gang. While their catches have been lost, they can still salvage this situation by stealing and selling the pack's arksteel **TOOLS**. If for some reason Keys never made it back to his gang, the situation is even worse. Convinced that the wilders mean to kill and eat them all, the remaining poachers are scared beyond reason and determined to defend themselves.

The navigator must make a Test to deal with the poachers as the poachers attempt to capture them. (*If there is no navigator for this round, choose a wilder at random.*) For this Event, and all other Events where it simply says to "make a Test," they can set their own approach. For example, some wilders might attempt a **SWIFT TRAVERSAL** to scramble out of the way, while others might attempt a **PRECISE ASSURANCE** to convince the poachers they're not a threat. Adjust the following consequences to fit their approach.

- On a **failure**, they take 5 Damage as they're bundled away.
- On a **partial success**, they take 3 Damage as they struggle free.
- On a **normal success**, they escape the initial attack.
- On a **critical success**, they escape the initial attack, and the poachers argue bitterly amongst themselves. Any wilder who capitalizes on this rift while making a Test has Advantage.

The result of the navigator's Test should set the tone and establish context for the subsequent **TN 10 Challenge** to deal with the poachers. Again, the wilders can set their own approach. For example, a few **MIGHTY STRIKES** to pummel the poachers into submission is a simple and effective way to do it, but the pack might also attempt some combination of **SWIFT DISPLAYS** and **TRICKY CALLS** to get the poachers to flee.

If a wilder fails a Test while trying to complete this Challenge, the poachers fight them or chase them down. In *Wilderfeast*, the d8 represents humans, so the default consequence is that the wilder who failed suffers 1d8 Damage. As always, you can adjust this consequence to fit the situation.

Event #2: Juncture

The pack must choose between a **Confusing** route, where the trees cluster so thick that it's hard for the wilders to get their bearings, or an **Exhausting** route, where the winding, hilly path makes for a tiring climb.

- **Confusing**: During the next round, wilders who make a **TRAVERSAL** must use the **PRECISE** Style.
- **Exhausting**: During the next round, wilders who make a **TRAVERSAL** must use the **MIGHTY** Style.

Event #3: Walking and Talking

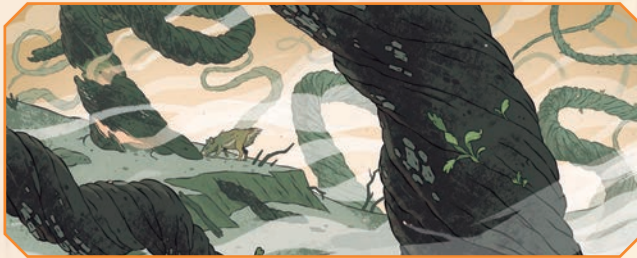
The trail is quiet, and the pack has a chance for conversation. The atmosphere isn't quite peaceful — Sweetloaf is still in danger, the pack might have pursuers, and unknown dangers lurk on the trail ahead — but even on the most difficult Journeys, there are stretches where there is little else to do except soldier onward.

Any wilder can approach a packmate with one of the following goals: impress them, comfort them, learn about them, or *teach* them something. Whether they succeed or fail, the two main wilders who participate in the conversation each restore 1 Stamina.

Event #4: Hostile Monster

The details of this Event depend on the pack's current location.

If the wilders are in the **Gnarled Wood**, then the escaped hagsechu has established a burrow along the pack's route. It too is hungry, and it senses the pack's footfalls vibrating through the earth. As the navigator walks overhead, it snaps its legs out of the soil, pinning the navigator against its belly while its flexible tail whips out and jets fire at its prey.



If the wilders are in the **Honey Orchard**, then the escaped botabo picks up their scent. Its long captivity has made it associate humans with food, and though it's cautious around the wilders, it also smells an opportunity. It stalks them through the trees, waiting for a chance to pounce.



Whatever the situation, the navigator must make a Test to deal with the hostile monster. *(If there is no navigator for this round, choose a wilder at random.)* Adjust the following consequences to fit their approach.

- On a **failure**, they take 10 Damage, and the pack loses all their servings of a random Ingredient as their supplies are either burned or stolen.
- On a **partial success**, they take 5 Damage as they exert themselves or fight their way free.
- On a **normal success**, they dodge the monster's initial attack.
- On a **critical success**, they dodge the monster's initial attack and make it reconsider if this meal is worth it. The next wilder to make a Test has Advantage.

The result of the navigator's Test should set the tone and establish context for the subsequent **TN 10 Challenge** to deal with the hostile monster. If necessary, remind the wilders that the monster isn't frenzied. It's hungry, but not unnaturally so, and it's capable of prioritizing its own self-preservation. Attempts to kill or seriously injure it cause Harmony to decrease.

If a wilder fails a Test while trying to complete this Challenge, the monster makes new attempts to steal from them or finish its kill. In **Wilderfeast**, the d20 represents monsters, so the default consequence is that the wilder who failed suffers 1d20 Damage. This makes monsters very dangerous, as they can potentially wound a wilder who has full Stamina with a single blow!

As always, you can adjust this consequence to fit the situation.

Event #5: Leytrain Crossing

The wilders see a long, thin strip of land ahead of them, devoid of any trees or foliage, before they feel the ground rumbling. A leytrain — a floating, silver vehicle made entirely of arksteel, at once ancient and futuristic — is on its way. Built by humanity’s lost ancestors, it doesn’t need rails or tracks. Instead, it simply bulldozes aside anything in its path, and even after all these centuries, it’s still following its original schedule.

Start a **TN 10 Challenge** to get around this obstacle. Alternatively, the wilders can wait it out. If they do so, the pack can’t move on during the next travel round, at which point the Event automatically resolves. They can use this time to prepare for the next leg of their journey, but with Sweetloaf in danger, this option may be unappealing.



Event #6: Kakwari

This is the last possible Event the wilders can face before the timer for Sweetloaf’s safety finishes. Wherever the wilders are, the kakwari takes them by surprise and ambushes them. Somewhere out there, Sweetloaf lies injured and bleeding, but the pack won’t be able to search for her until they deal with the frenzied monster on their hands.

Begin **The Hunt**.



THE HUNT

The kakwari raises its tail as it steps forward, and the eyespots on its metal feathers glimmer in the light. Then, the feathers rattle, making a grating, jangling sound refined over eons to terrify skittering, furry creatures like you. Once the rattling rises to a crescendo, the kakwari screeches. Its voice is simultaneously high-pitched and low, and it reverberates unnaturally. The hunt is on — though who is hunting whom remains to be seen.

The clash between the pack and the kakwari could occur in different places, depending on how their travels went.

If the pack reaches the kakwari in the Burn, they see it in a blackened clearing, circling around Sweetloaf. The mammudo lies prone and curled tight, and no amount of cajoling can get her to uncurl and move unless she's certain the danger has gone away. Since they found her before the timer completed, Sweetloaf has some scratches and bruises, but no major injuries. Each wilder starts 3 Strides away from the kakwari, and they have a brief window to plan and prepare before getting closer. The pack has the initiative during the first round.

Otherwise, **if the pack reaches Event #6**, then the kakwari ambushes them. The navigator starts 1 Stride away from the kakwari as the monster moves to ambush them, and all other wilders start 4 Strides away. Sweetloaf is nowhere to be seen. The kakwari has the initiative during the first round.

❖ OPEN INFORMATION ❖

PARTS

The names and descriptions of the Monster's **PARTS** are open information, so announce what the kakwari's **PARTS** are as soon as combat begins. Not only does this let the wilders know what **PARTS** there are to target, it also immediately establishes visual details to help anchor the kakwari in their imaginations. Only the *effects* of the Monster's **PARTS** are hidden, which the wilders must learn through observation as the hunt goes on.

