

## THE LORE PHASE & THREAD

The call to adventure is not always heard when you are prepared, when you have marshalled enough forces to heed it. For these moments, there is the Lore Phase.

Unlike any other phase, the Lore Phase is never used during a game, there is no Overplayer, and there are no Rogue Players. You will only need two players, but it may be played with more. One player is the Seeker and the rest are the Lore Players.

### Overview

The Seeker presents a burning question to the Lore Players who then take turns rolling for their tone and offering hints to the question's answer.

### Starting the Phase

The Seeker writes a question that they yearn to answer. It should be something their rogue would seek out during a game, or something that their rogue will be unable to avoid. It cannot be a question that can be answered with a simple yes or no.

*Who killed my father on that dark day?*

*Why did the dragons disappear from this earth generations ago?*

*What is the true nature of the stars?*

Once the question is written, the Seeker reads it aloud and hands the dice to one of the Lore Players.

### Hints

The Lore Player immediately rolls—ignoring any Morals and Mysteries rolled—and provides a hint in the resulting tone. A hint is some detail related to

## THE LORE PHASE

### Summary

- ◆ *A question burns within the Seeker.*
- ◆ *The Seeker starts a Lore thread by writing down a question and then hands the dice to a Lore Player.*
- ◆ *The Lore Player immediately rolls and provides a hint in the resulting tone.*
- ◆ *The hint must be related to the Lore, but not directly answer the question.*
- ◆ *After hearing the answer, the Seeker writes it on the Lore thread and decides whether or not to end the phase.*
- ◆ *A tie means that the hint should be in the tone opposite of the current one and that the phase will end after the hint is given.*

the question. It must not answer the Lore directly nor lead the Seeker to a foregone conclusion. The best hints orbit the Lore obliquely.

☉☉☉ *Many who did not belong there took to the battlefield that day.*

☉☉☉ *There is a well of dragon fire that yet burns somewhere in the southern deserts.*

☉☉☉ *The concord between the stars and the night sky was written in rime.*

Upon hearing the hint, the Seeker records it next to the Lore question. If the phase continues, the Lore Player should pass the dice to any other player who immediately rolls and creates another hint. This continues until the phase ends.

### ☉☉☉ Glum Tones ☉☉☉

*Still, moody, muted, cool, introspective, entangled, ensorcelled, sorrowful, lonely, melancholic, eerie, foreboding, strange.*

### ☉☉☉ Jovial Tones ☉☉☉

*Vibrant, passionate, cacophonous, hot, spellbound, crowded, mirthful, terrifying, painful, clear, welcoming, familiar.*

### Lore Player Opportunities

- ◆ *To point the Seeker towards adventure.*
- ◆ *To change the nature of the question.*
- ◆ *To enshroud the answer in more mystery.*

### Ending the Phase

Should a Lore Player roll a tie, their tone is the opposite of the previous tone (or a tone of the Seeker's choice if their roll was the first roll) and the phase ends immediately following their hint.

Otherwise, the Seeker decides after each hint whether to continue the phase or end it. Do not wait too long. Three hints are plenty for most Lore.

The Seeker may then keep the Lore thread for future games.

### Bringing Lore to the Table

You may use a Lore thread for the Echoes of the Past trick. It reincorporates as a Mystery does.