Being the Kakwari

Before you run this adventure, look up videos or descriptions of the kakwari's main inspirations, like peacocks, secretary birds, and cassowaries. Note how these animals sound and move, and bring those details into your narration when the fight against the kakwari begins.

Then, read through the Behavior section of the kakwari's bestiary entry. These guidelines can help you portray the kakwari in a way that's true to its personality — a strong, haughty monster who becomes incensed at any perceived challenge. But you're not expected to execute these instructions like a computer running a program. Be flexible, and let these guidelines support rather than restrict you.

In the end, the wilders have many different ways to approach The Hunt. Some dig into the puzzle of the kakwari's behavior and manipulate the monster so they hardly take a scratch. But since this is (we're assuming) your first time playing Wilderfeast, it's likely the wilders will just charge in and duke it out until the dust settles. There's no wrong way to play! Indulge what your players find fun, and feel free to modify the game as you see fit. As the Guide, you know best what surprises, delights, and terrifies your table.

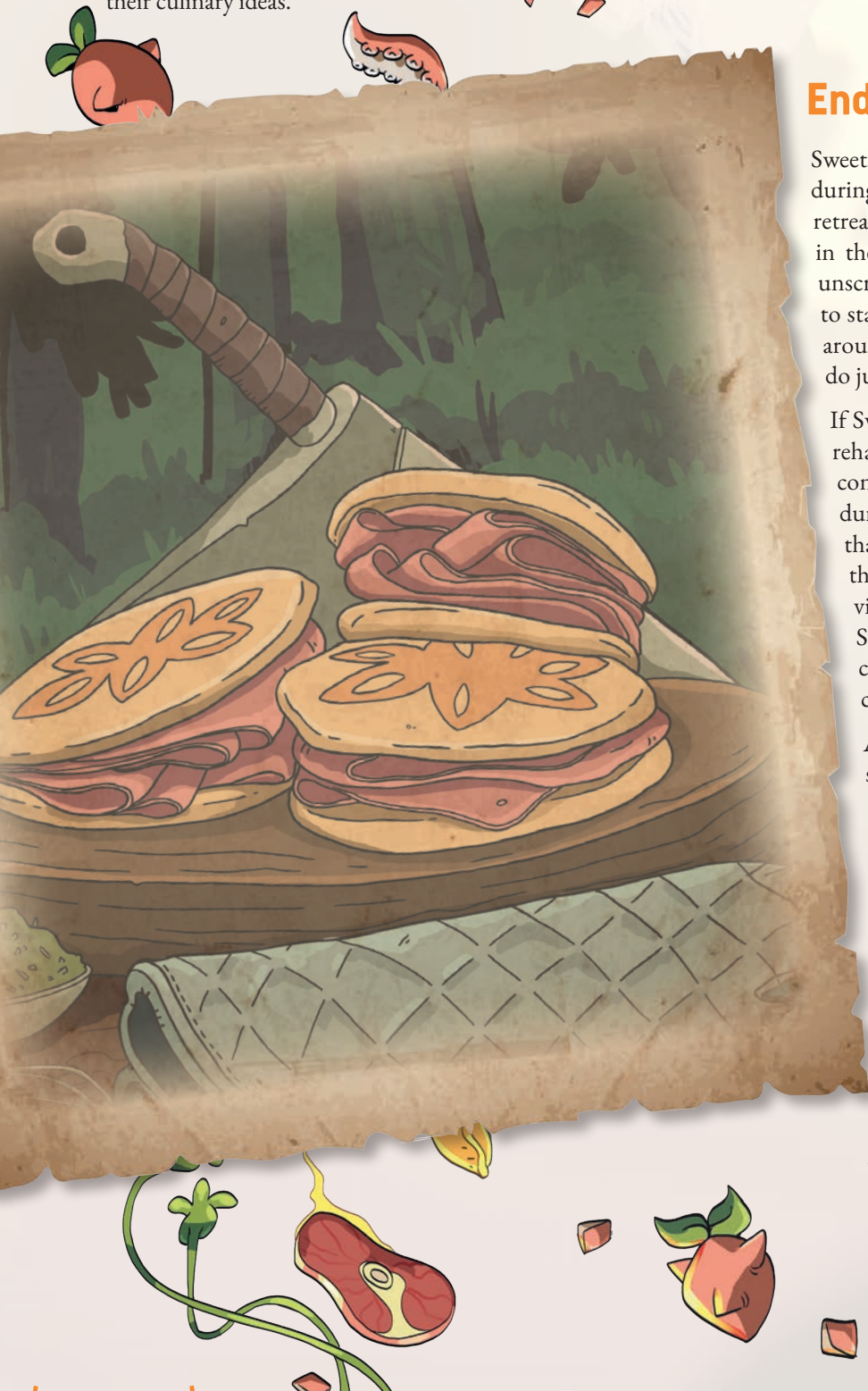
❖ WHAT IF THEY LOSE? ❖

If the wilders all become *Wounded 3*, let them regroup and try again. Perhaps a bitter, retired wilder NPC watches them flee, and once they're clear of the danger, she tosses them a satchel of medicinal food that restores them back to full strength — at the cost of her cackling and jeering at their inexperience. There's no need to repeat anything from The Trail. Just use the rules for free play until the wilders are ready for round two. The Monster's Stamina and Conditions don't heal in the interim.



THE FEAST

The Feast is a chance for the wilders to let their guard down, honor the monster they slayed, and bring some closure to their Journey. There's no need to rush into it, as the pack likely wants to check on Sweetloaf before they start cooking. And The Feast itself is likely going to be slow your first time, as the wilders get used to the process of asking and answering questions. As the Guide, give the wilders space to reflect on their Journey and consider their choices. At the same time, provide information generously and celebrate their culinary ideas.



Ending the Journey



Sweetloaf's fate depends on how the wilders performed during this Journey. If she's mostly uninjured, she retreats into the woods, free to continue her life in the wild. This land needs protecting from both unscrupulous humans and frenzied monsters if she's to stay safe, but luckily there's a new pack of wilders around, growing stronger with every hunt, who can do just that.

If Sweetloaf sustained heavy injuries, then she needs rehabilitation. The full version of *Wilderfeast* contains rules for nursing monsters back to health during Downtime, but for now, just tell the pack that they're providing the mammudo the best care they can. It's possible the kakwari spread the frenzy virus to Sweetloaf during their fight, in which case Sweetloaf can never return to the wild — but if caught early, with love and care, even the frenzy can be managed.

As for the wilders, they're free. Infused with new strength, they stand uniquely ready to protect the One Land from the dire threats it faces. Perhaps they'll stay and become guardians of these woods, deepening their connection with every monster that shares the surrounding wild. Or perhaps they'll wander, visiting the oceans, mountains, and deserts of the One Land in their quest against the frenzy. Either way, the trail awaits them!



8

BESTIARY

A NATURAL HISTORY OF MONSTERS

The text in this section is from *A Natural History of Monsters*, the work of an anonymous naturalist who, in the full version of *Wilderness*, serves as your guide to the One Land. Only one of these monsters, the kakwari, has a stat-block, as it's the only one we expect the wilders to hunt in this Quickstart. If the pack picks a fight with any other monster, use the rules for free play to resolve it.



KAKWARI

*A monster of the **Butcher's** line, on average 4 meters in height*

When I first witnessed the kakwari stomping through the brush, its long train of steel feathers sweeping behind it, it reminded me of nothing so much as a functionary strutting about in a ballgown. Perhaps I'd have more of an interest in formal dress, if it meant I could also be so well armed and armored! For the kakwari is as much a creature of steel as it is of vanity and display.

The kakwari prefers forests and lightly wooded scrub, but the species also occurs in open grasslands, where it adapts with reasonable success. At first glance, one might think it a placid herbivore, pecking at seeds, nuts, and roots as it forages. But once it spots prey, the kakwari unsheathes its true weapon: its stamping, steel-tipped talons. It beats its wings to leap forward, gaining just enough elevation to pounce on its target from above. Three kicks, delivered in quick succession, are usually enough — one to flush prey into the open, another to stun the fleeing morsel, and the last to break its spine. Should these prove insufficient, the hard scales on the kakwari's naked lower leg protect it from bites and scratches, particularly from the venomous pinsnakes which it prefers as prey.

This is not the only way in which the kakwari has outgrown the timidity of its smaller wari cousins. When agitated, its metal feathers rattle, warning both rivals and potential predators away. Then, the feathers flare, forming a wide fan patterned with eye spots, which they make brighter by angling themselves toward the sun. Indeed, to maximize this effect, some kakwari make clearings by cutting foliage and felling trees, especially during the mating season. Finally, if it comes to a confrontation, the kakwari is not shy about using its tail to fight, sweeping it in wide circles or spinning at an angle to chop it down like an ax. In males, the tail feathers are far longer and shinier, with a greater density of eye spots, while female tails are shorter and relatively dull. In my experience, however, the tails of both sexes are comparable as weapons, for what females lack in reach they make up for in dexterity and control.

Maintaining such an elaborate plumage is not cheap. Territory-holding males spend much of their time preening, taking dust baths so as not to rust their feathers with water. Diligent grooming is rewarded with the companionship of up to a half dozen different hens, who lay their clutches in a communal mound and share responsibility for raising the chicks. It takes several months of care before the young kakwari can forage for themselves, during which time these nesting sites echo with squawks and raucous calls. When the juveniles are at last independent, the adults go their separate ways. Local craftspeople often visit these abandoned nests to collect the shed tail feathers, which they use to create clothing, decorative fans, and instruments.



STAMINA | 30

STYLES | +3 MIGHTY, +0 PRECISE, +0 SWIFT, +2 TRICKY

SKILLS | +2 CALL, +3 DISPLAY, +1 SEARCH, +1 STRIKE

KAKWARI

QUICK REFERENCE

The kakwari often uses these options in combat:

Attack. (Cost: Variable) Make a **STRIKE** or **SHOT** against a creature within Range. Every Style has different costs and effects. If you Attack multiple times in one turn, you must use a different Style each time.

- **MIGHTY.** (Cost: 2 Actions) [A] × 2 Damage. If you fail, you become *Exposed*.
- **TRICKY.** (Cost: 1 Action) [A] Part Damage. If you fail, you become *Exposed*.

Move. (Cost: 1 Action) Move +/-1 Stride from a single wilder.

Prepare. (Cost: 1 Action) Gain +1 Action next turn. You can only Prepare once per turn.

The kakwari often inflicts wilders with this *Condition*:

Frightened. After rolling any Test, lower [A] by 1 for each level of the *Frightened* Condition you have, e.g. at *Frightened 3* you lower [A] by 3. During your turn, you or a packmate can spend 3 Stamina to make an **ASSURANCE**, using any Style, ending up to [A] levels of the Condition on a success. (You or your packmate can repeat this Test as long as there is Stamina to spend.)

TRAITS

GRIT. *Life's quintessential will to survive.* | (Cost: 1 Success) Increase [A] by 1.

SWAGGER. *Bright colors or large ornamentations signal your confidence.* | (Cost: 2 Actions) Make a **MIGHTY DISPLAY**. If you succeed, you and your allies heal [A] Stamina. (In this Quickstart, the kakwari has no allies. The Trait is worded this way so it is useful for wilders if they acquire it.)

THREATEN 2. *An intimidating feature, like eyespots or a deep roar.* | (Cost: 1 MIGHTY Success) Make every creature of your choice within 1 Stride *Frightened*.

PARTS

DURABILITY

TALONS. Range: 1 (**MIGHTY STRIKE**).

If Broken: Range: 1 (**MIGHTY STRIKE**). This Part deals half Damage.

15

TAIL. Range: 1 (**TRICKY STRIKE**). *Passive:* After you make a successful **TRICKY STRIKE** with this Part, you **also** deal [A] Damage (*not Part Damage*) to all creatures within 1 Stride except your target.

If Broken: Range: 1 (**TRICKY STRIKE**). This Part deals half Damage. You can't use Swagger.

15

PARTS

DURABILITY

WINGS. *Passive:* After you become **Wounded** or another **PART** breaks, move any creature to 1 Stride away. Then, move another creature to 2 Strides away. Finally, move all remaining creatures to 3 Strides away. This passive costs 0 Actions.

If Broken: This Part does nothing.

15

BEHAVIOR

At the start of the round, if no creatures are **Exposed**, make a creature who is NOT **Frightened** your target. You're particularly aggravated by creatures who look like they're challenging you, so your priority is to target the brave ones. (If no creatures are **Frightened**, or if every creature is **Frightened**, target the creature nearest to you. All monsters share this as the last criteria for choosing a target, so normally it isn't written out in a monster's stat-block.)

During your turn, check the following:

- Are you **Wounded**? If not, be cautious and take your full turn during the last turn of the round. Otherwise, fly into a rage and take your full turn as soon as possible.
- Are you low on Stamina? Then use **SWAGGER** if you can, and spend any extra Successes to Threaten.
- Are there multiple creatures within 1 Stride? Is your **TAIL** unbroken? If so, make a **TRICKY** Attack with your **TAIL**.

Your instinct is to get your target within 1 Stride, then stamp them into submission. You prefer to make **MIGHTY** Attacks with your **TALONS**, and you always use any extra **MIGHTY** Successes to **THREATEN**. If you're not sure what to do on your short turns, Prepare. That way, you can **SWAGGER** or make a **MIGHTY** Attack later. When you're hurt, use your **WINGS** to bounce around in panic and rearrange the whole battlefield. Be loud and flashy — surely if you project enough confidence, all others will flee, leaving you free to finish off your prey.

BOTABO

*A monster of the **Roundsman's** line, on average 2 meters on all fours, double that or more if standing*

Gillsnatcher, wingstealer, fangtaker — wherever the botabo goes, people cry thief. At first glance, one might think the monster earns these roguish monikers through its appearance alone. The botabo is a slinking creature with beady eyes, a large, upturned nose, and clever, grasping paws. It stores food in pouches beneath its armpits, rather like a cutpurse stowing away pilfered goods, and if detected, it can climb out of reach with furtive speed. While native to the seaside cliffs of Asoai, it is far better known as an inhabitant of stationtowns like Seabounty and Bhusag, where it subsists on humanity's collective leavings. (Its rivalry with the Sen Coast's other notable urban monster, the tentacled zaswang, is well-documented. The caterwauling from the former when it encounters the latter is ear-splitting, though longtime residents insist that one eventually learns to sleep through it.)

The botabo's reputation, however, has a deeper reason behind it. It possesses a peculiar sensitivity to the One Law, with even raw food causing it to undergo dramatic mutations. A snatched bite of fish gives its fins and gills, while a single drumstick might hollow its bones and cause feathers to sprout from its long arms. Such mutations open new avenues to both escape and pursue other monsters, though the botabo must take care to be on safe footing when the mutations inevitably recede.

Street urchins often tell stories of seeing botabo swipe prey out of the water or air, down it one gulp, and then leap away like some night terror even as their bones grind and muscles shift. These stories are not without basis. But it is tiring for a botabo to hunt, transform, and hunt more, and they much prefer to sniff out beached carcasses or dig through piles of refuse. In cities, it is especially common for botabo to become habitual, making the same pilgrimage to a familiar dumping ground each night, sometimes with young following in a line as they make their way towards supper. They are among the largest monsters that humans tolerate in proximity, but in the wild, they are among the smallest. There, they make prey for high-flying lotangwa, crownwolves, and even varithan slithering out of the water.

When not foraging, botabo rest in elevated dens, which they make inside stone crevices or giant ruins. Solitary by nature, they rarely tolerate each other's company except at particularly rich patches of food, and even then only begrudgingly. Mating is an opportunistic and cursory affair during the wet season, but while botabo mothers demonstrate minimal affection for their partners, they are fastidious and dedicated toward their children. Blind, helpless pups take about a year to reach their full growth, and mothers are known to tolerate them establishing dens near or within their territory.



HAGSECHU

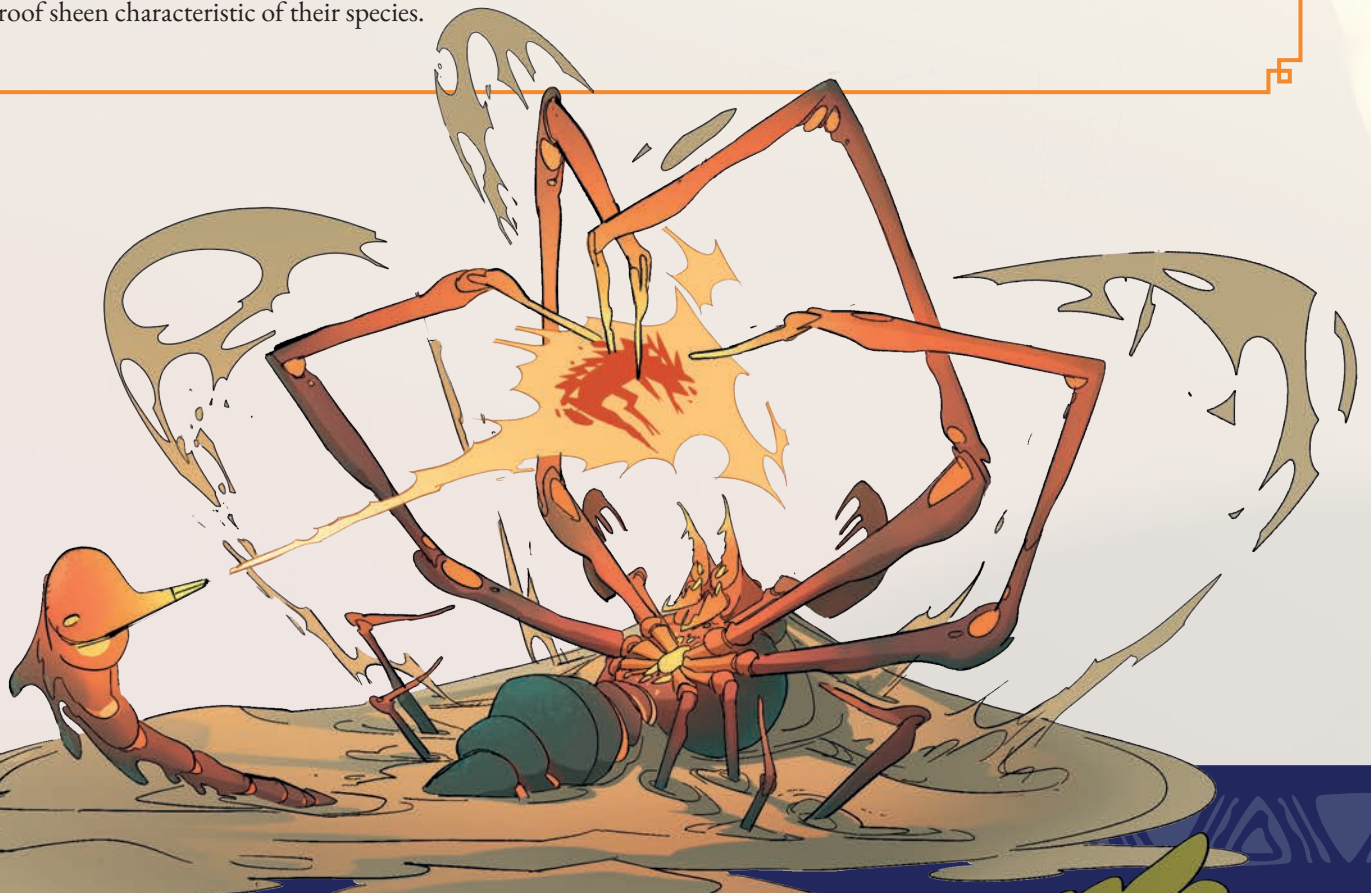
*A monster of the **Roaster's** line, on average 1 meter in height, 5 meters in length including tail*

My Charter colleagues used to criticize me of anthropomorphizing, an accusation to which I must still admit guilt. Even regarding the inscrutable hagsechu, I fear I repeat this error. Yes, its features are wholly arachnid, and its behavior speaks only to those primordial motivations of hunger, survival, and propagation which I find only more alien when removed from human context. But even in these creatures one may recognize sympathetic qualities, and I remain as dedicated to the hagsechu's preservation as I am to that of any other monster in this history.

An ambush predator, the hagsechu spends most of its life burrowed upside-down. When it senses tremors overhead, it springs its trap: all eight legs snap shut, pinning its prey to its thorax, while its tail arches out of the ground and jets fire from a bulb one might otherwise mistake for a stinger. For this reason, the hagsechu is also known as the stovetop spider, though with its tail and its oversized front legs — built for digging and sweeping sand — it makes a queer spider indeed. If successful, the hagsechu can eat its well-roasted catch at its leisure, and only rarely, with a quick, rocking motion to get upright, must the hagsechu reposition itself.

Adult hagsechu are native to the scrublands of Chamigisia, but few are born in the desert. Instead, when the time comes to spawn, fertile hagsechu begin a long and strange migration. Through the caverns beneath the Lakkarakku mountains they scuttle, following subterranean paths worn smooth by previous generations, until they emerge in the twistwood forests of Towon Seha. There, they mate and lay eggs in the thousands, and then perish. No hagsechu ever survive to make the return journey — and what can we call the labor of a parent who gives all to children they shall never meet, except love?

These eggs can lie, buried and dormant, for decades. They do not hatch until exposed to the blistering heat of the Gnarled Wood's regular wildfires. Where we might see only an ashen desolation, hagsechu hatchlings instead find an environment where they have the best possible chances to survive. Their predators are absent, they have burned corpses aplenty on which to feed, and as they gain weight, the charred, loose soil makes for excellent substrate in which they can learn to burrow and hunt. The regrowth of the forest actually drives hagsechu away, and they instinctually retrace their parents' footsteps as they head north, underground, toward the desert. There, they undergo their final juvenile molt, and their exoskeletons acquire the fireproof sheen characteristic of their species.



MAMMUDO

*A monster of the **Baker's line**, on average 3 meters in height*

The mammudo has the toughest armor of any monster on the Sen Coast. Not even the titanic chamig can boast scales as thorough or as thick. Yet while the mammudo's impressive defenses are certainly useful in warding off claws, talons, and fangs, this is only a byproduct of their true purpose. The mammudo needs its armor, first and foremost, to protect against comparatively miniscule threats: the scraping thorns of the underbrush, and the biting insects that live among them.

Famously, the mammudo uses its long tongue to sip nectar from lavender flutecups. These flowers possess a peculiar, elongated shape, into which no other monster can easily reach. They also grow within dense, thorny thickets, which the mammudo patiently shoves aside to satisfy its sweet tooth (or sweet gums, as it were, being edentate). In return for its meal, the mammudo's snout becomes dusted with yellow pollen, which it ferries between flowers as it forages, thus linking the fates of the thorny bush and its armored pollinator.

Yet flutecups do not bloom year-round, nor do they provide any nutrients besides sugar and water. To supplement its diet, the mammudo eats insects, worms, crustaceans, and even mineral-rich ash and clay. It has long claws to dig such treats out of packed earth, tree trunks, and rocky crevices, and it swallows food-grinding stones called gastroliths to compensate for its lack of teeth. The One Law exacerbates the effects of these seasonal diets. During the winter, mammudo become sluggish, their scales hardening from a consistent regime of shelled creatures. Then in summer, they become comparatively hyperactive, fueled by an abundance of sugar-rich nectar.

Indeed, I have heard tales of energetic mammudo not just lumbering but rolling through the wilderness, with their weight and momentum flattening any terrain in their path. I suspect these reports are fabrications, though it is true that when threatened, the mammudo can curl into a tight wheel with barely a seam showing between its armor plates. Mother mammudo are known for protecting their children by wrapping around them in this way; when not threatened, the young instead ride on the mother's broad tail.

Walking about on their knuckles to protect their long claws, adult mammudo patrol their extensive home ranges daily. They are solitary and shy of confrontation, often ignoring each other or fleeing when they encounter another member of their species. Disputes between them are so rare I have never witnessed one myself, and here again I question the veracity of hearsay: apparently, mammudo fight by rolling at each other, with the heavier and stronger individual securing victory by knocking the other away. Whatever the truth may be, it takes a great deal to incite the gentle juggernauts of the forest to violence.





APPENDIX: *CONDITIONS*

Discordant

- **Discordant.** Your thoughts and your instincts are in conflict. You have Disadvantage on all Tests. End this Condition if Harmony increases above 0.

Exposed

- **Exposed.** You take double Damage. During combat, end this Condition if you Brace, Retreat, or take Damage from an Attack. If you become **Hidden** while you're **Exposed**, end both Conditions.

*Remember the math rule, "Add multiplying and dividing effects together." For example, if you're hit by a **MIGHTY** Attack while you're **Exposed**, you take $[A] \times 3$ Damage, not $[A] \times 4$.*

Fatigued

- **Fatigued.** Your maximum Stamina decreases by 1. If you become **Rested** while you're **Fatigued**, remove levels of each Condition on a one-to-one basis.
- **Fatigued 2+.** Your maximum Stamina decreases by 1 for each level of the **Fatigued** Condition you have, e.g. at **Fatigued 3** your maximum Stamina decreases by 3. If you become **Rested** while you're **Fatigued**, end levels of each Condition on a one-to-one basis.

Frightened

- **Frightened.** After rolling any Test, lower $[A]$ by 1. During your turn, you or a packmate can spend 3 Stamina to make an **ASSURANCE**, using any Style, ending the Condition on a success. (You or your packmate can repeat this Test as long as there is Stamina to spend.)
- **Frightened .** After rolling any Test, lower $[A]$ by 1 for each level of the **Frightened** Condition you have, e.g. at **Frightened 3** you lower $[A]$ by 3. During your turn, you or a packmate can spend 3 Stamina to make an **ASSURANCE**, using any **STYLE**, ending up to $[A]$ levels of the Condition on a success. (You or your packmate can repeat this Test as long as there is Stamina to spend.)

Hidden

- **Hidden.** Your Attacks have Advantage, and Attacks against you have Disadvantage. You can't become the Monster's target. (If you are already its target, you remain its target until it chooses a new one.) If the Monster is **Hidden**, the Guide doesn't tell you its target. End this Condition after you make any Test. If you become **Exposed** while you're **Hidden**, end both Conditions.

❖ **HIDDEN MEANING** ❖

During combat, **Hidden** is straightforward. But during free play, **Hidden** can mean a few different things: others might be totally unaware of your presence, others might know you're around but not know exactly where you are, or others might know your rough location but their ability to sense you is impeded. **Hidden** can also be relative, with some aware of you and some not, although the default assumption is that you're **Hidden** from all observers. Thus, during free play, the Guide decides the effects of **Hidden** on a case-by-case basis, usually by giving you Advantage or other creatures Disadvantage on relevant Tests.

Rested

- **Rested.** Your maximum Stamina increases by 1. If you become **Fatigued** while you're **Rested**, end levels of each Condition on a one-to-one basis.
- **Rested 2+.** Your maximum Stamina increases by 1 for each level of the **Rested** Condition you have, e.g. at **Rested 3** your maximum Stamina increases by 3. If you become **Fatigued** while you're **Rested**, end levels of each Condition on a one-to-one basis.

Wounded

- **Wounded.** You show signs of weakness. **Wounded** has no effect on its own, but it interacts with other mechanics and changes the behavior of monsters.
- **Wounded 2.** You can't spend Stamina. (You still pay the remaining cost if spending Stamina made you **Wounded 2**.)
- **Wounded 3.** You've hit your limit. Your Stamina stays at 0, and you can neither spend nor recover Stamina. If you stay down, then you're out of the action. You might be able to crawl or speak hoarsely, but you can't spend Actions or make Tests until you're no longer **Wounded 3**. If you push yourself, then you can act as normal. You may spend Actions and make Tests, but the next time you suffer Damage while **Wounded 3**, you die.



QUICK REFERENCE

DURING TRAVEL, THE PACK MAY...

- **Gather Supplies.**
 - ◇ **Step 1: Forage.** Every wilder makes a **SEARCH**. If you succeed, gain [A] servings of an Ingredient corresponding to your **STYLE**.
 - ◇ **Step 2: Camp.** End every Condition except **Discordant** and **Wounded**. The pack cooks one meal.
- **Move On.**
 - ◇ **Step 1: Start the Challenge.** The pack must complete a TN (Distance × # of wilders) Challenge to cross the Area.
 - ◇ **Step 2: Navigate.** One wilder becomes the navigator. As the navigator, make a **TRAVERSAL**. If you succeed, cross [A] Distance, and wilders who use the same **STYLE** to Travel have Advantage. If you fail, wilders who use the same **STYLE** to Travel have Disadvantage.
 - ◇ **Step 3: Travel.** Every wilder except the navigator makes a **TRAVERSAL**. If you succeed, cross [A] Distance.
 - ◇ **Step 4: Check the Result.** If you fail the Challenge, take Damage equal to the remaining Distance + Hazard. If you complete the Challenge, lose Stamina equal to Hazard.

DURING COMBAT, YOU MAY...

- **Attack.** (Cost: Variable) Make a **STRIKE** or **SHOT** against a creature within Range. Every **STYLE** has different costs and effects. If you Attack multiple times in one turn, you must use a different **STYLE** each time.
 - ◇ **MIGHTY.** (Cost: 2 Actions) [A] × 2 Damage. If you fail, you become *Exposed*.
 - ◇ **PRECISE.** (Cost: 2 Actions) [A] Part Damage.
 - ◇ **SWIFT.** (Cost: 1 Action) [A] Damage.
 - ◇ **TRICKY.** (Cost: 1 Action) [A] Part Damage. If you fail, you become *Exposed*.
- **Brace.** (Cost: 2 Actions) Halve any Damage you take until the start of your next turn.
- **Eat.** (Cost: 1 Action) Eat a Snack.
- **Help.** (Cost: 1 Harmony) Before a packmate rolls a Test, describe how a Trait helps in this situation, then give your packmate Advantage. If your packmate fails, you both suffer the consequences.
- **Move.** (Cost: 1 Action) Move +/-1 Stride OR Gather Up with a packmate.
- **Prepare.** (Cost: 1 Action) Gain +1 Action next turn. You can only Prepare once per turn.
- **Taunt.** (Cost: 1 Action) If you're within 1 Stride, become the Monster's target.
- **Use a Trait.** (Cost: Variable.) Each Trait tells you when to use it and what it costs.

You have 3 Actions per turn during combat.

DURING A WILDERFEAST, YOU MAY...

ANSWER THESE QUESTIONS...

- How are you cooking the Monster?
- What are you doing to prepare the meal?
- What else are you serving at the wilderfeast?
- How is this meal connected to your past?
- The next time you eat this meal, what will you remember?

TO ASK THESE QUESTIONS...

- How many levels does the Monster have in a certain **STYLE**?
- How many levels does the Monster have in a certain **SKILL**?
- What is one of the Monster's **TRAITS**?

COMBAT TRACKER



WILDERFEAST

YOU ARE WHAT YOU EAT

NAME	PRONOUNS	TOOL
PRIZE	THEY/THEM	CLEAVER

STYLES

MIGHTY	■	■	■
PRECISE	■	■	
SWIFT	■		
TRICKY	■		

SKILLS

▶ ASSURANCE	⊕	▶ DISPLAY	⊕ 1	▶ SHOT	⊕
▶ CALL	⊕	▶ GRAB	⊕	▶ STRIKE	⊕ 1
▶ CRAFT	⊕	▶ HOARD	⊕	▶ STUDY	⊕
▶ CURE	⊕	▶ SEARCH	⊕ 1	▶ TRAVERSAL	⊕

STAMINA

♥

CURRENT:	MAX:
	20

CONDITIONS

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TRAITS

GRIT. Life's quintessential will to survive.
 - (Cost: 1 Success)
 Increase [A] by 1.

INSIGHT. Human reasoning and intelligence.
 - (Cost: 1 Success)
 Establish a detail about the situation.

THREATEN.
 An intimidating feature, like eyespots or deep roar.
 - (Cost: 1 Mighty Success)
 Make a creature within 1 Stride **FRIGHTENED**.

FRIGHTENED is a Condition that makes creatures less effective when they roll Tests. FRIGHTENED is also cumulative, so you can seriously debilitate a creature if you keep making it Frightened (raising the Condition to FRIGHTENED 2, FRIGHTENED 3, and so on).

ELECTRORECEPTIVE.
 You can feel weak electric currents.
 - (Passive)
HIDDEN creatures don't have Advantage when Attacking you.

All living creatures emit currents you can detect. When sight and hearing fail you, this extra sense prevents sneakier monsters from getting the jump on you.

TOOL

CLEAVER

RANGE: 1 (STRIKE)

IF BROKEN: If this Part has additional Range from Techniques, reduce its Range back to 1 (Strike). This Part deals half Damage.

TOOL DURABILITY	CURRENT:	MAX: 20
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TECHNIQUES:

CLEAN CUT. Mercy takes training.
 - (Cost: 3 Actions)
 Make a **Mighty Strike** or **Precise Strike** against a creature within 1 Stride.
 If you succeed, deal [A] x 2 Part Damage.

Clean Cut is a combat Technique that takes your whole turn to use. You'll need to move into position ahead of time to make the most of it, but if you land your Strike, then you'll deal a massive amount of Part Damage in one blow.



NAME	PRONOUNS	TOOL
PRIZE	THEY/THEM	CLEAVER

YOU ARE	SCARY
BUT YOU STRUGGLE TO BE	DECISIVE

MONSTROUS ACQUAINTANCE

Sweetloaf, a gentle mammudo who ambles around the forest you call home, sipping nectar from flowers.

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STAPLE	SPICE
SOURDOUGH	ARK EBONY PEPPER



3 COURSE BACKGROUND

UPBRINGING WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?

Grilled fish on stale bread. You scrounged up all the leftovers you could from the dockside market, because your parents told you never to waste what the world freely gave you. (+1 Search)

INITIATION WHAT IS THE MEAL THAT MADE YOU A WILDER?

A bowl of porridge, containing carefully measured cubes of shark-like meat. You became a sport wilder, assisting Charter officers in their hunts like a scenthound. With them, you never went hungry, but they treated you little better than the dogs. (+1 Strike)

AMBITION WHAT IS THE MEAL YOU WANT TO EAT MOST?

The best cut of a difficult catch. You'd never ask for it yourself. But one day, you hope someone will freely offer it as a reward for work done especially well. (+1 Display)

CONNECTION A packmate found you after the Charter abandoned you for dead. You owe them your life and undying loyalty.

.....

.....

NAME	PRONOUNS	TOOL
BUG	HE/HIM	MITTS

STYLES

MIGHTY	■	■	
PRECISE	■		
SWIFT	■	■	■
TRICKY	■		

SKILLS

▶ ASSURANCE	⊕ 1	▶ DISPLAY	⊕	▶ SHOT	⊕
▶ CALL	⊕	▶ GRAB	⊕ 1	▶ STRIKE	⊕ 1
▶ CRAFT	⊕	▶ HOARD	⊕	▶ STUDY	⊕
▶ CURE	⊕	▶ SEARCH	⊕	▶ TRAVERSAL	⊕

STAMINA

♥

CURRENT:	MAX:
	20

CONDITIONS

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TRAITS

GRIT. Life's quintessential will to survive.
 - (Cost: 1 Success)
 Increase [A] by 1.

INSIGHT. Human reasoning and intelligence.
 - (Cost: 1 Success)
 Establish a detail about the situation.

NEST BUILDER.
 An instinct for finding or making shelter.
 - (Passive)
 You and your packmates may keep the **RESTED** Condition when you Camp.

Normally, you reset all your Conditions except **DISCORDANT** and **WOUNDED** when you Camp. With this Trait, you can retain the beneficial **RESTED** Condition from Camp to Camp.

FRENETIC.
 You're prone to random bursts of energy - in colloquial terms, "the zoomies."
 - (Cost: 1 Success)
 Restore 2 Stamina.

You can use this flexible Trait after any Test, whenever you have a Success to spare. These small boosts to your Stamina add up over time, keeping you in the action so you can cover for your tired packmates.

TOOL

MITTS

RANGE: 1 (STRIKE)

IF BROKEN: If this Part has additional Range from Techniques, reduce its Range back to 1 (Strike). This Part deals half Damage.

TOOL DURABILITY	CURRENT:	MAX: 20
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TECHNIQUES:

CLOSE AND PERSONAL. Your fighting style is hands on.
 - (Passive)
 You gain Advantage on Strikes against creatures within 0 Strides.

You only need to be within 1 Stride to Attack, but you gain a bonus if you get even closer. This also makes it harder for you to escape if you're hurting, though, so be careful!

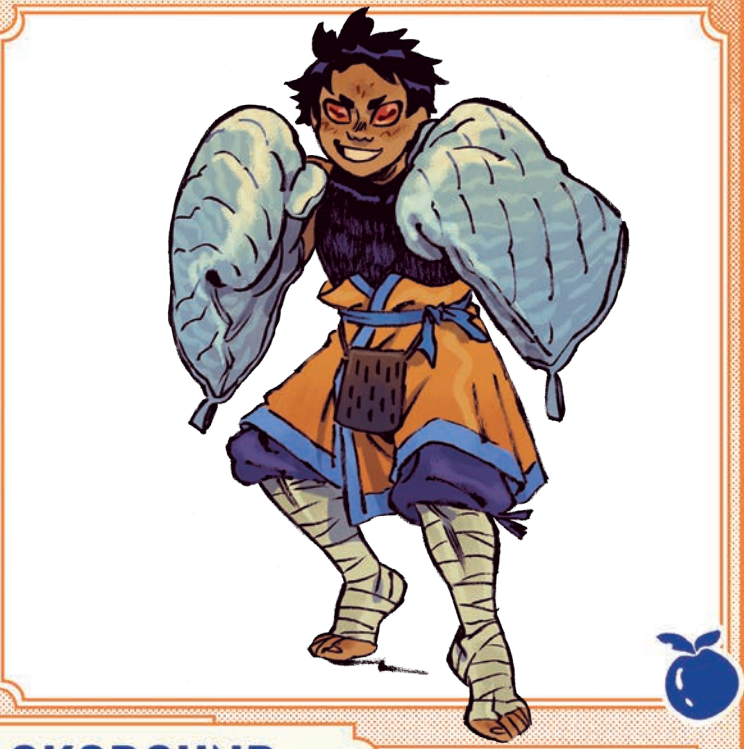


NAME	PRONOUNS	TOOL
BUG	HE/HIM	MITTS

YOU ARE	UPBEAT
BUT YOU STRUGGLE TO BE	FOCUSED

MONSTROUS ACQUAINTANCE

Sweetloaf, a gentle mammudo who ambles around the forest you call home, sipping nectar from flowers.



STAPLE	SPICE
PIQUANTATOES	WORM POPPY

3 COURSE BACKGROUND

UPBRINGING WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?

A glass of raw wari eggs, fish oil, and herbs. Somehow you convinced yourself that the more disgusting it was, the tougher it'd make you. Since you were a child, you wanted to be as strong as the wilders from the old legends. (+1 Strike)

INITIATION WHAT IS THE MEAL THAT MADE YOU A WILDER?

A cicadalike monster, steamed in the shell. You snatched a portion from an elder wilder, eager to prove yourself and join the fight against the frenzy. You didn't realize it'd make you enter hibernation for several years. (+1 Grab)

AMBITION WHAT IS THE MEAL YOU WANT TO EAT MOST?

The finest white coffee money can buy, in the biggest cup you can get. You're still drowsy from your long slumber, but now you're ready to seize control of your future. Your hope is infectious. (+1 Assurance)

CONNECTION

A packmate promised to give you the training you never received. But you're starting to suspect they don't know much more about being a wilder than you do...

NAME	PRONOUNS	TOOL
NHAT ZIN	SHE / HER	PAN

STYLES

MIGHTY	■	■	■
PRECISE	■		
SWIFT	■		
TRICKY	■	■	

SKILLS

▶ ASSURANCE	⊕ 1	▶ DISPLAY	⊕	▶ SHOT	⊕
▶ CALL	⊕	▶ GRAB	⊕	▶ STRIKE	⊕
▶ CRAFT	⊕	▶ HOARD	⊕ 1	▶ STUDY	⊕
▶ CURE	⊕	▶ SEARCH	⊕ 1	▶ TRAVERSAL	⊕

STAMINA

CURRENT:	MAX:
	20

CONDITIONS

TRAITS

GRIT. *Life's quintessential will to survive.*
 - (Cost: 1 Success)
 Increase [A] by 1.

INSIGHT. *Human reasoning and intelligence.*
 - (Cost: 1 Success)
 Establish a detail about the situation.

NATURAL DEFENSE (MIGHTY).
Tough armor protects you from sheer force.
 - (Passive)
 If you take Damage from a Mighty Strike or Mighty Shot, halve it.

Mighty Attacks normally deal [A] × 2 Damage, which this Trait reduces to just [A]. If you want to be even tougher, then Brace, reducing the Damage you take from all Attacks (including Mighty ones) to [A] / 2.

POLLINATOR.
You transport pollen as you forage, and flowers fruit in your wake.
 - (Cost: 1 Success)
 Harmony increases by 1. You can only use this Trait while you Forage.

If you get extra Successes while making a Test to Forage, you can spend them to give back to the environment around you. This in turn gives your whole pack more opportunities to help each other and go wild.

TOOL

PAN

RANGE: 1 (STRIKE)

IF BROKEN: If this Part has additional Range from Techniques, reduce its Range back to 1 (Strike). This Part deals half Damage.

TOOL DURABILITY	CURRENT:	MAX: 50
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TECHNIQUES:

STEEL SHIELD. *Few things can break a disk of pure arksteel.*
 - (Passive)
 Your Pan's maximum Durability increases by 30.

Like Natural Defense, this Technique makes you tougher. You can sustain far more Part Damage than your packmates before your Tool breaks, making you an ideal target for Precise and Tricky Attacks.



NAME

NHAT ZIN

PRONOUNS

SHE / HER

TOOL

PAN

YOU ARE

RESOLUTE

BUT YOU STRUGGLE TO BE

POPULAR

MONSTROUS ACQUAINTANCE

Sweetloaf, a gentle mammudo who ambles around the forest you call home, sipping nectar from flowers.



STAPLE

HANGING RICE

SPICE

SMOKEFLOWER HONEY

3 COURSE BACKGROUND

UPBRINGING

WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?

Rock candies, made with honey from your family's hives. Early on, you learned to always have a snack in your pocket, because sharing them was the only way you knew to make friends. (+1 Hoard)

INITIATION

WHAT IS THE MEAL THAT MADE YOU A WILDER?

Braised mammudo meat, which you could barely make yourself eat. The frenzied mammudo left behind an orphan you named Sweetloaf, who you did your best to comfort before releasing back into the wild. (+1 Assurance)

AMBITION

WHAT IS THE MEAL YOU WANT TO EAT MOST?

A picnic on a hill, overlooking a sanctuary for monsters. Somewhere out there, you're sure there's a place where you can keep the monsters you love safe. (+1 Search)

CONNECTION

A packmate helped you look after Sweetloaf while she was still growing up, and for that you're forever grateful.

NAME	PRONOUNS	TOOL
TELUN	HE/HIM	SPIT

STYLES

MIGHTY	■		
PRECISE	■	■	
SWIFT	■	■	■
TRICKY	■		

SKILLS

▶ ASSURANCE	⊕	▶ DISPLAY	⊕	▶ SHOT	⊕
▶ CALL	⊕	▶ GRAB	⊕	▶ STRIKE	⊕ 1
▶ CRAFT	⊕	▶ HOARD	⊕	▶ STUDY	⊕ 1
▶ CURE	⊕	▶ SEARCH	⊕	▶ TRAVERSAL	⊕ 1

STAMINA

♥

CURRENT:	MAX:
	20

CONDITIONS

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TRAITS

GRIT. *Life's quintessential will to survive.*
 - (Cost: 1 Success)
 Increase [A] by 1.

INSIGHT. *Human reasoning and intelligence.*
 - (Cost: 1 Success)
 Establish a detail about the situation.

KEEN SENSES.
Sharp sight, hearing, or smell keeps you from getting lost.
 - (Passive)
 If you are the navigator, you have Advantage on your first Test during an Event.

In your case, your Keen Senses manifest as eagle-like vision. You are well-equipped to become the navigator and spot danger from afar.

PURSUIT PREDATOR.
A body built for the chase.
 - (Passive)
 If you Move closer to a creature, you have Advantage on Tests to Attack it until the end of your turn.

This Trait rewards you for chasing monsters down. During combat, consider backing up at the end of your turn so you can charge in again during your next one. Pay attention to the monster's behavior so you can predict how far you need to go.

TOOL

SPIT

RANGE: 1 (STRIKE)

IF BROKEN: If this Part has additional Range from Techniques, reduce its Range back to 1 (Strike). This Part deals half Damage.

TOOL DURABILITY	CURRENT:	MAX: 20
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TECHNIQUES:

FLURRY OF MOTION. *A lightweight tool gives you freedom of movement.*
 - (Cost: 5 Stamina)
 Gain an extra Action.

For a high Stamina cost, you can squeeze another Action into your turn during combat. Use this Technique to push yourself when it counts.



NAME

TELUN

PRONOUNS

HE/HIM

TOOL

SPIT

YOU ARE

HONORABLE

BUT YOU STRUGGLE TO BE

POLITE

MONSTROUS ACQUAINTANCE

Sweetloaf, a gentle mammudo who ambles around the forest you call home, sipping nectar from flowers.



STAPLE

SESAME FLATBREAD

SPICE

FENNEL SEEDS

3 COURSE BACKGROUND

UPBRINGING

WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?

A slice of mountain peach, juicy and sweet. The monks always gave you one as a reward when you were especially diligent with your training. (+1 Strike)

INITIATION

WHAT IS THE MEAL THAT MADE YOU A WILDER?

Drumstick meat, roasted until the skin was golden and glassy. You traveled for weeks to track down the monster that destroyed the monastery, up sheer cliffs and over frigid peaks. (+1 Traversal)

AMBITION

WHAT IS THE MEAL YOU WANT TO EAT MOST?

Fried dough twists, in a crowded market. One day, when your duty is satisfied, you'd like to sit, rest, and just watch the people go by. (+1 Study)

CONNECTION

You and a packmate met when the monsters you were hunting crossed paths. The two of you teamed up, each helping the other take down their prey.

NAME	PRONOUNS	TOOL
LIAN	SHE / HER	TORCH

STYLES

MIGHTY	■		
PRECISE	■	■	■
SWIFT	■		
TRICKY	■	■	

SKILLS

▶ ASSURANCE ⊕	▶ DISPLAY ⊕	▶ SHOT ⊕ 1
▶ CALL ⊕	▶ GRAB ⊕	▶ STRIKE ⊕
▶ CRAFT ⊕	▶ HOARD ⊕	▶ STUDY ⊕
▶ CURE ⊕ 1	▶ SEARCH ⊕ 1	▶ TRAVERSAL ⊕

STAMINA

♥

CURRENT:	MAX:
	20

CONDITIONS

TRAITS

GRIT. Life's quintessential will to survive.
 - (Cost: 1 Success)
 Increase [A] by 1.

INSIGHT. Human reasoning and intelligence.
 - (Cost: 1 Success)
 Establish a detail about the situation.

REGENERATION.
 The ability to regrow tissue, limbs, and even stranger extensions of your body.
 - (Cost: 1 Success) Restore 1 Durability.

If your Torch reaches 0 Durability, it breaks, and you lose the ability to fight from range. Use this Trait to restore your Torch's Durability back above 0 if that happens, repairing it and restoring your ability to fire from afar.

GENERALIST DIET.
 You can stomach anything.
 - (Passive)
 After you eat a meal, you may ignore the meal's bonus effect.

Some Ingredients come with negative effects, like becoming **FATIGUED**. Eating them still restores Stamina, so with this Trait you can make the most of Ingredients with unpleasant sideeffects.

TOOL

TORCH

RANGE: 3 (SHOT), 1 (RANGE)

IF BROKEN: If this Part has additional Range from Techniques, reduce its Range back to 1 (Strike). This Part deals half Damage.

TOOL DURABILITY	CURRENT:	MAX:
		20

TECHNIQUES:

LINE OF FIRE. Flame reaches where steel can't.
 - (Passive)
 Your Torch gains: "Range: 3 (Shot)."

You are the only pregenerated character with the ability to fight from range. Keep your distance, and support your pack from behind.



NAME

LIAN

PRONOUNS

SHE / HER

TOOL

TORCH

YOU ARE

STUDIOUS

BUT YOU STRUGGLE TO BE

THOROUGH

MONSTROUS ACQUAINTANCE

Sweetloaf, a gentle mammudo who ambles around the forest you call home, sipping nectar from flowers.



STAPLE

STEAMED BREAD

SPICE

JAO PEPPER

3 COURSE BACKGROUND

UPBRINGING

WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?

Summer's last handful of ju berries, foraged as you played in the brush. You learned from the birds where to find the season's last bursts of sweetness. (+1 Search)

INITIATION

WHAT IS THE MEAL THAT MADE YOU A WILDER?

Cold rootcrab, cleansed of poison and marinated in soy sauce and spices. The monster had taken ill from pollution before it became frenzied, and you swore to study the link between the two sicknesses. (+1 Cure)

AMBITION

WHAT IS THE MEAL YOU WANT TO EAT MOST?

A stamped bean bun, shared with your family as you teach them the secrets of arksteel. You've studied the mechanisms of your arksteel torch for years, and you're so close to unraveling its final mysteries. (+1 Shot)

CONNECTION

You cooked many times for a packmate when they were young. They're convinced your food is the best they've ever tasted, when really it was just the quickest and easiest recipe you knew how to make.

NAME	PRONOUNS	TOOL
KNOT	HE/HIM	TWINE

STYLES

MIGHTY	■		
PRECISE	■		
SWIFT	■	■	
TRICKY	■	■	■

SKILLS

▶ ASSURANCE	⊕	▶ DISPLAY	⊕	▶ SHOT	⊕
▶ CALL	⊕	▶ GRAB	⊕ 1	▶ STRIKE	⊕
▶ CRAFT	⊕ 1	▶ HOARD	⊕	▶ STUDY	⊕
▶ CURE	⊕	▶ SEARCH	⊕	▶ TRAVERSAL	⊕ 1

STAMINA

♥

CURRENT:	MAX:
	20

CONDITIONS

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TRAITS

GRIT. *Life's quintessential will to survive.*
 - (Cost: 1 Success)
 Increase [A] by 1.

INSIGHT. *Human reasoning and intelligence.*
 - (Cost: 1 Success)
 Establish a detail about the situation.

CAMOUFLAGE.
Subtle patterning disguises you from sight.
 - (Cost: 1 Tricky Success)
 You become **HIDDEN**.

In combat, HIDDEN gives you Advantage on your next Attack, but you lose it after you roll. During travel and free play, Hidden is more case-by-case, but the general principle is the same: once you act, you reveal yourself.

SWALLOW WHOLE.
Unhinge your jaw to eat now, digest later.
 - (Cost: 1 Action)
 Eat any number of Ingredients, and restore an equal amount of Stamina. You don't gain any bonus effects.

If you need food right away and there's no time to cook, this Trait allows you convert raw Ingredients straight into Stamina.

TOOL

TWINE

RANGE: 1 (STRIKE)

IF BROKEN: If this Part has additional Range from Techniques, reduce its Range back to 1 (Strike). This Part deals half Damage.

TOOL DURABILITY	CURRENT:	MAX: 20
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TECHNIQUES:

LASSO AND LEASH. *You hold all the strings.*
 - (Cost: 3 Stamina)
 Either pull yourself 1 Stride closer to a creature, or pull a packmate 1 Stride closer to you.

You can yank yourself and your packmates into position. This Technique costs Stamina, not Actions, so you can use it as many times as you like on your turn so long as you have the Stamina to spend.



NAME	PRONOUNS	TOOL
KNOT	HE/HIM	TWINE

YOU ARE	FLEXIBLE
BUT YOU STRUGGLE TO BE	GENTLE

MONSTROUS ACQUAINTANCE

Sweetloaf, a gentle mammudo who ambles around the forest you call home, sipping nectar from flowers.

STAPLE	SPICE
MOSSTACK	ROCK SALT



3 COURSE BACKGROUND

UPBRINGING WHAT IS THE MEAL THAT DEFINES YOUR CHILDHOOD?

Rattling hotpot, which was your fellow stowaway's nickname for the stew you ate by sneaking onto the trains and stealing from their cargo. To you, the arksteel cars were the world's biggest pantry. (+1 Grab)

INITIATION WHAT IS THE MEAL THAT MADE YOU A WILDER?

Monster steak, seared to perfection. You cooked and ate it right in the midst of your broken traps. Your prototypes had all failed horribly - except, that is, for the one that counted. (+1 Craft)

AMBITION WHAT IS THE MEAL YOU WANT TO EAT MOST?

A sumptuous victory feast, shared by followers from across the continent. You dream of glory that will last for eons, sung across the length and breadth of the One Land. (+1 Traversal)

CONNECTION

You confided in a packmate about your dreams of rebellion against the giants. Something about your goal resonated with them, but they don't seem impressed by your slogans or your homemade flag.

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Quickstart version 1.5 (February 13th 2024)

WILDERFEAST

YOU ARE WHAT YOU EAT



For additional info, get in touch at
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